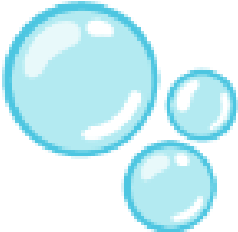


GET PUFFED!



By The Great Gamer Migration

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SUMMARY

HIGH CONCEPT

A pufferfish must sneak out of a dolphin owned smoke shop to avoid being puffed.

GET PUFFED!!!

- **Stealth Game**
 - In Bubble, Pufferfish is navigating away from “Get Puffed”, Dolphin Smoke Shop.
 - Big area filled with obstacles
 - Your Bubble loses volume quickly, Must Collected Liquid puddles to maintain volume
 - Can use extra water for a burst of speed (risk, reward)
 - Must avoid alerting dolphin “puff” heads, if alerted they Squeal and startle you, causing you to pop
 - If dolphin keeps contact with you for 3-5 Seconds it is detected,
 - If Dolphin sees you at all, dolphin is alerted and will look for player for varied amount of time (10-30 seconds)

Genre: 3rd person stealth/survival game

Style: 2D Pixel Art with 3D Environment | 2.5D



Players: 1

Tools Used: Godot, Maya, Adobe Photoshop, Aseprite, Pixel Art

GAMEPLAY

CHARACTERS

- **Front Shop Dolphins:**

Scooter: Very muscular, jacked security dolphin of the smoke shop. Duo with Scooter.

- Guitar 1

Screech: Very smol security dolphin of the smoke shop. He is still very scary. Duo with Scooter.

- Guitar 2

Jared: is Jared. A customer.

- Saxophone

2 extra customer dolphins.

- **BACK ROOM**

Don Fin: The mafia boss dolphin. She is seen talking to customers and acting as Manager/Boss Dolphin.

- Organ

Mafiosa

- Saxophone

Hazmat:

- Marimba

- **Puff Lab:**

3 Lab dolphins: Are just seen around the tanks and handling pufferfish

3 Mafia dolphins: Walking around keeping guard.

Pufferfish: Sad pufferfish in all the tanks.

- **Pedro the Pufferfish:**

Pedro is the player controlled character. He is a little clumsy but very stubborn and determined to get back home. He wants to avenge his childhood friend that he found getting churned into puff water.

INTERACTABLE ITEMS

- **Water.**

- You can collect water from a leaking tank infinitely. Tanks are only in the beginning of the level but they are an infinite source to be able to replenish the bubble.

- In the Puff Lab, you can find other water drops leaking from the pipes. These are not infinite and you must find them as they randomly spawn.
- In the Front Shop, you can find finite water drops by the potted plants, vents, and bongs. There are no infinite sources.

ASSETS

- In the Puff Lab
 - Tables
 - Flasks of all sizes and shapes
 - Bongs
 - Tanks (with and w/o pufferfish)
 - Wooden board
 - Across two tables as a way for the player to navigate
 - Mafia Boss desk and chair
 - Plastic Flap Door
 - Cabinet
 - Boxes for Pufferfish
- In the Front Shop
 - Air ducts/vents
 - Bongs (live pufferfish in it)
 - Neon signs (Neon Exit sign and more)
 - Potted plants
 - Register & table
- 12 Dolphins
- Pedro Pufferfish
- NPC Pufferfish

Extras Section Content

Story

On the coast of Los Porpoise, “Get Puffed!”, local dispensary stands ready for business!

Unlike many others, “Get Puffed!” specializes in a product for dolphins: pufferfish. Given the particular high from the neurotoxin they excrete, the dispensary sells them in droves. But not is all as it seems. In the back, the dolphin mafia are busy scheming.

As every week begins at the shop, a fresh delivery of product is shipped in, and this week Pedro is on the menu. Not wanting to be chewed on and puffed, Pedro has to make a leap of fate. In the storage room, Pedro is able to escape his tank, staying safe within a

water bubble. Now, he has to act fast; that bubble won't last forever, and he won't last at all without it.

Navigate through this haven for puff heads without being caught, and before your bubble bursts!

Dialogue

Cutscene 1

Donna Fin: What a pigsty. This is how you treat my operation while I'm away?

Mafioso: Sorry, ma'am. There was a minor flood, but it wasn't anything we couldn't handle.

Donna Fin: Handle? It looks like you didn't even get a grip on it. Like I said, this place is trashed! Clean it up and make sure none of my product is missing, got it?

Mafioso: On it!

Cutscene 2:

Scooter: Dude, when can we leeeeeeeeeeeave?

Screech: Bro, you're the one that blew all our rent money on steroids. We gotta make it back somehow.

Scooter: I told you I'm natty, man. These rippling pecs are the real deal.

Screech: Sure... sure. Whatever you say.

Jared: Yo, is anyone gonna help me check out or do I have to call your manager?

How to Play

Movement:

W: Forward

S: Backward

A: Left

D: Right

Water Collection: You will lose bubble mass as you play. There are water drops that spawn randomly in shops. These water droplets will disappear upon collection. Look wherever water would be and plan your route accordingly

Win: Get out of the store without letting your bubble pop, whether that be from it not having enough mass, or from you getting startled and caught by any of the Dolphiosos!

MECHANICS

Movement: The player, Pedro, can move back and forth, left and right. The player can not jump. You must make your way around the objects and dolphins to find the exit then escape through the front door.

Water Collection: While playing the game, you will lose bubble mass. If the bubble pops, you lose. There will be water drops that spawn randomly in the puff lab and in the front shop. These water droplets **will** disappear upon collection. They appear near or around the potted plants, bongos, and vents in the front shop and anywhere in the puff lab due to the pipe leaks. There are infinite sources by collecting them by the leaking tanks, but those are only available in the puff shop.

Player Detection: Dolphins in the puff lab and front shop roam around the rooms in assigned paths (for now, for the sake of scope). They have “alert cones” in which if the player comes into contact with as they walk around, they will detect him and go after him. If he exits the cone for at least 3 seconds, they will stop chasing him and go back on their normal route. If he gets detected, he will get bigger, at risk of popping the bubble.

Dialogue: During the beginning cutscene, there will be some dialogue that shows on screen between the dolphins. They don’t actually speak, they’re squeaks.

Win Condition: There will be checkpoints, so getting to those places will be the “win” condition. The end all, be all way to win is through escaping through the front of the store.

Lose Condition: Losing will happen by getting caught by the dolphins in any capacity.

- If you get sighted but not caught, you get bigger, at risk of breaking the bubble.
- If you get sighted and caught, you get puffed.
- If you lose all bubble mass, you lose.

LEVELS

Puff lab: Starting level.

Front room: Final level. Escape through the front door.

- Explain how to navigate it and the different paths

GAMEPLAY FLOW

Our game will start with a cutscene. The camera is zoomed out to the front of the dolphin smoke shop named, "Get Puffed". The camera then moves inside the shop, showing the obstacles and dolphins the player will have to navigate in the shop. Some of the dolphins will be talking and we'll see some dialogue bubbles show up. It then moves into the Puff Lab where you see all the tanks containing the pufferfish. That is when it zooms into the main character, Pedro, who is full of color and determined to escape his tank compared to his other counterparts. Right as the lab dolphins look away, Pedro revs up then jumps out of his tank onto the ground of the lab.

There is a black screen and then the game starts with the players seeing the pufferfish in third person. The timer starts and your bubble will slowly get smaller. Navigate the puff lab without getting caught and keeping your bubble alive.

Leave the exit door of the smoke shop.

Game Idea Master List

- Grid bubble shooter
 - You are dirty, don't get clean
- Bubble treasure hunt
- Bubble tea
- Bubble jet pack
- Bubbles to breathe (like Dune)
- You are a bubble, don't get popped
- Bubble Gun, Soap bubbles KILL
 - Pick up soap water for ammo
 - Everybody is fish
- Soap in the shower
- Bubble gun
- Car wash
- Kids
- Fish
- Diving
- Pink and obnoxious
- Colorful
- Biosphere thing
- Astronaut helmet but as a bubble
- Boiling
- Bubble Gum
- Mermaid
- Pufferfish (patent pending)
- Lava bubbles
- Pebbles
- Soda
- Aquarium
- Hamster bubble

FINAL IDEA - GET PUFFED

- you, pedro the pufferfish, are in a bubble, like super monkey ball
- try to escape a pet shop
- As you go along, your water bubble will get smaller until it pops from the puffer fish, hitting objects will cause water to fall off
- Evil dolphins chase the puffer fish
- Dolphin gangster selling puffer fish to get high off of
- Escape california so you don't get used as drugs

AUDIO

SFX Masterlist:

- ☒ Ambience (Bougie drug shop)
 - ☒ LED sign buzz
 - ☒ Bell shop jingle
 - ☐ REALLY quiet chatter (dolphin chittering?)
 - ☒ Bubble sounds from bongos/hookahs
 - ☒ Flip flop/fin walking sounds?
 - ☒ Cash register noise?
- ☒ Ambience (Dingy backroom)
 - ☒ bongos as water droplets!!!!
 - ☒ banging pipes
 - ☒ rattling, popping sounds
 - ☒ metal creaking vibes
 - ☒ rattly air conditioner unit
 - ☒ bubble sounds from the fish tanks, maybe some sort of water filter
 - ☒ running water sounds
 - ☒ probably still a drone pad thing for spookiness
- ☒ Ambience (Beach *if time*)
 - ☒ Bicycle rings
 - ☒ Cars driving
 - ☒ Chatter
 - ☒ Waves
 - ☒ Seagulls

- ☒ Pufferfish
 - ☒ Voice?
 - ☒ Jumping out of the tank
 - ☒ Stages of blowing up
 - ☒ Startled noise
- ☒ Dolphin
 - ☒ Screech (dolphin 1)
 - ☒ voice sound
 - ☒ Scooter (dolphin 2)
 - ☒ voice sound
 - ☒ Jared (dolphin 3)
 - ☒ voice sound
 - ☒ Detect squeal
- ☐ Movement
 - ☒ Splashing sounds from the bubble rolling
 - ☒ Burst speed
 - ☐ rolling around in vent
- ☒ Water
- ☐ Other SFX
 - ☐ The door opening and closing between the rooms?
 - ☐ Some sort of “success” sound when collecting water
 - ☐ Alerted effect

Voice effects:

- Dolphin says “get puffed”

Music:

- Reggae/Skaa
 - Game state music change