

Developed document

Mini-game No 5 - Roof

Sewing time

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Game mechanics

Description

The hero has to tan a nurse's skin then to sew it to make a parachute.

Situation

This game starts when the hero reaches the roof, it is the last mini-game.

Goal

The goal is to tan a skin then sew it to make a parachute to escape for good. The game is in three steps: tanning (step 1), sewing (step 3) and jumping (step 3).

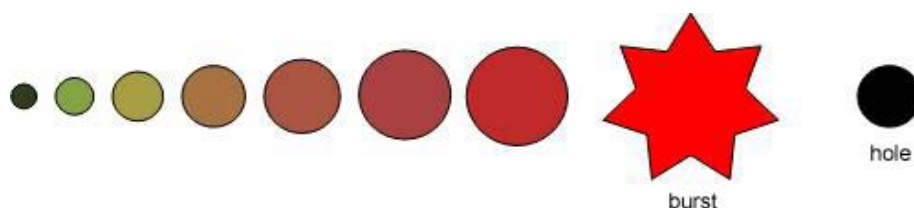
Step 1: Warts appear gradually on the skin and the player has to flatten them before they explode; this game is based on whack-a-mole, where players have to hit mole with a mallet. If a wart explodes, it makes a hole on the skin.

Step 2: Once rash is over, the hero can sew the skin, with yarn (in limited quantity).

Step 3: When sewing is over he has to jump down the roof, the player has no choice. If the skin has too much holes, parachute tears up and the hero dies. If it is strong enough, the hero lands safe and is free (and wins and game is over).

To win he needs a skin not too damaged or enough yarn to sew it all.

Warts

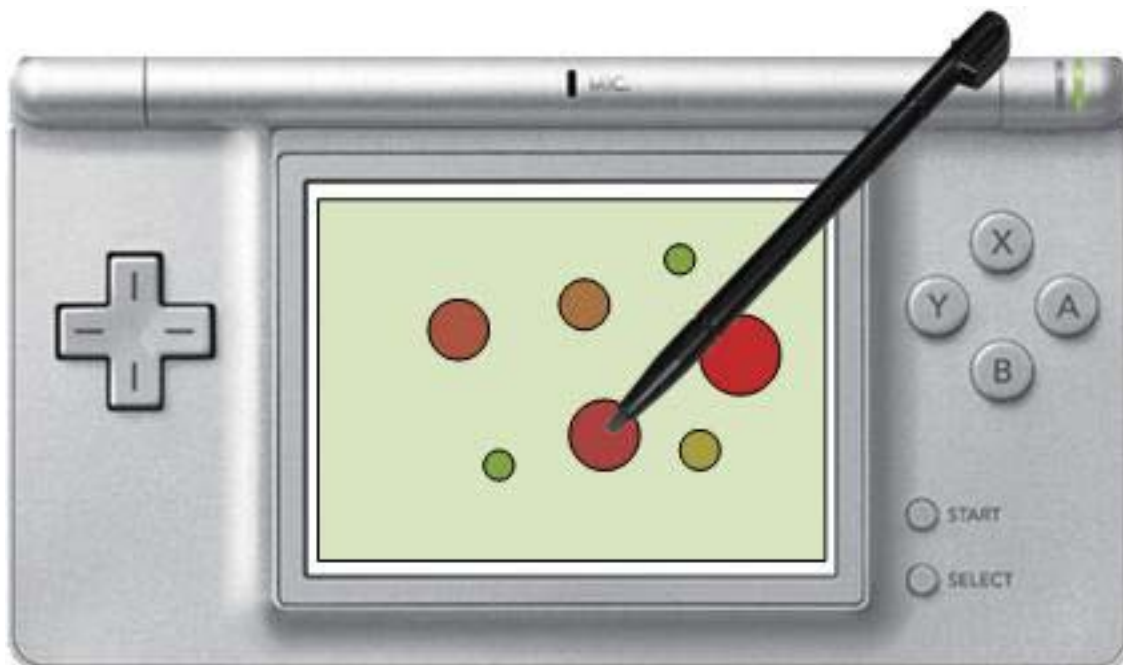


stages of a wart

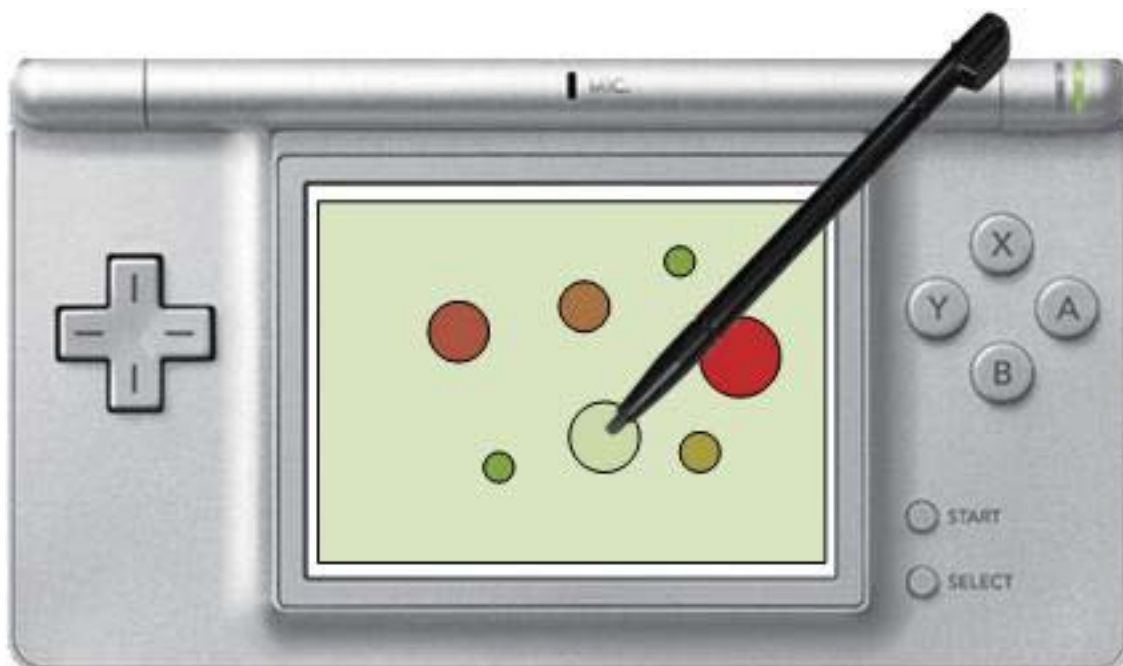
A wart appears dark and tiny then enlarges and reddens until it explodes, making a black hole.

Mallet

The player has to flatten the warts before they explode. Change in color and size show they are going to explode. When the player flattens a wart on time, it goes down and disappears. If the player wasn't quick enough, warts explode and make a hole.



The player clicks on a wart to flatten it.



Action has been done on time, the wart goes down.



A wart, which the player didn't see, explodes.

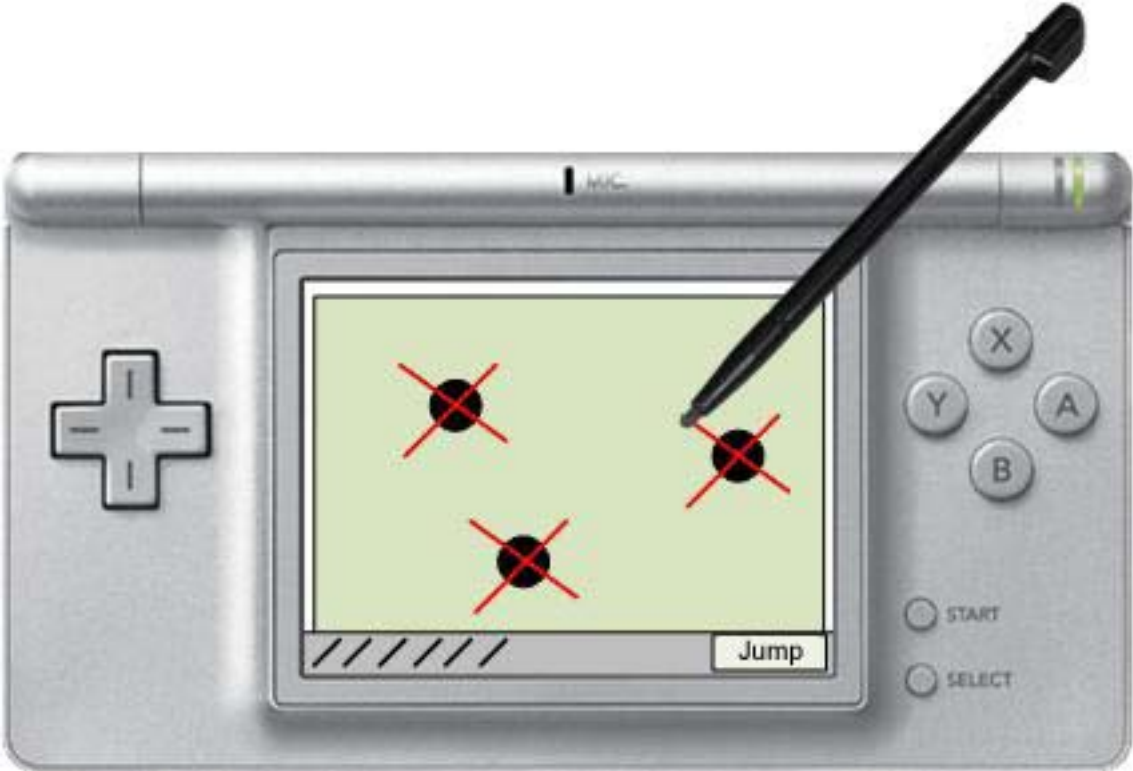


The exploded wart makes a black hole.

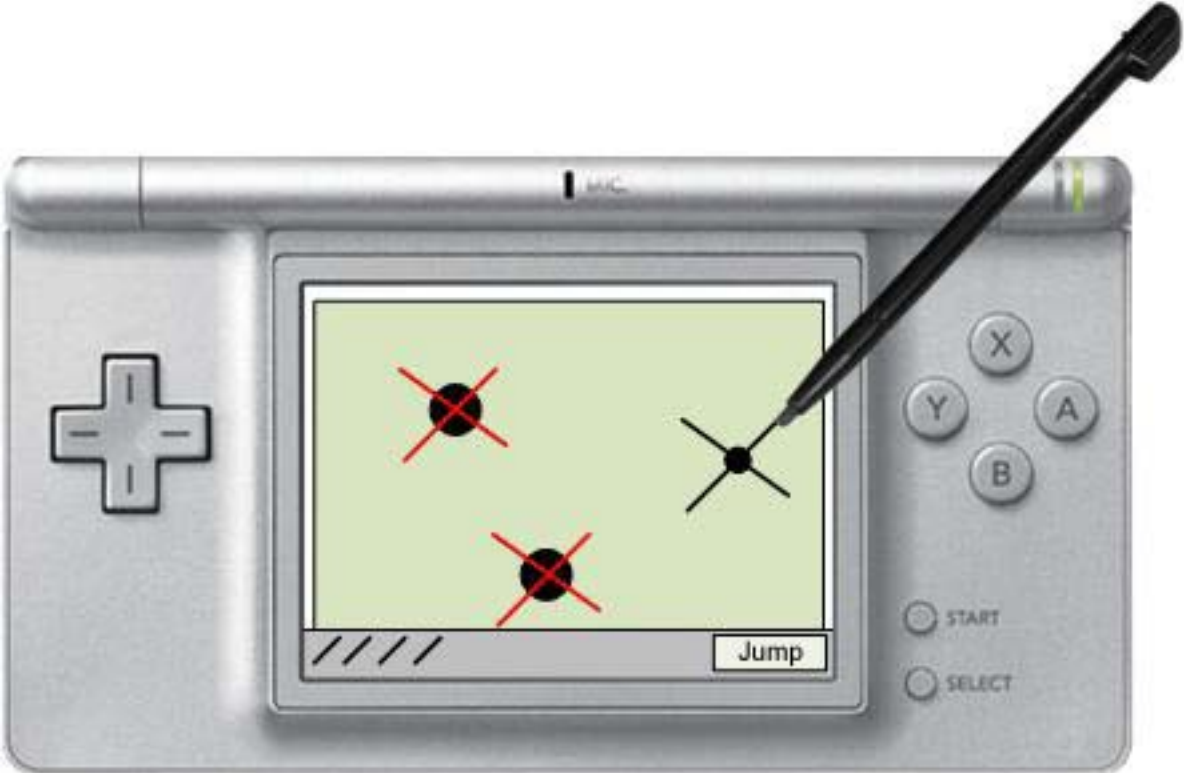
Needle

Once skin has been tanned, if it has holes, the player can sew them, with his stock of yarn (at the bottom of the screen). When he has no more yarn, when all holes are sewed or when he thinks the skin is solid enough to not tear up during jumping, he validates by clicking on the jump button.

At least he has four yarns, but he can win some during the bonus mini-game.



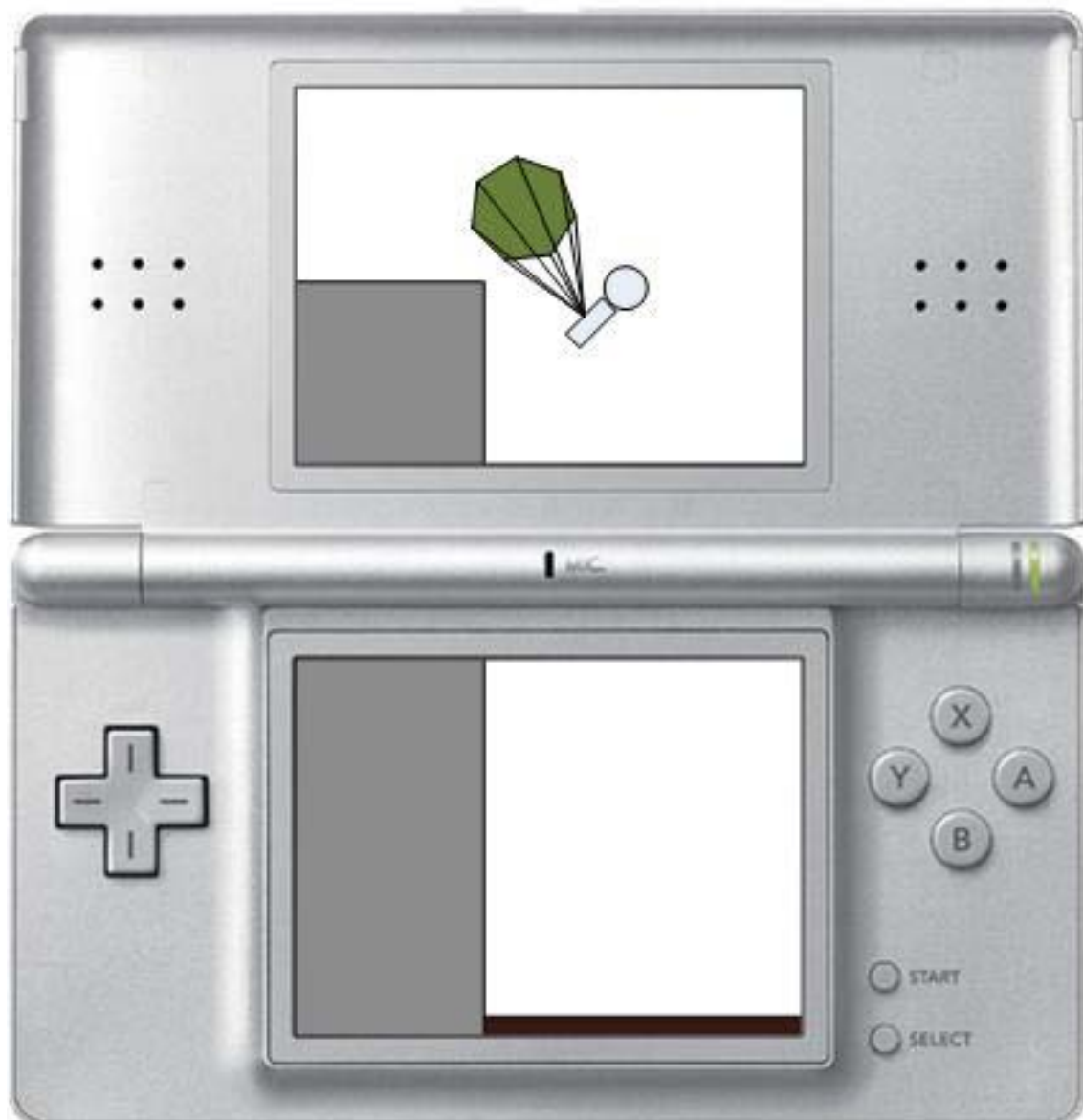
The player is going to sew a hole with his stylus. At the left-bottom is his stock of yarn and at the right-bottom the button to validate.



The player sewed a hole. He used two yarns, which are removed from his stock.

End

When the parachute is ready, a scene is launched, with two possible ends. If the parachute is strong enough, the hero lands in one piece, else he crashes and dies.



The hero jumps down the roof with the parachute he just made.



The parachute was in good condition, the hero lands alive.



The parachute wasn't strong enough, the hero dies.

To sew correctly a hole, two yarns need to be used. However if the player hasn't enough yarn to sew all the holes, he could survive by using his stock cleverly.

The parachute will tear up if:

- there are two holes next to each other sewed by only one yarn or not sewed at all
- more than five holes sewed by only one yarn
- non-sewed holes on the border of the skin

The player doesn't know it, he has to test by himself and the possibility that he could die is part of the game.