

Rattles



Design Document

A
Greg Loudon
Game

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Game Overview

“Rattles” is an accessible, simple and fun third person children’s game about Billy and his imaginary adventures with his favourite toy “Rattles”. The imagination of Billy will take the player from robot factories, massive toy stores, rainy industrialising London and even to a Wild West train robbery. The levels will all be accessible from the start of the game and will be very imaginative with a specific feel, music and themes for adventure, in which players will always be smiling and laughing as Billy and “Rattles” help make robots, go on roller coasters in toy stores and meet funny characters. The game will never truly ever finish in which players will be rewarded for replaying the open world levels to discover new adventures and have the ability to replay their favourite parts again.

The game will be very accessible and intuitive through simple objectives, controls and puzzles. The side kick “Rattles” will always be around the player helping their progression through telling the player to “follow” him and also being funny and helpful when not needed. The game as well as being aimed predominantly at children will also be fun for adults with witty humour related to film, literature and video game references. A final and important feature of “Rattles” is that there will also be an educational undercurrent in which the game will teach the players numerous stories and concepts like the basic stories of “Oliver” and “Mary Poppins” in the rainy London level.



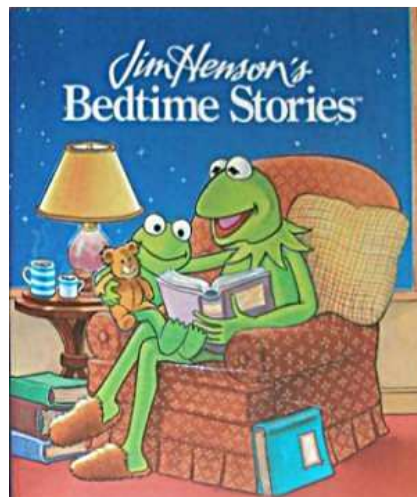
*Robot Factory,
Toy Store and
Wild West
Concept Art*



Background Story

The background story of “Rattles” is that each level is representative of Billy’s bedtime, in which rather than sleep he escapes with his friend “Rattles” onto a fun imaginary adventure. The game would consist of 12 levels, in which each level would be accessible from the start. Each level would have a very imaginative setting with a specific feel, music, themes, educational purpose and funny parts to keep the player smiling and laughing throughout.

The game will start with a cinematic of Billy being tucked into bed by his parents. Once Billy is tucked in with his favourite toy “Rattles”, the player’s parents would ask which story the player would like to hear. The players would be provided with a selection of 12 stories to choose from. After selection the game will load the selected level as Billy’s parents will begin to read a randomised part from the chosen book. As the part from the book is being read aloud and displayed on the screen, after a time the screen will begin to darken as Billy appears to fall asleep. Once Billy falls asleep, “Rattles” will wake up the player and the fun adventure of each level will begin.

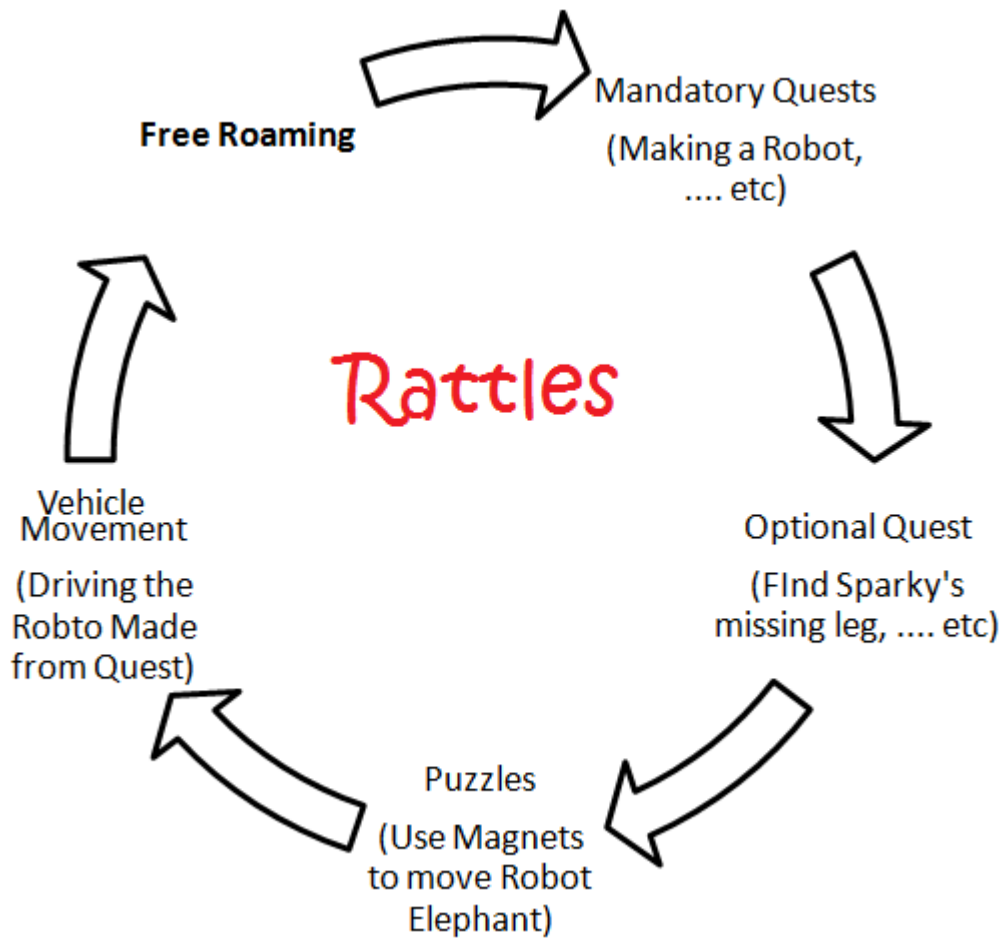


Level Overview

Robot Factory

The “Robot Factory” is an example of a level in which Billy would escape into a massive “Robot Factory” full of adventures with robots. The level would feature robots moving around the factory, an objective to create a robot, drive robot vehicles, help find missing robotic limbs, and move robot elephants blocking the player’s path through puzzles using magnets and more. The level would be a mixture of scripted funny events, quests, puzzles, vehicles and free roaming. Each level would have a dynamic world making each time a level is played completely different. However the overall aim of keeping players smiling and laughing throughout as well as learning would be maintained.

The basic iterative cycle of any of the levels featured in “Rattles” would follow a game play and story structure of:



Control Design

The controls of “Rattles” will be very simple and accessible allowing anyone interested in partaking in the imaginary adventures of Billy and Rattles to play. The controls are designed and intended for the current player controller paradigm of 10 buttons and two analogue sticks. The controller configuration paradigm mentioned is currently on the Sony Playstation 3 and Microsoft Xbox 360 console platforms. The focus during the control design was to keep the control and ability to play as simple and as accessible as possible, and as such only three buttons and the left analogue stick or D-Pad will be used to control Billy in “Rattles”. The buttons allow the player to interact with their environment, jump and pause the game. Thus “Rattles” aims to be one of the most simple, accessible and fun games for all players.



Rattles Game play Controls

<u>Button</u>	<u>Action</u>
Left Analogue Stick	Player Movement
Right Analogue Stick	NOT USED
D-Pad	Player Movement
Back / Select	NOT USED
Start	Main Menu / Pause
Left Trigger / L2	NOT USED
Right Trigger / R2	NOT USED
Y Button / TRIANGLE Button	NOT USED
X Button / SQUARE Button	NOT USED
B Button / CIRCLE Button	Interact
A Button / X Button	Jump
L1	NOT USED
R1	NOT USED
