

Operation: Stop Core

C-C-C-C-Combo Breaker!

Game Design Document

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GAM 400B

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Introduction

Hi-Concept

Explore a mysterious 3D mansion, solving puzzles along the way, and prevent Evil Chef from carrying out his evil plot.

Overview

Operation: Stop Core is a humorous 3D puzzle adventure game that puts gamers into a whimsical world where collecting items and solving puzzles are key to winning. Selecting two out of a group of five quirky characters, the player explores a mysterious four-floor mansion with over twenty different rooms. Each character has unique abilities that the player uses in solving numerous puzzles. These puzzles take the form of finding items and then figuring out what should be done with those items. For instance, a component necessary to solve one puzzle is to affix a seal to an envelope. But before this can be done, the player has to find a crayon and some sort of heat source to melt down this crayon. Once the player has found these items, the crayon can be melted onto the envelope and a seal stamp pressed down on it. The game play is all about discovering items and using items together or with the environment to work through the mansion. Operation: Stop Core is to be enjoyed by young and old alike, which means that the humor and situations are appropriate for all ages. Because of this, Operation: Stop Core will have an ESRB rating of E and is targeted to the 13-35 year old demographic. In order to bring this gaming experience to as many gamers as possible, Operation: Stop Core is to be a multi-platform release on Windows, Linux, and Macintosh.

The player is introduced to a group of five friends at the outset. While on their way to the Corn Palace in South Dakota, a journey of 2,000 miles, the group happens upon a billboard declaring: “Evil Chef’s Mansion, Next 5 Exits”. Realizing they haven’t had a bite since leaving for the Corn Palace and since the mansion sounds so inviting, they decide to pull off at the nearest exit. Shortly, they find themselves in front of Evil Chef’s mansion. Emerging from the car is Papa Wheelie, Warren Peace, Patty Melt, Khan Seannery, and Tim Bucktoo. Deciding it is a waste of too much effort for the whole party to walk the long driveway to the mansion, two from the group are sent out to bring back some grub. As these two make their way to the mansion, a trap door opens capturing one of them in the basement. Looking around, this character finds a note exposing an evil plot masterminded by Evil Chef. In the meantime, the other character wonders where to his friend has disappeared. This is where the player really starts controlling events.

Switching back and forth between his two characters, the player attempts to get the trapped character from out of the basement. Once reunited, the characters decide that Evil Chef must be stopped; thus the player learns the ultimate objective in the game. By using each character, the player seeks out a way to stop Evil Chef. It is important to note that each character has special abilities making them unique from each other. This means that there are numerous ways to complete the game since the puzzles can be solved in multiple ways. In all, there are ten different possible character combinations with which the player can play through the mansion.

To achieve a unique and fun game play experience, Operation: Stop Core pulls elements from several other puzzle adventure games. The camera setup is similar to that used in Luigi's Mansion™, in which all rooms in the mansion are viewed from the side. The characters are viewed in 3rd person with the camera fixed at a certain distance from the player's characters. As the player moves his character, the camera moves with it, always fixed directly on the character. The gameplay, however, resembles games such as Maniac Mansion™, Grim Fandango™ and Escape From Monkey Island™, where the focus is on exploration and puzzle solving. The player must utilize both characters' abilities to complete the game. As an example, one puzzle the player may choose to solve requires that a computer be used to find some essential information. Only one character, Papa Wheelie, has the skill to operate the computer; so he must be one of the two characters the player selects. Of course, if he isn't chosen, then there is always some other way to complete the puzzle. Another essential factor in making Operation: Stop Core an enjoyable experience is how the player interacts with the world. Wherever the player is, he can have his character examine what is immediately around it. A list of interactive objects is displayed to the player from which he can select an item to examine closer. Selecting various commands such as "Use", "Take", and "Open" the player can try different ways to manipulate the objects found in the mansion. In addition to gameplay, humor is a vital component in Operation: Stop Core. Much of the enjoyment of Operation: Stop Core revolves around humorously absurd characters, odd puzzles and a whimsical story.

All of these elements are intended to bring about a unique gaming experience for the player. Item collection and puzzle solving will provide a challenge that players will find engaging. Since the game can be played through with several different characters, Operation: Stop Core has tremendous replay value. The humor is intended to reach a wide audience, and so is acceptable for all ages. This also means that Operation: Stop Core has a mix of humor, jokes and situations that kids will enjoy as well as adults. All of these essentials, plus a fully interactive world, will act together to immerse the gamer.

Minimum System Requirements

500 MHz Pentium III

384 MB RAM

Radeon 7500 or better 32 MB Video Card

75 MB Hard Drive Space

Recommended System Requirements

2 GHz Pentium IV

512 MB RAM

GeForce 4 32 MB or better

100 MB Hard Drive Space

Milestone Overview

Week 5

Game Skeleton – Pete D.

Input Module Complete – Robert

Week 6

Preliminary Room Editor – Peter Y.

Week 7

Rooms Displaying – Peter Y.

Week 8

Objects Displaying – Peter Y.

Week 11

Model Loading/Animating – Peter Y.

Core Graphics Module - Brian

Initial Inventory System - Robert

Initial Dialogue and Text Output – Peter D.

Sound Effects – Peter D.

Simple Collision - Brian

Simple Menus - Brian

Script Console – Peter D.

Finished Room Editor – Peter Y.

Engine Proof Milestone

Week 14

In-Game Rooms – Peter Y.

Puzzles - Everyone

Character Selection - Robert

Saving/Loading - Robert

Additional Dialogue - Everyone

1st Playable Milestone

Week 18

Entire Mansion Built - Everyone

Most Puzzles Implemented - Everyone

Most Cinematics - Everyone

Pre-Alpha Milestone

Week 20

All Puzzles Complete – Everyone
All Cinematics – Everyone
Core Gameplay Done - Everyone
Alpha Milestone

Week 25

Bug Testing – Everyone
Shadow Mapping – Brian and Peter
Beta Milestone

Week 29

Marketing Materials and Packaging - Robert
Bug Fixes - Everyone
Gold Milestone

Budget Overview

Resources:

Producer – Pete Dunshee \$80,000
Technical Director – Brian Eberspacher \$100,000
Designer – Peter Young \$50,000
Art Director/Product Manager – Robert Hunt III \$65,000
Total Salary \$295,000

Computer Costs:

Four PC Computers with Win2000, \$1200/ea \$4,800
One Macintosh G5 with Panther 10.3 and Xcode 1.5 \$12,000
Poser 5, 3 copies \$540
Lightwave 8, 3 copies \$4,800
C++ BuilderX Developer (4 copies at \$1000/ea) \$4,000
iLife '04 \$49.00
Microsoft Office 2000 Small Business Edition \$150.00
Total Computer Costs \$26,339

Production Costs:

CD/Packaging \$420,000
Total Production Costs \$420,000

Total Cost: \$741,339

Monthly Burn Rate (8 Month Project)

Salary \$36,875
Expenses \$4,000
Total Monthly Cost \$40,875

Suggested Retail Price: \$50

Income Per Unit (40%) \$20

Break-Even Point (At full cost): 37,067 Units

Projected Sell-Through Figures: 300,000 Units

Projected Sell-Through Income: \$6,000,000

Total Projected Profit: \$5,258,661

Worst Case Sell-Through Figures: 100,000 Units

Worst Case Sell-Through Income: \$2,000,000

Worst Cast Projected Profit: \$1,258,661

Best Case Sell-Through Figures: 500,000 Units

Best Case Sell-Through Income: \$10,000,000

Best Cast Projected Profit: \$9,258,661

Royalties: 5% per member after 37,067 Units sell through. \$5 per Unit

Marketing Analysis

Escape from Monkey Island

PC, Mac, PS2

Publisher: Lucas Arts Entertainment Company

Developer: Lucas Arts Entertainment Company

2001

The Monkey Island games from LucasArts are one of the most successful franchises in the genre of graphical adventures. In this particular incarnation, the player controls Guybrush Threepwood as he tries to reclaim his reputation. Like many graphical adventures, EFMI revolves around a humorous story that is acceptable for all ages, and puzzle solving. EFMI departs from its predecessors in terms of controls. Previous Monkey Island titles sported a mouse driven interface. The player had to click on the actions they wanted to take and the items they wanted to use. EFMI did away with this rather clunky system in favor of a context-sensitive system. When the player comes close to an item like a door or candle, possible actions pop up on screen. The player then selects one of these actions to take. For instance, the player walks near a door and a list of actions pop up like "open", "close", etc.

A more seamless interactive experience is one of the strongest draws to gamers today. Operation: Stop Core seeks to give this experience by building on and refining the system employed by Escape from Monkey Island. By creating that more seamless gameplay and by introducing a humorous story for all ages, Operation: Stop Core will appeal to a wide range of gamers.

Grim Fandango

PC

Publisher: LucasArts Entertainment Company

Developer: LucasArts Entertainment Company

1998

Grim Fandango is another blockbuster hit from LucasArts. It parted ways with most of the puzzle adventure games by opting for a 3D game world instead of the more oft used 2D sprite based worlds. In addition to this, it also opted for a more easily accessible control scheme like the one discussed previously with EFMI. This, like many puzzle adventures, took the player through a hilarious game world and Grim Fandango was quite successful in doing so.

Operation: Stop Core will not be in direct competition with Grim Fandango due to it having been released quite some time ago. It serves though as an example of providing a good interface for the player to interact with the world. Like Escape from Monkey Island, Operation: Stop Core seeks to refine this control scheme to produce a widely accessible product.

Resident Evil 0

GCN

Publisher: Capcom Co., Ltd.

Developer: Capcom USA, Inc.

2002

RE0 is another installment in Capcom's enormously successful survival-horror game series. Of particular interest is the control system employed in this game. The player controls two main characters, Rebecca Chambers and Billy Cohen, as they make their way through the game. Using these characters in conjunction, the player battles through hoards of zombies and solves numerous puzzles along the way. The two characters have different abilities, which the player is required to use in order to complete the game. The inventory system is quite good. Items can be easily given or exchanged between Rebecca and Billy. Switching control between characters only requires the push of a button; plus, the player can also control both at one time.

Operation: Stop Core will not be in direct competition with RE0 since the content and audience is wildly different. The cooperation aspect of having two main characters is very similar though. Operation: Stop Core, however, will not restrict the player to a preset character combination. Allowing the player to select the two main characters from a group of five will produce a varying game experience. Another advantage that Operation: Stop Core has over RE0 is the puzzle arrangements. In RE0, the puzzles are very linear in nature. There is typically only one way to solve a puzzle. OSC on the other hand, will allow multiple ways to solve a puzzle and thus complete the game. The multi-path structure in OSC is one of its strongest assets.

Maniac Mansion

NES, PC

Publisher: Jaleco

Developer: LucasArts

1990

Because this is such an old game, it does not actually constitute any of the competition. It is, however, the spiritual predecessor to OSC. In Maniac Mansion, the main character, Dave, learns that his girlfriend has been kidnapped by Dr. Fred and is being kept in his mansion. With the help of two friends, Dave enters the mansion in an attempt to rescue his girlfriend. The player selects the two friends to go with Dave from a pool of six characters. Using the abilities of Dave and his friends, the player collects items and uses them to solve numerous puzzles. Due to having multiple characters to choose from, and multiple paths to complete the game, the replay value was tremendous.

Operation: Stop Core is intended to exploit this little used feature. There are few games that employ such a scheme where there are characters with differing abilities trying to solve puzzles.

And fewer still are there that have done it to the extent that Maniac Mansion has. OSC has great potential to attract many gamers since there are so few games that employ this gameplay feature.

Marketing Summary

Operation: Stop Core stands to provide a unique combination of gameplay features that will cause it to stand out from all the other adventure games. By taking the successes in gameplay from Escape From Monkey Island, Grim Fandango, and Resident Evil 0 and combining it with the replayability of Maniac Mansion, Operation: Stop Core will achieve a fun, seamless gaming experience. The replayability factor is an enormous advantage Operation: Stop Core has over its competitors. Since each character of Operation: Stop Core has different abilities, each two-character combination the player chooses will provide a unique experience. In the end, what will sell this game is its seamless control scheme, humorous content, and vast replay value.

Sample Gameplay

While scouring the mansion, Tim Bucktoo, one of the main characters, has picked up an unwelcome companion. Rowsdower, an annoying neighbor who likes to wander around other people's houses, has taken a liking to Tim and just won't stop following him around.

As Tim Bucktoo is busy trying to ditch his unpleasant *compadre*, his friend Warren Peace is engrossed by some knives in the kitchen. Something about the knives perturbs him. After several minutes rearranging the knives on the knife rack, he suddenly hits upon the correct configuration.

"I've gotcha now!" exclaims Warren. The refrigerator door swings open, releasing a putrid smell. Peering down inside, Warren's eyes widen in expectation. Reaching down into the crisper drawer, Warren pulls out a long-lost artifact forgotten throughout the sands of time.

"I've got it!" Warren exclaims with glee. "Finally, the Carrot of Death has been found." And there was much rejoicing.

Warren now searches out Tim Bucktoo. Tim is soon found in the dungeon, still trying to do away with Rowsdower. Tim has been thinking though. He instructs Warren Peace to stand by a lever and to pull it when he gives the signal. Tim moves to the center of the room; Rowsdower naturally follows him.

Warren, pulling the lever, causes a large cage to fall from the ceiling. Thus, Rowsdower is trapped like a rat in a cage.

"Hey Punk! I didn't give the signal yet!" an angry Tim Bucktoo exclaims.

"Whatever," responds Warren.

The two leave the dungeon. Further down the hall they find an iron door with an evil growl coming from behind it. An evil voice growls to them, "You need the three Foods of the Apocalypse to open this door."

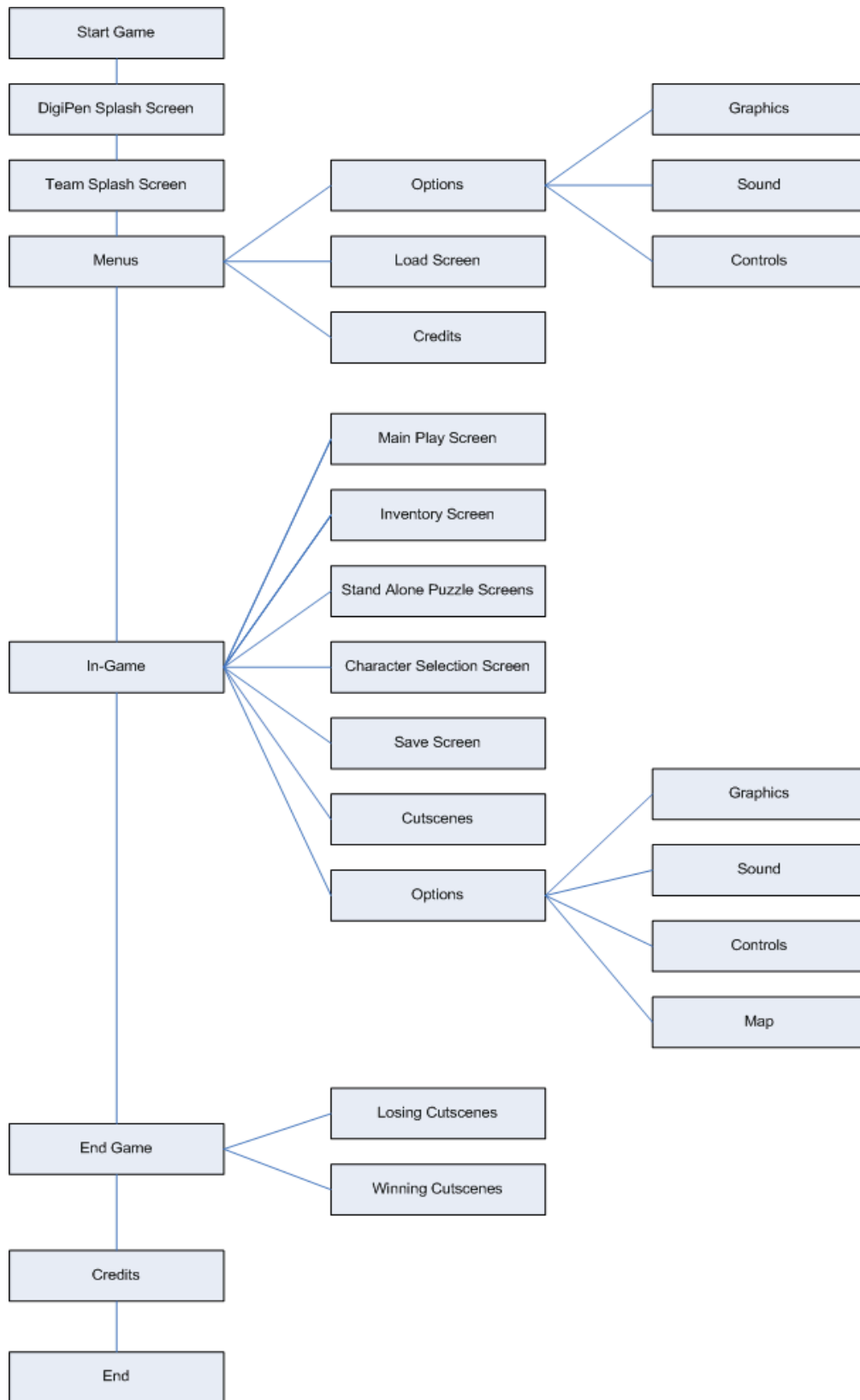
Warren places the Carrot of Death on the door. Then Warren pulls out the other two apocalyptic foods: The Potato of the Evil Eyes and the Moldy Cheese of Ultimate Destruction. After placing these items on the door, the hideous voice speaks again.

"Enter now, and meet your doom!"

"Leave this to me," Tim quips, "Master Goatman Tim Bucktoo will put the smack down on this most odious of foul beasts." Eventually, Tim emerges from the room with key in hand.

The player has now gained a vital item in his goal to escape the mansion.

Interface Flow



Core Game Mechanics

Game Flow Overview

Most of the game will consist of the player controlling two characters to solve puzzles. Each character will be controlled independently so it will be necessary to switch between characters. The player uses commands that he selects to interact with the world. For instance, suppose there is a window in the room and the player wishes to interact with it. When the player presses the examine button a list of possible actions will be presented to the player. For a window, the actions may be "open", "close" or to use an inventory item on the window, such as a baseball bat. The player selects an action to take or he may decline to interact with the window. This process is explained thoroughly in the Controls section. The player will also combine items within their inventory to create new items. Using this interface, the player collects items and uses them together or on objects within the mansion to solve puzzles. Most puzzles are not stand-alone brain-teasers, but are composed of discovering new items like keys, tools and other objects. The puzzle aspect is in figuring out what actions to use with the various objects, what combinations work, and determining what items are useful to completing the game. Little direction will be given to the player as to what he must do next; it is left up to him to figure it out.

Note: Operation: Stop Core is abbreviated to OSC in many instances throughout this document.

Development Prioritization

All tasks and components contained herein will be given to prioritization. The purpose of this is to distinguish which components are absolutely necessary and those that are of less importance. The tasks for OSC are each categorized as A, B, C, or D level priority. "A" level features must absolutely be implemented. "B" features should be in the game barring some catastrophic circumstance that prevents them from being completed. "C" level features are only to be implemented if time permits, but there are no guarantees. "D" level priority indicates that a feature will be implemented if everything else is completed; these are not crucial for game completion.

Controls

The controls for OSC are an incredibly important aspect in creating a seamless interface between player and game. Because of this, the mouse-driven system used often in puzzle adventures and exploration games is not going to be used in OSC. It is too cumbersome for the player and creates an overly slow-paced game. OSC has scrapped the mouse-driven system in favor of a context-sensitive approach to world interactions. In fact, no mouse will be used at all. The game is set up primarily to incorporate a game pad. Keyboard controls should be implemented as well though. There are four main game controls to be implemented: Menu controls, In-Game controls, Inventory controls and Map Screen controls.

Game Controls (A)

<u>Button</u>	<u>Description</u>
Analog stick / directional keys.....	Moves character around, cycles through menu screens
Examine / Use	Used to examine items and make selections
Cancel	Cancels an action or backs up within a menu
Inventory	Brings up the character's inventory screen
Switch	The player uses this button to switch control to the other character
Options	Brings up the options menu

Commands

<u>Name</u>	<u>Description</u>
Use.....
.....
.....
.....
.....
Attempts to use an object	
Take	Will try to take an object to place in inventory
Open/Close	Will open or close an object based on its current state
Use Item With	Allows player to use an inventory item with an object
Talk	Talk to an object/person

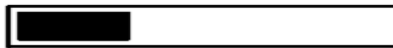
Menu Controls

Controls for the menu are straightforward. All that is required is a button to make a selection within a menu and a cancel button. As has already been mentioned, there will be no need for a

mouse. Navigating through menus will simply consist of using directional buttons and the Accept/Cancel buttons.

Main Play Screen Controls

The character being controlled by the player will have an invisible "sphere of interest", or SOI, that surrounds it. All this means is that those objects within a certain radius of the player can be interacted with. When the player presses the "Examine" button, he will be able to see those objects that are within his "sphere of interest". So as to keep the screen from becoming cluttered, only one object at a time will be highlighted to the player's attention. Highlighting is accomplished through a few different ways. One, the name of the object will appear at the bottom of the screen. Two, the object will glow by becoming darker and lighter. Lastly, an arrow is placed directly above the object. The other items within the SOI can be found by cycling the object name at the bottom of the screen by pressing left or right. As the object names are being cycled through, the arrow will update to point at the correct object and the object will start glowing. A circular list should be used for the objects so that the player can go to any object without having to move all the way from the front of the list to the back or vice versa. This being the case, it may cause the player confusion if he is not observant. The player might question if he has actually seen everything within their SOI. To alleviate this potential problem, a bar beneath the object name will be displayed, giving a visual cue. Suppose three objects are within the SOI and the player presses "Examine". The first object within the list will have its name at screen bottom and an arrow above it. Beneath the name, a bar like this will appear:



When the player arrows right then the name changes, the arrow is updated, and the bar would look thus:



So then, the interior bar's size will be the ratio of one object to the total number of objects.

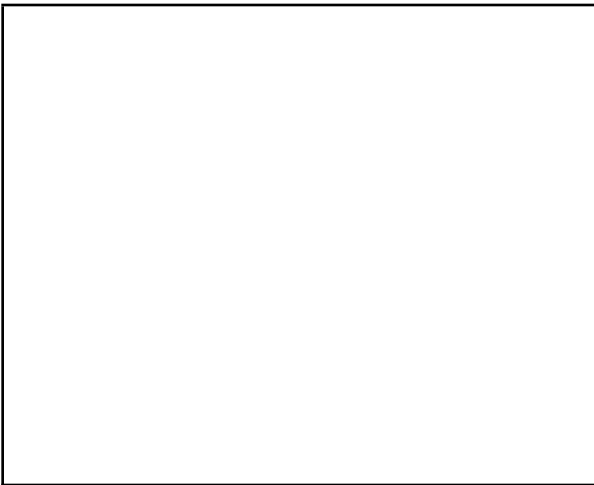
When an object is highlighted, the player can cancel out of this or press "Examine" again to select the object he wishes to interact with. At this point, a list of actions will be displayed on the upper right of the screen. The player will then highlight the action he wishes to use. For a full description of possible actions see the commands section. One command needs to be quickly discussed here. The "Use Item With" action should bring up a streamlined version of the inventory screen. Here, the player can only select an item to use with the previously selected object. See the Inventory Controls Section for more info.

It is at this point that the player's selections will take effect. The game will decide if an action selected is valid for that particular object, or whether the pairing of an inventory item and an object is valid. The list of interactive objects with results for a given command is given in the

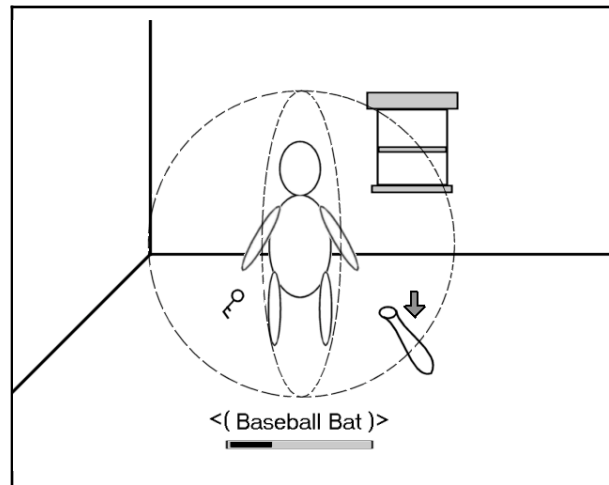
Interactive Objects section. While no objects are being examined, the player can press the inventory button or option button and bring up the respective screens.

Another component to expound on is the Teaming Up option. Instead of requiring the player to only move one character at a time, the player can have one character follow the other. This will alleviate the frustration the player may experience if they need to move both characters to one place in the mansion. Without this option, the player would have to move the characters independently of each other to the same destination. When one character is next to the other, the player can use the "Talk" command on the other character. This will cause that character to follow the other. To stop that character from following the other, the player uses the "Talk" command again. Additionally, if the player has used the Team Up option, this should carry over if they switch control to the other character. This means that the roles are switched and the formerly controlled character will now follow the other.

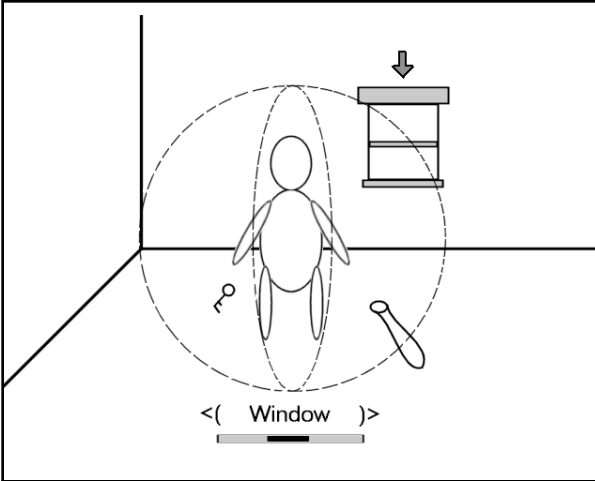
Sample Screens



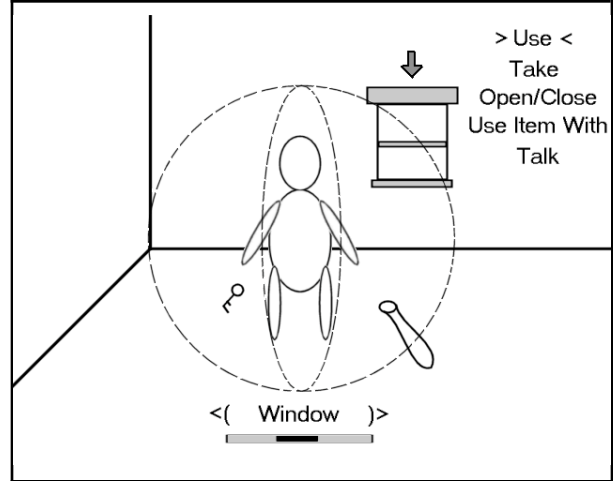
Player Standing next to a window, key and baseball bat (SOI is invisible to player).



Player presses 'Examine' to get a list of objects within the SOI. The arrow points to the currently selected object, which starts glowing, and its name appears at bottom.



Player has arrowed right to select the window.



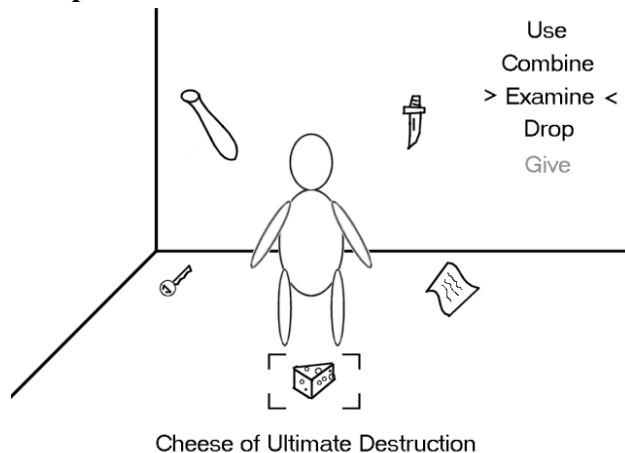
Player has pressed the 'Examine' button again to bring up a list of commands.

Inventory Screen Controls

The Inventory is not technically a different screen. When the Inventory button is pressed, all items within a character's inventory will show up as a ring around that character. A highlight box will indicate the currently selected item, and the name of the current item is shown at the bottom of the screen. Then, by pressing left or right, the items will rotate around the character, allowing the player to select a different item. If the "Use" button is pressed, a list of actions will show up on screen. These options are: Use, Combine, Drop and Examine. If the other character is within reasonable distance, another command will be present. This is the Give command. By using "Give" on an item, the player can transfer an item from one character to another. "Drop" will simply remove the item from a character's inventory, leaving it on the floor. The player can retrieve dropped items later on.

A few other notes need also to be mentioned. While looking at the inventory, the rest of the game pauses so that the player does not have to worry about anything happening to his character. Another point is that there is no limit placed on the number of items the player can have in his inventory. Also, all items are available to the player no matter which two characters have been chosen with which to play through the mansion. This adds greater challenge to solving the puzzles since the player will have to figure out what items are useful and which are not with a given character combination.

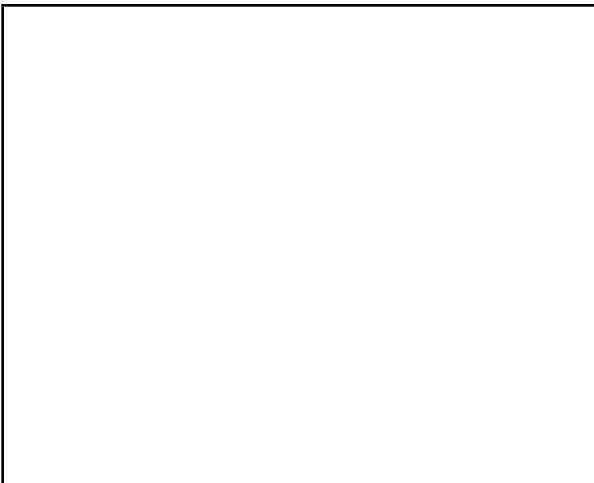
Sample Screen



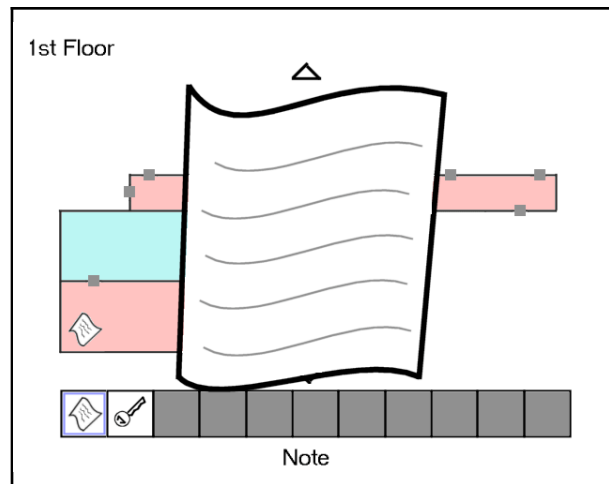
Map Screen Controls

An auto-map will be employed to aid the player. The map is found by entering into the Options menu from In-Game. One floor of the mansion is to be displayed at a time. By pressing up or down the player can view different floors. As the player enters new rooms they will be added to the map. In addition to this, the map also serves to give the player much useful information. Both characters' positions are to be indicated. If one of the characters is on a different floor, the player will have to view that specific floor to see the character's exact position. Any items or note clues in an explored room are displayed. This allows the player to easily see where there are items they may have missed or dropped. These items will show up on the map itself as well as in a list at the bottom of the screen. From this list the player can select an item to examine. Most items will simply pop up its name when selected. Others like the note/clues will display on screen for the player to read. By doing this, the player won't have to remember or write down the note/clues.

Sample screens



Explored rooms are shaded a certain color. The room the player is currently in is shaded differently. If the player's other character is in a different room, that room is shaded yet another color.



Player has selected a note/clue to view, it pops up for the player to read.

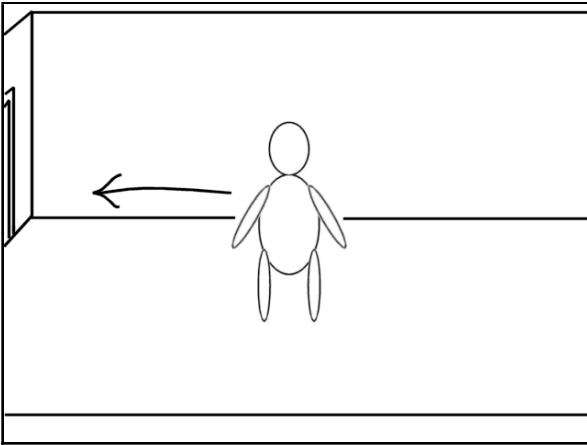
Options Screen Controls

The options screen operates just like the other menus. This menu simply serves to allow the player to change video, audio or any other settings. It contains the aforementioned Map

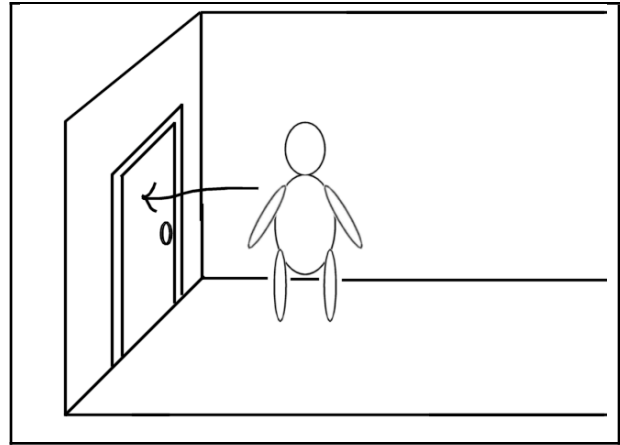
selection as well. This is also where the player can exit out of the game and back to the main menu.

Camera Functionality (A)

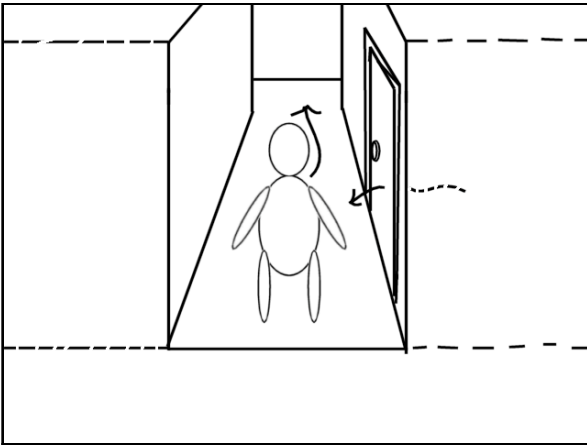
The player will not have any direct control over the camera. The camera in OSC will be mostly fixed to follow the player's character around the screen. So, as the player moves, so does the camera, keeping the character in the center of the screen. Rooms within the mansion are viewed from the side. As the player enters one room and exits another, the previous room fades out as the new room fades in. How the camera is intended to operate is virtually identical to the system used in Luigi's Mansion. Here are some sample screens for how the camera would work:



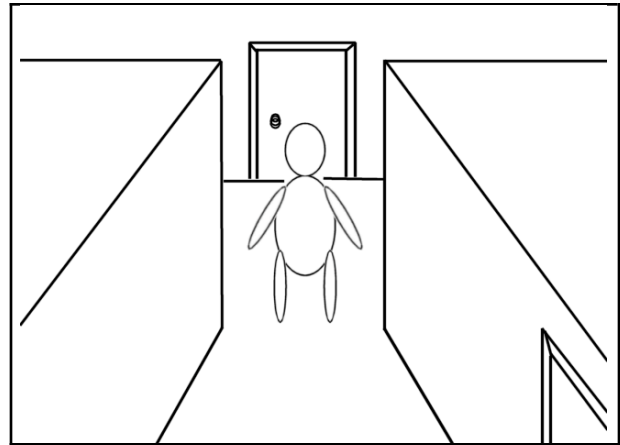
Player moves left.



Player moves toward door.

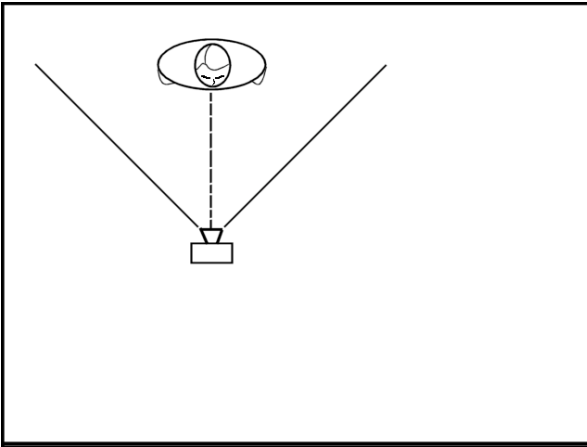


Player enters hallway, previous room fades out.

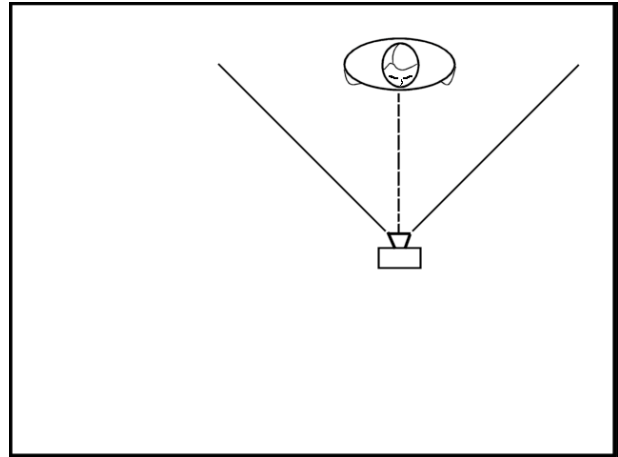


Player moves up hallway.

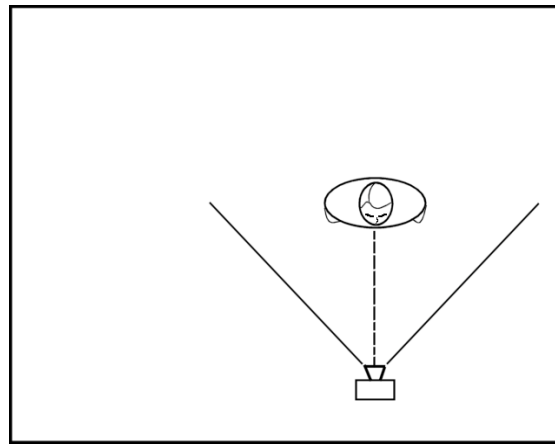
The camera also maintains a certain distance from the player. When a player is in a hallway or room, if they should move forward or backward into the screen, the camera should also move forward or backward. Example:



Character is standing still.



Player moves character left.



Player moves forward, towards camera.

Saving and Loading (A)

Loading up a game can only be done through the main menu. To save a game in OSC, the player uses a guest book at the front entryway in the mansion. By using the "Use" command on the "Guest Book" object, the save screen is brought up. In OSC, the number of saves slots is limited to ten. In the save screen, the player will select one of the ten save slots to save in. The names of both characters that the player is using as well as the date and time will be used to distinguish the saved games.

Character Abilities/Skills (A)

Each character has unique abilities, which allows for nonlinear gameplay. Not every character will be able to interact with all objects. This factor greatly enters into the puzzles in OSC.

Papa Wheelie

- computer skills
- chemistry
- electronics

Warren Peace

- has a lighter
- surgical skills
- knowledge of medicines

Patty Melt

- music
- photography
- artistic

Khan Seannery

- charisma
- has a cell phone
- rich

Tim Bucktoo

- withstand temperature extremes
- physical strength
- animal trainer

Victory Conditions (B)

There is only one goal in OSC, and that is to stop Evil Chef from carrying out his evil plan. This can be accomplished in any number of ways. Since all these ways are through some sort of puzzle, the exact requirements to stop Evil Chef are given in the Puzzles section.

Losing Conditions (B)

There are actually more ways to lose in OSC than to win. When a player has lost in OSC, he will be given immediate indication of this by way of Bad Ending Cinematics or Game Over screens. Following is a list of potential ways to lose; cinematics associated with each way to lose are given in the cinematics section.

Bad Ending #1

If the player has a lighter, candle, or some way of creating fire, they can set ablaze one of the curtains. Doing so causes the mansion to burn down.

Bad Ending #2

It will be possible to leave the pilot light off on the oven in the kitchen. If this were to occur, then the roaming character Rowsdower will eventually make his way to the kitchen and turn on the oven. This results in the mansion exploding.

Bad Ending #3

Within the dungeon room in the basement is a guillotine. If the player has one of his characters use the device on the other character, this causes a losing condition to be met.

Bad Ending #4

The doorway from the Dungeon to the Disco Room is actually an iron maiden. If the player should close this door on one of his characters this results in a loss.

Bad Ending #5

In the "Khan Seannery calling a Bounty Hunter" way to beat the game, it is possible to find a wrong number in the mansion. If the player has Khan call the wrong number, a different bounty hunter will answer and blow up the mansion.

Bad Ending # 6

Another way to lose involves the Monster in the basement. If any player besides Tim Bucktoo tries to release the Monster, it will eat everyone in the mansion. Also, should the player use Tim to get at the Monster, but still has Rowsdower following him, this results in the Monster going crazy and eating Rowsdower, then everyone else.

At the very end of all the bad endings, the game should dump out to the main menu.

Interactive Objects (A)

This section contains those household objects and items that the player can interact with. If an object is not listed here, then a random invalid dialogue is given should the player try to use a command on it. The objects are listed below with their name, location found, and the results from a given command. If a command is not given for an object, a random invalid dialogue is assumed.

Non-Collectible

Item Name: Bookshelf
Location: 2nd floor - Library (multiple)
Commands:
- Use: causes to fall over knocking down other bookshelves

Item Name: Cabinets
Location: 1st floor - Kitchen
Commands:
- Open/Close: opens or closes cabinets

Item Name: Chest o' Drawers
Location: 2nd floor - bedrooms 1,2,3
Commands:
- Open/Close: opens and closes the Chest o' Drawers

Item Name: Doors
Location: everywhere
Commands:
- Open/Close: opens or closes a door
- Use: same as Open/Close

Item Name: Guest Book
Location: 1st Floor - Entryway
Commands:
- Use: enters into save screen

Item Name: Guillotine
Location: Basement - Torture Room
Commands:
- Use: causes the blade to drop

- Use Item With: using the girl's plastic doll with the guillotine will result in finding a new item, the crayon which is hidden inside the doll.

Item Name: Iron Maiden
Location: Basement - Torture Room
Commands:

- Open/Close: This is not a typical door, the real door is behind it. This will open or close the iron maiden. Should there be a character standing inside it when this action is taken; a bad ending will result.

Item Name: Knife Rack
Location: 1st Floor - Kitchen
Commands:
- Use: enters into knife mini-puzzle

Item Name: Lever
Location: Basement - Torture Room
Commands:
- Use: raises or lowers the cage hanging in the Torture Room

Item Name: Old Car
Location: 1st floor - Garage
Commands:
- Use: starts the Car mini-puzzle

Item Name: Old Chest
Location: 3rd floor - Attic
Commands:
- Open/Close: opens or closes the chest

Item Name: Radio Transmitter
Location: 3rd floor - Attic
Commands:
- Use: enters radio transmission screen

Item Name: Refrigerator
Location: 1st floor - Kitchen
Commands:
- Open/Close: opens or closes the fridge

Item Name: Stove
Location: 1st floor - Kitchen
Commands:
- Use: turns pilot light on or off

- Use Item With: if the crayon is used with the stove it transforms into a melted
crayon

Item Name: Toy Chest
 Location: 2nd floor - Child's Play Room
 Commands:
 - Open/Close: opens or closes chest

Item Name: Wardrobe
 Location: 1st floor - Cloak Room
 Commands:
 - Open/Close: opens or closes wardrobe

Collectible Items

Most all of the Collectible Items are obtained by using the take command. If this is not the case, it will be indicated as such. Since these items are more interactive than the non-collectible items, additional information will be given.

Item Name: Broken Wax Seal
 Way Obtained: found on letter delivered by mail man
 Information: Used by Papa Wheelie with computer to get seal stamp;
 Used by Patty Melt with "Marble & Chisel" to create seal stamp.

Item Name: Bounty Hunter's Number
 Way Obtained: Papa Wheelie uses computer (automatically finds number);
 Khan Seannery uses Cell Phone (automatically calls operator);
 Found behind a shower curtain in Bathroom 2 - 2nd Floor.
 Information: Have Khan Seannery use with Cell Phone to call Bounty Hunter.

Item Name: Candle
 Way Obtained: found in Dining Room - 1st Floor
 Information: once lit with lighter, it can be used with crayon to make melted crayon

Item Name: Carrot of Death
 Way Obtained: completing the knife puzzle in the Kitchen - 1st Floor
 Information: can be used on the Monster's door

Item Name: Cell Phone
 Way Obtained: Khan Seannery always has this in his inventory
 Information: Use to call operator to get Bounty Hunter's Number;
 Use with Bounty Hunter's Number to call bounty hunter.

Item Name: Chisel

- Way Obtained: found in the Game Room - 2nd Floor
Information: can combine with Marble Block to create "Marble & Chisel"
- Item Name: Computer
Way Obtained: found in Bedroom 1 - 2nd floor
Information: have Papa Wheelie use this with broken seal to get seal stamp, use Papa Wheelie to get Bounty Hunter's number
- Item Name: Crayon
Way Obtained: found inside Girl's Plastic Doll
Information: use with heat source (candle or crockpot) to obtain melted crayon
- Item Name: Crockpot
Way Obtained: found in Kitchen - 1st Floor
Information: use with crayon to produce melted crayon
- Item Name: Envelope
Way Obtained: delivered by mailman
Information: use with seal and forged letter to win game
- Item Name: Evil Chef's Room Key
Way Obtained: from Monster in Basement
Information: can be used with the door to Evil Chef's Room to unlock it
- Item Name: Forged Letter
Way Obtained: made from Evil Boss's letter and pen
Information: use with seal and envelope to win game
- Item Name: Girl's Plastic Doll
Way Obtained: found in Child's Play Room - 2nd Floor
Information: use with the guillotine in the Torture Room to get the crayon
- Item Name: Glue (Thoroughbred™ Brand)
Way Obtained: found in Conservatory - 1st Floor
Information: use with envelope to reseal the envelope
- Item Name: Letter
Way Obtained: delivered by mailman, found in Front Entryway - 1st Floor
Information: Open to obtain Letter from Evil Boss, Broken Seal, and Envelope
- Item Name: Letter from Evil Boss
Way Obtained: Found in Letter
Information: used with pen to forge a letter of dismissal

Item Name: Lighter
Way Obtained: Warren Peace always has this in his inventory
Information: Use on candle to produce heat source;
Can also use on curtains;
If used with the crayon, Warren Peace says that he doesn't want to since it might get melted crayon all over the lighter.

Item Name: Marble Block
Way Obtained: found in Bathroom 1 - 2nd Floor
Information: can combine with Chisel to create "Marble & Chisel"

Item Name: Marble & Chisel
Way Obtained: combine Marble Block and Chisel
Information: Patty Melt can use this with the Broken Seal to create Seal Stamp

Item Name: Melted Crayon
Way Obtained: found by using crayon with a heat source
Information: use with seal stamp to create seal

Item Name: Moldy Cheese of Ultimate Destruction
Way Obtained: complete the car puzzle in the Garage - 1st Floor
Information: used on the Monster's door

Item Name: Pen
Way Obtained: found in Library - 2nd Floor
Information: use with Evil Boss's letter to get forged letter

Item Name: Potato of the Evil Eyes
Way Obtained: completing the disco floor puzzle in the Disco Room - Basement
Information: can be used on the Monster's door

Item Name: Seal
Way Obtained: found by combining melted crayon with seal stamp
Information: use with envelope and forged letter to beat game

Item Name: Seal Stamp
Way Obtained: found by using Broken Seal with Computer
Information: use with melted crayon to produce seal

Note Clues

Name: Knife Clue
Location: Bedroom 1 - 2nd floor
Message:

Grim do I feel, staring at this blade,
Relentless thoughts fill my mind,
Beautiful hues that never should have stayed,
Yell at me for being too blind.
Put them in their place before I fade,
Only then, the item will you find.

Puzzles (A)

Puzzles Overview

The main "puzzle" is to try to stop Evil Chef's nefarious plot. How this is accomplished is broken down into sub-puzzles which may also have sub-puzzles of their own and so on. Most puzzles consist of finding items and combining them with other items or objects found within the mansion. There are also stand-alone puzzles. One such puzzle is found in the Disco Room where there is a shifting tile picture puzzle. The image is broken up into squares and by shifting them around the picture is restored which results in finding an item. What also factors into the puzzle aspect of the game is the player's choice of characters. Since each character has a unique ability, not all puzzles/sub-puzzles will be solved by a two-character combo or solved in the same way. This is why OSC has such great replay value. In order to see everything in the game, the player has to try each two-character combination, which amounts to ten differing play through experiences.

The following sections have diagrams specifying the flow of events. If a character is necessary for completing an event, his or her initials are given below the event. The character initials are as follows:

- (PW) Papa Wheelie
- (WP) Warren Peace
- (PM) Patty Melt
- (KS) Khan Seannery
- (TB) Tim Bucktoo

Winning Scenario #1 (A)

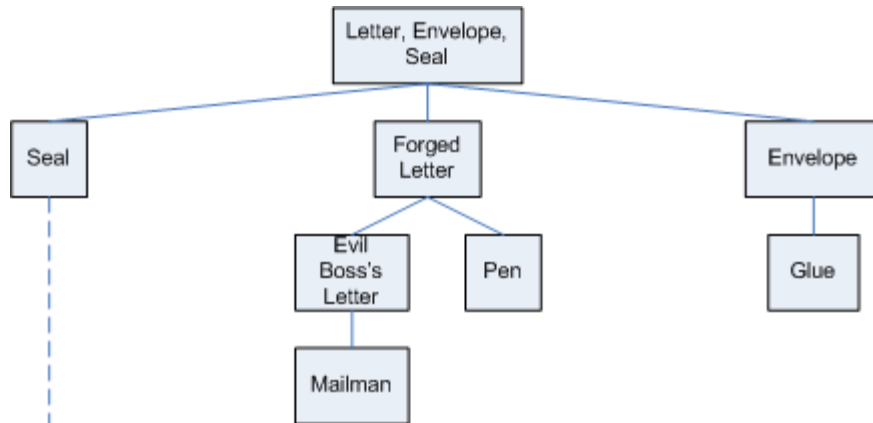


Figure 1-a

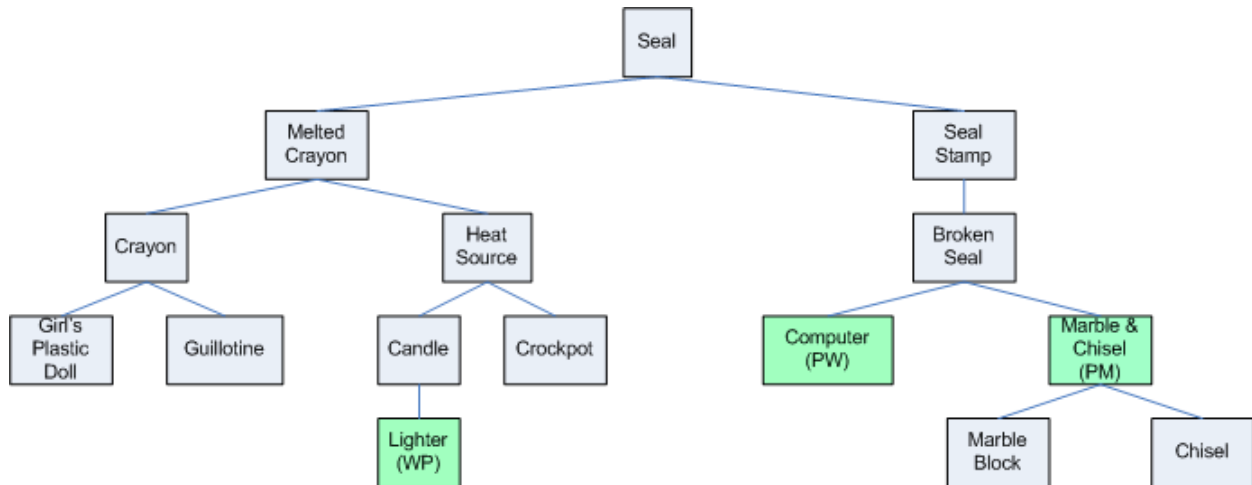


Figure 1-b

One way to beat the game is by forging a letter of dismissal from Evil Boss to Evil Chef. The way to do this involves the complex puzzle shown above. The player can find a Girl's Plastic Doll in the Child's Playroom. Using the doll with the Guillotine in the Torture Room results in finding a Crayon inside the doll. Then using a heat source, the player can melt down the Crayon. The heat sources are either a lit Candle or a Crockpot. At some random point in the game, the mailman will deliver a Letter from Evil Boss. Taking this letter and using a pen, a Forged Letter can be produced. Additionally, the Envelope and Broken Seal can be used from the Letter. By using the Computer, a new Seal Stamp can be created and bought online from the Broken Seal. Combining the Melted Crayon and the Seal Stamp results in a new Seal. This then can be combined with the Letter and Envelope to produce an "official" Letter of Dismissal. Using this

letter on the door to Evil Chef's room slides it under the door. This then results in getting Good Ending #1.

Winning Scenario #2 (B)

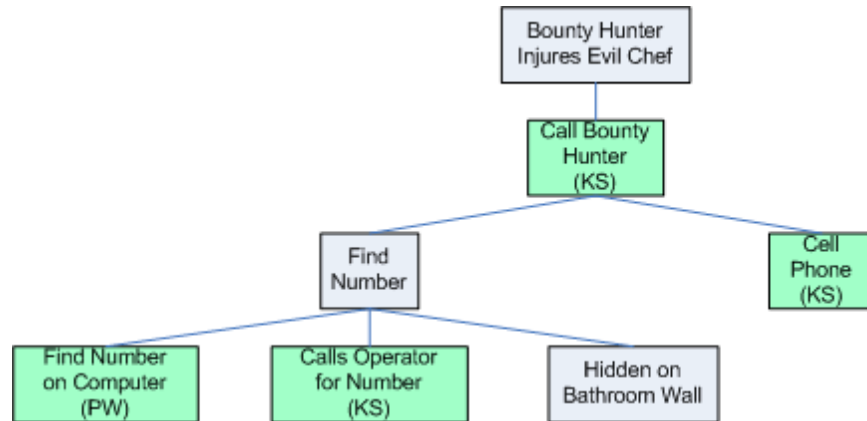


Figure 2

Another way to beat the game requires Khan Seannery to be in the group. This is because Khan Seannery is the only one with a Cell Phone. By using his Cell Phone, he contacts a bounty hunter to try and do away with Evil Chef. To do this, however, he needs first to find the phone number. There are three ways to find the number: have Papa Wheelie use the computer to find it online, Khan Seannery can call up the operator using his charisma to illicit the number, or it can be found hidden behind a shower curtain written on the wall. Once the number is called, the result is Good Ending #2.

Winning Scenario #3 (B)

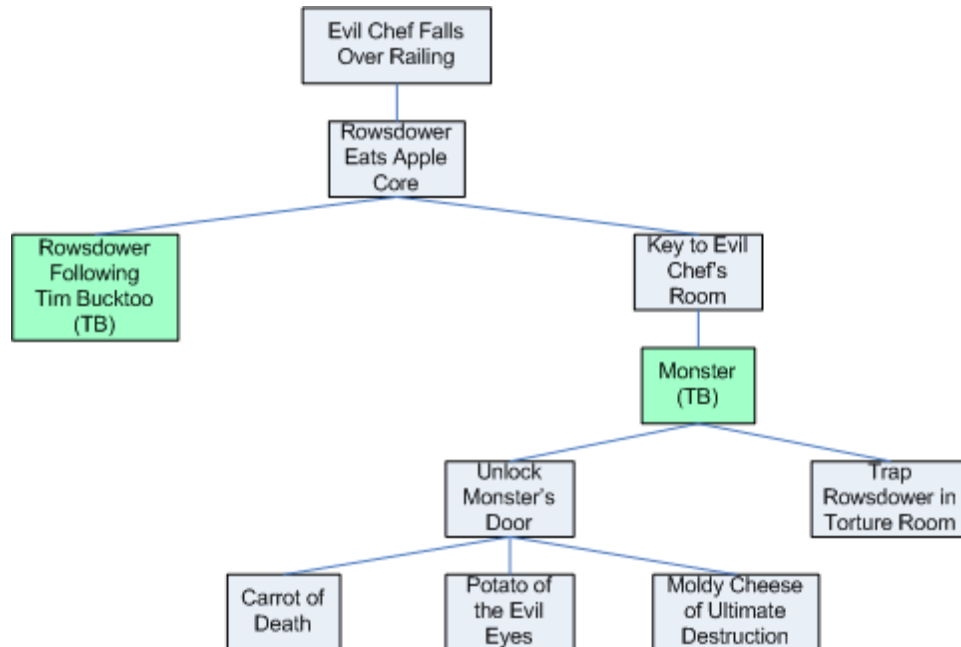


Figure 3

Another way to win at OSC involves using the Tim Bucktoo character. By completing the three stand-alone games, the Apocalyptic foods are obtained. These three items are used to open the Monster's door. First, however, Rowdower must be captured in the cage in the Torture Room. Tim Bucktoo maneuvers Rowdower into position and the other character throws the lever, which lowers the cage. Now, Tim Bucktoo can enter the Monster's room. Talking to the Monster will result in receiving a key to Evil Chef's Room. Rowdower then needs to be released and allowed to follow Tim Bucktoo. Using the key, Tim can enter Evil Chef's room with Rowdower. It is at this point that Rowdower eats Apple Core and thus the game is won.

Knife Puzzle

In the kitchen is a knife rack with six knives on it. On the handle of each knife is a single color band. By placing the knives in the correct color sequence, the crisper drawer in the refrigerator opens revealing the Carrot of Death. The colored bands for the knives are Green, Red, Blue, Yellow, Purple and Orange. A hint is given in the form of a poem found on a note in Bedroom 1 on the second floor. It is a six-line poem in which the first letters of each line correspond to the first letters of the six colors. The order of the poem's lines indicates the sequence in which the knives ought to be placed proceeding left to right. Here is the text of the knife poem and the corresponding colors:

[Green] Grim do I feel, staring at this blade,
 [Red] Relentless thoughts fill my mind,
 [Blue] Beautiful hues that never should have stayed,
 [Yellow] Yell at me for being too blind.

[Purple] Put them in their place before I fade,
[Orange] Only then, the item will you find.

If the player places the knives in the wrong order, the character should say something like: “Huh? Nothing happened”. Conversely, the refrigerator door and crisper drawer opening will be the indication that the puzzle is completed successfully.

Dance Floor Puzzle

The Disco Room has a dance floor that doubles as a shifting tile puzzle. In this, there is a picture split up into 4x4 squares with one square missing; the remaining squares have all been shuffled around. By shifting the tiles into the open slot, the player attempts to restore the image. Once the player does this, the disco ball opens up from the bottom and out falls the Potato of the Evil Eyes. The completed image is of Evil Chef in a disco suit striking a disco pose.

Car Puzzle

This puzzle involves two elements: the car in the garage and the radio transmitter in the Attic on the 3rd floor. First, when the player examines the car, an AM radio tuner is displayed. The player is limited to six different frequencies he can tune in to. These six are 770kHz, 800kHz, 1000kHz, 1250kHz, 1520kHz, and 1230kHz. The first five stations play music or people talking, but the 1230kHz station has only static. This is where the radio transmitter comes into use. The radio transmitter in the Attic can be set to any AM frequency to transmit a signal. Setting it to 1230kHz and then tuning the car radio to that frequency causes the car to shake which opens up the trunk. Once this is done, the player receives the Moldy Cheese of Ultimate Destruction from the trunk.

Several hints will be given to indicate whether the player is going about this puzzle in the right way. First, when the car is tuned to 1230kHz, the character says: “That’s odd, only static on this station”. With the radio transmitter, the character says: “With this I could transmit a powerful signal at any frequency”. When the car radio is then tuned to 1230kHz and the car stops shaking, the trunk opens and the character says: “Did I just hear the trunk open?”.

Character Walkthroughs

This section details how each character combination is used to successfully navigate the mansion. Winning Scenarios 1, 2, and 3 above in the Puzzles section are referred to along with their respective figures in the following walkthroughs.

1 - Papa Wheelie & Warren Peace

Winning Scenario(s): #1

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child's Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Warren Peace can use his lighter with the Candle found in the Dining Room to create a heat source. Or a crockpot found in the Kitchen can be used as a heat source.
- Using a heat source (Candle or Crockpot) with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting "Letter from Evil Boss", Broken Seal, and Envelope.
- Papa Wheelie can then use the Broken Seal with the Computer found in Bedroom 1. This produces Seal Stamp (which is bought online and created physically by the Computer).
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.
- Use Pen with "Letter from Evil Boss" to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef's room results in Good Ending #1.

2 - Papa Wheelie & Patty Melt

Winning Scenario(s): #1

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child's Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.

- Find a Crockpot in the Kitchen.
- Using the Crockpot with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting “Letter from Evil Boss”, Broken Seal, and Envelope.
- Create the Seal Stamp
 - Option 1: Papa Wheelie can then use the Broken Seal with the Computer found in Bedroom 1. This produces Seal Stamp (which is bought online and created physically by the Computer).
 - Option 2: Find the Marble Block in Bathroom1. Find Chisel in the Game Room. Combine Marble Block and Chisel to make “Marble & Chisel”. Have Patty Melt use the Marble & Chisel with the broken seal to sculpt Seal Stamp.
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.
- Use Pen with “Letter from Evil Boss” to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef’s room results in Good Ending #1.

3 - Papa Wheelie & Khan Seannery

Winning Scenario(s): #1, #2

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child’s Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Find a Crockpot in the Kitchen.
- Using the Crockpot with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting “Letter from Evil Boss”, Broken Seal, and Envelope.
- Papa Wheelie can then use the Broken Seal with the Computer found in Bedroom 1. This produces Seal Stamp (which is bought online and created physically by the Computer).
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.

- Use Pen with “Letter from Evil Boss” to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef’s room results in Good Ending #1.

Winning Scenario #2:

The following steps refer to Figure 2

- Find Bounty Hunter’s Number.
 - Option 1: Have Papa Wheelie use the “Use” command on the computer. This automatically gives the number (Bounty Hunter’s Number).
 - Option 2: Have Khan Seannery use the “Use” command on his Cell Phone. This calls the operator which results in Bounty Hunter’s Number).
 - Option 3: Find number written behind a shower curtain written on the wall.
- Have Khan Seannery use Bounty Hunter’s Number with his Cell Phone.
- This results in Good Ending #2.

4 - Papa Wheelie & Tim Bucktoo

Winning Scenario(s): #1, #3

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child’s Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Find a Crockpot in the Kitchen.
- Using the Crockpot with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting “Letter from Evil Boss”, Broken Seal, and Envelope.
- Papa Wheelie can then use the Broken Seal with the Computer found in Bedroom 1. This produces Seal Stamp (which is bought online and created physically by the Computer).
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.
- Use Pen with “Letter from Evil Boss” to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef’s room results in Good Ending #1.

Winning Scenario #3:

The following steps refer to Figure 3

- When Rowsdower is first run into, he will start following Tim Bucktoo everywhere.
- Obtain Carrot of Death by completing the Knife Puzzle.
- Obtain Potato of the Evil Eyes by completing the Disco Floor Puzzle.
- Obtain Moldy Cheese of Ultimate Destruction by completing the Car Puzzle.
- Use the three previous items on the door to the Monster's Room. This unlocks it.
- If anyone but Tim Bucktoo enters the room, the Monster goes crazy and eats everyone. Which means that Rowsdower cannot be following him.
- Move Papa Wheelie and Tim Bucktoo into the Torture Room.
- Position Tim Bucktoo in the middle of the room with Rowsdower close by.
- Have Papa Wheelie use the Lever on the side of the wall.
- This drops a cage on Rowsdower and traps him.
- Tim Bucktoo can now enter the Monster's Room.
- Talk to the Monster and it will give Tim Bucktoo the Key to Evil Chef's room.
- Go back to the Torture Room with both characters. Have either Tim Bucktoo or Papa Wheelie use the Lever. This raises the cage and allows Rowsdower to follow Tim Bucktoo again.
- Use the Key on Evil Chef's Room to unlock it and enter with Rowsdower following.
- This results in Good Ending #3.

5 - Warren Peace & Patty Melt

Winning Scenario(s): #1

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child's Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Warren Peace can use his lighter with the Candle found in the Dining Room to create a heat source. Or a crockpot found in the Kitchen can be used as a heat source.
- Using a heat source (Candle or Crockpot) with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting "Letter from Evil Boss", Broken Seal, and Envelope.
- Create the Seal Stamp
 - Find the Marble Block in Bathroom1. Find Chisel in the Game Room. Combine Marble Block and Chisel to make "Marble & Chisel". Have Patty Melt use the Marble & Chisel with the broken seal to sculpt Seal Stamp.
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.

- Find a Pen in the Library.
- Use Pen with “Letter from Evil Boss” to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef’s room results in Good Ending #1.

6 - Warren Peace & Khan Seannery

Winning Scenario(s): #2

Winning Scenario #2:

The following steps refer to Figure 2

- Find Bounty Hunter's Number.
 - Option 1: Have Khan Seannery use the "Use" command on his Cell Phone. This calls the operator which results in Bounty Hunter's Number).
 - Option 2: Find number written behind a shower curtain written on the wall.
- Have Khan Seannery use Bounty Hunter's Number with his Cell Phone.
- This results in Good Ending #2.

7 - Warren Peace & Tim Bucktoo

Winning Scenario(s): #3

Winning Scenario #3:

The following steps refer to Figure 3

- When Rowsdower is first run into, he will start following Tim Bucktoo everywhere.
- Obtain Carrot of Death by completing the Knife Puzzle.
- Obtain Potato of the Evil Eyes by completing the Disco Floor Puzzle.
- Obtain Moldy Cheese of Ultimate Destruction by completing the Car Puzzle.
- Use the three previous items on the door to the Monster's Room. This unlocks it.
- If anyone but Tim Bucktoo enters the room, the Monster goes crazy and eats everyone. Which means that Rowsdower cannot be following him.
- Move Warren Peace and Tim Bucktoo into the Torture Room.
- Position Tim Bucktoo in the middle of the room with Rowsdower close by.
- Have Warren Peace use the Lever on the side of the wall.
- This drops a cage on Rowsdower and traps him.
- Tim Bucktoo can now enter the Monster's Room.
- Talk to the Monster and it will give Tim Bucktoo the Key to Evil Chef's room.
- Go back to the Torture Room with both characters. Have either Tim Bucktoo or Warren Peace use the Lever. This raises the cage and allows Rowsdower to follow Tim Bucktoo again.
- Use the Key on Evil Chef's Room to unlock it and enter with Rowsdower following.
- This results in Good Ending #3.

8 - Patty Melt & Khan Seannery

Winning Scenario(s): #1, #2

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child's Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Find a Crockpot in the Kitchen.
- Using the Crockpot with the Crayon results in Melted Crayon.
- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting "Letter from Evil Boss", Broken Seal, and Envelope.
- Create the Seal Stamp
 - Find the Marble Block in Bathroom1. Find Chisel in the Game Room. Combine Marble Block and Chisel to make "Marble & Chisel". Have Patty Melt use the Marble & Chisel with the broken seal to sculpt Seal Stamp.
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.
- Use Pen with "Letter from Evil Boss" to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef's room results in Good Ending #1.

Winning Scenario #2:

The following steps refer to Figure 2

- Find Bounty Hunter's Number.
 - Option 1: Have Khan Seannery use the "Use" command on his Cell Phone. This calls the operator which results in Bounty Hunter's Number).
 - Option 2: Find number written behind a shower curtain written on the wall.
- Have Khan Seannery use Bounty Hunter's Number with his Cell Phone.
- This results in Good Ending #2.

9 - Patty Melt & Tim Bucktoo

Winning Scenario(s): #1, #2

Winning Scenario #1:

The following steps refer to Figure 1-b

- Find the Girl's Plastic Doll in the Child's Playroom.
- Used it with the Guillotine in the Torture Room to find a Crayon hidden inside the doll.
- Find a Crockpot in the Kitchen.
- Using the Crockpot with the Crayon results in Melted Crayon.

- At some random point in the game, the mailman will deliver a Letter from Evil Boss, which is found in the Front Entryway.
- Opening the Letter results in getting “Letter from Evil Boss”, Broken Seal, and Envelope.

- Create the Seal Stamp
 - Find the Marble Block in Bathroom1. Find Chisel in the Game Room. Combine Marble Block and Chisel to make “Marble & Chisel”. Have Patty Melt use the Marble & Chisel with the broken seal to sculpt Seal Stamp.
- Using the Seal Stamp with the Melted Crayon Results in Seal.

The following steps refer to Figure 1-a

- Seal is obtained by following the previous steps.
- Find a Pen in the Library.
- Use Pen with “Letter from Evil Boss” to create Forged Letter.
- Find the Glue in the Conservatory.
- Using the Glue, Envelope, Forged Letter, and Seal together results in a Letter of Dismissal.
- Using the Letter of Dismissal on the door to Evil Chef’s room results in Good Ending #1.

Winning Scenario #3:

The following steps refer to Figure 3

- When Rowsdower is first run into, he will start following Tim Bucktoo everywhere.
- Obtain Carrot of Death by completing the Knife Puzzle.
- Obtain Potato of the Evil Eyes by completing the Disco Floor Puzzle.
- Obtain Moldy Cheese of Ultimate Destruction by completing the Car Puzzle.
- Use the three previous items on the door to the Monster’s Room. This unlocks it.
- If anyone but Tim Bucktoo enters the room, the Monster goes crazy and eats everyone. Which means that Rowsdower cannot be following him.
- Move Patty Melt and Tim Bucktoo into the Torture Room.
- Position Tim Bucktoo in the middle of the room with Rowsdower close by.
- Have Patty Melt use the Lever on the side of the wall.
- This drops a cage on Rowsdower and traps him.
- Tim Bucktoo can now enter the Monster’s Room.
- Talk to the Monster and it will give Tim Bucktoo the Key to Evil Chef’s room.
- Go back to the Torture Room with both characters. Have either Tim Bucktoo or Patty Melt use the Lever. This raises the cage and allows Rowsdower to follow Tim Bucktoo again.
- Use the Key on Evil Chef’s Room to unlock it and enter with Rowsdower following.
- This results in Good Ending #3.

10 - Khan Seannery & Tim Bucktoo

Winning Scenario(s): #2, #3

Winning Scenario #2:

The following steps refer to Figure 2

- Find Bounty Hunter's Number.
 - Option 1: Have Khan Seannery use the "Use" command on his Cell Phone. This calls the operator which results in Bounty Hunter's Number).
 - Option 2: Find number written behind a shower curtain written on the wall.
- Have Khan Seannery use Bounty Hunter's Number with his Cell Phone.
- This results in Good Ending #2.

Winning Scenario #3:

The following steps refer to Figure 3

- When Rowsdower is first run into, he will start following Tim Bucktoo everywhere.
- Obtain Carrot of Death by completing the Knife Puzzle.
- Obtain Potato of the Evil Eyes by completing the Disco Floor Puzzle.
- Obtain Moldy Cheese of Ultimate Destruction by completing the Car Puzzle.
- Use the three previous items on the door to the Monster's Room. This unlocks it.
- If anyone but Tim Bucktoo enters the room, the Monster goes crazy and eats everyone. Which means that Rowsdower cannot be following him.
- Move Khan Seannery and Tim Bucktoo into the Torture Room.
- Position Tim Bucktoo in the middle of the room with Rowsdower close by.
- Have Khan Seannery use the Lever on the side of the wall.
- This drops a cage on Rowsdower and traps him.
- Tim Bucktoo can now enter the Monster's Room.
- Talk to the Monster and it will give Tim Bucktoo the Key to Evil Chef's room.
- Go back to the Torture Room with both characters. Have either Tim Bucktoo or Khan Seannery use the Lever. This raises the cage and allows Rowsdower to follow Tim Bucktoo again.
- Use the Key on Evil Chef's Room to unlock it and enter with Rowsdower following.
- This results in Good Ending #3.

AI (B)

The AI needed in OSC is fairly simple. Most behavior of the NPCs will be scripted, not requiring any real AI. There are some more involved AIs needed though: a following AI, AI for the Rowsdower character and an AI for the Monster.

The "following" AI is used in two instances. When the player uses the team up option, he will be moving one character around while the other character follows behind. The other instance is if the player has Tim Bucktoo in his group, and the player comes across Rowsdower. Rowsdower will start following Tim Bucktoo wherever he goes. The following character should not immediately start or stop with the character it is following. It should start moving gradually and stop gradually, but relatively quickly.

Another AI routine is necessary for the character Rowsdower. When Rowsdower is not following Tim Bucktoo, he is normally roaming around the mansion. In this mode, Rowsdower has various personal goals to accomplish based on what the AI determines he should do next. These tasks for Rowsdower are as follows: get a drink from the kitchen, get food from the kitchen, watch TV, sleep and play games in the Game Room. Rowsdower does these actions based on what he "feels" like doing.

The final AI needed is for the Monster (squirrel). If the Monster is let loose it will first eat the player's characters. It then roams the house searching out other characters to eat. The Monster should know where it has been so as not to wander aimlessly. When the Monster finds a character in its field of view, it will rush to that character and eat it in one gulp. The purpose of this and how it is triggered is given in the Losing Conditions section.

Audio

Music (C)

Each character will have his/her own theme music. Music will be created using the GarageBand music-making tool packaged in iLife. Based on which character the player is currently controlling, that character's theme will be played. In addition to the characters' music, there is to be two other music themes. One is for the opening cutscene sequence; the other is for use in menus, credits and during cutscenes.

<u>Theme Music</u>	<u>Description</u>
General Theme Music.....
.....	
Opening Sequence Music	A fairly lighthearted tune is needed, possibly a bit jazzy A very militaristic sounding song. It should cause the player to think of action and battle.
Papa Wheelie's Theme	Electronic computer synth sounding
Warren Peace	Pushy and arrogant
Patty	
Melt.....
.....	
 Classical music
Khan Seannery	Mysterious spy music
Tim Bucktoo	Weird sounding; odd ala "Manos the Hands of Fate"

Sound Effects (A)

Sound effects for the game shouldn't be overly realistic, and yet not cartoony sounding either. Like everything else in the game, the sound effects should be halfway between realistic and cartoonish. For a full list of sound effects needed, look in the appendices.

Voice Acting (C)

All the characters will have voice acting done for their dialogue. This includes both playable characters and NPCs. Accompanying the dialogue in the game will be text at the bottom of the screen so the player can both hear and read the dialogue. Complete dialogue is given in the appendices. The following are the list of characters and what they should sound like:

<u>Character</u>	<u>Description</u>
Papa Wheelie	This character speaks using his computer, the voice should be a computer generated sounding male voice.

Warren Peace	Deep Austrian sounding voice, like Arnold Schwarzenegger
Patty Melt	Voice should reflect erudite female personality
Khan Seannery	A stoic Scottish accent like Sean Connery
Tim Bucktoo	His speech is odd. He speaks haltingly and sounds somewhat like a goat.
Rowsdower	Your average middle-aged guy's voice
Evil Chef	A male voice that sounds like a bad dubbing of an Asian Martial Arts film
Apple Core	A soft tiny voice, somewhat nasally sounding, like Meeker from the Muppets
Monster	This has two voices. One is a menacing evil voice, close to a growl. The other is a very cute playful voice like those found in a kids' TV show.

Cinematics (B)

The cinematics for OSC will be accomplished through scripting actions for the characters and not using any FMV. There are cinematics all throughout the game. Within the cinematics will be spoken dialogue and displayed text for the dialogue. Dialogue to be used in the cinematics is given in the appendices.

Opening Sequence

Starting the game finds the five friends driving in a car out in the countryside. A billboard passes by with the words "Evil Chef's Mansion, Next 5 Exits" written on it. The characters pull off of the highway to the front of the mansion's driveway (which is very long). At this point, the character select screen comes up. The player selects two characters to use. This sequence will then end with the characters walking to the mansion.

Title Sequence

As the characters are walking towards the mansion, the screen fades out. Then the Title Sequence starts up. This starts out by having OSC in very large letters scrolling in from the right and going off screen on the left. As this occurs, action images of the characters will pop up, then go back to the scrolling text. After all images are shown and the text scrolls off the screen, the word "Operation:" will be typed up on the screen character by character. Then the word "Stop" scrolls in from the left, and "Core" scrolls from the right, stopping beneath "Operation:". The background looks like a manila folder.

Interspersed Sequences

There will be other sequences interspersed throughout the game. There is one sequence directly after the title sequence. This shows the two characters finishing up the walk along the driveway and ending up at the front of the mansion. One of the characters then falls down a trap door and ends up in the Torture Room in the basement. Here the character finds a note exposing Evil Chef's plot. It then goes back to the character outside the mansion. Control is then handed over to the player.

Various Car Shots

Short little cinematics of the characters left waiting back at the car are needed. These are fairly simple. Mostly these just show the characters talking about having to wait so long or possibly completely unrelated things to the plot.

Evil Chef and Apple Core

These cinematics involve Evil Chef conversing with Apple Core. Nothing exceptional is required here, just two characters talking.

Ending Sequences (B)

Good Ending #1

This ending is obtained by getting the Letter of Dismissal to Evil Chef. When he reads the letter, he is stupefied and staggers around the room. He then staggers over to a railing and tumbles over it into a pit. The two player characters leave the mansion and come to their car where their friends are waiting. Then they drive off.

Good Ending #2

This ending is obtained by using Khan Seannery to call the bounty hunter. This bounty hunter uses his sniper rifle and shoots at Evil Chef through the egress window. Evil Chef is not hit but staggers around the room in a daze. There is a railing in front of a deep hole, which is unfortunate for him since he tumbles over the railing into the pit. The characters walk back to their friends at the car and leave.

Good Ending #3

This ending is attained by using Tim Bucktoo to lead Rowsdower into Evil Chef's room. Rowsdower then eats the Apple Core. Evil Chef grabs his head in anguish and staggering about he falls over the railing in his room and into the pit. The characters, weary of the mind games, depart for the car. The ending scene sees the group of friends riding into the sunset.

Bad Ending #1

Shows a curtain on fire which spreads to the rest of the room. The scene changes to outside the mansion. It should now be in a blaze. A small explosion hurls a brick from the mansion which lands on the car of friends. This car explodes. It finishes with showing the smoldering mansion grounds.

Bad Ending #2

Cut to scene showing Rowsdower turning on the stove. Next, the scene shifts to outside the mansion. It then explodes in a magnificent fireball. Finishes with the smoldering mansion grounds.

Bad Ending #3

This simply shows the characters back at the car looking angry at the remaining character who hangs his head in shame. A still shot is actually all that is needed.

Bad Ending #4

This is the same as Bad Ending #3

Bad Ending #5

The mansion is shown exploding in a magnificent fireball. The smoldering foundation is then shown to be the only thing remaining.

Bad Ending #6

This ending has the camera following the Monster who roams the house looking for other characters to gulp down. Once all the characters are eaten, the characters left behind at the car enter the front door. The Monster shows up and makes quick work of them.

Descriptions

Overview

The overall art style for OSC is to be halfway between realistic and cartoonish. As such, objects and characters will not need to be overly detailed. For a good reference to this style, look to games like *Escape from Monkey Island* and *Beyond Good & Evil*. The characters are relatively simple looking and provide for a good humorous look.

Animations for Characters

Characters have the following types of animation: running, using, talking and idle. The description for each of these animations is the same for most characters unless otherwise noted. For running, the character should simply look like it is running. The using animation only requires that the character reach out with its right arm and hand as if it were trying to grab something. Talking animation should show the character's head bobbing around. Idle can be vary simple things like nose scratching, stretching, folding arms and tapping foot with impatience, looking at watch, etc.

Playable Characters

Papa Wheelie



Image © Marvel Comics

This character moves around in a computerized wheel chair. He looks possibly like Professor X from X-men which means to say a 50 year old bald man. Very stoic and wise looking.

Running - have wheels turning

Using - have extending hand shaking as if he is using psychic powers

Talking - have hand typing on keyboard

Idle - goes to sleep

Warren Peace



Image ©Digital Hit Entertainment Inc.

This is a somewhat tall African American male in his 40s. He looks very much like Samuel L. Jackson wearing a dark suit, tie and a black beret. He is a very professional, in-control type of individual.

Patty Melt



Image © Hannah Barbera

She looks like a sophisticated, well-to-do woman in her mid-20's. She bears a striking resemblance to Daphne from the Scooby-Doo cartoon show.

Khan Seannery



Image ©Digital Hit Entertainment Inc.

This is a Scottish gentleman in his 60's, hut is still very suave and the sort loved by women the world over. The prime example for the sort of person and for the look is Sean Connery. He should have a graying beard and mustache. Also, he always wears a tuxedo with black bowtie.

Tim Bucktoo



Image © Mystery Science Theater 3000

Tim Bucktoo is a fairly unkempt individual. He is a satyr, meaning that his legs are those of a goat. His clothes are brown and dirty, basically looking like he's worn them for years without washing. He also has a brown, dirty hat and scraggly facial hair.

Enemies & NPCs

Evil Chef

Evil Chef is an Asian male in his 30's. His expression is grim and he is of average height. He wears a dark apron, dark pants, a black shirt and a black hat. The hat is not a puffy chef's hat. Instead it is more like a cap.

Idle - there is no need for Evil Chef to have an idle animation

Rowdower

This is a middle-aged man that is fairly average looking. He wears jeans, brown work boots, and a flannel shirt. His hair is somewhat poofy on top and the hair on the back of his head curls up slightly.

Monster

The Monster is a very cute squirrel that would never cause you to question if it might bite your head off. It should be reddish orange all over except for the cheeks and underbelly which are white. It has clear blue eyes and is about half the size of a person.

Idle & Using - Monster does not need these animations

Biting - it does need an additional animation. This animations should open his mouth wide enough to fit a person into and then close.

Apple Core

This should look like an apple that has been eaten but leaving behind the core. The type of apple is a Granny Smith.

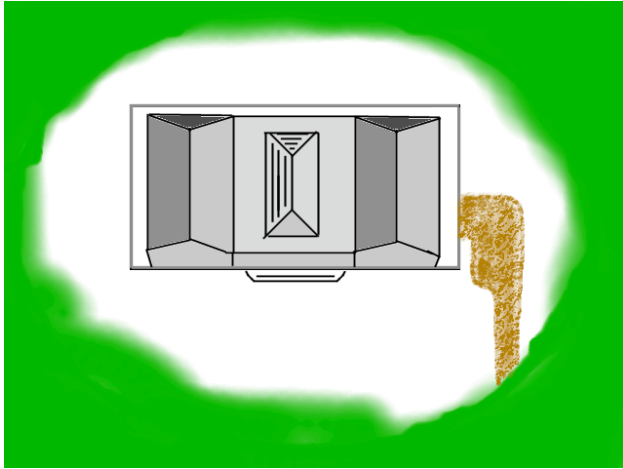
Running, using, & idle - unnecessary

Talking - the core rocks slightly back and forth

Game World

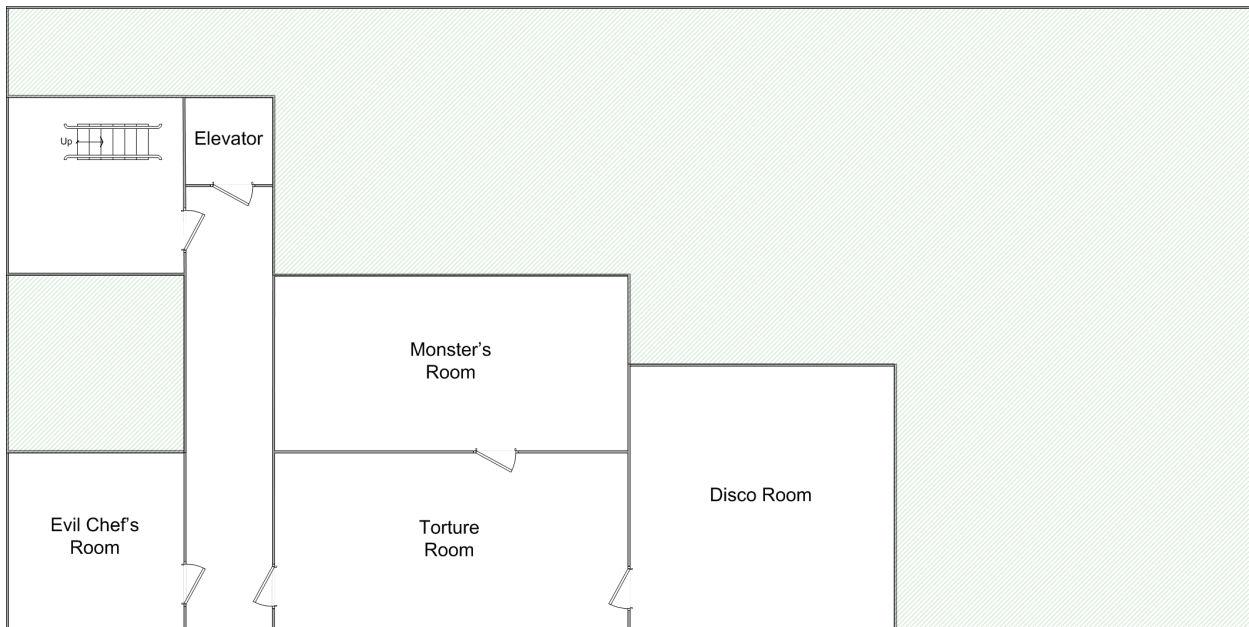
Mansion Exterior

The mansion looks like it was built in the 30's or 40's, and looks Victorian. It should have a long roofed porch. Surrounding the mansion is thick, impenetrable forest and a long driveway leads away from it.



Mansion Interior

Basement



Torture Room

Room Description: dark medieval-like dungeon walls of stone

Objects:

iron maiden which doubles as a doorway

guillotine

lever

cage (hanging from ceiling)

Disco Room

Room Description: off white

Objects:

dance floor - raised up slightly from surrounding floor

disco ball - hanging down from center of ceiling

Monster's Room

Room Description: metallic walls, slightly rusty with green slime

Objects:

none

E.C.'s Room

Room Description: food wallpaper, dark gray carpet

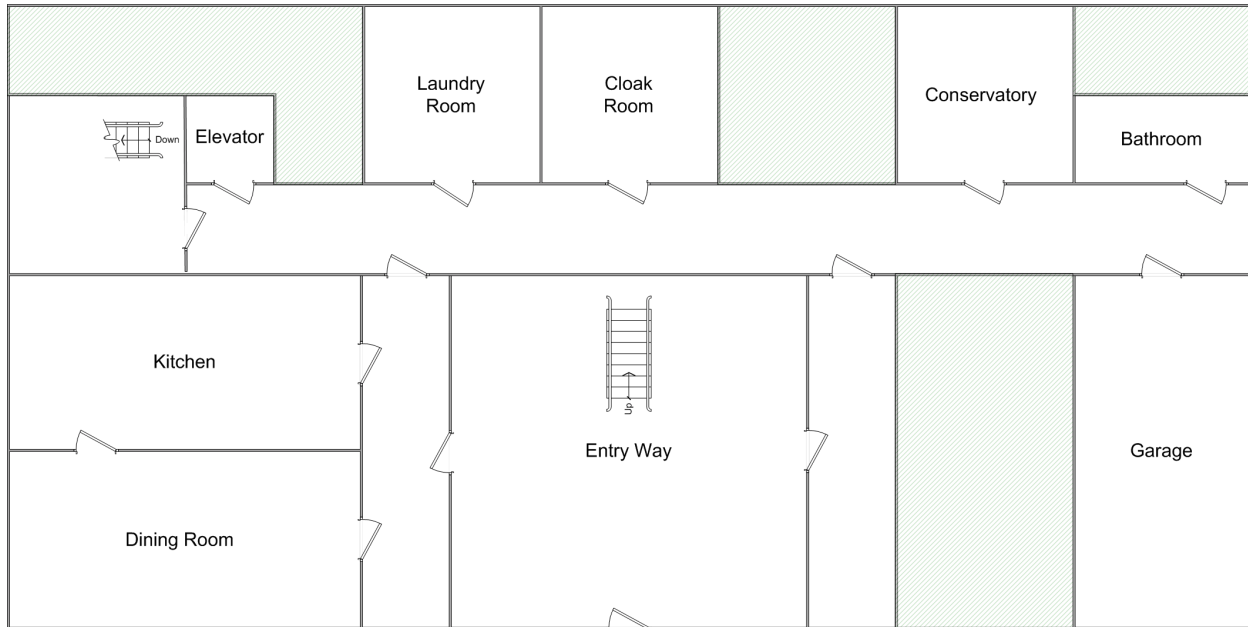
Objects:

table

stove

desk

1st Floor



Dining Room

Room Description: bluish gray walls and ceiling; dark red carpeted floor

Objects:
dining table
chandelier
chairs

Kitchen

Room Description: flowery walls, linoleum floor

Objects:
stove
cabinets
sink
table
refrigerator
dishwasher

Entryway

Room Description: old regal hotel, red carpet, has stairs

Objects:
small table
chandelier

Laundry Room

Room Description: plain white; linoleum floors

Objects:

washing machine
dryer

Cloak Room

Room Description: wooden walls, brown carpet

Objects:
wardrobe

Conservatory

Room Description: green and blue striped walls, gray carpet

Objects:
sofa
coffee table
recliner

Bathroom

Room Description: light yellow linoleum floor

Objects:

- sink
- toilet
- bathtub

Garage

Room Description: unpainted drywall, concrete floor

Objects:

- shelf
- car

2nd Floor



Empty Room

Room Description: sky blue paint, dark blue carpet

Objects:

- none

Child's playroom

Room Description: toy wallpaper, light brown carpet

Objects:

- crib
- toy chest

Bedrooms 1,2 & 3

Room Description: off-white, brown carpet

Objects:

bed

chest of drawers

Bathrooms 1&2

Room Description: light yellow walls, linoleum floor

Objects:

toilet

sink

bathtub

Game Room

Room Description: green walls, light brown carpet

Objects:

vending machine

foosball table

billiard table

Library

Room Description: wood paneled walls, dark brown floor

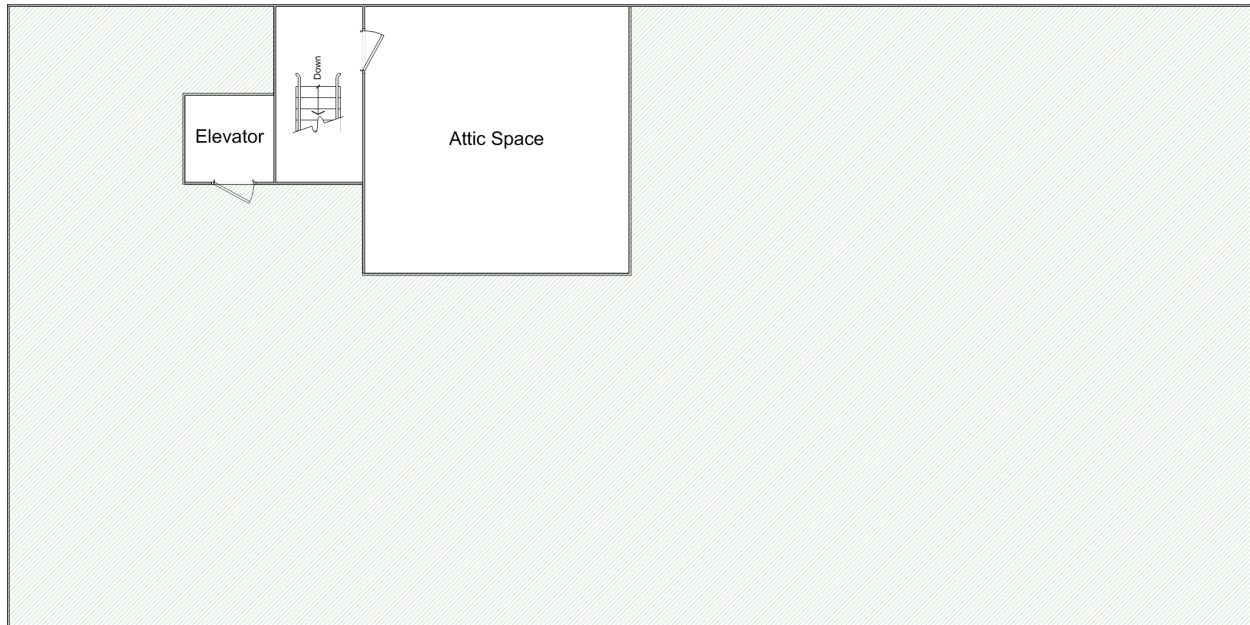
Objects:

book shelves with books

chair

desk

3rd Floor



Attic Space

Room Description: unfinished wood walls and floor

Objects:
old chest

Non-floor specific

Hallways

Room Description: lower part of wall wood paneled, upper off white, red carpet

Objects:
none

Stairs

Room Description: wallpaper has images of steps, red carpet

Objects:
none

Elevator

Room Description: typical elevator interior

Objects:
none

Objects

There are two sorts of objects in OSC: household/stationary objects and items. Most of these objects are straightforward requiring no further description. However, for those objects that need to be elaborated on a description will be given.

Household Objects

2 cars	- possibly vans, 80s cars, or hum-vees
baby crib	
bath sink	
bathtub	- includes shower head
bed	- plain twin size
billiard table	
bookshelf	- with books in it
cabinets	
cage	- tall, skinny, only large enough to trap standing man
chairs	- assortment of folding chairs, wooden chairs, and padded chairs
chandelier	
chest o' drawers	
coffee table	
curtains	
dance floor	
desks	- modern desks with drawers
dining table	
disco ball	
dishwasher	
doors	- all are normal wooden doors except front with mail slot
dryer	
foosball table	
guillotine	
iron maiden	
kitchen sink	
lever	- mounted on a wall, pull down on
old chest	- ornate chest from the 1700s
potted plants	
radio transmitter	
recliner	
refrigerator	- door should open, crisper should open
shelf	- single wood plank
sofa	

stove
 tables - assortment of long, short, tall, etc
 toilet
 toy chest
 vending machine
 wardrobe - ornate wood carved
 washing machine

Items

broken wax seal - broken seal of cursive E.B.
 candle
 carrot of death - looks more like a lizard's tail
 cell phone
 chisel
 computer - desktop, light gray
 crayon - reddish brown
 crockpot
 envelope
 forged letter
 girl's plastic doll - pretty, princess doll
 glue - Thoroughbred Brand glue
 keys - assortment old ornate looking
 knife rack
 knives
 letter from Evil Boss - writing can be illegible
 lighter
 marble block
 melted crayon
 moldy cheese of ultimate destruction - yellow "Swiss" cheese with lots of green mold
 pen - ballpoint
 potato of evil eyes - potato with a lot of nasty evil eyes
 seal stamp - has cursive E.B. on bottom

Appendices

Backstory

Hidden out in the countryside is an unbelievable evil seeking to cause havoc with the life of Ordinary Citizen. A man hardened by bitterness and anger broods over his misfortunes. He is, in fact, an evil chef whose name is, well, Evil Chef. A rising star in the world of culinary arts, Evil Chef was poised to own the dominant bakery store in the world. His star burned out though when a rival company Gerty Stewardess, Inc. produced a superior form of Snickerdoodle cookies that set the food industry buzzing. Utterly defeated, Evil Chef slinked away, all the while pondering what revenge he could exact on all those food fools who abandoned his products for the Snickerdoodle.

Down and out with no money left, Evil Chef's fortunes changed when he happened on a chance meeting with a noted evil venture capitalist named Evil Boss. Now with funding for his evil scheming, Evil Chef sets out to lay the groundwork for his revenge. Seeking for utmost privacy, Evil Boss procures a lonely mansion in the countryside. Accompanying Evil Chef is his sidekick named Apple Core which just so happens to be an actual apple core.

Apple Core is no ordinary fruit however. His life has been filled with rejection. Everybody eats the apple but leaves the core to turn all brown and is soon tossed aside. Apple Core is a deeply disturbed individual whose very being is riddled by evil. He is in fact rotten to the core, which is a most disagreeable predicament since he is nothing but core. Apple Core is extremely intelligent though and thus very dangerous.

Evil Chef, on the other hand, is not an entirely bright evil individual. His plan for revenge is so half-baked that it is nearly laughable. Determining that the food most liked by those people he wishes revenge is broccoli, Evil Chef intends to use this to his advantage. By replacing all the real broccoli with rubber substitutes, Evil Chef hopes to fool many an unassuming chumps. His reasoning follows thusly: "Once the poor saps start chomping away, they will be unable to stop due to the rubbery Boing Effect. They will be trapped in a vicious cycle of chewing. Unable to stop, they will eventually die from hunger and I will rule the world!" As is evident, Evil Chef's reasoning skills aren't as good as they could be. His low IQ is also made evident by a billboard he has set up to advertise his mansion. He wants his hideout to be kept quiet, but not too quiet.

Unfortunately for Evil Chef, a neighbor called Rowsdower takes notice of his new 'friend'. Rowsdower sets himself out to be an immediate nuisance. He roams around Evil Chef's mansion mostly eating, watching TV, and sleeping. Who he is and where he comes from no one really knows.

Now a group of five friends enters the picture. While on their way to the Corn Palace in South Dakota, a journey of 2,000 miles, they happen upon Evil Chef's billboard declaring: "Evil Chef's Mansion, Next 5 Exits". Realizing they haven't had a bite since leaving for the Corn Palace and since the mansion sounds so inviting, they decide to pull off at the nearest exit. Shortly in front of Evil Chef's mansion do they find themselves.

Emerging from the car is Papa Wheelie, Warren Peace, Patty Melt, Khan Seannery, and Tim Bucktoo. Not much is known of these people or of their customs other than they each have an intense love for broccoli. Deciding it is a waste of too much effort for the whole group to walk the long driveway to the mansion, two of the bunch are sent out to bring back some grub.

As these two make their way to the mansion, a trap door opens capturing one of them in the basement. Looking around, this person finds a note exposing Evil Chef's whole evil plot. Sharing this news with his friend once reunited causes their blood to boil. How dare anyone mess with broccoli? The two set out to stop Evil Chef from carrying out his wicked scheming.

From the player's vantage point, he will only know as much about the story as the characters know at the beginning. As he explores the mansion, more of Evil Chef's history is revealed through cutscenes and finding notes throughout the mansion.

Full Interface Descriptions



Shell UI

Controls

The controls for the menus are the same as those that follow unless otherwise noted:

Arrow Buttons – moves selector

Action Button – makes a selection

Cancel Button – used to cancel a selection or back up a menu

Installer

The installer should be very basic, all that is necessary is to allow placement of the game files and to add shortcuts to the computer.

DigiPen Splash Screen

Image of DigiPen logo with copyright.

Team Splash Screen

Image of Team's name.

Main Menu

Selections

New Game: starts a new game

Load Game: goes to Load Menu

Options: goes to Options Menu

Credits: goes to the Credits screen

Exit Game: exits the game

Load Menu

For each saved game, it displays the two character's names in the group, date saved, and time saved. Each entry looks like an entry in a guest book. The background is actually a guest book.

Options Menu

Selections

Graphics: goes to Graphics Options

Sound: goes to Sound Options

Controls: goes to Controller Options

Graphics Options

Selections

Radio buttons to be able to switch between resolutions

Check box indicating whether to render shadows (default checked)

Sound Options

Selections

Slider bars to set Music, FX, and Speech volumes

Controller Options

Selections

Shows the available buttons: Examine/Action, Cancel, Inventory, Switch, Options
By selecting one of the buttons, a new key can be pressed to map new controls.

Credits Screen

Description

The credits should scroll in from the bottom of the screen and scroll off the top.

Controls

No controls are available in the credits screen.

In-Game

Main Play Screen

Sufficient examples are given in the Main Play Screen section of Core Game Mechanics.

Inventory Screen

An example for this is given in the Inventory Screen section of Core Game Mechanics.

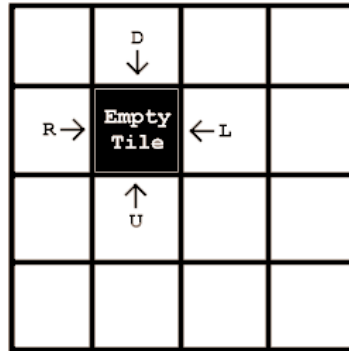
Stand Alone Puzzle Screens

Knife Puzzle Screen

A knife rack is displayed with six knives on it with an arrow over the first knife. The arrow is moved to different knives by pressing left or right. Pressing Action will select one of the knives and pressing Cancel will deselect a knife. When a knife is selected, it is raised up higher than the rest of the knives. The arrow can then be moved to another knife. When another knife is selected, it and the first knife selected will change positions. If no knives are selected and the Cancel button is pressed or when the knives are placed in the correct order, the knife puzzle exits back out to the Main Play Screen. See the Knife Puzzle description in Winning Scenario #3 for further details.

Disco Floor Puzzle Screen

The shifting tile puzzle should be displayed on top of the normal in-game screen. This is a 4x4 picture of Evil Chef in a disco suit striking a disco pose. One of the tiles should be missing and the rest are all scrambled up. Tiles can only be moved up, down, left and right by pressing the arrow keys. Which tile is moved when the arrow keys are pressed depends on where the empty space is. Take the following scenario for example:



If down is pressed, the tile above the empty space will move down. If right is pressed, the tile to the left of the empty space moves right. Pressing up or left works similarly. Once all the tiles are lined up correctly, this screen kicks back to the Main Play screen. The Cancel button should be able to be used at any time to quit the puzzle. To see further information, go to the Disco Floor Puzzle in the Winning Scenario #3 section.

Car Puzzle Screen

An image of an AM radio tuner is shown. Pressing left or right changes between the six set frequencies from which the player can listen to. Each will play some sort of audio when switched to it. To exit this screen, the Cancel button is pressed. If the puzzle is solved correctly, this will also exit back to the Main Play screen. For a more in-depth description of how this puzzle operates, see the Car Puzzle in the Winning Scenario #3 section.

Radio Transmitter Screen

An image of an AM radio transmitter is shown. Pressing left or right rotates the dial left or right. The frequency is shown and updated as the dial is turned. While in this screen, general radio static is heard. Pressing Cancel exits out of the screen.

Character Selection Screen

Shows the five playable characters standing by their car. Pressing Action will select one of the characters, then another selector is displayed to select the other character. These actions can be canceled with the Cancel button.

Save Screen

Displays the previously saved games. The player can save a new file or save over an old one. For each game saved, it displays the two character's names in the group, date saved, and time saved. Each entry looks like an entry in a guest book. The background is actually a guest book.

Cutscenes

The cutscenes look just the same as the normal in-game screen, except that the player has no control

Options

Selections:

Graphics – calls Graphics Options Menu

Sound – calls Graphics Options Menu

Controls – calls Graphics Options Menu

Map – calls the Map screen

Quit to Main Menu – quits to Main Menu

Map

Maps of the mansion are found in the Game World section of Descriptions.

Dialogue

Opening Sequence

The characters are chatting away in the car about random things. They see the billboard and make some exclamations about being hungry. At the mansion they say something about sending out two from the group while the rest stay back at the car.

Various Car Sequences

This needs to have the characters waiting back at the car talking about it taking so long for the others to come back with food, or about some random subject.

Evil Chef and Apple Core

This has Evil Chef going off on his mad plans, Apple Core mumbles in agreement.

Good Ending #1, 2, & 3

Not much dialogue is needed here. It just needs to have Evil Chef yelling.

Bad Ending #1, 2, 3, 4, & 5

None

Bad Ending #6

This ending requires each character to have a yelling sound. Also, the Monster should have random dialogue like: "I just want a nibble", "You're mine!", and so on.

Gameplay Dialogue

Various sound bites are needed for each character. These only amount to such as saying they can't do something when an action is invalid, or making some sort of exclamation when they find a new item.

Sound Effects

Doorbell

Door creaking open

Door closing

Footsteps

Car engine

Guillotine chopping sound

Squishing sound

Waka-chu-waka sound

File Name Conventions

Each Art or Audio file should be prefixed by the type of file that it is and then followed by an underscore. The actual name of the file comes next. If there are multiple files referencing the same object, then a two-digit number should be given to distinguish them. Here are the prefixes to be used:

Dialogue – DLG

Models – MDL

Texture – TEX

Sound Effects – SFX

Music – MSC

Examples:

DLG_KhanSeannery01.ogg

DLG_KhanSeannery02.ogg

SFX_CatScream.ogg

MDL_PattyMelt.mdl

Signoff

By signing this you affirm that you have read this document through thoroughly understanding the contents contained herein, and that you wish to help make this game.

Peter Dunshee

Brian Eberspacher

Robert Hunt III

Peter Young
