

Childhood Nightmare

Mission Walkthrough

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Story

“To this day, I still have nightmares of my 6th birthday party at the arcade pizza parlor. It had animatronic animals that played music, I used to hide from them in the ball pits and sneak around the parlor to avoid getting caught. I imagined they would do horrible things to me if they got me.”

Location/Setting

Chucky Cheese style pizza parlor with ball pits, slides, arcade games, long cheap dining tables, big industrial bins and an exaggerated lego coloring scheme on everything.

Mission Objective

Avoid the animatronics, hide in the ball pit and under the benches and reach your parents where you are safe.

Gameplay Mechanics

platform, explore, pick up key to unlock door, avoid vision cones by animatronics, interact, event trigger boxes.

Special Mechanics

Animatronic Giraffe which can turn their head 360 degrees to find you.
Duck in ball pit to avoid detection.

Playable Characters

- o You are playing a 6 year old toddler in 1st person. So the camera will be lower to the ground and things in the environment will seem larger than they should.

Enemies

- o Animatronic Bipedal Bear, it also has a vision cone and patrols the parlor.
- o Animatronic Giraffe that extends its neck out from a bin. It has a vision cone and rotates.

Non Playable Characters (NPC's)

- o Your parents are sitting at one of the benches enjoying their meal while you are ducking and hiding for your life. Reach them to end the game.

Victory Conditions

- o Reach the parents.

Failure Conditions

- o Get spotted by any of the vision cones projected by the animatronics.

Mission Walkthrough

- Wake up in a ballpit in front of some animatronics patrolling around.
-*Confused, scared*
- Sneak out of the ball pit and hide under some tables. One of the animatronics glares in your direction as you enter a trigger zone.
-*Scared, shock moment*
- You have to do more sneaking to reach the ramp into the slides. There are some tables you can use for cover to hide under and in between to reach the slides.
-*be observant/cautious*
- IGC - From atop the slide you can see your parents.
-*hope, relief, goal*
- Trap - you are trapped inside the slides with an animatronic giraffe extending its neck to your level and rotating its neck to check the slides for naughty children in hiding.
-*shock moment, panic, puzzle solving*
- To reach your parents you must go down the slide and sneak under more tables and past a few arcade machines.
-*cautious, be observant*
- You slide down to reach the tables a Giraffe head suddenly pops its long neck out of one of the large trash cans. Its vision cone blocks your path and you must go around.
-*Scared, shock moment, sfx plays as Giraffe head comes out of trash*
- The Giraffe turns its head 360 degrees forcing you to move a certain way. All you can do is approach the bin. Once you do you can push it over by interacting.
-*cautious, wait for timing,*
- IGC - Bin with Giraffe falls over and rolls away
- Sneak under table to reach parents but suddenly you hear the animatronic giraffe sound again and you must run quickly to the safety of your parents.
- The End

Assets List:

Scripts

(Anything needed for the mission that can be scripted. NO COMPLEX SYSTEMS OR MECHANICS.)

- IGC - Camera animation
- Animatronic patrol
- crouch
- trigger volumes that trigger Giraffe to come out of dumpster. Also for IGC.

Programming Needs

(Complex systems and mechanics not already created or part of larger game. No need to list WASD controls, basic movement like walk, run, and jump.)

- Animatronics have vision cones that trigger game over when you're caught. When you're in their vision cone while not hidden either in a ball pit or under a bench then they will chase you. If they touch you the game over is triggered which triggers sfx, shades to black and you respawn at the beginning.

VFX (visual effects)

- Vision cone from Animatronics
- Flicker vision cone when Animatronic sees you
- Holy Light effect for finish area to make it more obvious
- flicker effect on the arcade machine

Audio

- Ball Pit Enter
- animatronic movement
- Giraffe make sound when they trigger
- caught SFX that triggers with gameover
- finish SFX that triggers when you reach your goal
- arcade machine noises

Animation

- Giraffe head pop from bin
- Giraffe head rotating
- Animatronic patrolling

Interactive-Props

- none

Props

- benches
- ball pit
- climbing gym
- arcade machines
- big round bins
- empty pizza box
- soda cups

Playable Character List

- 6 year old

NPC's (Non Playable Characters)

- Walking Animatronic
- Giraffe Animatronic that pops from bin
- Parents that don't move

In-Game Cinematics

IGC01	IGC 1 - Triggers right at the beginning to direct the player to the jungle gym to get a higher vantage point. The camera will pan over the benches, past one animatronic patrol and show the jungle gym.
IGC02	IGC 2 - Triggers at the top of the jungle gym to direct the player to reach their parents. The camera will pan to the parents to show you your goal.
IGC03	IGC 3 - When you reach finish the camera will rotate around the parents and just fade to white.

Objective Text

FILENAME	OBJECTIVE TEXT
Box 1	Ball Pits hide you from Animatronics.
Box 2	Animatronics can't see you under benches.
Box 3 IGC	My Parents are down there. I can reach them no problem!
Box	

Voice Over (VO)

FILENAME	DIALOGUE
	"Today was supposed to be a good day. It's my birthday and my family invited all my friends to go to the Arcade Pizza parlor. But there's scary animatronics at every corner and I'm here hiding in a ball pit. I want to get back to my parents. Where are they?"
	"There's my parents! I should be able to get down to them from here. ."