

DESIGN DOCUMENT:

Dirty Mind

By Gabriell, Cat, Victoria and Justin

VISION STATEMENT:

The game “Dirty Mind” simulates the experience of someone who is struggling with addictions, demons, and trauma from the past who must find a way to recover. Our poppet enters the troubled mind of his friend, Id, in hopes to free him. By surviving 2 different levels, the poppet forces the trapped person to deal with their trauma and exit safely with them to win.

The poppet starts out in the office of the friend’s therapist, Eir. Eir explains that your friend’s trauma goes so deep that he is stuck inside his own mind. The only way to help him (Id) is for you to travel inside of his mind and bring him out safe and sound. Eir also turns up at opportune times in the game to help the poppet and explain what is going on.

Often when a person is emotionally damaged, they may have addictions that cover up deeper problems. So in our first level, we start in the Denial/Acceptance arena where the poppet must fight against the troubled mind’s denial demons who try to deter him from his goal and stop his progress (or even kill him). The poppet must defend himself against them and destroy 3 “mental blocks” that stand in his/her way. The mood/setting of this first level is swampy, dark, dank, and oppressive.

In the second level our poppet arrives at a haunted house. This house represents the troubled mind’s center where the mind is trapped by the past. In this level our poppet must get through various obstacles in a dark version of the friend’s childhood home. After making his way through the house the poppet is able to find his friend and the two make their escape.

OVERVIEW AND GOAL:

In “Dirty Mind” you play as the main character, battling inside your friend’s troubled subconscious, in an attempt to free him from the trauma of his past.

The triptych uses the classic “haunted house” image as it’s central theme and players will find themselves making their way through the front yard and house of a swampy, run down estate.

In stage one, “*Finding the Problem,*” the player learns that his friend is in mental danger and needs help. Here the player is taught by Eir how to use the controls and what to expect in future levels.

In stage two, “*Denial/Acceptance,*” the player must wade through the house’s front yard, which is plagued with “denial demons.” The player must overcome three “mental blocks” via puzzle solving and defeat the “denial demons” with “purifying fire” along the way in order to get to the house.

In stage three, “*Trapped By The Past*,” the player begins in the basement of the house and works their way through to the final boss the player must defeat. Along the way the player will have to use various tools to make his way through the house and find his friend.

As the levels progress the color pallets and lighting change to help illustrate the main character’s rise to recovery.

AUDIENCE, PLATFORM AND MARKETING:

“Dirty Mind” will run on Little Big Planet 2, which an exclusive title on Sony’s PlayStation 3 system. The target audience for “Dirty Mind” is Little Big Planet 2 players of both genders in their late teens and early twenties.

GAMEPLAY:

Overview

Dirty Mind is a platformer. The major ways the player will interact with the world will be by jumping on objects, pushing objects, and using an helmet called a “creatorator” to destroy enemies and obstacles. The creatorator can be adjusted to shoot various types of objects. Each creatorator has a spawn point where the player can pick it up. In our levels there will be two types of creatorators the player can use - fire and water. The NPCs will have access to electricity and fire creatorators.

Controls

Using the Playstation 3 controller:

- X to jump.
- R1 to fire the creatorator.
- Circle to remove the creatorator.
- Left analogue stick to move.
- Right analogue stick to change where the poppet is facing and aim the creatorator.

Level Design

There are three levels; the office, the swamp, and the haunted house.

The Office

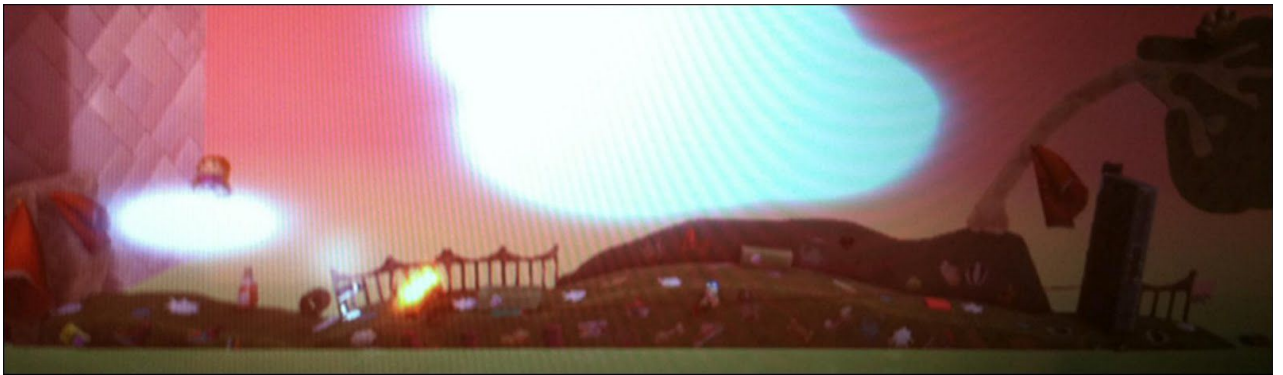


The office is a tutorial level. Here the player is introduced to Eir and learns how to play the game. There will be two different creatinators and two obstacles the player has to get past. This level is a stark contrast to the other two since it takes place in the real world.

The Swamp

This is the first level inside the friend's mind. The level is broken up into three sections. Each section has its own creatinator and a checkpoint.

The first is a button puzzle. There are three buttons that have to be pressed in order. Red then Yellow then Blue-Green. The red button starts uncovered but the other two are covered. Every time the poppet steps on a button in the sequence the cover over the next button explodes and uncovers the button. This will let the player know what they are supposed to press next. During this there are denial demon NPCs who will try and attack the player. After all of the buttons are pressed the camera will show a gate opening. The open gate will allow the player to continue onto the next section.



The second section is a block-moving puzzle. There are four differently colored blocks; one green, one yellow, one white, and one pink. There are also four matching platforms. The player must drag a colored block onto its matching colored platform while avoiding denial demons NPCs that try to attack him. After all four blocks are on their correct platform, the camera will show a timer on a long metal block quickly increasing. Once the timer has reached its max the metal block will explode and the player can continue on.



The last section is a maze made in the shape of a tree. The tree is symbolic here of a safe haven. The NPC demons are blocking access through the tree and are lighting it on fire. The player must eliminate the demons so they no longer pose a threat to the tree and the player will then be able to make their way through the maze.



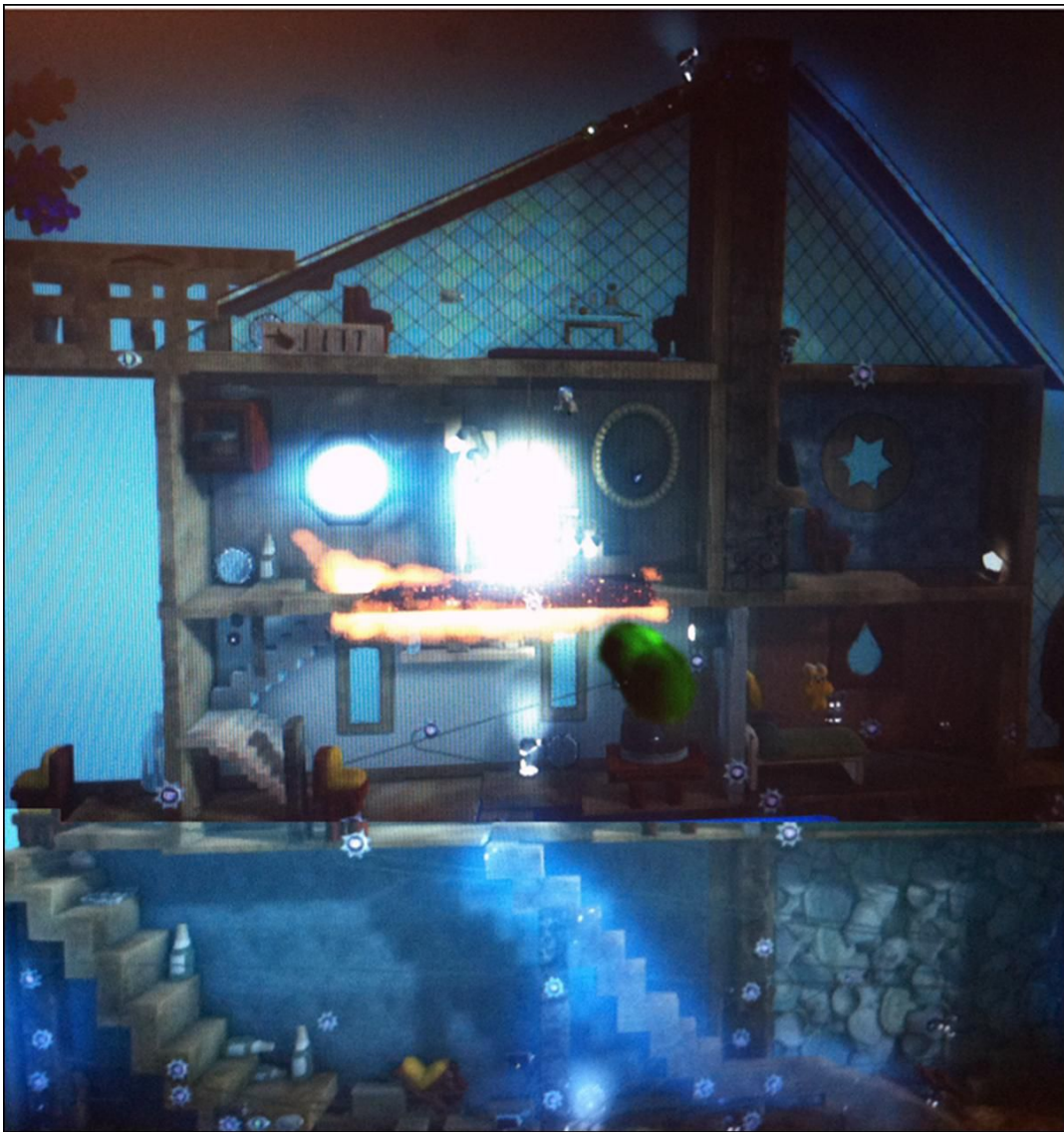
The Haunted House

The last level is a haunted house. There are seven rooms in the house the player can get to. When the player appears in the level Eir explains where the player is and a cut scene shows the layout of the house. The player then goes up a hill and down into the

basement, where he/she has to survive a rat infested basement until the timer on the generator is complete, allowing the player to pass.

After the basement is complete the player goes up into the kitchen. Here they have to navigate a maze of rotten eggs to climb into the dining room. The floor of the dining room is on fire and the player must swing across it on the chandelier to get to the attic. The player must then go out onto the roof and defeat the final boss.

After defeating the boss the player jumps down the chimney into a room with traps doors. After the player pulls on a hanging sponge, the trap doors will open, and Id will fall into the room. Id will then follow you through the last room out of the house. You'll then both run through a happy, light garden. A little further away Eir will be there to congratulate the player for saving his friend and winning the game.



CHARACTERS:

There are three main characters. The poppet, Id, and Eir.

The poppet:

The main player who enters Id's mind, and solves puzzles and battles his friend's demons and problems in an effort to free him from his own mind.

Id :

The poppet's long-time and deeply troubled friend, who is struggling with addiction and past trauma that has trapped him in own mind.

Eir :

She is the therapist that sends the poppet into Id's mind. She helps the poppet learn the controls and navigate the mind's levels.

There are also three kinds of NPCs. The denial demons, the rats, and the final boss

Denial Demons:

Creatures that patrol level 1 and attempt to keep the poppet from progressing into Id's mind to make him face his problems.

The Rats:

A cousin to the denial demons, these rodents infest the outermost layer of Id's psyche (basement of the house) and guard the frantic, mis-wired neurons of the mind from being repaired.

Final Boss:

A personification of Id's troubled self, the boss is a version of Id that serves as his most deeply rooted trauma. He stands as the last and greatest challenge to Id's freedom and recovery.

STORY:

Overview

The story of "Dirty Mind" is that of a poppet helping a friend, Id, dealing with the trauma that he is keeping suppressed in his head, by venturing inside the Id's mind and defeating any obstacles in the poppet's way.

Details

The player starts in the office of Eir, Id's therapist. She tells the player that Id's trauma has gotten so bad that Id has become trapped inside his own mind. The only way to help him is for the player to go into Id's mind and bring him back out into the real world.

The player enters Id's mind and finds himself in a swamp filled with small creatures and obstacles that try to keep him from going forward. He eventually breaks through the mental blocks that keep him back. Just as he breaks through the last mental block he sees Eir. She

congratulates him for making this far, but warns that only the surface problems have been dealt with, and now the root of the problem must be faced.

The player next wakes up in a haunted house. Here the player must travel through the ruins of Id's childhood home in order to find him. After getting through several obstacles and finding Id the two make it outside of the house. Once again Eir appears to congratulate the player. The hard part is over and now the player must leave this projection of the Id's mind and return to the real world.

The story written above will be told through gameplay and cut scenes. At the start and end of each level the player will be filled in on the next bit of the overarching story through cut scenes. However, these cut scenes leave out exactly what trauma the player is trying to overcome. The level design, obstacles, puzzles, and ramblings of Id in the level will give more detail into the state of the friend's mind and what he has been through. However, the exact problem will never be said. By not saying flat out what the problem is the player can project what he assumes to problem is into the poppet and can immerse him/herself in the game.

WORLD:

There are 3 levels in "Dirty Mind".

1. Level 1: The poppet meets Eir, Id's therapist, in an office. This first level resembles a therapist's office with a desk, books, sofa and chairs. This level also contains two creatinators and two obstacles for the player to get through. This way the player can test out the controls before he gets into the thick of the game.
2. Level 2: The poppet proceeds to a swampy, run down, trashy yard that represents the beginning of Id's mind. The swamp level is foggy and has a dark theme to it. The ground is a green with a dark floral pattern and grey with a floral pattern. This forms various hills that valleys with water throughout that sometimes covers the valleys. There are 3 puzzles; a set of buttons that must be pressed in order, a group of blocks that need to be pushed onto the correct platform, and a tree maze that the poppet must get through to get into the inner recesses of Id's mind (represented by the house).
3. Level 3: The poppet reaches a haunted house. It is a beautiful old Victorian house, but is infested with rats, rotting food and the central problem that the poppet must defeat. Id is stuck inside the house. The poppet must pass through each room and conquer all the things blocking his way. There are 7 rooms the player can get to; the basement, kitchen, dining room, attic, Id's room, a bedroom, and the greenhouse. The player starts in the basement and then proceeds through the kitchen into the dining room, then to the attic where the final boss is. After defeating the boss the player goes down the chimney and into an empty room with a sponge key, which can be pulled to open a trapdoor and to free Id. Both the player and Id exit through the bedroom into the greenhouse and then out of the main house. As both of them leave the house burns to the ground.

MEDIA LIST:

- crying with Id's narrative prompts
- music
- branch sounds with tree puzzle