

# Stolemates

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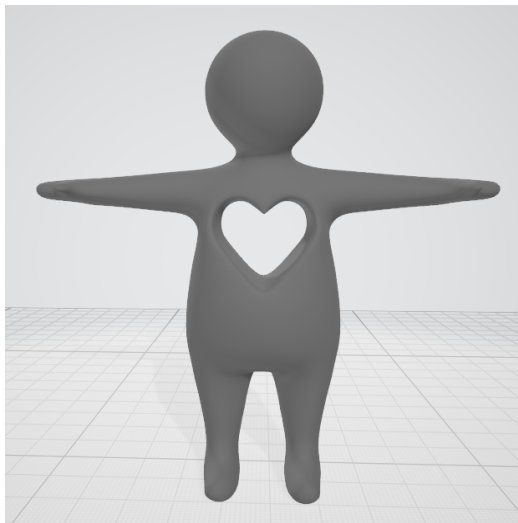
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# 1 Game Overview

Stolemates is a four player party game. Players control one of four brightly coloured characters and fight over a single heart placed in the middle of the gameplay map. Players utilize environmental hazards and their own skills in order to hold onto the heart, defeat their friends, and win the game.

## 2 Visual Style

The visual style is smooth and organic. Flat colour textures are used to promote the simple, clean artstyle of the game. Bright colours are used to make assets pop. The models are androgynous potato sack people, who express themselves entirely through animation. The animation style is goofy and fun, contributing to the childlike over the top aesthetic that the game presents.



### 2.1 Special Effects

There are trails following each runner and the heart. The trails following the heartless players match the colour of their model, while the heart carrier's trail is the colour of their model mixed with gold. The heart itself has a golden glow surrounding it.

## **3 Characters**

The Character is a lonely single looking for love. In order to find love, they must fight three other lonely singles over a single heart, beginning in the center of the map.

## **4 Camera**

The players share a single screen camera. This camera is isometric in view-point and both moves and zoom in as the players traverse the map, getting closer as the players get closer to each other, and zooming out as the players spread apart. This dynamic camera movement is important for the overall feel of the game. In order to do this, it finds all four player's locations and calculates the centerpoint, zooming and positioning itself accordingly.

## **5 Gameplay**

### **5.1 Gameplay Overview**

Players fight over a single heart in the hopes of holding for a predetermined amount of time after which they are crowned the winner. Players utilize individual skills, powerups, and level interactions in order to either wrest control of the heart from the player holding it or prevent the other players from overtaking them and stealing the heart for themselves.

### **5.2 Player Control**

Players have two modes: Runner and Chaser.

#### **5.2.1 Runners**

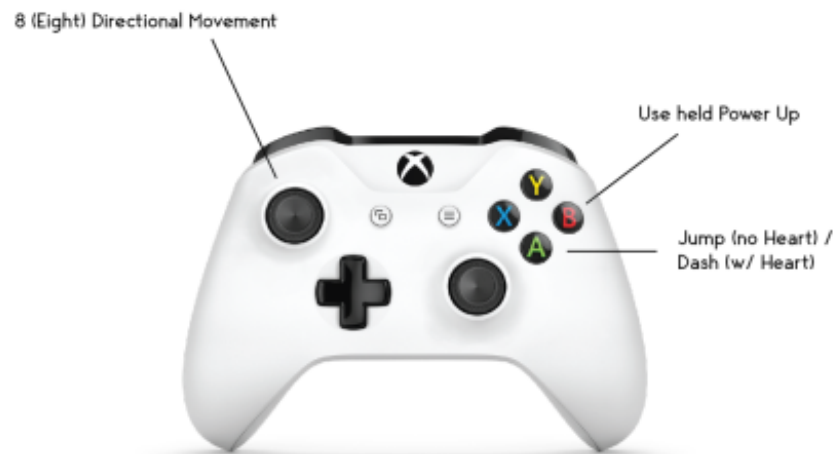
The Runner is the player holding the heart above their head. They have the ability to perform a quick dash, and they move slightly slower than the Chasers. Their clock timer slowly increments up to the predetermined win time.

### **5.2.2 Chasers**

The Chasers are the players that are not holding onto the heart. They do not have the ability to dash, but instead have the ability to jump over various level obstacles. They can use this power to ignore obstacles that the Runner must otherwise avoid. In addition, the Chasers move slightly faster than the Runner, which adds additional pressure on the Runner to make good use of the obstacles around them and trick the Chasers into unfortunate situations or locations.

# Stolemates Controller Input

Xbox or Standard Generic Controller



## Details

Players can move up, down, left, right and diagonally around the map.

They can ascend and descend terrain using the same joystick.

If the player does not have the Heart, they can use the 'A' button to jump over obstacles.

If the player does have the Heart, they can use the 'A' button to perform a short forward dash.

If the player picks up a held Power Up, they can use it by pressing the 'B' button.

## 5.3 Powerups



Both Runners and Chasers have the ability to run over purple and gold mystery boxes, granting a powerup that can be triggered at that player's discretion. In some cases, the powerup will perform slightly different for Runners and Chasers.

### 5.3.1 Slipped Up



When activated, all other players get roller skates attached to their feet and have their friction reduced, causing them to slide about as if on ice.

### 5.3.2 Smooth Operator



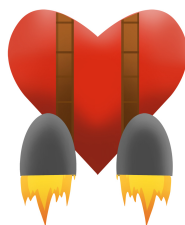
When activated, that player receives a speedup affect for a predetermined amount of time.

### 5.3.3 Catfish



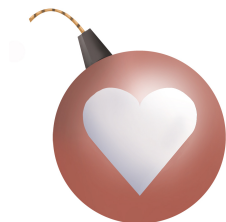
When activated, a catfish is placed on the ground behind the player. This catfish serves to stun any player that steps onto it for a predetermined amount of time. Should the Runner come into contact with a Chaser stunned in this way, they will still lose the heart to the Chaser.

### 5.3.4 Fly Me to the Moon



When activated, if you are a Chaser, you get a larger, longer jump. If you are a Runner, you are instead rewarded with a regular Runner jump.

### 5.3.5 Love Bomb



When activated, if you are a Chaser, you release a homing bomb that seeks out and stuns the Runner. If you are a Runner, you instead release a similar bomb, but aimed at the nearest Chaser.



## 6 Level Design

Levels are designed to be functionally similar to a maze or labyrinth, with multiple avenues of movement, where the Chasers and Runners can interact in a variety of ways. In particular, levels feature assets of varying heights, some of which can be jumped by Chasers but others which cannot. This creates different path possibilities for the Runners and Chasers. Choosing your path on the fly as the Runner is an integral part of succeeding in Stolemates.

### 6.1 Toronto

This map is based on downtown Toronto. It is broken down into several sections represented famous parts of the downtown core.

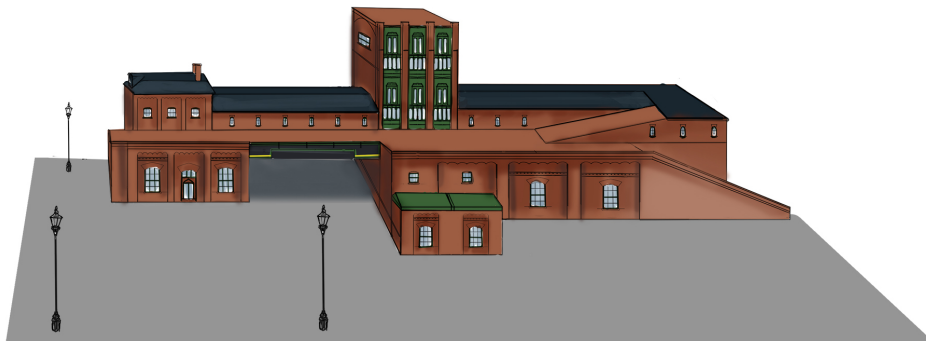
#### 6.1.1 Locations

The Toronto map has four main locations:

##### The Distillery

Resembling the distillery district downtown, featuring a restaurant and the distillery heart.

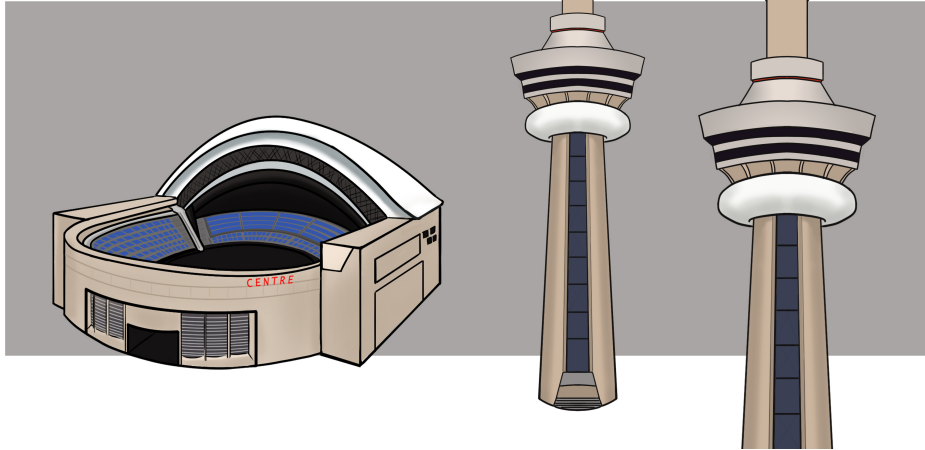
Kelvin Ramjattan  
Distillery Building layout  
November/17/2019



## The CN Tower

Features the CN Tower as well as the Rogers Centre and a parkette.

STOLEMATES  
CN Tower & Roger's Centre  
Dylan Miskin  
11.18



## The Park

Features a heart shaped pool, a fountain, the statue, various benches, and greenery.

## The Waterfront

Features the docks, cargo containers, and the lake.

### 6.1.2 Obstacles

<i>Obstacles</i>	<i>Jumpable?</i>
Distillery Building	<i>X</i>
Table	✓
Chair	✓
Waiter	<i>X</i>
Fence	✓
Anti-Terrorism Balls	✓
Tree	<i>X</i>
Hedge	✓
Flower Beds	✓
Bench	✓
Fountain Statue	<i>X</i>
Fountain Tiers	✓
Park Statue	<i>X</i>
Bathroom	<i>X</i>
Park Signboard	<i>X</i>
Tall Signboard	✓
Shipping Container	<i>X</i>

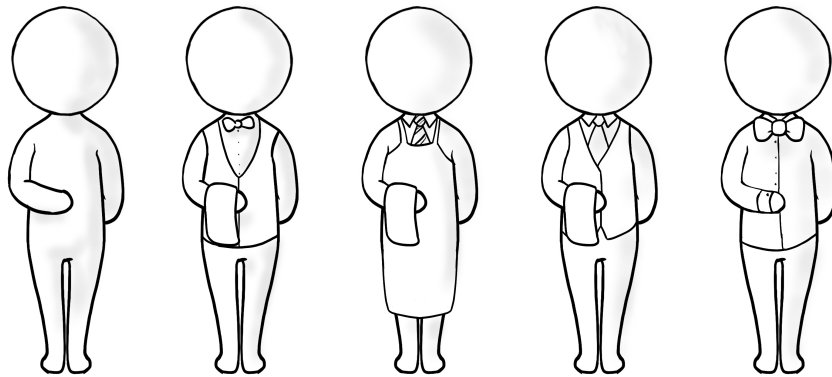
Table 1: Table of interactible objects and their interactions

### 6.1.3 Level Interactions

<i>Interactable Object</i>	<i>Interaction</i>
Rogers Centre	Runner can interact with Rogers Centre and launch baseballs at all Runners.
CN Tower	Any Player can interact to be launched out of the top of the tower into the Heart Pool.
Subway System	Any Player can enter into one Subway and exit of the opposite side, on a short cooldown.
Distillery Heart	Any Player can pass through the Distillery Heart and receive a speed boost for a short time.
Heart Pool	Any Player has speed, dash, and jumping abilities reduced while within.
Pigeon Poop	Any player has their speed reduced and their ability to jump removed.
Open Shipping Container	Any Player can pass through the doors and have them close behind them for a short time.
Crane	Any Player can enter a special shipping container, have both doors close, and be brought from the boat to the dock, or vice versa.
Lake Ontario	Instant Death, Player respawns at initial starting point

Table 2: Table of interactible objects and their interactions

STOLEMATES  
waiter concept  
Dilan Misikin  
12.12



## 7 Narrative

The four player characters are heartless due to some tragic love in their pasts. They see the date as their opportunity to replace their lost heart, but the problem is that there's only one heart to go around.

## 8 User Interface

### 8.1 Inner Shell Interface

Our Main Menu screen is our primary inner shell interface, it features links to begin 4 player mode, 2 versus 2 mode, an instructions page, and a quit to desktop button.



## 8.2 Player User Interface

The player will have access to an options and settings menu including a game length adjustment interface, sound and video settings, and a control customization screen.

## 8.3 Heads Up Display

The heads up display includes four timers, one per person. The bars count up from 0 to the set winning length of time, which is 45 seconds base. Owned powerups will be present beside the appropriate colour coordinated clock. Underneath the clock a small bar will fill up to visually reflect the amount of time that has elapsed for each player.



## 9 Sound Design

### 9.1 Soundtrack

Cheery, upbeat, and fun in order to contribute to the overall goofy quality of the game.

### 9.2 Sound Effects

60 BPM background tick to align with the clock ticks. Powerups have sound effects, as does getting your heart stolen, as well as interacting with the interactible objects.