Redneck Redemption: Battle for the Mini Figure

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Version 1.0
10/02/2024

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1. Introduction (Kelsey)

Redneck Redemption: Battle for the Mini Figure aims to provide a unique and comedic perspective to modern RPGs with unlikely characters and friendships placed in a setting they would have never stepped foot in prior. The player will empathize with the main character's commitment to retrieving his beloved mini figure while learning of the affinity he had of his beloved neighbour, the cat lady. The game transforms from simply fighting enemies and winning a prize to a touching story of honour, triumph, and the power of friendship.

2. Game Overview (Kelsey)

2.1 Genre
Redneck Redemption is a casual RPG adventure game that features an open world setting and turn based combat.

2.2 Concept
The objective of Redneck Redemption is to produce a fun, comedic game with pixel graphics, 8-bit sound effects and a mixture of rock and alternative music.

2.3 Audience
Redneck Redemption's target audience are those who enjoy simple games with ironic twists and comical elements. Rating could jump between Everyone 10+ to Teen as there are mentions of alcohol, mild language, police brutality and homeownership.

2.4 Setting
Set in a classic upper middle class suburban neighbourhood. The road leads to the city, and the other direction leads to a dock.

2.5 Players
Single player game with possibility of expanding to multiplayer in later expansions.

3. Characters (Michael)

3.1 Redneck Shark Man
The player character, the main character within the story
> 3.1.1 Backstory
> He originally lived in the countryside. Works remotely as an accountant which is why he lives in the suburbs – needs a stable internet connection which he can only get closer to the city.

3.1.2 Appearance

- Stereotypical redneck archetype
- Red plaid shirt, blue jeans, a green hat, and black work boots
- The goal is to be comedic and follow the stereotypes of this character
- A stereotype we follow with this character is that they look like what one would picture someone who lives more in the country on a farm rather than in a suburban neighbourhood.

Figure 3a: Reference Redneck 1

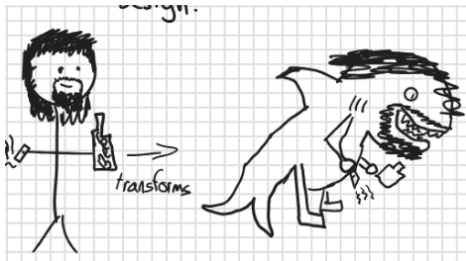Figure 3b: Reference Redneck 2

Figure 3c: Player wireframe

Figure 3d: Player Sprite

3.1.5 Ability

- The special ability of the character is that he can turn into a half-human, half-shark hybrid. This ability can be obtained via the dock area, where the player encounters the shark character and is then given the Shark heart. The Shark heart is an item that the player consumes, allowing the player to transform into a shark. This ability can only be used by the player.
- The ability boosts the player's damage and health and allows the player to resist fire, which is the special ability of the main boss.

3.1.6 Relationships with the other characters

3.1.6.1 Shark

As already stated in the player's ability section, the Shark is an optional character that the player can interact with. The Shark can be found by the player and is wounded to the point of near death as a result, if the player chooses to, they can

interact with the Shark. The shark will then gift the player the Shark heart item as a dying wish to allow for his spirit to live on within the player. The player then can consume the Shark heart to obtain the shark transformation.

3.1.6.2 Milkman

The player's relationship with the Milkman, like the shark, is entirely optional. However, if the player chooses to interact with the Milkman, he will gain the ability to heal during battle using the Milkman's bottled milk. This is an ability that, during the fight sequences, the player can call upon the Milkman, who will then toss a bottle of milk onto the player. This will heal 50% of the player's health and cannot be used again during the battle.

3.1.6.3 Cat Lady with dogs

The relationship the player has with this character is fundamental and acts as the quest giver to the player, supplying the player with direction on where to go. This is the character that is present during the tutorial and tells the player how to perform actions like attacking and moving.

3.1.6.4 Annoying Neighbour (Bowser)

The player's relationship with this character is the classic good vs evil. The annoying neighbour acts as the big bad of the story and is the reason that there is a conflict. He stole the player's prized possession and the player is trying to get it back.

3.1.6.5 Hidden Cop

The cop is here to prevent the player from travelling to the city and restart the game loop.

3.2 Shark

A shark that has been brought to the brink of death and can be found by the player. This is how the player can obtain the special ability of shark shape-shifting. The Shark's interaction with the player results in the item called "Shark Heart," which the player then consumes. The Shark can then talk to the player when the transformation is ready to be used, saying, "Use me, redneck!" This will then activate the sequence that transforms the player into the shark hybrid. This form the player will take will resemble the Shark that the player interacts with.
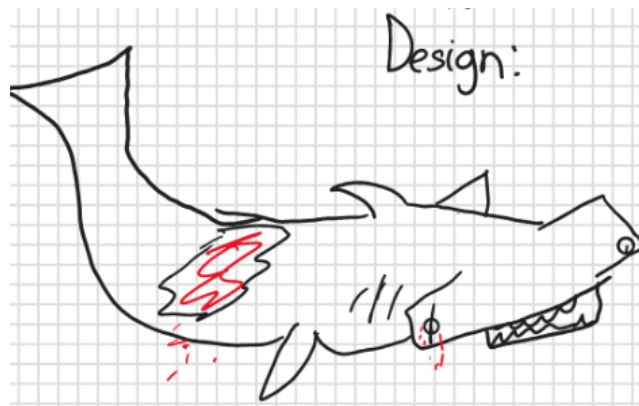

Figure 3e: Shark wireframe

3.3 Milkman

The Milkman is a standard milk delivery man who would deliver the ordered milk door to door. The central conflict with the Milkman's story is that the Annoying Neighbour refuses to pay the milkman his fee, and as a result, he is forced to move away as the cost of living is too high, and he can not afford to live in the neighbourhood. Due to this, he wants to get back to the Annoying Neighbour. For this reason, he offers to help the player. This is an optional interaction, and the player can choose not to obtain the help. If the player does not interact with the Milkman, the option to heal in battle is not available.

Figure 3f: Milkman wireframe

3.4 Cat Lady with dogs

The Cat Lady acts as a quest giver and tutorial guide/voice. She is the one who shows the player how to attack in combat and how to move in the tutorial levels. She is also the one who gave the player the special mini-figure.

Figure 3g: Cat Lady with dogs wireframe

3.5 Annoying Neighbour (Bowser)

The character's name is Bowser, and he acts as the boss of the game. He stole the mini figure from the player and is in cahoots with the Cop to prevent the people within the neighbourhood from reaching the city, as well as driving them out of the neighbourhood so the city can expand. He does this by defeating them in combat and forcing them to sell their houses and move away to a more deserted place (country). Bowser has the special power to transform into a giant fire-breathing lizard and is, by nature, extremely annoying. He has a "Karen" personality and a very comedic haircut. He angered the Milkman by refusing to pay the fee for the milk delivery and, as a result, made another enemy in the neighbourhood.

Figure 3h: Annoying Neighbour wireframe

3.6 Hidden Cop

A standard cop who would usually be found in cities patrolling and keeping the peace; however, he is a corrupt cop and has been asked by the city mayor to run out of people within the player's neighbourhood. He has asked Bowser to do his dirty work to hide his true motive and intention. Once the player has defeated Bowser, they are now able to travel to the city however, once the player reaches the outskirts of the city (end of the neighbourhood), the cop shows up and ends the player's run by killing them, therefore showing his true motives and resting the game loop.

Figure 3h: Hidden Cop wireframe
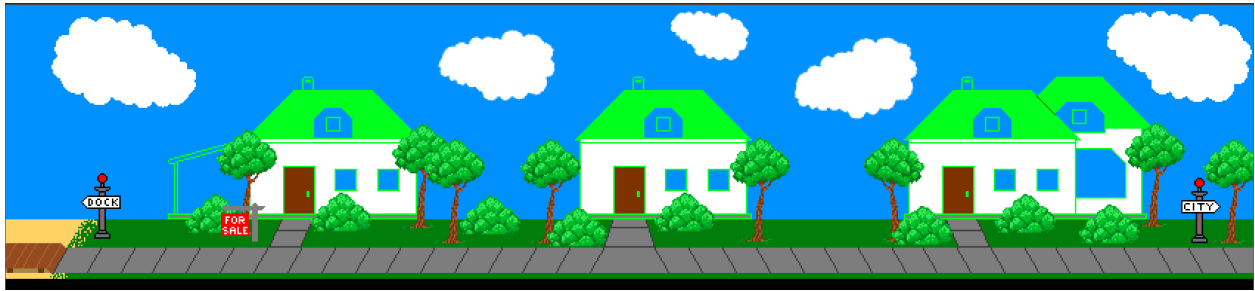
4. Locations (Kelsey)

Figure 4a. First full mockup of in-game setting (Michael designed)

4.1 Redneck's house

Figure 4b. Redneck's house

Cozy, homely, it feels like someone lives in this house. The redneck originally wanted to live in the countryside, but because of the cost, the fact that he needs a strong stable internet connection to continue his remote work, and the relationships he built with many of his neighbours, he stays in the suburbs.

4.2 Annoying Neighbour's house

Figure 4c. Annoying Neighbour's house

It is the biggest house on the street. Minimalistic, cold, and unwelcoming. Not a thing out of place. Befitting of an uptight, unfriendly man whose goal is to drive out those who don't look

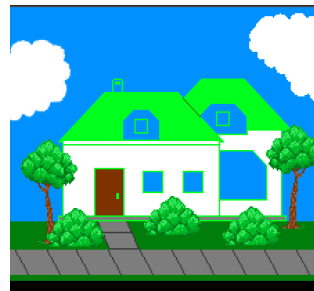like they belong from the neighbourhood. His home serves as the setting for the final boss battle – so not only is the goal of the game to destroy him but also destroy everything he's built.
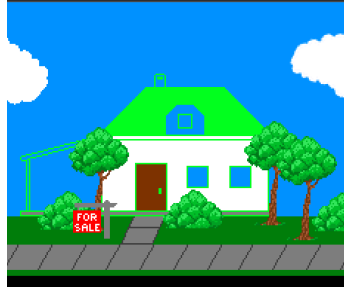
4.3 Milkman's house

Figure 4d. Milkman's house

There is a for sale sign on its lawn which suggests that he is one of the residents being driven out of the neighbourhood. Player enters this house to talk to the milkman.

4.4 Dock

Figure 4e. Entrance to the dock

An optional extra area in the game. The player can enter this area where they will meet the dock's resident, a dying shark, who provides the player with a powerup. The dock features a waterfront and sand, serving as a little beach escape for the residents of the neighbourhood.

4.5 Main street
The main neighbourhood street where the redneck, milkman, and neighbour live. It connects to the dock on one end and to the city on the other end. The player can only access the dock in-game, the road to the city is blocked.

4.6 Beyond
After defeating the annoying neighbour and freeing the neighbourhood of the homeowner's association, the player decides to move forward to a land unknown, but as he looks upon the horizon of his newest conquest, his journey ends unexpectedly.
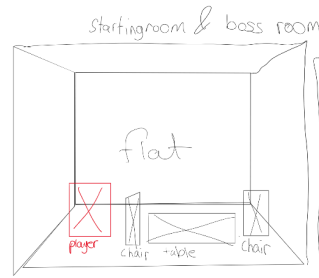
4.7 Inside Annoying Neighbour's house

Figure 4b: Initial wireframe of boss combat screen inside annoying neighbour's house
(Michael designed)

The final boss battle occurs in the annoying neighbour's house which features the main living
room.

5. Story (Kelsey)

5.1 Prologue
You enter a world of the normal: an upper middle class suburban neighbourhood. Identical
homes with white picket fences, green manicured lawns, and paved sidewalks. In the middle of it
all lives the most unlikely resident: a beer drinking, truck driving, plaid wearing redneck. Despite
sticking out like a sore thumb, he has adapted nicely to suburban life and has built community
with other residents who also look out of place in this manufactured neighbourhood: a catlady, a
shark, and a milkman. You learn that the redneck has formed a bond with the cat lady as she is
the one to give the redneck his most prized possession: a minifigure. However, the video game
gods never make it easy for the main character and the game's introduction closes with learning
that the minifigure has been stolen.

5.2 Main Story
Following the prologue, you learn that the only enemy the redneck seems to have made is the
annoying next-door neighbour who ironically suits the suburban environment the most. The
neighbour wishes to cleanse the neighbourhood of those who do not suit the suburban ideals,
which we learn what happened to the catlady. The neighbour has stolen the minifigure and the
redneck has had enough, the neighbour has disrespected him, the catlady, the milkman, and
frankly the minifigure community. The redneck finally sets out to destroy him and enlists the
help of his friend the milkman and shark to finally do it. The final boss battle occurs in the
neighbour's house, which is symbolic of not only destroying him, but also his place in this
neighbourhood he desperately wishes to purify.

5.3 Ending

<u>5.3.1 Successful defeat of the annoying neighbour</u>

You retrieved the redneck's most prized possession. You have driven out the annoying neighbour and restored a sense of community to the neighbourhood. However, it seems you have overlooked another hidden enemy: the annoying neighbour's ally, the cop. As you set your sights to the city, the cop ends your new journey before you can continue. The neighbourhood fails to be freed of the oppressors who wish to cleanse it of those who don't look like they belong.

<u>5.3.2 Failure to defeat the annoying neighbour</u>

You must live with the shame of not retrieving the redneck's beloved minifigure and disrespecting the cat lady. The neighbour and the cop win and the neighbourhood is cleansed of another "intruder". A classic "YOU DIED" frame will appear and you will be taken back to the opening screen to start the game again if you wish.

6. Gameplay (Benjamin)

6.1 Objective

The main goal of the character is to retrieve his lost Minifigure from the annoying neighbor

6.2 Progression

The player will have a linear progression to help with the narrative story and mechanic introduction. They will begin with the basic combat tutorial and be introduced to the Cat Lady. From there, they will either progress to meet the shark and obtain its power or encounter the Milkman and get a companion. In the end, both will be received, though the player has the choice of where to start after they face off against the annoying neighbor and have a boss battle. There will be puzzles and combat in between places to challenge the players while preparing them for their goal of retrieving the mini-figure and defeating the annoying neighbor.

6.3 Difficulty

This is a strategy RPG game whose difficulty is derived from its combat system. The player's strategy and tactics are the main factors when playing this game, providing a challenge through the player's use of items, abilities, and companions. The enemy difficulty will only increase as the player continues through the game's progression. However, this will also apply to the player as they gain more abilities and knowledge from each encounter.

7. Mechanics (Benjamin)

7.1 Movements

The player has an omnidirectional movement that goes horizontally or vertically. Also, interacting with pieces in the environment helps the player.

7.2 MVP

7.2.1 Combat

Figure 7a: Combat Perspective

This will be handled as a turn-based combat system, where the player can make a certain amount of moves and then switch to the enemies. There are five actions when in combat: Skill, Item, Companion, Flee, and End Turn. The player and enemies will also have a certain amount of health(HP) and action points(AP) they can use each turn. Although very helpful, Companions will only have a certain amount of use before they can no longer be used in the battle, which will be replenished after each battle. A Skill can use 1-3 AP, an Item 1 AP, and a companion 1 AP and three uses. After the player uses up all their AP or ends their turn, the enemies will begin their turn, and after the enemies, the AP will be restored to the player. In combat, the player can use an item to help heal or restore their HP or AP during combat. These Mechanics prioritize the player strategy over an OP(over-power) skill/item. Figure 7a shows how the battle with multiple enemies will be presented, as the player can choose which enemy to attack or the attack range(for single target or AOE attacks).

7.2.2 Character actions

Each character would have unique skills that they could use in combat. Companions can provide support to the player. Characters of similar classes will have similar attacks and abilities.

7.2.3 Dialogue/Interaction

The player could interact with the environment, get valuable tips, open items, and move between locations. They can also interact with NPCs, having unique NPCs have a specific dialogue to help provide hints or progress the narrative story.

7.3 User Interface

The user interface will be present in multiple aspects of the game, allowing the player to have an ease of control interaction.
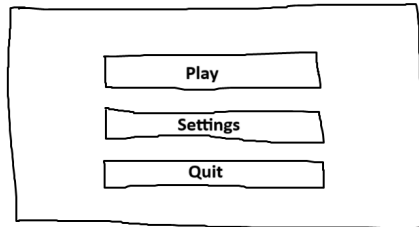
7.3.1 Game Menu

Figure 7b: Main menu framework

The main game menu would give the user a play, settings, and quit button. Each is placed vertically in the middle of the screen. This is shown in Figure 7b, the framework of the main menu.
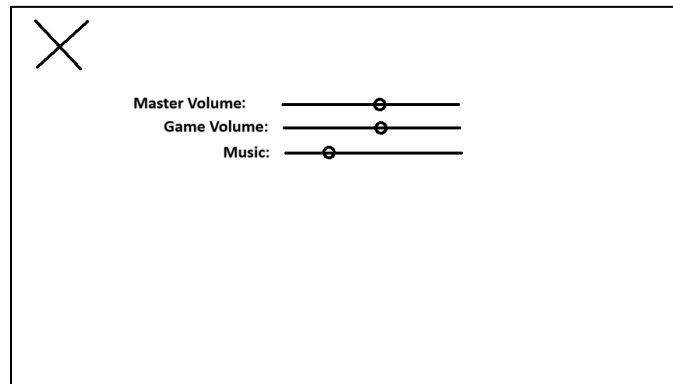
7.3.2 Settings

Figure 7c: Settings framework

The setting would control the game's audio, with sliders to fine-tune to the user's preference. Figure 7c shows how it can all be controlled through the master volume and its sub-sections of Game volume and music.
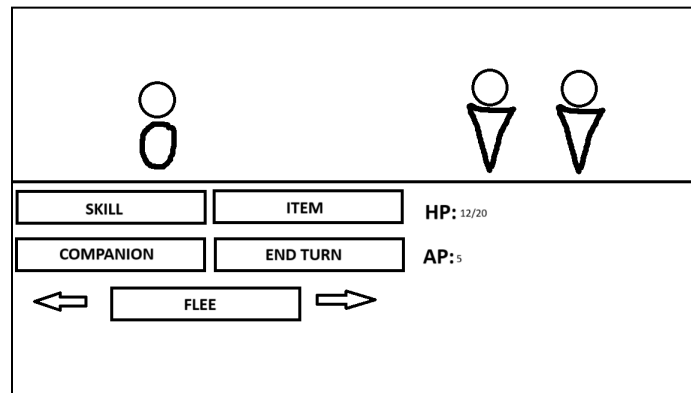
Figure 7d: Combat menu framework

The combat menu will be placed on the bottom half of the screens, with five sections on the left and statistics such as HP and AP on the right. Like other turn-based combat systems, the five menus are Skill, Item, Companion, Flee, and End turn. Players can see how much AP it will consume and its effect against the enemy when they click Skill, Item, or Companion. When selecting Items, arrows will appear on the bottom left side of the screen, allowing the player to flip between item pages. On the right side of the screen will show how much HP the player has and the amount of AP consumed, and above the enemies will be an HP bar to represent their health. Presented in Figure 7d is the rough outline of how the combat UI will appear.

8. Graphics and Audio

8.1 Graphics (Michael)

8.1.1 Visual system

We decided to go with a 2.5D visual type of layout. We chose this design as it was the best way to display our vision for our game with our expertise. Our focus on visuals is simple and appealing. We chose to use the pixel style of art to create a retro-style feel for the game, also allowing for detailed sprites and objects throughout the world to give the player a visually appealing experience and to make the game look like it is meant to be played on an old arcade game machine. Our main goal is to give the player a sense of nostalgia when playing.

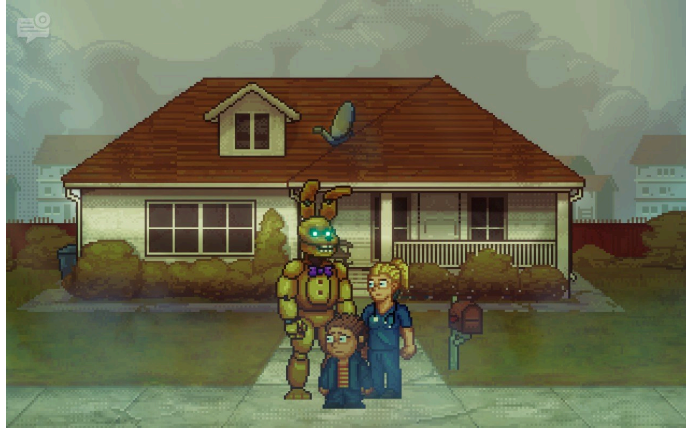Figure 8a is an example of what we want our game to look like visually

Figure 8a: "Into the Pit" player perspective

8.1.2 Player View

The player's view is similar to the 2D platformer's perspective; however, the world around the player will have a slight 3D feel due to the level design. The characters will always face toward the screen and face the direction they are travelling, with the exception of moving on the y-axis, much like what is shown in Figure 8b. Another example of how the camera will look is shown in the figure below.

Figure 8b: "South Park Stick of Truth" player perspective

8.1.2 Landscape assets

Some of the landscape assets have been created and are shown below (Figure 8c, 8d, 8e). These match the art style of the game.
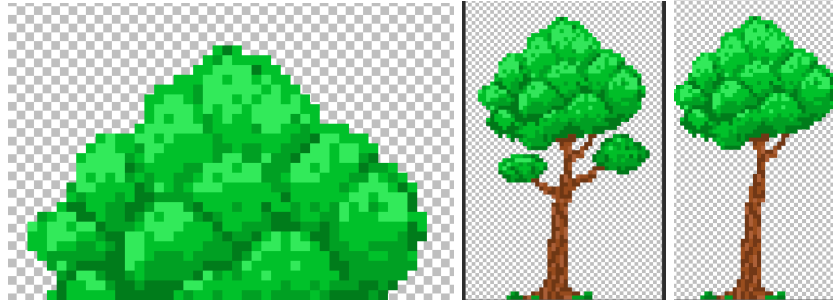
Figure 8c, 8d, 8e: Bush tree1 and tree 2 assets

8.2 Audio (Ryan)

The game will utilize comedy rock and alternative rock music that matches the comedic fantasy world that the game is set in. Music will be played during the exploration of the neighborhood as well as music for each of the different houses and the lake area. Music will also be played during the turn-based battles and pivotal moments within the stories in specific cutscenes. A standard sound effect library will be created using items.

9. Player Experience

9.1 Competition (Ryan)

This game is competing with other strategy, turn based RPGs of its kind: Fire Emblem, Paper Mario, South Park: Stick of Truth, Undertale and Omori to name a few. The characters of our game aim to be the difference between these games. Compared to other characters in these genres which look more gritty, dark, and sometimes even cartoonish, our characters contain a blend of many of those different styles, each with their own charming personality, traits, and involvement in the story.

The gameplay compared to other competitors will remain skill expressive, with the Player given many opportunities and options to expand their scope of moves to make it easier, or make it challenging by restricting their options.

9.2 Monetization (Ryan)

Production of this game will cost $10,000 - $50,000. At the minimum $10,000 range, we are able to afford the necessary equipment like laptops for each member of the team, online drawing programs for 2D Assets, Maps, Backgrounds, microphones to create sound effects, and software to compose the music. These costs will also cover use of utilities like electricity, water, food, the MacEwan University building that acts as our working office and access to professors for guidance and supervision through Dr. Qorbani. This cost also includes access to a Video Editor to create a small trailer for the game. Taxes for any services will also be covered with this range.

At the Higher End of $50,000, we are able to push even more content into the game. This involves a wider planned out story, more characters and abilities the Player is able to obtain, more enemies that offer a variety of challenges and fun with different mechanics and movesets, and room for more music. Production of more advertisements for the game can be pushed out through a variety of different 10-30 second videos posted on social media platforms like YouTube, X, and TikTok for the game to reach more people. We plan to achieve these funds through investors using Kickstarter and growing the game grassroots style. At specific milestones, new content and/or rewards for Kickstarter backers will be given.

The monetization model of the game will involve pushing it onto an online PC game distribution service like Steam for its huge support for Indie development and accessibility. With the game utilizing 2D graphics, the selling price for the game will be designed to be affordable with the system requirements remaining accessible for a wide variety of PC systems with varying hardware. The actual minimum and ideal system requirements will be determined later in development. By the end of this 14-week period, a playable game tech demo will be available along with a trailer to show off the main concept and story of the game.

9.3 Potential Expansions (Kelsey)
We plan for an open ending of the original prototype, suggesting the cop shoots the redneck but not showing him doing it or the redneck actually dead. Another option could be introducing a new character who faces adversity in the new setting. Promise of an expansion could include:

> 9.3.1 Upgraded neighborhood expansion
> A bigger challenge in upper middle class suburban life: a gated community. Where the people are meaner, richer, and stronger.
> 9.3.2 Apartment expansion
> More enemies in a compact setting.
> 9.3.3 Trailer Park expansion
> Origin story for the redneck.

9.4 Requirements (Benjamin)
This game will only be on PC/Computer and in English. The computer would also have to be on a Windows operating system. When a prototype is more defined, storage, graphics, and memory will be determined later.

10. Production Timeline (All)

[Link to Timeline](#)