

## ***Don't Mess wit Da Voodoo***



**You've crash landed on an island and your ship has been severely damaged and in need of serious repair. Luckily the sentient species on this planet while primitive, seems to have advanced enough to provide you with the necessary parts you need to escape this dirtball of a planet.**

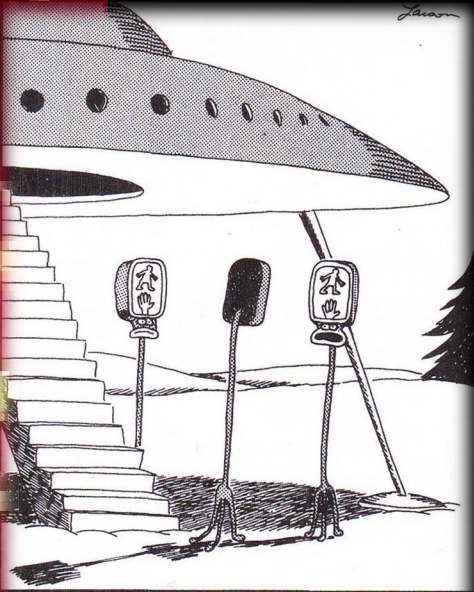
**The few natives you have encountered have shown incredibly violent tendencies towards you, but luckily they are easily manipulated by your reality wand and have begun to refer to you as Bondye(Good God). In reality, you are just tweaking a few chemicals here and there to "create" love, conjur rain, or abduct a person or two, but hey, the natives don't need to know that!**



**Your ship was just nearing completion when some tinfoil-wearing authorities got suspicious. They have started sticking tinfoil on every wackadoo mumbling about Voodoo and Loa, which means YOU are losing cultists! Now you have to recruit more natives to help retrieve parts while avoiding the authorities, otherwise it's off to the laboratory to be dissected.**



**Don't Mess wit Da Vodoo is a 1v3 RTS centered around an alien(Bondye) playing against three hunters.**



"Our people are positioned on every street corner, commander... Shall we commence with our plan to gradually eliminate these creatures?"

**The alien's goal is to complete repairs on its spaceship by brainwashing natives to join its cult and look for parts. These brainwashed natives are slowly being suppressed by the local authorities (hunters), who are attempting to find the alien and stop the mayhem occurring on the island. Cult members are an important tool for the alien because they can be used to distract and block the "hunters" as well as pick up ship parts to deliver to the alien. If a cultist is caught by one of the hunters, they angrily join the hunters to search for the alien.**

**The game ends when either all the ship parts are collected or the alien is caught by the authorities.**



## **Special Considerations**

**The art style of this document should emulate the style of the Far Side cartoons in this document. The exaggerated character shapes in Far Side will provide the game with a fresh perspective and also help define the behavior of the AI. Because the AI will tend to roam around and do silly tasks or just generally do things that would not be normal, it will help to disguise the player who is Bondeye because a portion of the learning curve within this game will be behaving like the AI.**

## **Mechanical Systems and Core Gameplay**

**Collecting Spaceship parts, capturing Bondeye, avoiding capture through unit manipulation and the environment, and recruiting followers or bribing civilians serves as the core gameplay in Don't Mess wit da Voodoo. The hunters and aliens act as special units and therefore have special interactions and abilities beyond what cultists or civilians have. These special units also play a large role in determining the outcome of the game.**

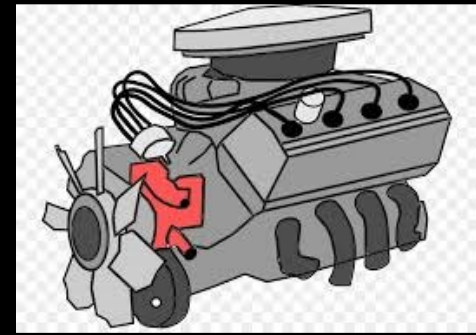
## Spaceship parts

All Spaceship parts are located randomly throughout the map in barricaded buildings. In order for a part to be retrieved, the alien needs to send a cell out to the designated building

and perform a “breaking and entering”. Once this action is performed Hunters will be alerted and come running, making it important to get the part and bring it back to Bondye before the Hunters catch the cult members or Bondye. If a cell is captured while delivering a part, the part will be brought back to the initial building for retrieval.

## Environment

The Environment will consist of a few maps of suburban areas. It is important to have enough houses and buildings to make it harder to find spaceship parts, as well as to give the alien the ability to fake out Hunters with a “breaking and entering” action. The streets must be small enough to account for civilian barricades and they also must have hiding spots for Bondye the Alien while it is in voodoo mode. An example map would be procedurally generated and consists of around twenty buildings.



**While these buildings can be entered, it would be unwise for Bondeye because this would alert Hunters. The map consists of alleys and alcoves that give Bondeye some ability to hide when its disguise has been disabled. While the entire map is covered in a fog of war, once units start to build up during a game, it will probably make it very difficult to hide, which is why these particular areas will be shrouded**



**in shadows and will only become visible to Hunters if they walk into one. Any Hunter outside these areas will be unable to see inside and needs to physically enter in order to see if Bondeye is inside. While Bondeye does have a disguise that will make him hard to distinguish, there are going to be narrow spaces called “Holes” in the map that only Bondeye can travel through, making it a bit easier for the alien to maneuver if it is discovered. Because the map is procedurally generated, these Holes will also be random throughout the map and do not have a predictable place of exit.**

**A tactical alien player would probably want to map out a few of these entrances and exits during the beginning of the game to at least increase the chances of avoiding capture. These Holes are very different from alleys and alcoves, because while in the Holes Bondye is only able to move from the entrance to its corresponding exit, it will be unable to direct cult members or recruit new members.**

## **The cult**

**The cult is a resource pool for Bondye the Alien and gives Bondye the ability to control the three different types of cultists. Greed cultists are sly and quick but are constantly losing faith in the cult, Romance cultists travel in pairs and are effective in the art of coercing wayward cultists, and Revenge cultists act as cult officials and prevent the faith of nearby cultists from wavering. Bondye is only able to retrieve parts by creating a cell, which consists of one Greed, one Revenge, and four Romance cultists. Until cult members are called upon, they stay inconspicuous and roam around with other civilians.**

## **Desires embodying Loa (types of civilian to cult conversion)**

**Romance: A civilian with a desire for romance requires Bondye to locate the target of the civilian's fixation and tag them with a romance loa causing the target to move to the civilian. Once the civilian meets the target, Bondye will gain**



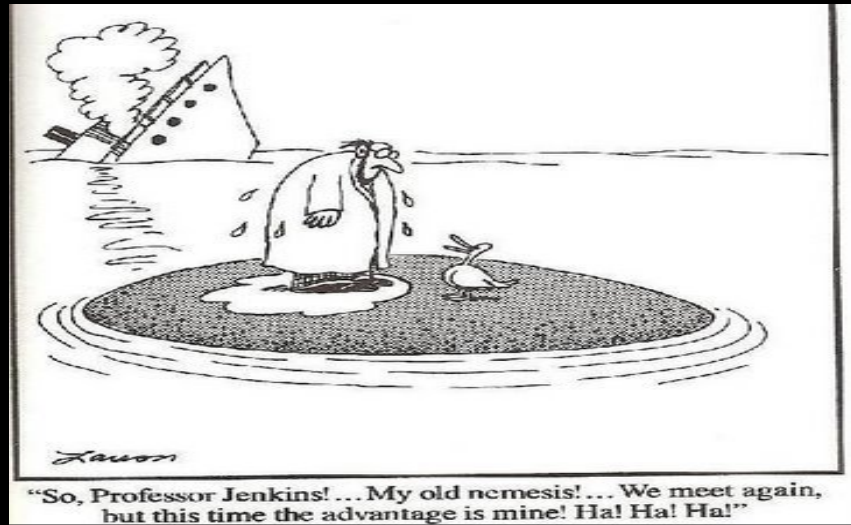
two cultists. Acts of romance may trigger a Whistleblower in the vicinity, but are not as noticeable as acts of revenge.

**Greed:** A civilian with a desire for greed is the easiest to indoctrinate into the cult and least noticeable. Bondye is able to directly affect a civilian's wealth by waving the reality wand. Unfortunately, when it comes to greed, the only thing that talks is money, and if a Hunter managed to recruit them as a Whistleblower, Bondye's disguise will be broken for a period of time and Hunters will be alerted to the alien's presence. The other major flaw with these civilians is that they easily forget why they joined the cult in the first place, causing more frequent attempts to leave the cult.



**Revenge:** Civilians with the desire for revenge are anarchists by nature and have no problems joining the cult, as long as Bondye does something for them. Acts of revenge involve abducting the target of the revenge for

experimentation. Once this action is complete, the Civilian will become one of the player's most loyal followers, making them unable to be converted into metal-heads. Acts of revenge are extremely noticeable, and will break Bondeye's disguise for a period of time.



**Civilian/Cultist Mechanics:** Civilians roam the streets like lost sheep, and it's the job of Bondye the Alien or the Hunters to be their shepard. In order to better disguise the actions of Bondeye, the civilians need to have behaviors advanced enough to not make Bondeye's actions obvious. Examples of this could include AI units grouping up on the sidewalk to talk for a moment, or one AI running to another in order to retrieve something. Each civilian will be given one of three basic desires categorized as romance, revenge, or greed, which needs to be fulfilled in order to be converted into a cultist. While





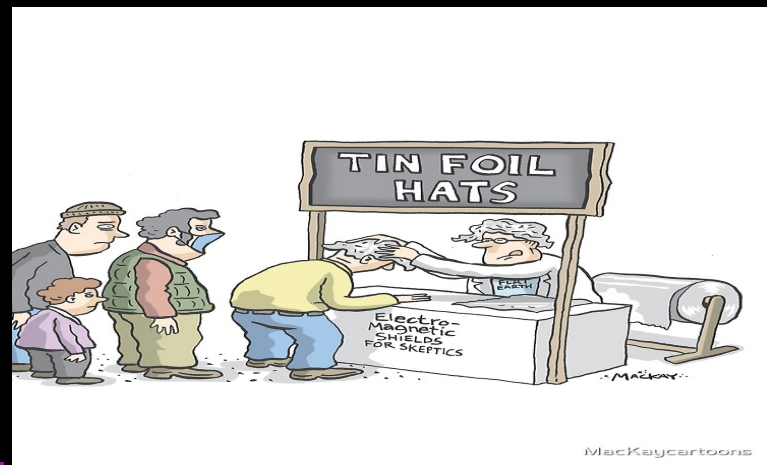
**Civilians with any of the three desires can be converted to cultists, only Civilians with the “Greed” desire can be converted into Whistleblowers by the Hunters.**

**Civilians are able to escape the cult in one of two ways, they can either spend enough time away from cult officials that they begin to doubt the cult, or hunters can capture cult members and give them a tin-foil hat, which prevents brainwashing.**



**Civilians that doubt the cult need to be coerced by a group of cult members to keep them in line. If a cult member is given a tin-foil hat, they join the hunters as a “metal-head” in a search to capture the alien. Tin-foil hats**

**can only be removed from a civilian if both the alien and a cell of cult members are present, but this will alert the hunters to the alien’s whereabouts! Whistleblowers only act to alert Hunters to the presence of the alien, and can not assist in the capture.**



## Hunter Mechanics:

The hunters prowl the streets, searching for any suspicious activity that might lead them one step closer to ending the cult once and for all.

As a Hunter, players are equipped with a roll of tin foil, some cash, the ability to detect suspicious activity, and the ability to command some metal-heads!

Hunters have an ability called whistleblower, which allows them to bribe a civilian to act as their eyes and ears on the map, and they are undetectable by the alien. Detectable activities include: coercion, breaking and entering, and indoctrination.



"And I suppose you think this is a dream come true."

Hunters are able to recruit metal-heads by catching and converting cultists during detectable activities.



"It's Jim Wilkins, Dave. Same as the others. Trussed up like a Christmas present with his hunting license stuffed in his mouth. ... I want this bear, Dave. I want him bad."



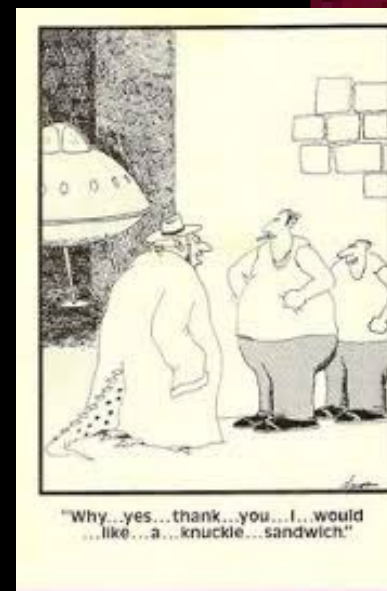
"I don't know how these rumors start, Gene, but believe me, nobody is accusing you of being a whistle blower."

## **Bondye the Alien Mechanics:**

**Bondye is equipped with a set of cult commands, a native disguise, and a reality wand.**

### **The Disguise**

**The native disguise allows Bondye to mingle with civilians and remain virtually undetected. Unfortunately, the disguise is disabled whenever Bondye enters voodoo mode, noticed by a Whistleblower, or performs an act of revenge. While disguised, Bondye is able to indoctrinate civilians by fulfilling desires. Part of the disguise's usefulness comes from the player's own ability to act like a computer character.**



### **The Reality Wand**

**Using the all mighty reality wand, Bondye can abduct civilians, grant them wealth, or cause civilians to fall in love. The reality wand is Bondye's only tool for fulfilling desires, each with their own cost.**

### **Voodoo mode**

**While in voodoo mode, the alien is unable to move and cannot be disguised, making it vulnerable to suspicious hunters that could come wandering by.**



## (Alien mechanics Continued)

### Commands

**Bondye is able to command its cult followers to perform a “breaking and entering”, coerce doubting cultists, or block hunters. A coerce command sends a pair of Romance cultists to restore the faith of cult members. The block command allows Bondye to use cultists nearby to block the path of a Hunter, however, if cultists are used to block hunters, those cultists become metal-heads.**

### THE FAR SIDE



Inside the ear of crazy people.

## Metal-Heads

Armored with their tin-foil hats, metal-heads aren't the best fighters in the world, but they are pretty useful as a barricade. Similar to cultists, metal-heads roam around in the streets with civilians until a Hunter issues a command. Hunters can utilize their metal-heads to block off streets or reinforce a building, making it more difficult to perform a "breaking and entering". Metal-heads proudly wear their hats and are easily distinguishable from normal civilians.

### Capturing Bondye

In order to capture this devious and self-important cult leader, Hunters need to work together to corral Bondye. Bondye can be captured if a Hunter manages to come into contact with it while its disguised is disabled.





## Target audience

The target audience is around the age of 15-25 and they LOVE conspiracy theories. This audience spends their Friday nights surfing the web for proof of the New Coke Theory or watching documentaries on how the United States faked the moon landing or how the government is really controlled by lizard people. This audience loves watching shows like X Files, but they take it a little too

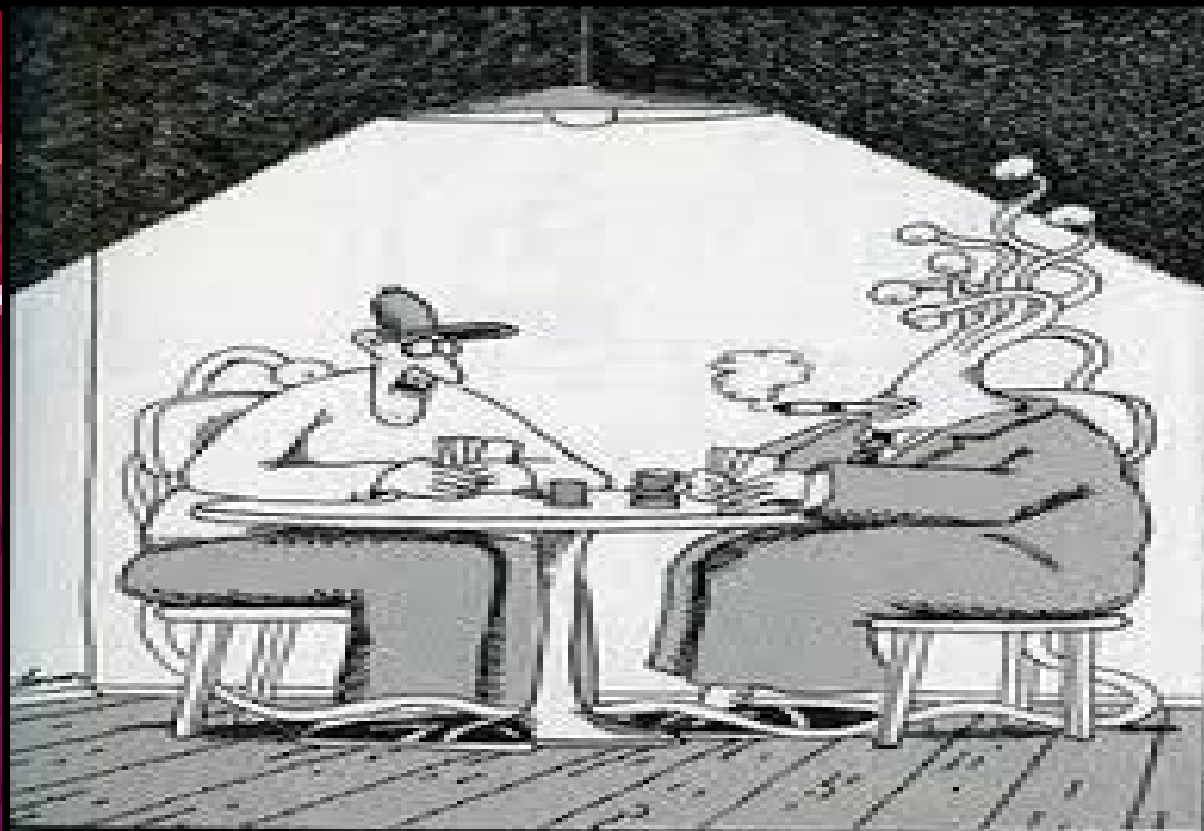
seriously. This audience has a need to micro-manage in order to keep track of various conspiracies, and while they love games like Age of Empires or Warcraft III, they prefer micromanaging units and not worrying about resource cost. As natural born hunters for the truth behind Area-51, the thrill of hunting down an alien or running away as one is an appealing notion to them.

**Platform: PC and mobile(with revisions to make the game simpler)**

This game should not take its self seriously. While there is a competitive aspect to it, the game is a silly and refreshing take on the current style of RTS games.



**With no hit points to worry about and civilians acting as the only resource, players are free to focus on tactics and create strategies to outmaneuver their opponents. As Hunters, work together to stop an alien from creating one of the most popular cult followings the world has ever known while making a nice donation to science in the process, or play as an alien with a huge superiority complex and demonstrate why you are the superior lifeform. Take part in a conspiracy bigger than discovering the Illuminati, voodoo was created by an alien who crash-landed on Earth!**



**"Well, shucks! I've lost again. Talk about your alien luck!"**

## Capstone Layout

This capstone team will include two programmers, eight artists and eight producers. The artists consist of two animators, four 3D modeling artists, and a two artist. The producers will consist of four level designers, three tech artists, and a project manager.

### Programmer workload

**AI** – The AI needs to be programmed to include behaviors that would emulate a crowded space where people are bustling around, but also group up to talk occasionally or run off in a direction to go talk to another character. This is in order to disguise the Bondeye character and make the game challenging for both the hunters and Bondeye. The AI does not necessarily need to be complicated, but there needs to be enough varied pattern that it isn't easy to spot Bondeye with a cursory look. Estimated to take 2-3 weeks for one programmer.

**Core Mechanics for both the Hunters and Bondeye**- This covers the core mechanics under both the Hunters and Bondeye the alien. This also includes the different civilian/cultist traits such as whistleblower, metalhead, Greed, Revenge, and Love. This will be the meat of the game and will most likely take 2-3 months to reach an optimal state with two programmers. The Programmer working on AI would take over the civilian/cultist traits because it will influence interactions with the AI. The other programmer would work on the functionality and control of the units as well as the special features that the units have such as the disguise on Bondeye.

**Network**- This game needs to have a network that supports a four person rts game. This is estimated to take 3-4 months and will require a programmer dedicated to it from the beginning of Capstone.



## **Artist Workload**

**The 3D artists will need to create environment assets such as houses, buildings, trees, fences lampposts, and other common town/city assets. The current amount for these buildings is around 20 per map. A solid portion of this workload can be minimized using asset packs for environment pieces such as trees, shrubs, and fences. The 3D artists will also need to make three different hunters, an alien asset, and civilian assets, which are all considered hero assets. The tech artists will handle dust cloud particles for “breaking and entering” actions, VFX for Bondeye losing its disguise, and particle effects for the different cultist or metalhead conversions. The animators will need to create animations for the AI characters in the game which will include basic walking and running animations. To cut back on the workload, it would be ideal to give all the characters within the game the same Rig, which should actually work well given the art style of the game. The animators also need to handle a “breaking and entering” animation and the basic animations for the hunters and Bondeye.**

## **Producer Workload**

**Each level designer on the team would work on an individual map, with the expectation that art assets would be reused across each map. Each level designer would also act as a playtester for their coworkers' maps to provide feedback on problem areas and potential changes. The art style guide will dictate the artwork of each map, allow the artists to skip the step of doing a first or second pass through of a map to create a general style for the map. The estimated time for levels to reach a finished state is 3-4 weeks per map, which includes playtesting each iteration and incorporating both art assets and core mechanics.**

**Tech designers will be required to create UI that includes feedback for the alien mechanics such as cultists leaving, specific civilian conversion types, breaking and entering progress, alien disguise**

**cooldown, and being spotted by hunters or whistleblowers. Tech designers will also work on UI that includes general unit count and unit acknowledgement of commands for each player, as well as feedback for hunter players with regards to indicating units that can be bribed, areas being broken into, and areas that can be reinforced. The estimated time for UI is 3-4 months, due to the need for playtesting to adjust UI based on the user experience.**