



Stick to Your Time

Detailed Design Doc

"Timing is Everything"

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Version 4.1

VFSTM

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Document Overview

Overview

This is the design document for *Stick To Your Time*. This document is broken into major sections, each describing a particular aspect of the game. The appendices offer supporting information for the development of the game.

Revision History

This is a brief description of this document. A list of the major changes is provided following each revision number. Furthermore, a list of any outstanding topics or any topic that needs further details is provided.

Revision	Date	Change Description
First Draft 1.0	March 15, 2011	<ul style="list-style-type: none"> • First Draft • Logo • Controls • Game Concept & Overview
First Draft 1.1	March 21, 2011	<ul style="list-style-type: none"> • Characters • Camera • Controls
First Draft 1.2	March 30, 2011	<ul style="list-style-type: none"> • Mechanics
First Draft 1.3	April 4, 2011	<ul style="list-style-type: none"> • Modes and Progression
First Draft 1.4	April 7, 2011	<ul style="list-style-type: none"> • Add Front End, Wireframes and Game World
Second Draft 2.1	April 15, 2011	<ul style="list-style-type: none"> • Change Controls (Add Target Based Subject)
Third Draft 3.1	April 18, 2011	<ul style="list-style-type: none"> • Add Level Maps
Final Draft 4.1	April 19, 2011	<ul style="list-style-type: none"> • Fix Formatting, Spelling and Grammar. Add images.

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Game Concept

Overview

'Stick to your time' is a game where the player is a stand-up comedian struggling to get laughter and acceptance of the audience and club booker on his/her very first time on stage. The entire game takes place from just before the player gets on stage to a few minutes after his set is done, which is only 5 minutes in length. The gameplay consists primarily of choosing the right thing to say at the right time as well as moving around and interacting with the environment to get laughs.

High Concept

You are standing in a small room. There is a vanity mirror framed with round light bulbs. Some lit, most not. There is an old couch, and a box full of props and costumes. It's the green room at a comedy club. You can hear the muffled sound of a comedian struggling in front of a scattered audience. As you go through a door the voice gets louder. You are now standing behind a curtain backstage. You hear the comedian say, "Are you ready for your first act?" They are ready. Are you ready? "Ladies and Gentlemen! He's a first timer. Please welcome..."

Philosophy

Create a new conversation system that eliminates time distortion and allows for maximum player agency during in-game dialogue.

"Timing is everything"

Each action performed by the player is completely contextual to all his/her actions leading up to that action. The effect of the action varies relative to both its context and the most importantly, the player's timing. This in effect should feel like a realistic conversation with non-player characters.

Common Questions

Why Create this Game?

I created this game because as we approach a technological level that will allow us to fully converse with enemy AI with our own voices, the game industry has failed to make the proper steps towards training the players how to 'play' a conversation. Although some advances have been made, time distortion (unrealistic pacing that breaks the suspension of disbelief) still remains in most models and systems regarding conversational gameplay.

The goals set forth in creating this game include, but are not limited, to the following:

- Create a system that allows a player to 'play' a conversation
- Eliminate 'Time Distortion' completely from playable conversations
- Make dialogue tree navigation based on common-sense and intuition for the player
- Design the game in a way that allows players to learn and improve at the game

What is the Target Hardware?



Where Does the Game Take Place?

Stick to Your Time takes place in several types of Stand-Up Comedy Venues.

What Do I Control?

The player controls a stand-up comedian while he/she is on-stage performing. Players must use their instincts for precision timing and their cleverness and skill to guide the audience down the funniest path of the player's repertoire.

What is the Main Focus?

The player is scored on how much the audience laughs and how much they like him/her.

Can Comedy be Turned into a Science?

Hell yeah it can, despite what *Star Trek's* Data says. (There is a secret ingredient however, but it's a secret.)

Secret Ingredient?

A bad-ass attitude. There, I said it. (This is provided by the writers/designers?)

Feature Set

This section describes the features that make up the overall gameplay experience of *Stick To Your Time*.

Major Feature

Dynamic Conversation System

This feature changes how a player navigates a conversation within a videogame. It allows the player to use timing and cleverness to get information from an NPC or change an NPC's state.

- **Dynamic Timing Quotients:** Everything the player chooses to do and say will have an effect that is proportional to the time between the last few things said and done.
- **Three's A Crowd:** This feature determines if an NPC is treated as an individual or a group.
- **Subject Control:** This allows a player to navigate around a specific subject and change that subject. The subject can be based on what an NPC might have said, or what the player has targeted on his/her screen including subjects stored in their notebook.
- **NPC State:** The emotional state of an NPC or NPC group. This state determines their reaction and includes the amplitude of this state.
- **Group NPC Temperature:** The temperature is the momentum of a particular state and determines how willing the group is to take action on a specific subject. In this game the action is primarily laughing (unless you make them so mad they want to kill you).

Massive Vault of Hilarious Writing

Since the player primarily navigates the abstract landscape that is the interaction between audience and stand-up comedian the player is rewarded through hilarious jokes and situations that may force players to change their underwear.

- **Observational Humor:** Skewed opinions on observations.
- **One Liners:** Quirky and quick set-ups and punchlines.
- **Insult Comedy:** Insults and put-down that would make your rudest friends twinge.
- **Physical Comedy:** Unexpected outbursts and pratfalls.

Minor Features

Sound Design

Impeccable sound design that floods the player with waves of realistic and uproarious boredom, heckles, and maybe even laughter.

Lovable Characters

These weirdoes can charm the pants off a chimpanzee. They are cute, quirky, and even tough when needed.

Game Characters

Overview

Since *Stick To Your Time* is a type of simulation the characters will have the following elements:

- Original / Fictional
- Relatable - Easy for the player to put themselves in the character's shoes.
- Someone they would like to try becoming
- Believable

Playable Character(s)

Overview

The main characters are brother and sister and were brought up liberal hippie parents.

Main Character

Jake Barnum – A strange looking boy in his mid-20s. He's scrawny and balding. He's rarely serious and likes to take his shirt off all the time (even though his physique doesn't warrant it).

- **His Abilities**
 - His Jokes
 - His Weird Voice
 - His Strange Sense of Humor
 - His Keen Observation Skills

Figure 1: Jake Barnum



Secondary Character(s)

Bailey Barnum – A nerdy but cute looking girl in her late-20s. She is sarcastic but never crude.

- **Her Abilities**
 - Her Jokes
 - Her Dry Wit
 - Her Strange Stories
 - Her Sarcasm

Figure 2: Bailey Barnum

Tertiary Character(s)

The tertiary characters are the audience. They are unpredictable, judgmental and bi-polar at best.

Figure 3: The Audience

Non-Playable Character(s)

Overview

The NPC characters are the patrons, employees, and comedians inside the comedy club.

The Bro

This guy loves to repeat your jokes at the water fountain the next day. He'll never remember your name though. He's the first to heckle and loves insult comedy.

Figure 4: The Bro



The Groupie

These guys and gals are wannabes. They are super important though because they will create websites and forums to honor you and get your respect. Annoying as they are they will be the first (and only) people to sleep with you because you're a comedian. They will often bring notebooks but never perform stand-up comedy.

Figure 5: The Groupie

The Stagette

These girls are out for a good time. They are loud and drunk and if they will yell random things that make no sense. They usually come equipped with a giant inflatable-something sexual and clashing colorful outfits. It's easy to make them laugh though; just insult them or say something sexual.

Figure 6: The Stagette

Camera


Overview

The camera system is simple but effective in getting the player to feel what a real comedian experiences. There are two systems used; First Person Camera and a Cinematic system.

First Person Camera

The first person perspective is vital to re-create the stand-up experience. All the audience must be looking at the player which wouldn't happen from a 3rd person or top down camera.


Table 1: First Person Camera Example

Camera Example	Description
	<p>First Person Camera</p> <p>This camera is the most effective for making the player feel nervous as a comedian about to go onstage. The huds and pop-up UIs during gameplay will all be contained within this view.</p>

Cinematic Camera

This camera system is used outside of gameplay for cinematic effect. It will be used typically before and after gameplay to set up the level and segway the backend user interface.

Table 2: Cinematic Camera Example

Camera Example	Description
	<p>Cinematic Camera</p> <p>This camera will setup the level and venue for the player and will stylistically change to match each level. This camera is vital for building up anticipation for the player as well as making them nervous.</p>

Controls

Overview

The controls for *Stick to Your Time* are different from any other game since most of the gameplay revolves around conversation. The controls are specifically designed to allow a new player to easily learn simple controls and for a skilled player to continue to be challenged by

XBox360 Controller Layout

This is the default button map for the Xbox360.

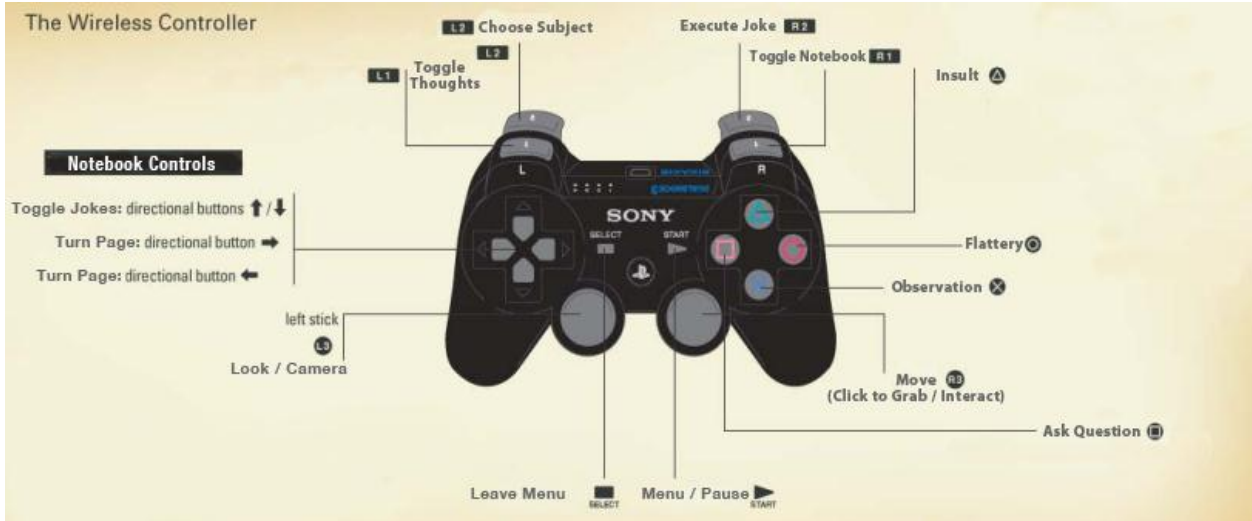
Figure 7: Xbox 360 Controller Layout



PlayStation 3 Controller Layout

This is the default button map for the PlayStation3.

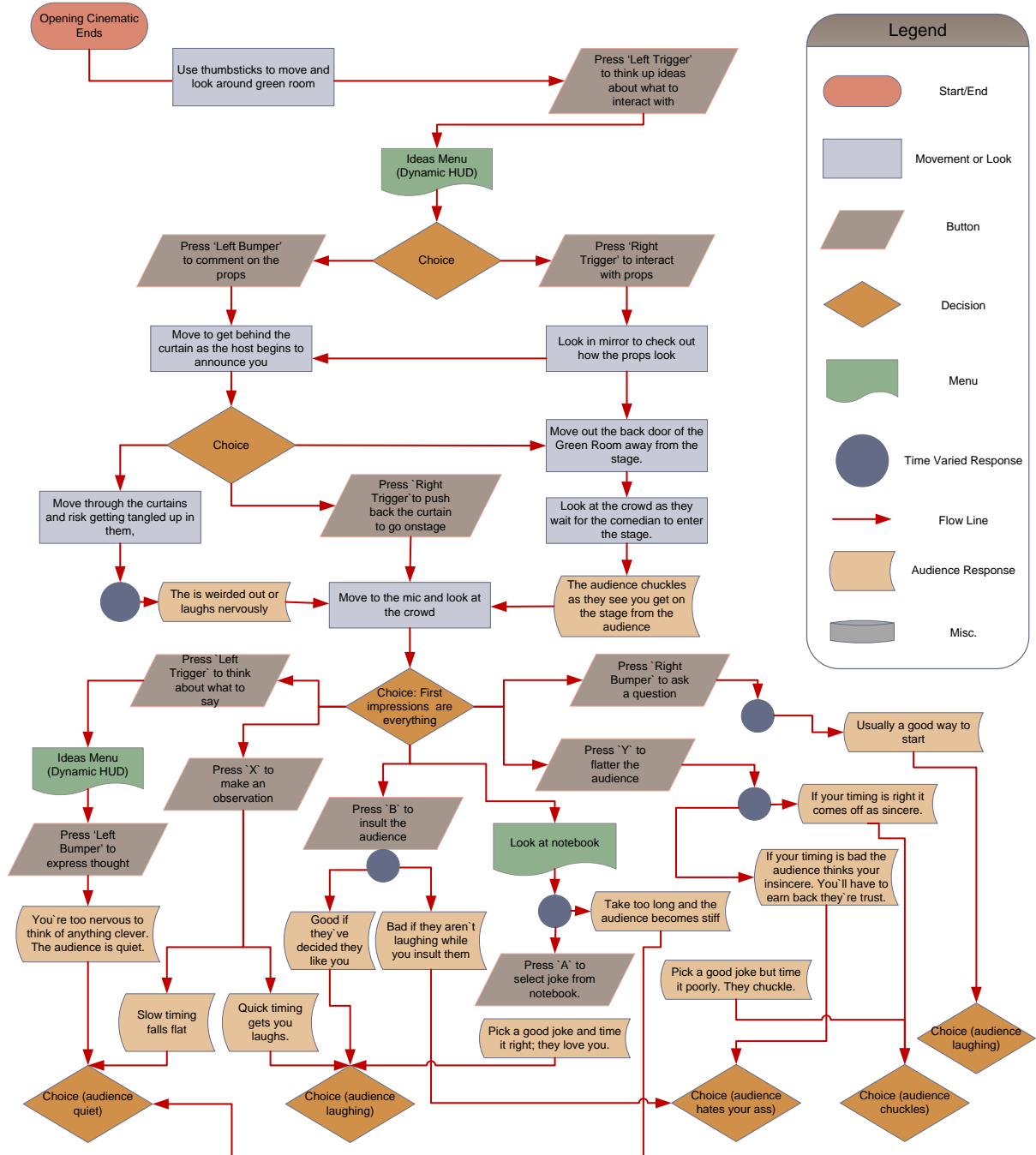
Figure 8: PlayStation 3 Controller Layout



Control Example Flowchart

This is an example of how the player would control the first minute or so of gameplay.

Figure 9: Gameplay Controls Example



Gameplay Details

Overview

This section describes the gameplay and mechanics found in *Stick to Your Time*, and contains topics describing the mechanics, how they are used, and their implementation into the game.

Dynamic Conversation System

Stick to Your Time's gameplay relies heavily on conversations. The *Dynamic Conversation System* allows the players to navigate through Player / NPC dialogue in a way similar to combat. Although the system's inner-workings may appear intricate the result is fun and intuitive gameplay.

Subject Targeting

A vital aspect in any conversation is the subject. In *Stick to Your Time* the player may converse on the subject currently selected (shown on the HUD) or use the targeting crosshairs in the center of the screen to select another subject. The player may select:

- An audience member.
- A physical item
- A joke in the book (the player will talk about the joke rather than tell the joke).
- A thought from the UI

The quality of a subject will give the player a modifier on the 'audience temperature' (see pg. 31) and determine the time until the audience gets bored of the subject. Another variable associated with the subject is which state the joke will move the audience towards.

Figure 10: Subject Table

Subject	Modifier	Time Until Boredom	State Movement
Trucker (Audience Member)	X 1.4	3m 25s	Laughing
Sleep Deprivation	X 1.2	1m 10s	Laughing
Lying to Your Parents	X 2.0	6m	Laughing
The Holocaust	X 0.2	0m 35s	Offended

If the player stays on a subject for too long the audience will begin to get bored (see player states: pg.26).

Three's a Crowd

In the case of *Stick to Your Time* the NPC is an entire crowd. With **Three's a Crowd**, an NPC within 1 unit of 2 other NPC's will act as a crowd with these other NPC's.

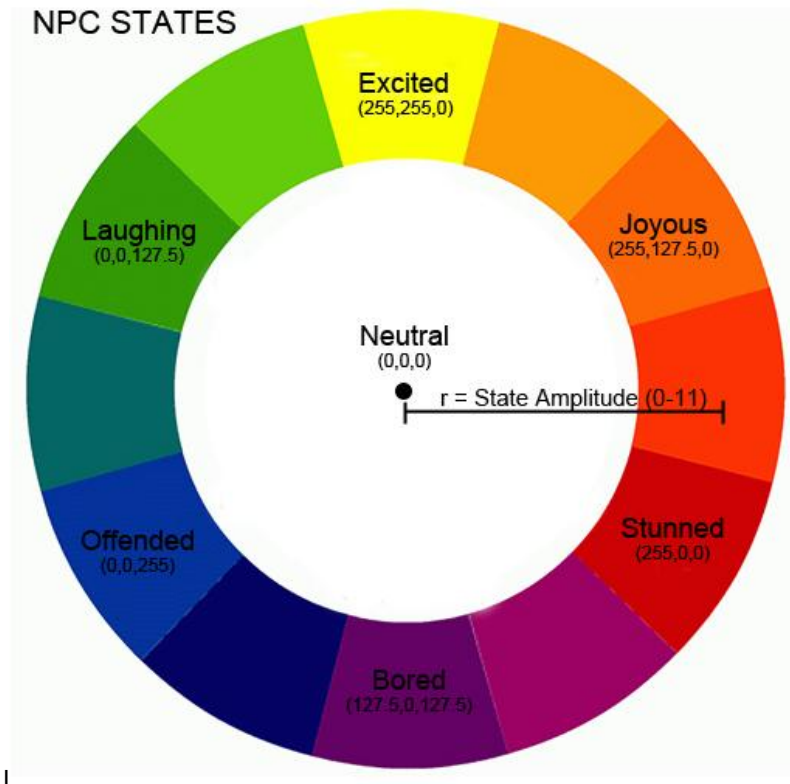
Figure 11: Three's a Crowd



NPC State

Each crowd or individual will have an emotional state. States are represented by a color and are calculated by multiplying the previous state by the effectiveness of the player character's jokes and the timing quotient.

Figure 12: NPC States Colour Wheel



1. **NPC State** = (Previous NPC State X Joke Effectiveness) / Timing Quotient (QT)
2. **Joke Effectiveness** = (Joke Info) X (Player XP)
3. **Timing Quotient(TQ)**=The rate that the audience cools down after a joke

Joke Effectiveness

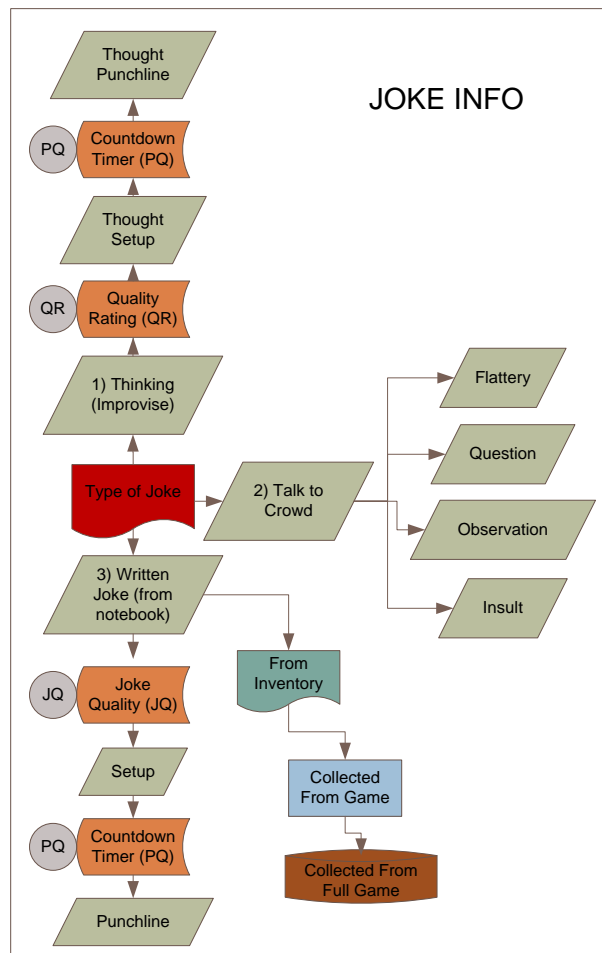
This is the sum of the player's actions (**Joke Info**) multiplied by **the Player's Experience Points (XP)**.

Joke Info (Player Options)

Joke Info is input from the player. There are 3 types of jokes the player can choose from:

1. **Thinking (Improvise)**
2. **Talk to Crowd**
3. **Written Joke (From Notebook)**

Figure 13: Joke Info Chart



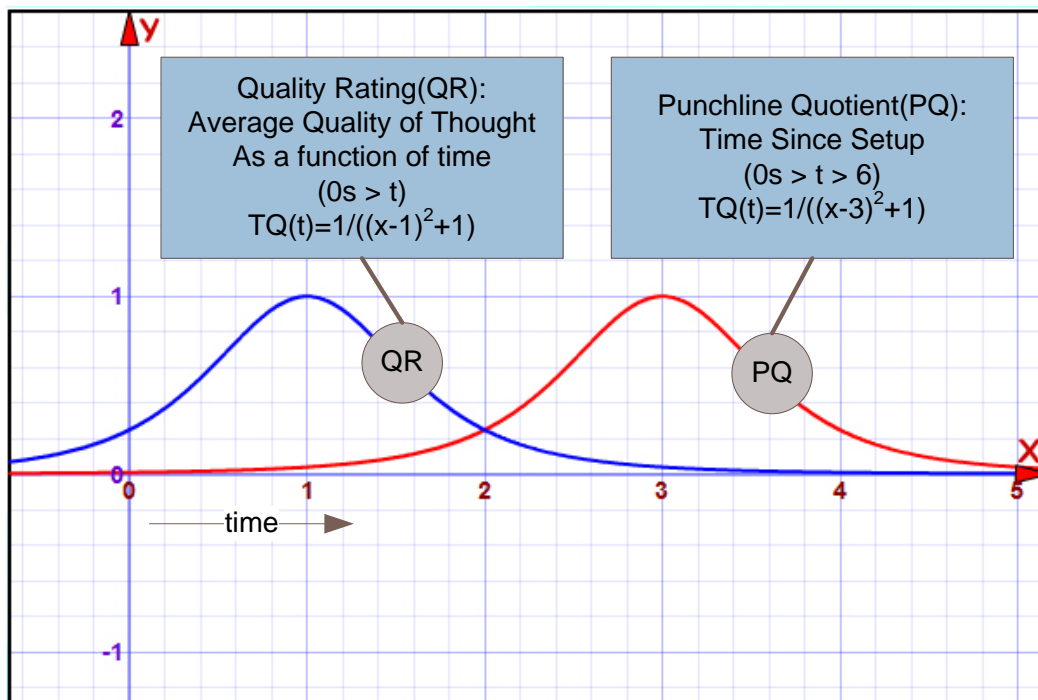
Thinking (Improvisation)

Pressing and holding the 'Think' trigger activates a dynamic pop up menu that show players the thoughts of the Player Character as they pop into his/her head and disappear. When the player presses the 'Express Feelings' the current thought is selected and then the player must press the 'select joke' at the precise time to get the maximum power of the thought.

The effect of the thought has two variables.

1. **Quality Rating (QR)** – The chance of getting a funnier thought (one second after pressing 'Think').
2. **Punchline Quotient (PQ)** – The best time to press 'Select Joke' to hit the punchline. (Three seconds after selecting the thought is ideal)

Figure 14: Timing Quotients



NOTE:

Thinking while talking or other more urgent things can be dangerous.

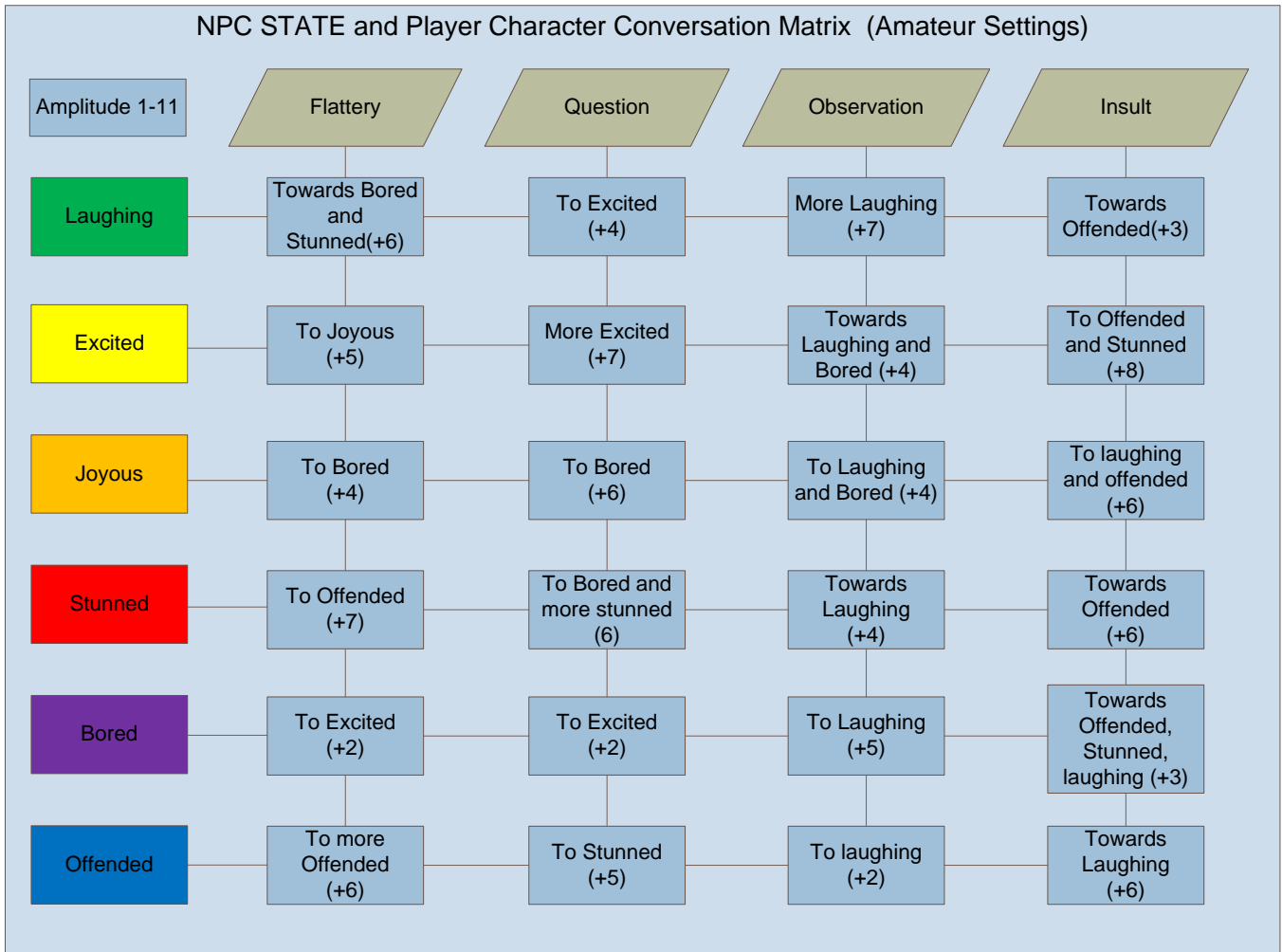
Talk to the crowd

Who you talk to is contextual. If someone is heckling you the talk will be directed at him/her. There are 4 ways you can talk with the audience:

- Flattery
- Question
- Observation
- Insult

What you say has a big effect on the mood of the crowd.

Figure 15: How NPC State Changes While Talking to the Crowd



Written Jokes (from notebook)

Written jokes are the jokes the player must select in the notebook and execute.

Table 3: List of Possible Jokes

Joke Title	Player rating	Actual Rating (Hidden)
Drunk Kung Fu	★★★★★	10
Bad Breakfast	★	4
Women are Beautiful	★★★	6
Glass of Milk	★★★	9

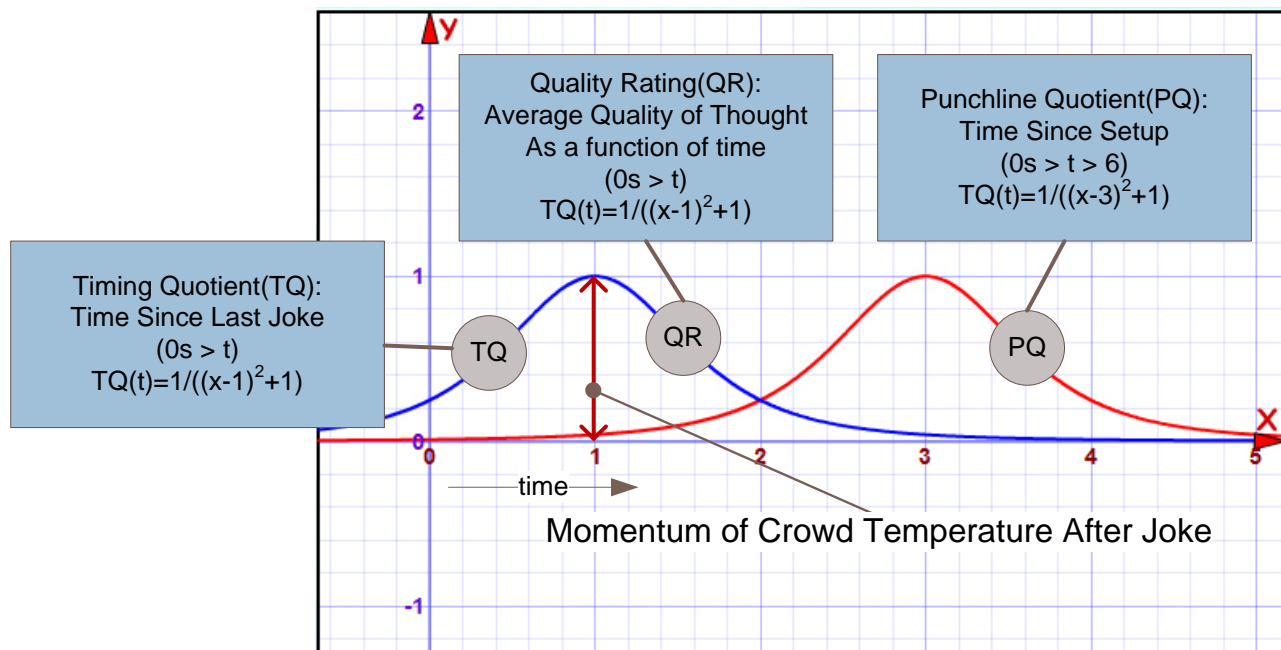
Using the notebook

Once the notebook user interface is opened, the player must select the specific joke that he/she intends to use. This will begin the setup portion of the joke. The player must press the 'select joke' at the precise time for a punchline to get the maximum hilarity out of the joke..

The effect of the joke has two variables.

1. **Quality Rating (QR)** – The chance of getting a funnier thought (one second after
2. **Punchline Quotient (PQ)** – The best time to hit the punchline after the setup of the joke.

Figure 16: Momentum of Crowd Temperature



Timing Quotient (TQ)

The timing quotient describes how the audience's response to jokes varies with time. After one joke is executed, the following joke must be performed with a specific timing in mind.

Momentum of Crowd Temperature

Comedians know that if you stop an audience from letting out all their laughter after a joke you can save it up for later.

Audience Temperature: The effectiveness of a joke may also be added to the overall momentum of your set, or 'Audience Temperature'. The point in time in which you decide

to start a new joke in relation to your last joke will dictate how much the audience temperature will increase. The audience's temperature will slowly decrease over time while you are not interacting with them.

Comedic Devices

Certain comedic devices can be utilized for bonuses and modifiers. Opportunities to use these devices are shown to the player and the player must react quickly for success.

Examples:

- Tag a joke – At the end of a long payoff (end of joke) the player can press the execute joke button at the right time to tag the end of joke.
- Call Back – If the player targets a subject near the end of his/her set that was used earlier in the set then the player will have an opportunity to use the call back. This is a great way to finish your set.

Player Interruption

The player may interrupt anything he/she says up to a certain point however not without having an effect on the flow the set. Other than the time lost on the **(TQ)**, **(PQ)** or **(QR)**, the player will lose half of the **Joke Effectiveness** after the noun or verb of the joke has been said. Once the corresponding verb/noun has been said the joke cannot be intercepted at all.

Player Experience Points (XP)

A comedian that has a reputation will be more liked by the crowd than one who isn't heard of. As the player succeeds he/she earns XP proportionate to the laughs collected through the level.

Movement and Navigation

The movement mechanic in *Stick To Your Time* is similar to other first person games except the speed of the character would be slower. Since the game's focus is non-physical (conversation) rather than player action, the movement mechanics exist solely to enhance the authenticity of the stand-up comedy experience.

Player Navigation

The player moves:

1. 1 unit/second in any forward direction.

2. 3/4 units/second in any backwards direction.
3. 1/3 units/second up and over while climbing stairs

The player looks:

1. 90 Degrees/second in all directions
2. are limited to 180 degrees up and down

Environmental Obstacles

Most obstacles will have simple box collision including audience members, seating, tables, the stage etc. The player will be able to traverse up and down stairs using forward and backward controls respectively.

Movement for Comedic Effect

The player may also use movement for comedic effect or may lose comedic effect if movement distracts the audience.

Positive Effect: If the 'Audience Temperature' is at 50% or higher, any sudden movement will act as a setup to a joke. You must release this tension by pressing the 'Activate Joke' button to give a punchline to this movement. The effectiveness of the physical comedy will use the punchline quotient which begins as soon as the player stops moving. If the player continues to make non-linear movement for up to 5 seconds they can increase the effectiveness.

Negative Effect: If the player makes sudden movement during the a thought joke or written joke it will decrease the effectiveness of the joke. Similar to how if the player tries to think while telling a joke.

NOTE: [Use For Important Callouts]

CAUTION: [Use For Potentially Harmful Issues]

REQUIREMENT: [Use For Non-Negotiable Requirements]

Game Modes

Overview

There is only one main gameplay mode in 'Stick to Your Time' and all states of the game exist within this mode. This mode is dynamic and versatile allowing the player to have agency while being guided through compelling progression of the gameplay.

Single-Player Game

The single player game starts in the green room / backstage of the club or restaurant. The player has a couple minutes to prepare, talk to other comedians, or look through his/her notes before being announced to the stage. Once onstage the player must put all their focus on the audience in order to get enough laughs to progress to the next show.

Story

You are a comedian trying stand-up for the very first time. Bring down the house to earn the respect of your peers and bookers to open up new stages to perform on.

Story Breakdown

You're finally doing what you've always told yourself you'd do; have a go at being a stand-up comedian. But you have to start at the bottom at an amateur night at a local club. From there you get a spot at an indie venue and if you can get some laughs there you get to go on 'the road'. And when I say 'the road' I mean a trucker bar in butt-fuck nowhere-ville. If you survive you get to play at a festival near the big city.

Single Player Progression

Since 'timing is everything', the single player progression changes dramatically from game to game in order to simulate a realistic comedy show. If the player can execute jokes with superb timing, improvise clever observations and give quick witty comebacks, the audience's 'temperature' (laugh momentum) will rise steadily to a huge crescendo of laughter. If the player displays weak timing and acts like an unfunny oaf, the audience will grow bored, heckle, or even walk out on them. Also, as the comedian succeeds at a show a new show will be unlocked.

Time Onstage

The first show the player will only have 5 minutes to perform. If the player is doing well the booker will be ok if you go a minute or two over. If you suck then get off the stage. The book will flash a

light at 4minutes.If you succeed at enough shows as an opening act (5 min), you'll eventually be allowed to perform as a middle act (10 min) and eventually as a headliner (20 min).

NPC Temperature

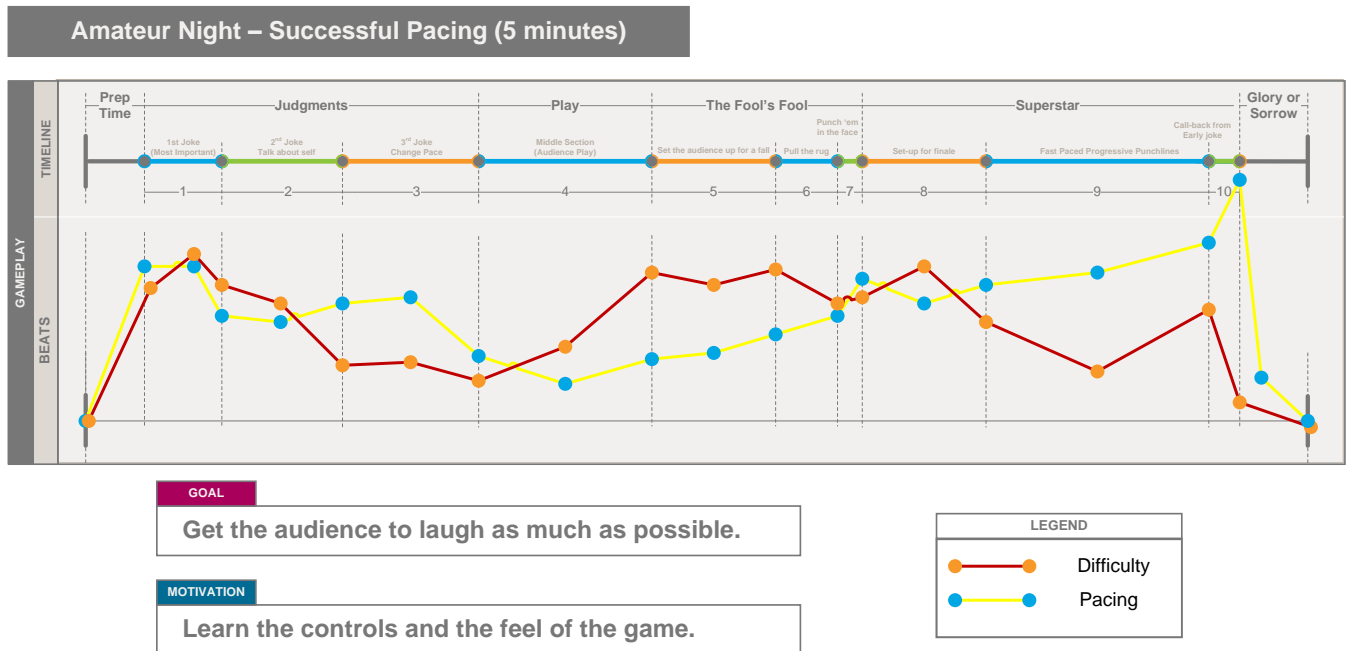
The audience or NPC also has a 'Temperature' that is separate to the emotional states and describes the amplitude of the emotional state. The goal of the player / comedian is to keep this temperate as high as possible.

Single-Player Time Projections

The first show the player will only have 5 minutes to perform with about 2 minutes before and 2 minutes after the show. If the player is doing well the booker will be ok if you go a minute or two over while onstage. If you suck then get off the stage. The booker will give you a one minute warning by flashing a light at the back of the bar. If you succeed at enough shows as an opening act (5 min), you'll eventually be allowed to perform as a middle act (10 min) and eventually as a headliner (20 min).

Single-Player Beat Chart

Figure 17: Beat Chart Describing Pacing and Difficulty of the first level



Victory Conditions

The conditions for victory change as the comedians gets better. The conditions are based mostly on NPC 'Temperature'.

As an opener

An amateur comedian only needs to leave the 'Temperature' of the audience hotter than when he/she first got on the stage.

As a middle act

A middle act must leave the audience at least 75% of the full 'Temperature' possible. This is much more difficult to do with the 10 minutes that a middle act is required to do.

As a headliner

A headliner must get the audience to 100% to beat the game. It is possible though to achieve a 250% rating if the player performs flawlessly.

Game World

Overview

The game world exists entirely within the places that the player/comedian performs.

The Stages of Stand-Up Comedy

Overview

Each show is performed in a bar, club, restaurant or festival stage. Most shows are at night and have few windows to outside. The bars may be sparse in attendance or jam packed with audience.

Scale

Each show will contain a backstage / green room, a stage, a room for the audience, and some washrooms.

Time of Day

Most shows take place in the evening except for the festival show which takes place at 2pm.

Travel

The player may walk through the areas even while performing. Certain levels may contain comedy bonuses if a player finds a funny place to perform comedy from (e.g. through the window of the door to the kitchen).

Stages / Areas

Overview

The types of shows that exist are Comedy Club, Restaurant/Indie, Bar, Festival.

Stages Breakdown

The following is a table displaying the types of shows and difficulties the player may find at the different level types.

Table 4: Stages Breakdown

Literally...Stages	Stage Description
Comedy Club	<ul style="list-style-type: none"> The easiest crowds. They are there expecting comedy. They can be sparse in attendance however.
Indie show / Restaurant	<ul style="list-style-type: none"> Tough crowds. They laugh more if you've performed there a few times. Sometimes you are only performing for the comedians in the back of the room. Making them laugh is difficult but will move you up the chain the fastest.
Bar	<ul style="list-style-type: none"> The toughest crowds. Usually a road gig. Sometimes the crowd doesn't even know they are going to be subjected to comedy. This makes them more upset. They may also get violent.
Festival	<ul style="list-style-type: none"> Good crowds if they show up. Usually several kids in the audience so watch your language. Since the audience is further away you must be a little slower in your timing. Also, try to move around a bit.

Figure 18: Example of Comedy Club Level

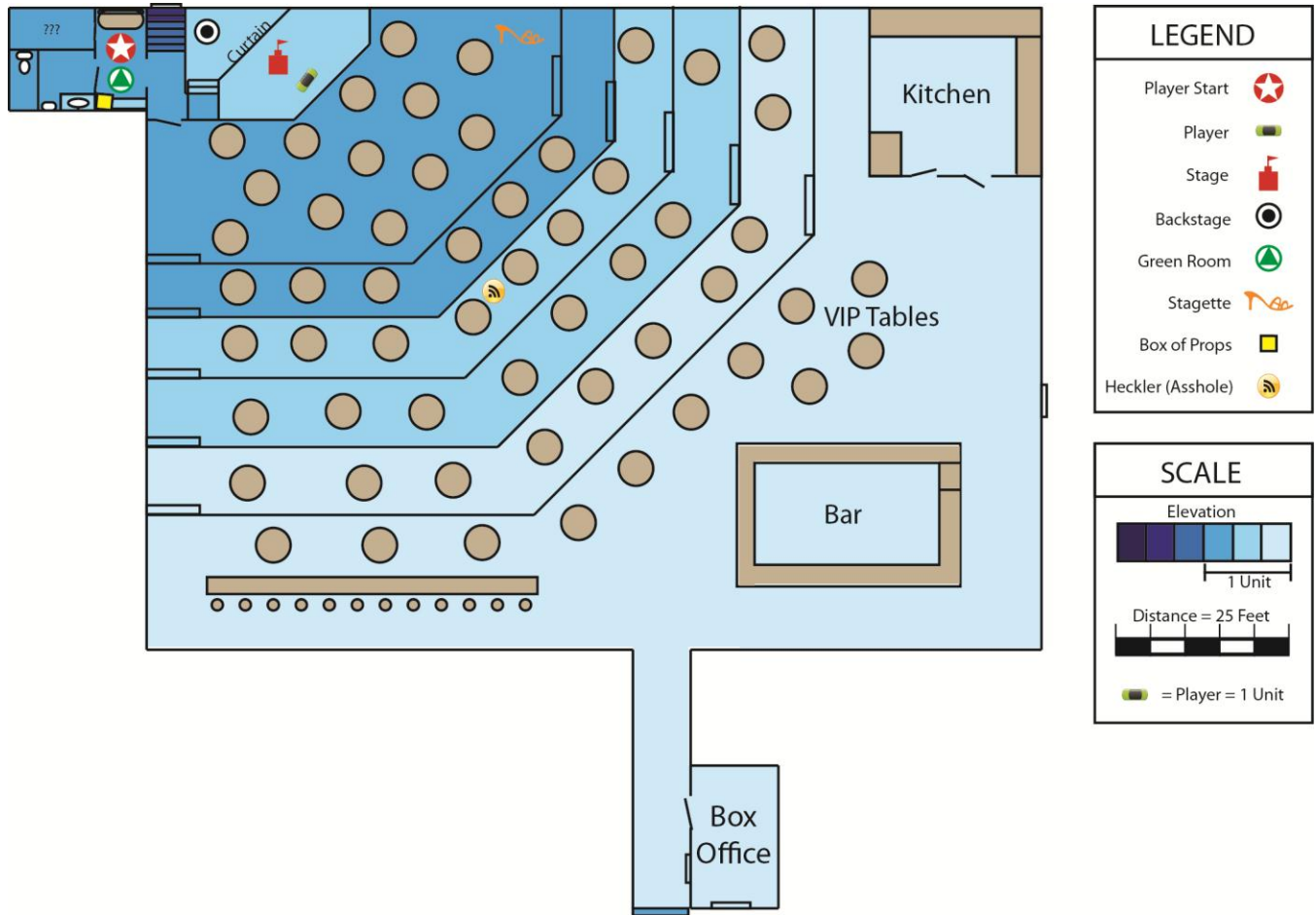
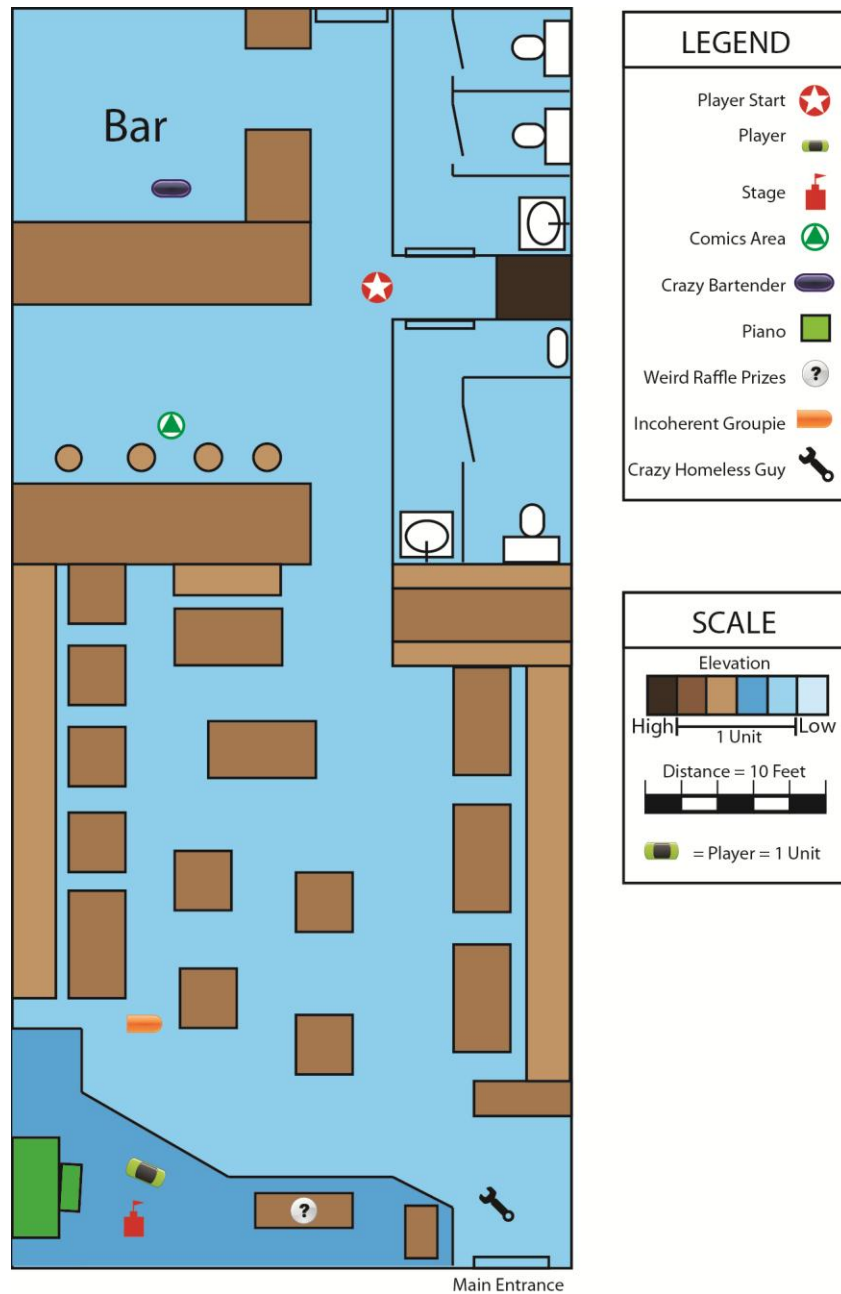


Figure 19: Indie Show / Restaurant



Stage Progression

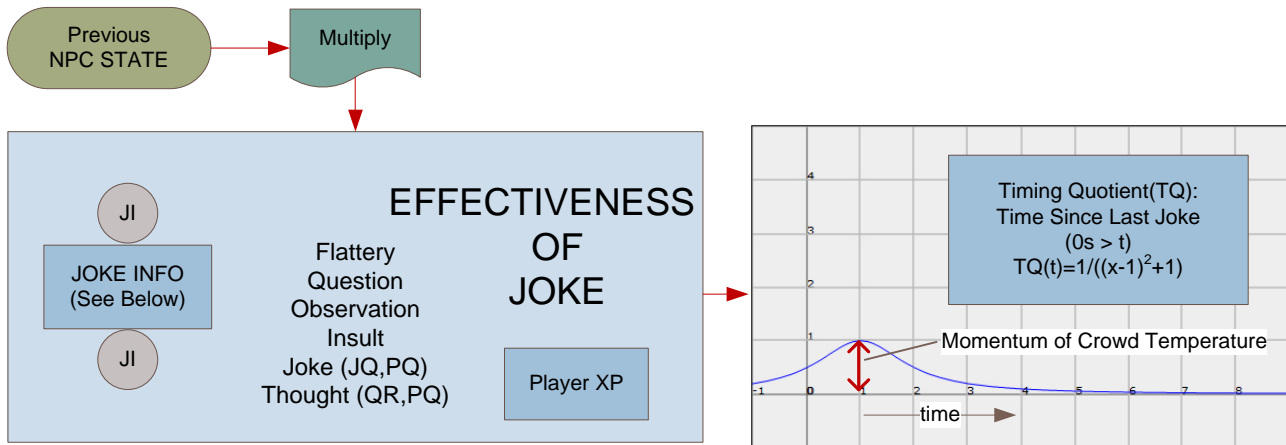
The State of the Crowd

The crowd, acting as a single NPC (see 'Three's a crowd' in mechanics) will carry a certain emotional state. As the game progresses the player will navigate the audience through various states that make up the show. A good player/comedian will bring the audience through all the emotional states however one must not allow them to linger too long, no matter the state.

Building Momentum

To build NPC Temperature the player must not let the laughter of a joke peter out. The amount of Temperature carried to the next joke is directly proportional to quickness that the player begins the next joke described by the following graph. The effectiveness of the joke defines any variables in the Timing Quotient (TQ). The player scores huge bonuses for releasing the total of this momentum at the right time (usually at the end).

Figure 20: How NPC State Changes Depending on Talking to the Crowd



NPC STATE and Player Character Conversation Matrix (Amateur Settings)

Amplitude 1-11	Flattery	Question	Observation	Insult
Laughing	Towards Bored and Stunned(+6)	To Excited (+4)	More Laughing (+7)	Towards Offended(+3)
Excited	To Joyous (+5)	More Excited (+7)	Towards Laughing and Bored (+4)	To Offended and Stunned (+8)
Joyous	To Bored (+4)	To Bored (+6)	To Laughing and Bored (+4)	To laughing and offended (+6)
Stunned	To Offended (+7)	To Bored and more stunned (6)	Towards Laughing (+4)	Towards Offended (+6)
Bored	To Excited (+2)	To Excited (+2)	To Laughing (+5)	Towards Offended, Stunned, laughing (+3)
Offended	To more Offended (+6)	To Stunned (+5)	To laughing (+2)	Towards Laughing (+6)

Level Progression

Overview

Similar to 'Rock Band', players continue to the next level once they've scored enough points. The levels become longer and longer and the audience may be more difficult or just plain weird. This is achieved by adjusting tuning

Level Completion

Levels are completed when your time is up. You may replay a level as many times as you want. You will only be able to move up in status (e.g. opener to middle) when you start a new level.

Progression Flow

The level progression is similar to what any new comedian will experience.

Table 5: Level Progression

Level	Stage Description
Amateur Night (Comedy Club)	<ul style="list-style-type: none"> A decent crowd
Amateur Night 2 (Comedy Club)	<ul style="list-style-type: none"> A full crowd. They seem drunk.
Indie Show (Restaurant)	<ul style="list-style-type: none"> More comedians than patrons.
Road Gig at Shitty (Hotel Bar)	<ul style="list-style-type: none"> They turn off the hockey game half way through the third period before you go one.
Indie Show 2 (Restaurant)	<ul style="list-style-type: none"> A great crowd if you mean what you say.
Festival Show (Outdoors)	<ul style="list-style-type: none"> Kids in the crowd and the show is at 2pm. Weird.

User Interface

Overview

The style and function of the user interface should immerse the player into the world of stand-up comedy rather than distract them from it.

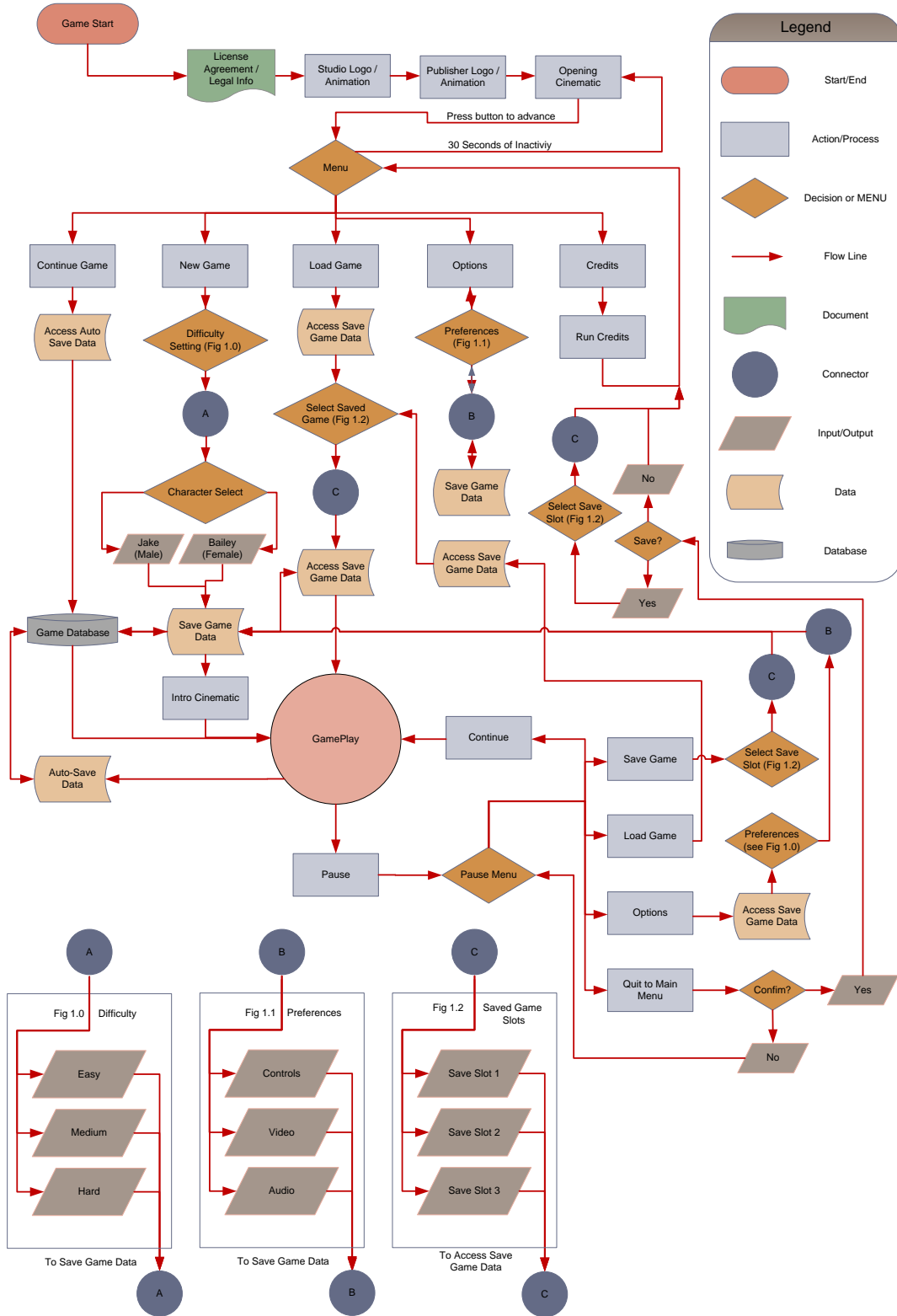
NOTE:

The style, shape, and layout of the elements presented here, is merely a guide. The actual element design will be determined as they are created, and by the art style as well.

Single Player Wireframes

The screens should keep the functionality smooth and display a classic style. Simple is best.

Figure 22: Single Player Screen Flow



Single-Player HUD

The HUD on Stick to Your Time is minimal with lots of pop-ups that relay options and bonuses

Figure 23: Single-Player HUD Wireframe

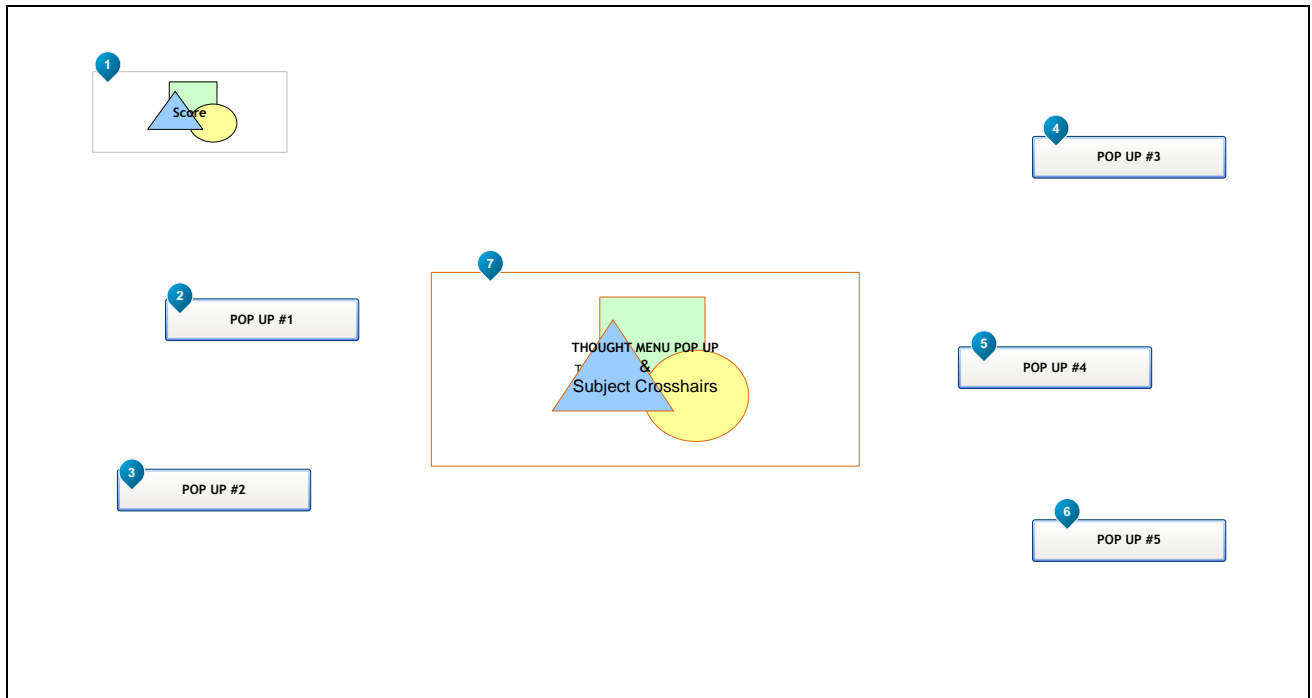


Table 6: Single-Player HUD Components

Item	Name	Details
1	Score	<ul style="list-style-type: none"> This displays the audience momentum graphically
2	Pop Up #1	<ul style="list-style-type: none"> Displays Scores / Bonuses / Modifiers
4	Pop Up #2	<ul style="list-style-type: none"> Displays Scores / Bonuses / Modifiers
5	Pop Up #3	<ul style="list-style-type: none"> Displays Scores / Bonuses / Modifiers
6	Pop Up #4	<ul style="list-style-type: none"> Displays Scores / Bonuses / Modifiers
7	Thought Menu	<ul style="list-style-type: none"> Thought Menu Pop Up / Subject Crosshairs

Single-Player Level Select Screen

The Level Select Screen needs to be simple and easy to read with an art style consistent with all the other elements.

Figure 24: Single-Player Level Select Screen

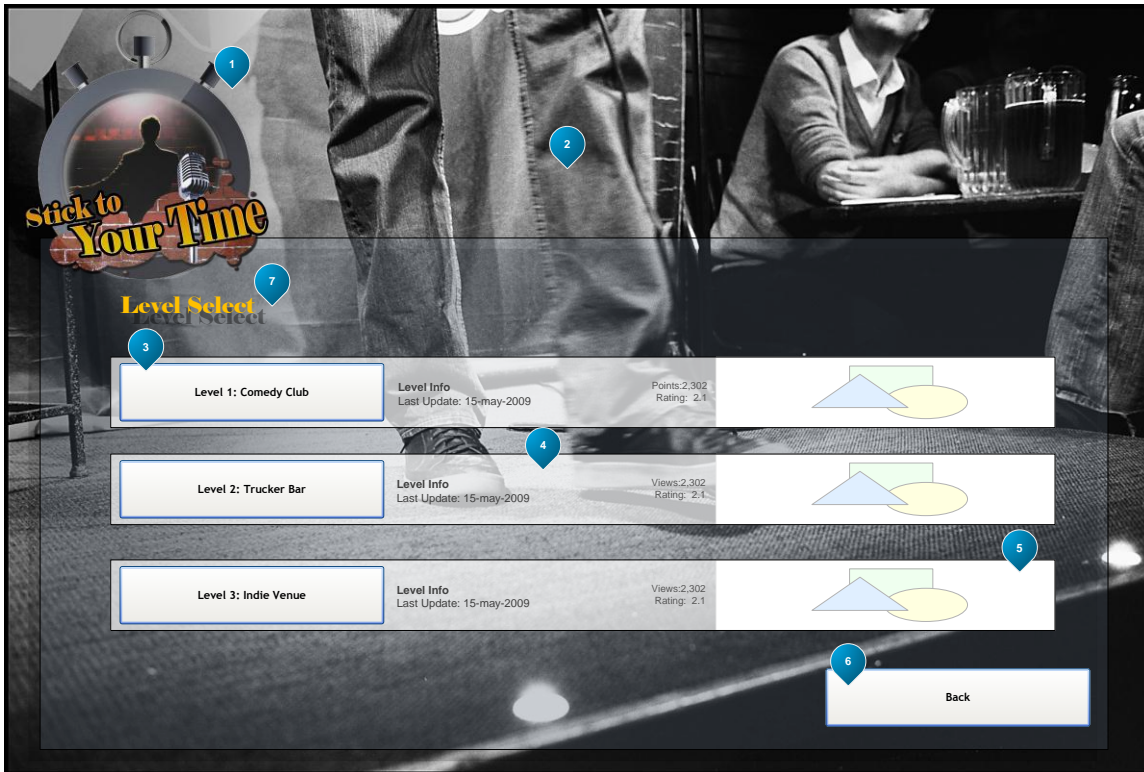


Table 7: Single-Player Level Select Screen Components

Item	Name	Details
1	Logo	<ul style="list-style-type: none"> Must Communicate a)Funny b)Timing c)Classic
2	Title Splash	<ul style="list-style-type: none"> A photorealistic image from the game.
3	Level Select Buttons	<ul style="list-style-type: none"> Describing the title of the menu
4	Level Info	<ul style="list-style-type: none"> Details on the level
5	Level Image	<ul style="list-style-type: none"> Describing the level visually
6	Back Button	<ul style="list-style-type: none"> Takes the player back a screen
7	Menu Title	<ul style="list-style-type: none"> Describes the current menu screen

Single-Player Results Screen

The single player results screen needs to communicate the following:

1. XP Gained from Level
2. Total XP

3. How you did (e.g. Bombed, Killed)
4. Percentage of Level Completed
5. Achievements (e.g. Callback King)

Figure 25: Single-Player Results Screen

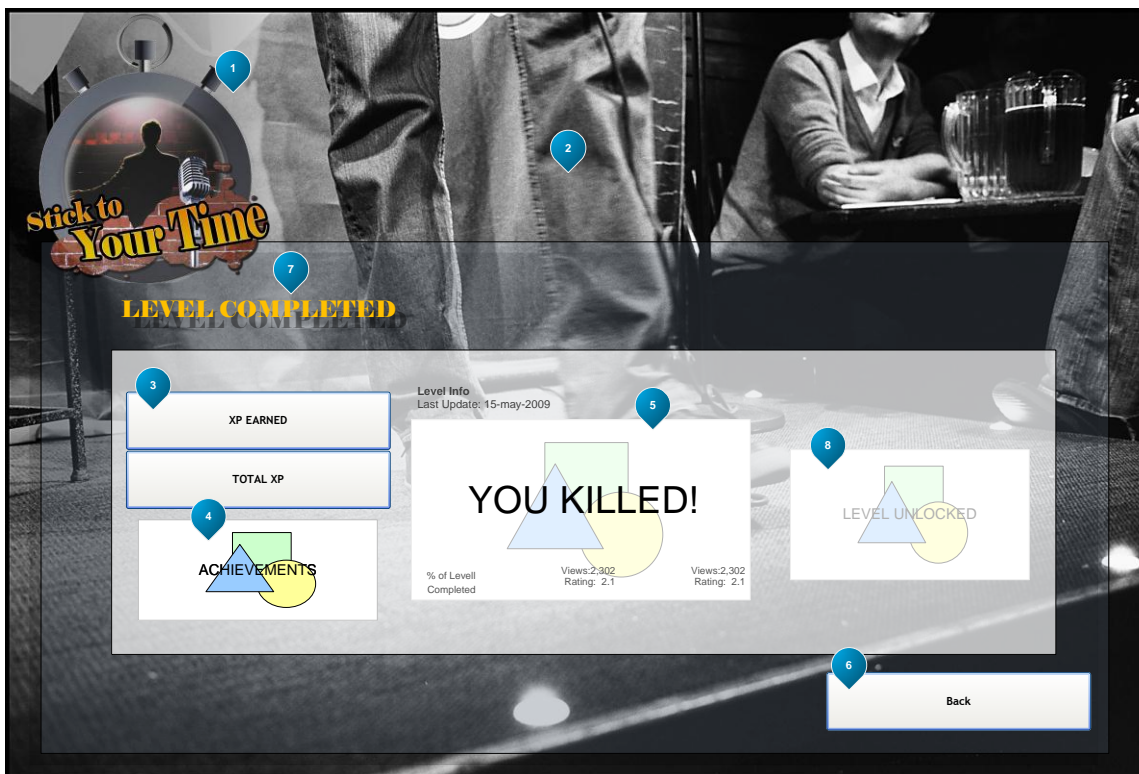


Table 8: Results Screen Components

Item	Name	Details
1	Logo	<ul style="list-style-type: none"> Must Communicate a)Funny b)Timing c)Classic
2	Title Splash	<ul style="list-style-type: none"> A photorealistic image from the game.
3	XP Counter	<ul style="list-style-type: none"> Displays the Experience Points
4	Achievements	<ul style="list-style-type: none"> Displays Achievements
5	Main Results	<ul style="list-style-type: none"> Displays How You Did and % of Level Completed
6	Back Button	<ul style="list-style-type: none"> Takes the player back a screen
7	Menu Title	<ul style="list-style-type: none"> Describes the current menu screen
8	Level Unlocked	<ul style="list-style-type: none"> Level Unlock Information