

Game Design Document

“Stole Your Bike!”

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Introduction:

The player is put into the shoes of a character whom we assume to be in his mid-20s. He awakes one day to find his bike stolen from his porch. As this is his only form of personal transportation and a piece of private property which he takes pride in, he will exert as much effort as he can to find his bike and the person who stole it.

List of Objects and their Interactions:

Non-Animate Objects

- *Wallet*
This is used to hold the players money, which is a global variable named `currentFunds`. Given to the player on initialization.

- *Keys*
These are used to unlock the player's bike lock from the rack later in the game. Given to the player on initialization.

- *Computer*
This object serves no purpose but it is within the players bedroom for realistic purposes.

- *Bed*
On this object are a cat and a folder of papers. In order to get the serial number, the player must find a way to get the cat to wake up and then to also get off the papers.

- *Cat*
This should have been created as an animate object, but was built into the game before I was aware of the 'animate' type. This is an object that prevents the player from easily getting the serial number for the stolen bike. First it needs to be awakened by rubbing it and then turning on the laser pointer to get it off the bed.

- *Nightstand*
This object contains a cell phone, an alarm clock (for looks), and a laser pointer.

- *Cell Phone*
The player can use this in the game to take a picture of their stolen bike and present the photo to police as proof of it's whereabouts.

- *Laser Pointer*
This object is used, once the cat is awake, to get the cat to jump off the bed and the folder of papers.
- *Alarm Clock*
This item exists solely for cosmetic purposes.
- *Folder*
In here the serial number for the bike is contained. Once the cat jumps from the bed, this item will be accessible.
- *Serial Number*
With this item, the officer can fill out and file a police report. Once the report is filled out, police will then be able to arrest the thief and let the player take his bike back.
- *Hot Dog*
Each one of these costs the player a set amount. It is edible, however, thus allowing the player inadvertently mess up their own game. This item is meant to be given to the bum in the underpass room. In exchange he will give you a bus pass.
- *Rail*
Belonging to the porch object, this item is here for cosmetic reasons only.
- *Library Book*
The friend has this book originally. After the player inquires further about what he heard from his friend's mouth, the friend asks the player if he'd like to return a book to the library. If the answer is yes, the book is then moved to the player for him to return at the library. If this task is completed, the librarian there will offer up a hint as to where the player should look for his bike.
- *Bus Pass*
Originally in possession by the bum, this bus pass will allow the player to ride the bus (open the door between the bus depot and the bus stop) infinitely many times. This item is gained by giving the bum a hot dog when he asks for food.