

Total Saturation

Game Design Document

Documentation by Benton Lane and Jorge Avila

This Moment Studio:

Jorge Avila, Mason Crochetiere, Reece Enthoven, Adam Gyenes,
James Johnson, Benton Lane, Olivia Santamauro

Intent

This Moment is an artistically focused game about the fleeting but profound impacts people have on our lives, and the same impact we subsequently have on other people ourselves. It is about the secondary and tertiary effects we indirectly have on people we've never met, simply because we made a connection with a person, who went on to make a connection with someone else, who made a connection with someone else, ad infinitum.

The game is heavily inspired by the game *KIDS*, which features a flat white background with simple monochrome characters with little variation between each character. In our concept, this space is expanded by the use of color as an instigating force that animates and invigorates the characters, acting as the impetus for change and connection in the world.

The game starts with no color in the world, including for the player character, with the camera completely zoomed out to show the entire world and all its colorless inhabitants. We then zoom in on our player character, and an outside character introduces color to the player character. The player's goal is to then go share their newfound color with the other NPCs in the level. When these characters are given color, they then move out in the world to share their color with another "empty" NPC character, while the player goes to connect with other empty characters at the same time.

As each connection is made, by both the player and the NPCs, the camera view slowly zooms out until finally the original shot of the world is shown, with all the characters in the world colored in by the connections made by the player.

Player Controls

- Mouse control while in main/pause menus to click the UI buttons
- WASD to move around the world
- Up/Down/Left/Right arrow keys to emote; one emote bound to each key
- E to interact with the NPC characters when with specified proximity

Character Interactions

In our game, a critical aspect of the game flow is “The moment”. This “Moment” is a pivotal part of our game flow.

Process of the moment:

1. The player walks towards a colorless NPC.
2. As the player gets within a certain distance from the NPC, the camera closes in on the Player and the NPC (with vignette FX)
3. At this moment, Sound around the player and NPC becomes muffled or slightly muted. The vignette, as well as the closeness of the camera will enforce a tone of intimacy, closeness, and tension, reflecting these aspects of connecting with people on a deeper level in real life.
4. Every NPC is an individual. This is translated through these NPCs having one of four values which directly correlates with which **Emote** will fill them with color.
5. The player in this moment is able to perform 4 **Emotes**.
 - a. Jump in Joy
 - b. Hand Shake
 - c. High-Five
 - d. Dance
6. Every time an **emote** fails to color an NPC, a scribbly cloud is animated above their heads, signaling frustration.
7. When the player chooses the correct **emote**, the other NPC changes color and mirrors the **emote**.
8. The camera quickly zooms out and the vignette quickly dissipates. At the same time, confetti, streams, and other party effects appear at the edges of the screen.
9. After the colored NPC finishes their emote, they begin to move towards a random colorless NPC within a certain distance.

The Intro/Tutorial

The Main menu hovers over a large, zoomed out version of the game's map. When the player starts the game, the camera zooms in to capture primarily the player character.

The first thing the player is shown when they begin the game is the player character sulking in the same state of apathy/lifelessness that embodies all of the other present NPCs. Shortly after, a colored NPC arrives from the left side of the screen. The process of "the moment" plays out as previously described when the player does it (See Character Interactions). However, this is the first instance of it occurring in the game, distinct from all other occurrences involving the player as the player takes the role of the "colorless, apathetic, lifeless" NPC they later go on to fill with color.

When the player is filled with color, the camera zooms out slightly, but doesn't gain control until the colored NPC is done walking off screen

The player is shown the controls for moving, with the only text in the game (outside of menus) instructing the player to "Share."

If the player attempts to follow the colored NPC, they will not find them (they were just a cutscene asset lmao).

From here, the player will attempt to connect with colorless NPCs to share color. When they enter their first four interactions, controls are shown for the emotes. It is important to note that the first four NPC interactions also each require the differing emotes, so that all colors have a "representative" when other NPCs begin coloring other NPCs.

As the game progresses

Listed below are effects that are desired to be implemented, though it is acknowledged that not all may be implemented.

1. The more connections the player makes (or the more that occur in the world?), the more zoomed out the camera gets.
2. Colored NPCs should be seen zooming across the screen, walking into screen and interacting with colorless NPCs, colored NPCs interacting with other colored NPCs,

"Crescendo"Finale

When the population of the world reaches a certain amount of colored NPCs, the game is practically complete, and the camera should be zoomed out wide.

The game does not end until the population reaches this threshold. At this point, we want a colorless NPC to appear near the player (Maybe constantly respawn off screen until it shows up on the player's screen?).

When the player finds this Colorless NPC, they should be the only one capable of interacting with it.

Once they do, the camera slowly begins to zoom out, and accelerates until it captures the entirety of the map, showing a world full of lively characters, now fully interconnected and completely united.