Project Clown Game Design Document

Story

The local circus is in disarray after losing money due to poor sales. Animals are out of their pens, customers are breaking in, and even some of the inhouse entertainment is going mad!
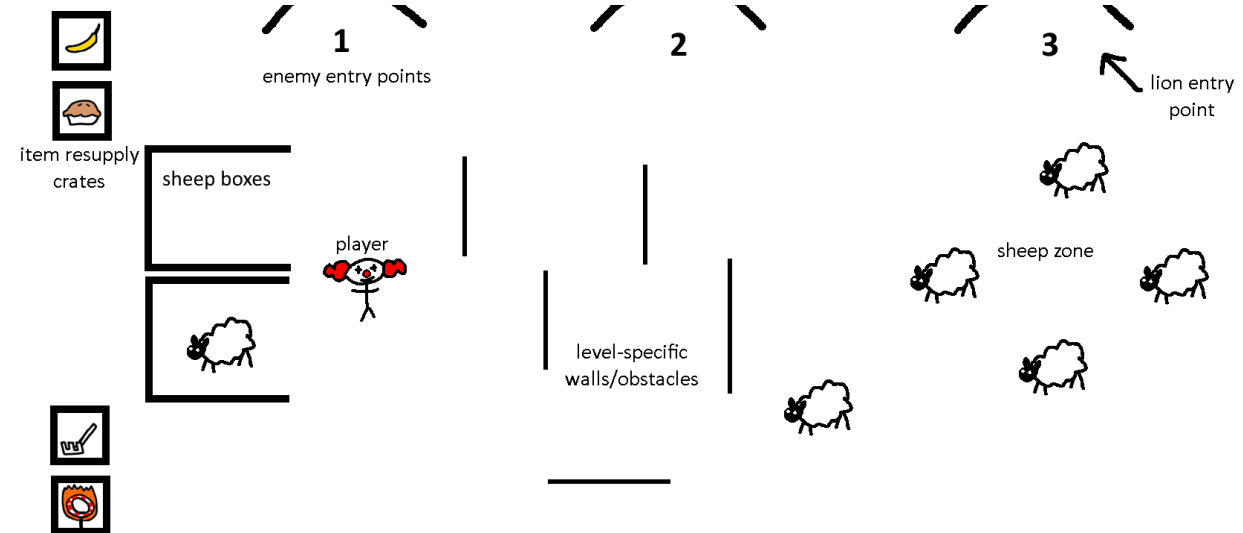
It's up to Ding Dong the Clown™ to clean up everyone's mess. And how does he do that?

With laughter of course!

Theme

Setting

Open field

enemy entry points

1

2

3

lion entry point

item resupply crates

sheep boxes

player

level-specific walls/obstacles

sheep zone

Gameplay

Player must round up sheep and other circus animals into pens.

Laughter:
All animals have a laughter gauge which drains over time, and can be filled by the player's actions
When animals are laughing, they automatically walk to their cages
When certain enemies are laughing, they may become immobile or non-hostile

Character Controller

The player moves around the map's tiled grid using the arrow keys

Humor Mechanic

Throughout the game, the player will interact with different NPCs to make them laugh. This will then activate an event depending on the type of npc. During this part of gameplay, there will be a laugh meter that will gradually fill up from stage 1 to stage 5. Stage one being the starting point to stage 5 being the end point. To get from stage 1 to 5, the player will use specific moves that the NPCs want that will make them laugh. There will be at least three different moves: a pun, physical comedy, and a funny sound.

I think an interesting idea would be to have each of the 3 moves be randomized. For example, the pun button obviously gives us a pun, but what the specific pun is should be based on a random number. I think the same could go with physical comedy (doing a flip, getting hurt on purpose, etc.) and a sound effect (fart sound, honk, etc.) These 3 options will be treated as a multiple choice where the player has to choose the corresponding action to progress the bar.

Level Design

The same basic level layout will be re-used for all stages of the game. Some levels may have slightly different art or have setpieces moved around to different positions, but they're all more or less the same.

Environmental Interactions

Non-Playable Characters:

- A-B Animals (sheep, lions, monkey, birds, elephants, etc.)

- Event enemies (unfunny clown)

- Boss enemies (evil clown, irs)

Systems

- **Animal Behaviors:** In which an animal that needs to be herded will either stay stationarily idle in the field or move around aimlessly until the player comes to fill a laugh

meter. When this meter is full the animal is more contempt to move (Either follow or being "Pushed") by the player.
- **Intractable Structures:** These will be picked up from crates and added to the tile based field to interact with enemies in their specific way.
- **Count Down Time System:** 1-2 minute countdown that as the timer progresses so does the enemy spawns. Once the timer ends the level is completed.

Art (16x16 pixels per tile) [height x width]

Player (32x16):

Animals:
- Sheep (16x16)
- Lion (16x16 or 16x32)
- Chicken (16x16)
- Elephant (32x32)

Non-Animal Npcs:
- Sad Clown (16x16)
- Angry Clown (16x32)
- IRS Worker (32x16)
- IRS Boss (32x32) [I'm thinking just the letters I, R, and S]

Tiles:
- Grass
- Boxes
- Dirt
- Fences
- Fence gates (points where enemies enter)

Objects:
- Banana
- Pie
- Rake
- Balloon

Level
- Field (Day/Night)

Effects
- Firework particles
- IRS introduction screen

UI
- Items Bar
- Health?
- Animals left?
- Day (1, 2, 3, 4, etc.)

Music

Three main themes:
- Title screen
- Level music
- Boss music
- Extra stuff
  - Boss intro
  - maybe a level start theme

Feature to-do list:

Player movement
Player items
       Banana peels
       Pies
       Rakes
Laughter system
Pathfinding system
Creature spawning
Sad clown AI
Mad clown AI
IRS AI
Sheep AI
Lion AI
Level Timer

Sound effects?
- Depressing sound (plays when sad clown tells a joke)
- Ability sounds
  - Laugh
  - Pie splat
  - Banana drop (could be the same as pie splat)
  - Slip (for slipping on bananas)
- Item pickup sound (when getting new items from crates)
- Sheep collection noise (when sheep enter cart)
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- Tickle effect (plays while tickling sheep)

Credits:

Software used:
- Godot engine
- Aseprite
- Paint.net

Credit to our Discord friends for contributing many terrible jokes for our sad clown.