

Developed document
Bonus mini-game
It's raining syringes

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Game mechanics

Description

The hero has fallen in a cellar and a pervert nurse (or more) enjoys throwing syringes at him.

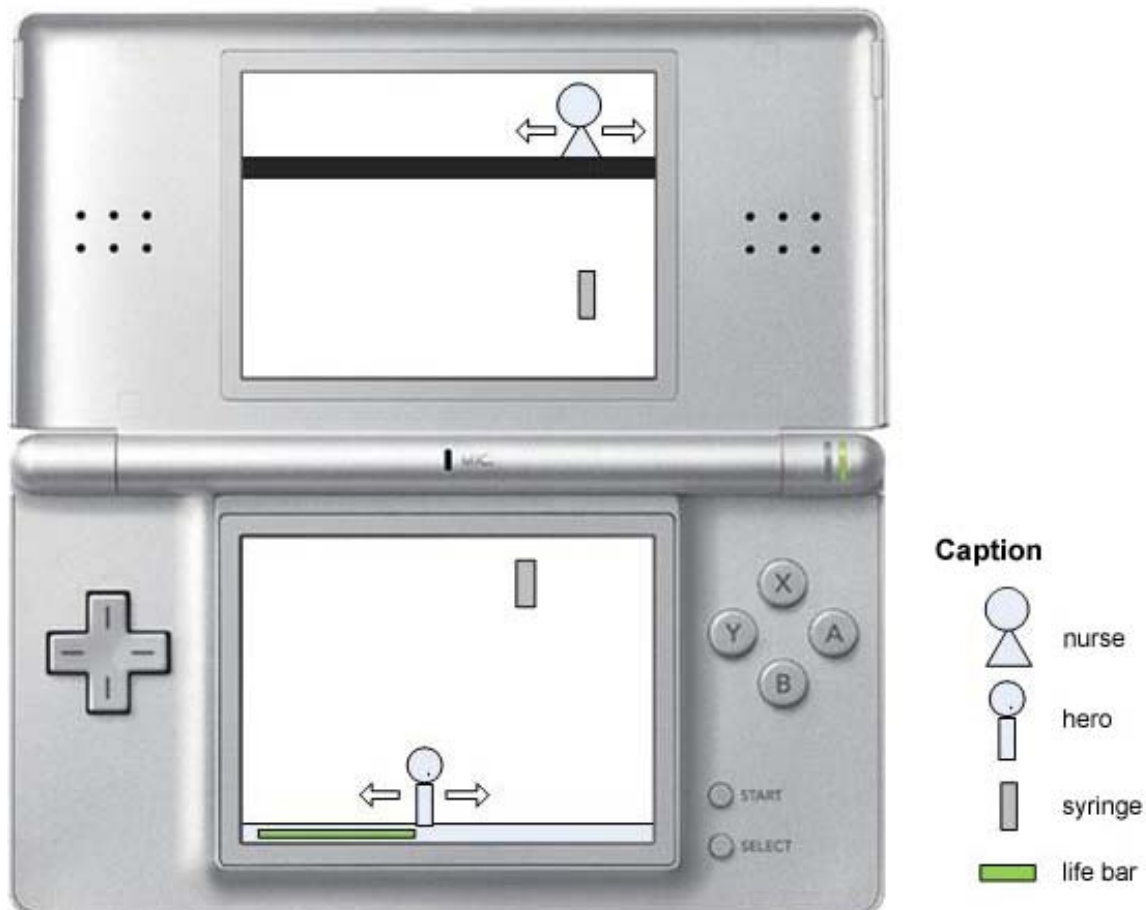
Situation

This game is launched when the hero falls through a broken step. It is a bonus game, so it is not mandatory to finish the main story, but it could give bonus items which help in the main games.

Goal

Goal is to dodge syringes a nurse throws at the hero, from a balcony, while stocks last (limited time).

The hero has a life bar which decreases each time a syringe hits him. Game is limited by time. If his life bar is empty before the end of the game, the player loses. To win, he has to survive until the nurse has no more syringes.



Moves

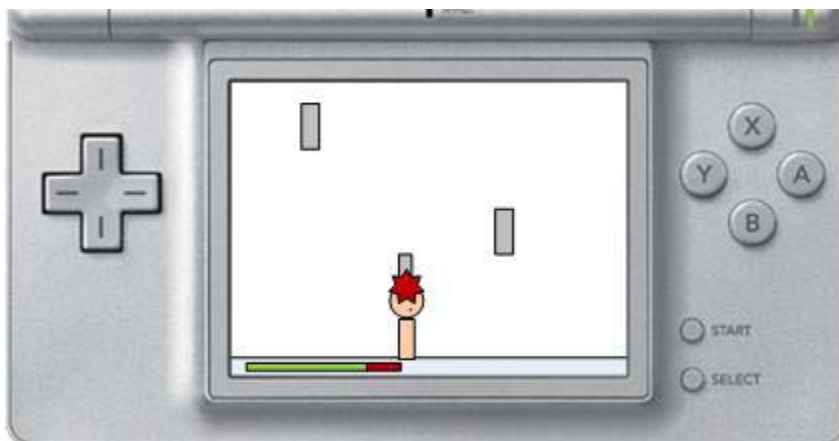
The hero can only move horizontally and is limited by the screen's border (no horizontal scrolling). The player could use the directional pad: left arrow to move the hero to the left and right arrow to move him to the right. Stylus could also be used: the player has to point the place he wants the hero to go. By default the hero moves always at the same speed. Speed could be changed only during short periods (effect of a syringe).

Enemies

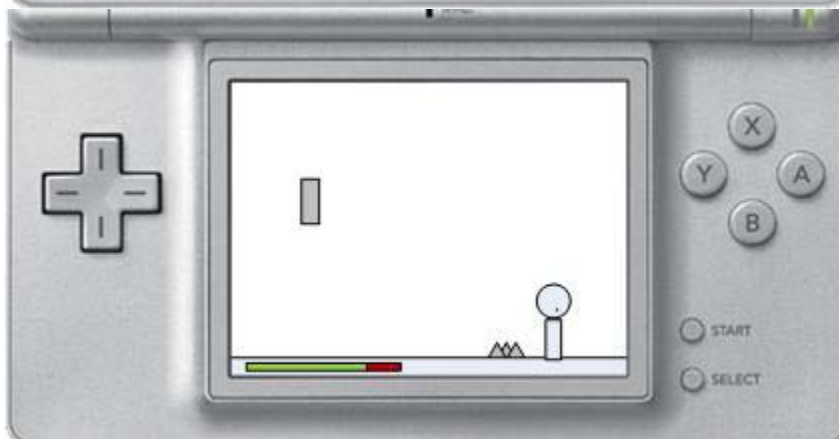
Nurse(s) is on a balcony over the hero and moves horizontally too. She throws syringes over the balcony, and they fall vertically to the floor (where the hero is). She can attack whether she is moving or not. At the beginning of the game she moves slowly but her speed increases in time. She can also run between 3 and 15 seconds.

All syringes of the same type fall at the same speed and take the same amount of points in the life bar.

When a syringe hit the floor, it lets some glass splinter which hurts slightly the hero if he walks on before they disappear (after 1 or 2 seconds).



The hero is hit by a syringe, which bursts on his head. He becomes shiny (visual feedback of impact) and his life bar decreases: decrease of the green part (life) and increase of the red part (damages).

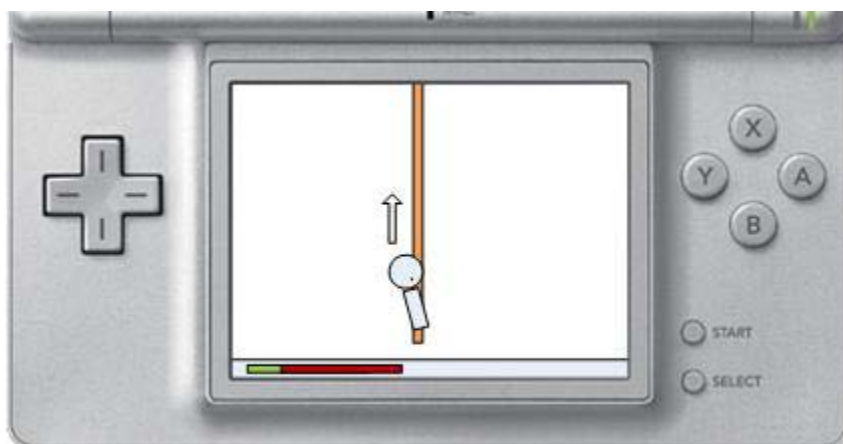


The hero dodged a syringe which burst on the floor, making some glass splinter.

End

The game is over when there is no more syringes (limited time) or when the player loses (life bar empty). A rope comes down, the player just needs to move the hero toward the rope with directional pad or stylus and then the hero grabs it and climbs to the stairs he was before he fell, and walks to the next step.

If the player wins (time elapsed) he gets a bonus item which helps him during the next floor's mini-game. If he loses, nothing happens. The player doesn't see the state of the syringes stock during the game.



Bonus Item

If the player wins he gets a bonus item, usable on one floor (one use). Items are distributed randomly.

Item	Effect	Conditions of use	Place of use	Number available
coffee	Adds life (+ 1/6 of life in comparison to initial bar).	During a game, the player can push the X-button to use it.	Floors 1, 2, 3 and 4	12
sedative	Slows down the enemies during 5s.	During a game, the player can push the Y-button to use it.	Any floor	17
yarn	Sews holes on skin.	During sewing step.	Floor 5	10
bunny's ears	Useless. Adds bunny ears on the hero's head.	Automatic.	-	1

Mechanic improvement

Progressive improvement

Each time the player plays the game, it becomes harder.

Time	No. of nurses	No. of syringes	Type of syringes
1	1	1	normal
2	2	2	normal, lead
3	2	3	normal, lead, morphine
4	2	4	normal, lead, morphine, amphetamine
5	2	5	normal, lead, morphine, amphetamine, nitroglycerine
6	3	5	normal, lead, morphine, amphetamine, nitroglycerine

On the 7th time and next, there will be the characteristics of the 6th time, but speed of the fall, damages and effects will be increased (speed x1.5, damages x1.5, effects +3s). The 7th time and the next have the same characteristics.

Types of syringes

Type of syringe	Color	Damages	Effects
normal	grey	x1	no side effect
lead	black	x1.5	falls quicker (speed x1.5)
morphine	white	x1	slows the hero down (speed x0.5 during 7 seconds)
amphetamine	red	x1	speeds the hero up (but increases time needing to stop : the hero could skid)
nitroglycerine	green	x3	burst