# Dirty Mind

## Game Design Fundamentals
## Project 3

Vicky, Justin, Gabriell, Cat

# Presentation Outline:

- Game Intro and Story

- Objectives and Goals

- Characters and NPCs

- Levels and Game Play

- Design and Art

# Story of "Dirty Mind"

The game "Dirty Mind" tells the tale of a poppet who must enter the troubled mind of his friend Inception-style, in order to free the entrapped friend from his own mind.

"Dirty Mind" takes the player into the mental world of Id, a guy struggling with addiction, demons, and lingering trauma from a the past, who must find a way to recover to be free.

The poppet enters his friend's troubled mind in hopes to rescue him. By surviving 2 different levels, the poppet forces trapped Id to deal with his trauma and exit safely with him to win.

# Objectives and Goals

- Single-player game designed for Little Big Planet players in their late teens / early 20s.

- Multi-level game with puzzles and AI to defeat

- Other-worldly, Inception themed storyline with quest to save trapped friend

# Main Characters

**Eir**

She is the therapist that sends the poppet into Id's mind, as well as helps them learn the controls and to navigate the mind's levels.

**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.

# NPCs

**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.

**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 challenge to Id's freedom and recovery.

# Levels
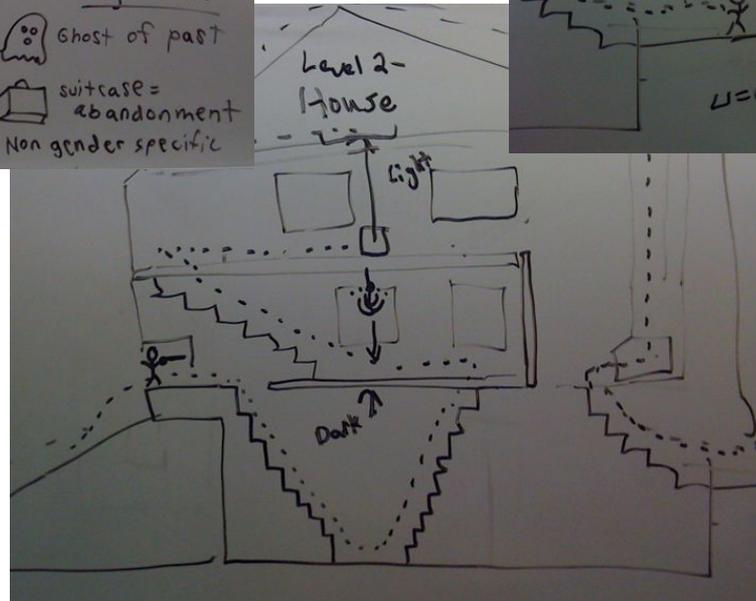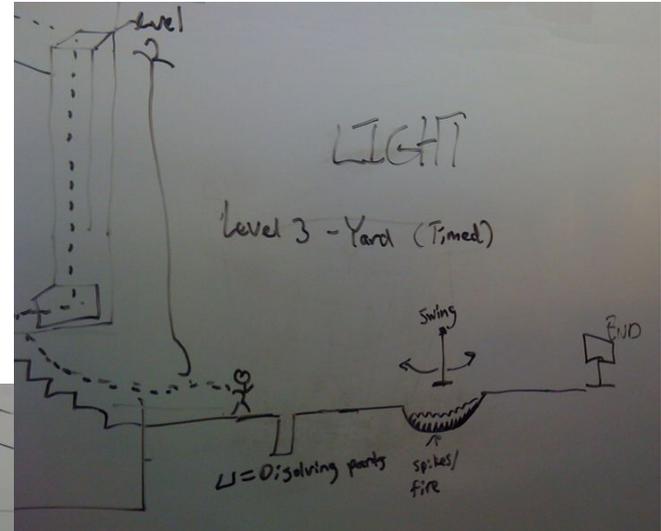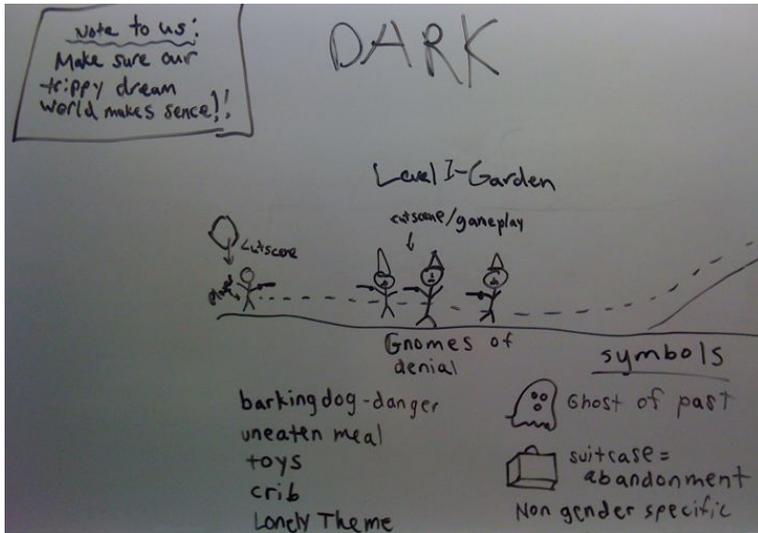
# The Office (Tutorial Level)

Here the player is introduced to Eir and learns how to play the game. There will be 2 different creatinators and 2 obstacles the player has to get past. This level is a stark contrast to the other 2 since it takes place in the real world.

# The Swamp

First level inside Id's mind. The level is broken up into three sections. Each section has its own creatinator and a checkpoint.

**Puzzle 1**: Contains 3 buttons that have to be pressed in order (Red, Yellow, 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. Denial demon NPCs attack the player as they run to the buttons. Once buttons are pressed the camera will show a gate opening to the next puzzle.

# The Swamp

**Puzzle 2**: block-moving puzzle w/4 differently colored blocks and matching platforms. Player drags colored block onto each matching platform while avoiding denial demons NPCs that try to attack him.

Once blocks are on their correct platform, timer will go off on the metal "mental block" and this obstacle explodes.

# The Swamp

**Puzzle 3**: The last puzzle of the level is a tree-shaped maze. NCP denial demons wearing fire-blasting creatinators block the path through the tree maze. The player must destroy the NCPs with the water creatinator and cleanse the tree of its infestation to complete the level.
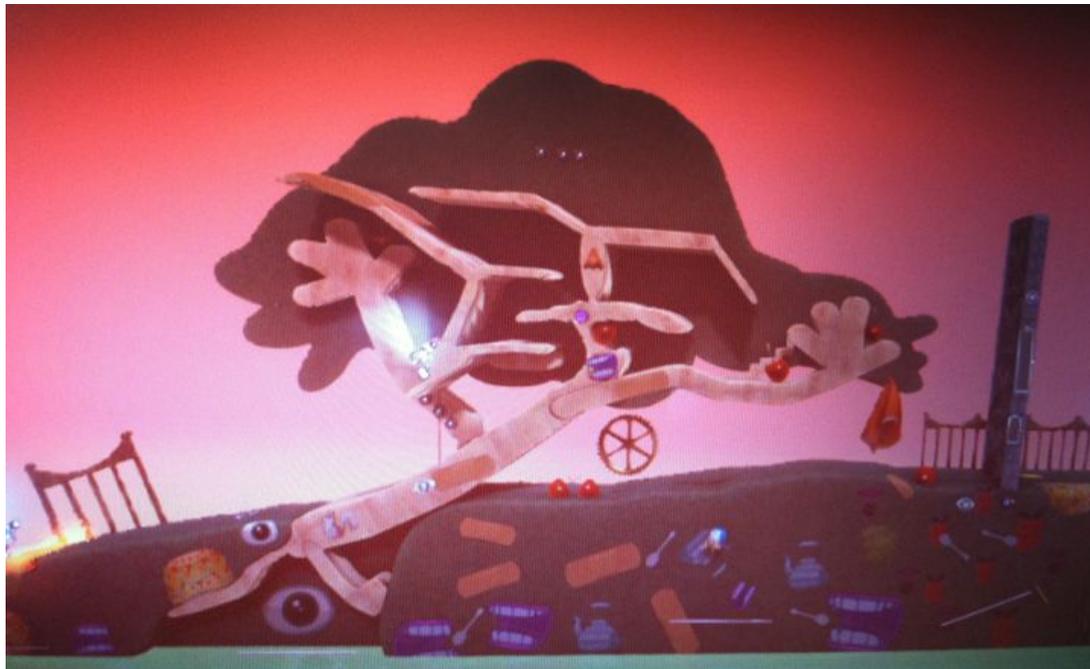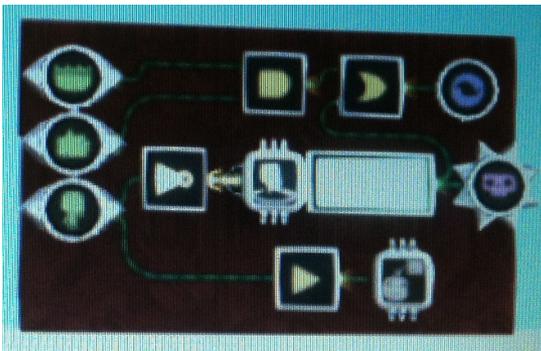
# The House

The final level is the house, which is the center of Id's mind. The player must make his way through and survive 7 rooms full of electrified neurons and rats, poisonous rot, fire, and the manifestation of Id's deep trauma to free his friend.
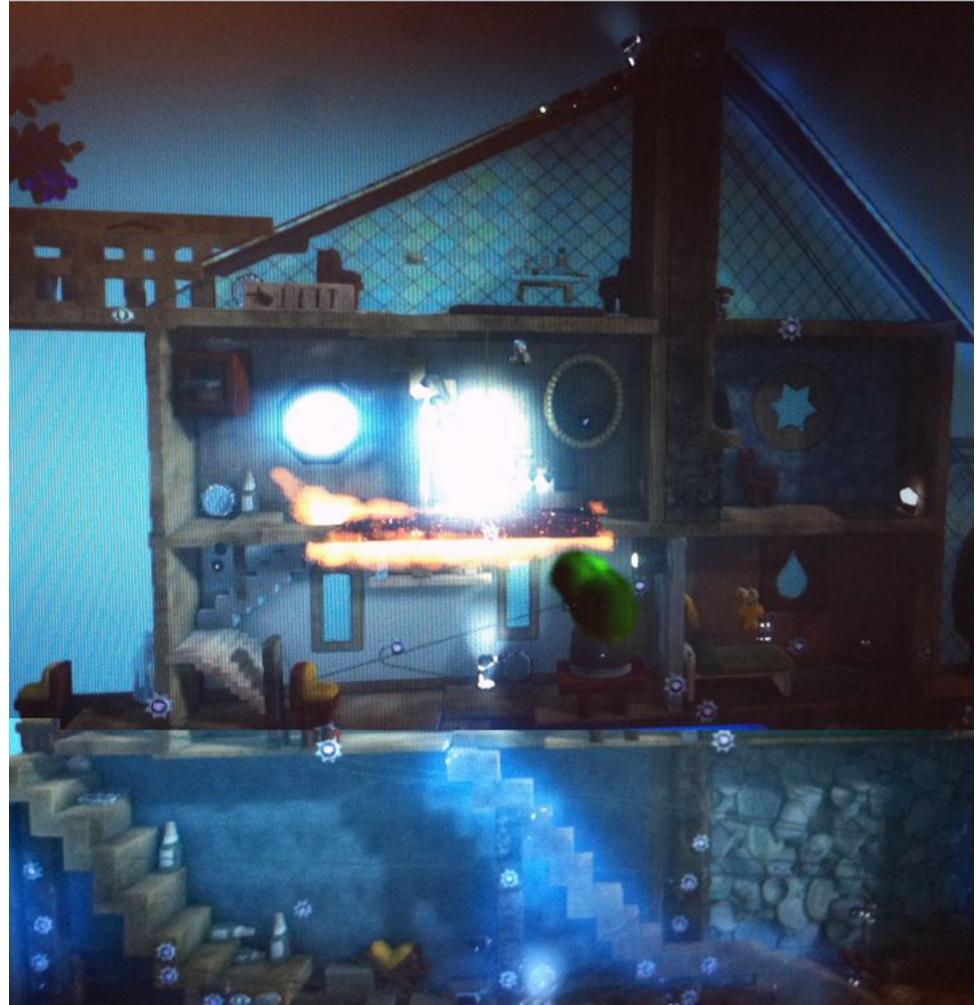
# Game Play

- Controls

- Weapons

- AI customization

- Tools
  (cameras, gates, buttons, etc.)

- Behind the scenes
  (timers, plasma)

# Design and Art

- Feeling of Alice in Wonderland meets Inception

- Windy, cartoon-like ground

- Everyday items scattered about

- Sense of disturbed mind

- Texture (in house level)

- Use of darkness and light