



SPORTS (Working Title)
Game Design Document
Version 1.00

Lou Carroll
ITGM-706-01
Winter 2016



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VERSION HISTORY

Version 1.00: Initial version; 03/09/2016.

GAME OVERVIEW

Introduction:

SPORTS is a light-hearted combat platformer game that puts the players in the shoes of a group of monsters who are all attempting to masquerade as humans through the only way they seem to know: playing “sports”; which, as it happens, is also an effective method to protect their “human” city from the armies of (actual) humans that wish to eradicate all monsters!

Story Briefing:

In the uncharted reaches of a world not so unlike our own, monsters roam free, living in tribal societies based on strength, hunting prowess, and craftsmanship. However, some of these monsters don't fit in well with their old-style homes and have discovered an alternative to their lives where they believe they would fit in better: living among humans. Unfortunately, they only know as much about humans as drifts to them across the distant wilderness – and somehow, the thing that has reached them the most clearly is the existence of a game called “sports” which humans enjoy. Thus, a rag-tag group of monsters acting as humans has assembled a village of their own closer to human territory in the effort of living a more “human life”. Each of them specializes in a “sport” and they all play “sports” together in harmony – but all is not well, for nearby, a (actual) human city has caught wind of horrible monsters being spotted and has sent troops to eradicate them...

Key Features:

- A light-hearted, warm story full of pleasantly absurd humor.
- Fun, silly characters taking the form of animal-based “monsters” who throw themselves into their very limited knowledge of a “sport” in name, dress, behavior, and combat style.
- Cartoon-ish, almost slapstick combat taking elements of fighting games and 3D brawlers into free-roaming, multi-attack gameplay.
- Single-player, co-op multiplayer, and versus multiplayer game modes.
- A few different styles of “sports” – different goals to the rounds of the game that can be implemented to keep things interesting.

Targets:

The target platform is digital release for PC, but console versions could be considered if budget and time allow. In addition, network connection support for small groups of players will be required to implement multiplayer mode.

The target audience is both casual and hardcore gamers alike; most anyone who plays games on a computer can pick up and enjoy this game. Due to the nature of the humor and the presence of heavy cartoon violence, it is best off being aimed mostly at young teens to adults.

Philosophy:

SPORTS is a cartoonish combat game taking elements from fighting games and 3D brawlers. The game seeks to deliver enjoyable combat either in a single-player or multi-player medium, as well

as to expose a light-hearted story through a cast of quirky monster characters who are attempting (very poorly) to masquerade as humans. The game will have a primarily comedic and even at times absurdist mood, but with chords of cute and heartwarming taking the wheel when comedy is just a bit too much. There's a lot of irony set into the story as well as the meta of the game.

While the game is violent, it is purely cartoon violence – no character will ever get seriously injured or even be out of play for long. The violence is used as an almost slapstick element – because the vast majority of the cast is monsters, violence comes naturally to them, but everything is toned down to an almost Looney-Toons quality by their strange attempts to be human through playing “sports”, which is also their method of defending their “human town”, aptly called Humanville. It is not a sports game purely out of the core irony that the “game” the monsters are playing is not a “sport” at all by many definitions.

The overarching narrative theme of the game is being comfortable with who you are – to embrace what you want to be and what you are and enjoy life that way, even if maybe you haven't got everything figured out. This common and identifiable theme will contribute to the friendly and “happy” tone of the story.

Common Questions:

- Why create this game?

Because sometimes, players need a good laugh and a light-hearted game to give it to them. The characters are delightfully absurd but also loveable, and the gameplay is cartoonishly violent in a way that will be nostalgic to many players. I personally want to make this game because it's good to take it easy and make something silly from time to time.

- Where does the game take place?

The game takes place in a fictional city inhabited almost exclusively by monsters who wish to be human. They all believe that the others are human, further lending to the absurdity of the title. Most of the gameplay itself takes place on the “sports field”, where they play sports, the most human of activities, despite clearly having no idea how sports work. This also happens to be the side of the town that faces the (actual) human settlements in the (not-so-far) distance.

- What does the player control?

One of a selection of animal-based “monsters” who are somewhat attached to a specific “sport”. They control their motion and attacks and the like. They players may also select things such as game modes and customize the gameplay of those modes in minor ways before a match or round starts. They cannot cause much tangible damage to the other players or enemy mobs, though they may be able to destroy some objects in the environment.

- How many elements is the player expected to control at once? Is he or she a general governing an army or a single soldier on the field?

Each player controls only one monster during a round.

- What is the main focus?

To prove your prowess at sports and thereby prove to all of your (clearly human) friends that you, too, are very much a sports-playing human – but to do that, you'll also need to defend Humanville from invaders! They definitely came to play “sports” with you, right?!

- What makes your game different from all the others on the market?

The main thing that makes this game unique is its brand of humor, but it also has a gameplay paradigm that hasn't been done so often in the modern game industry. The characters are unique and appealing to go along with the overall tone of the game.

Gameplay:

Overview: There are two modes of play: “Campaign Mode” and “Freeplay Mode”, which each have nested game styles that involve different goals. Both modes allow for either multiplayer or single-player gameplay; the campaign mode provides a light narrative to help give the game context, while freeplay allows for more customized and varied playstyles. The game plays out as a free-roaming 3D fighting game with the players fighting either each other or AI opponents (either human or monster depending on the game mode).

- What are some of the core mechanics?

The core mechanic is attacking; there are multiple kinds of attacks (heavy, light, ranged). Jumping also features with some prominence, along with running around the levels in general. Picking up different kinds of sports equipment for a boost or change in attacking style.

- Are there any new or exotic mechanics?

Mostly, the natures of the attacks and the boosts will provide uniqueness to the gameplay. The mechanics inspired by fighting games are rarely seen in a roaming 3D setting.

- What is the game’s core? Does everything relate back to this central idea?

The game's core is to prove your prowess at “sports” and thus proving how “human” you are, though it becomes entangled with the idea that the “humans” need to protect their identity as such by protecting their town from (actual) humans who wish to see “monsters” eradicated (naturally, without hurting them too much; that isn't very “sportsman-like”). Hopefully, everything will relate back to this.

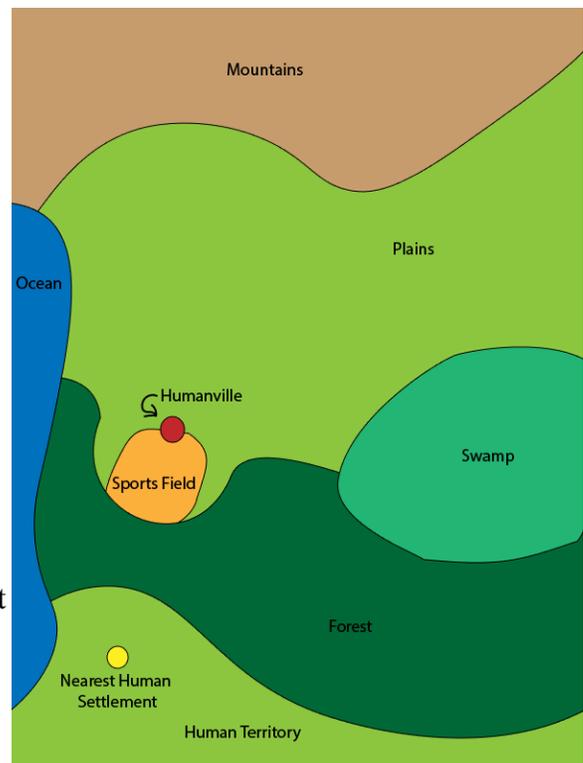
THE GAME WORLD

The Physical World:

Various villages exist in the monster and human territories which are not labeled; the monsters that live there do not have contact with each other for the most part, so they would only be relevant in that the cast members might come from them. However, all of the actual gameplay takes place in the small area around Humanville.

The gameplay takes place on the “sports field”, an uneven but mostly open segment of plains that has been blocked off specifically for sports. Different sections of the sports field comprise the different levels of the game. The only time the gameplay seems to be anywhere else is in the menus and cutscenes, which mostly take place in Humanville.

Humanville is built off of the leftovers of human society; it consists primarily of old, decrepit buildings that have been re-purposed by the monsters using whatever methods they're familiar with (largely through crafting with wood, rock, and thread). However, anything that comes their way is put to use somewhere – sheets of



metal, old cars, and so on proudly hold together their oddball city. Fragments of human civilization can be seen throughout the plains in the distance, usually including the remains of buildings; however, mostly, the plains are not precisely even and open, more resembling forested steppes in places than the plains we might imagine, especially with how near Humanville rests to the dense forest.

The weather around Humanville is usually pleasant; that is to say, the game takes place during the dry season, rather than during the inevitable rainy season that these plains experience. There are no roads (at least, none that have been kept up recently), but humans have had an easy enough time navigating over the terrain; Delilah is known to travel back and forth between Humanville and the (actual) human settlements nearby to buy new sports equipment for the monsters.

Society in this world is ambiguously sub-modern; there is a degree of technological advancement implied by the presence of the various sports, but they notably don't use any more modern forms of warfare (old-style guns and the like, yes, but no tanks or planes).

History of the World:

This world is a post-apocalyptic reconstruction of our Earth; the “monsters” are decedents of creatures that survived irradiated zones and other genetic experiments from the past. The humans, of course, are just the regrown of surviving humans from that time; it has been long enough that the impact of the apocalypse can only be felt in how unstable the landscape seems in places, and how the wilderness has largely grown to overtake what might have once been civilized land. Sports actually survived the apocalypse as a small way to keep a bit of happiness from the old world with them. This impacts the level of technology that the world can achieve, since they have access to some of the “old world” tech, but not all of it.

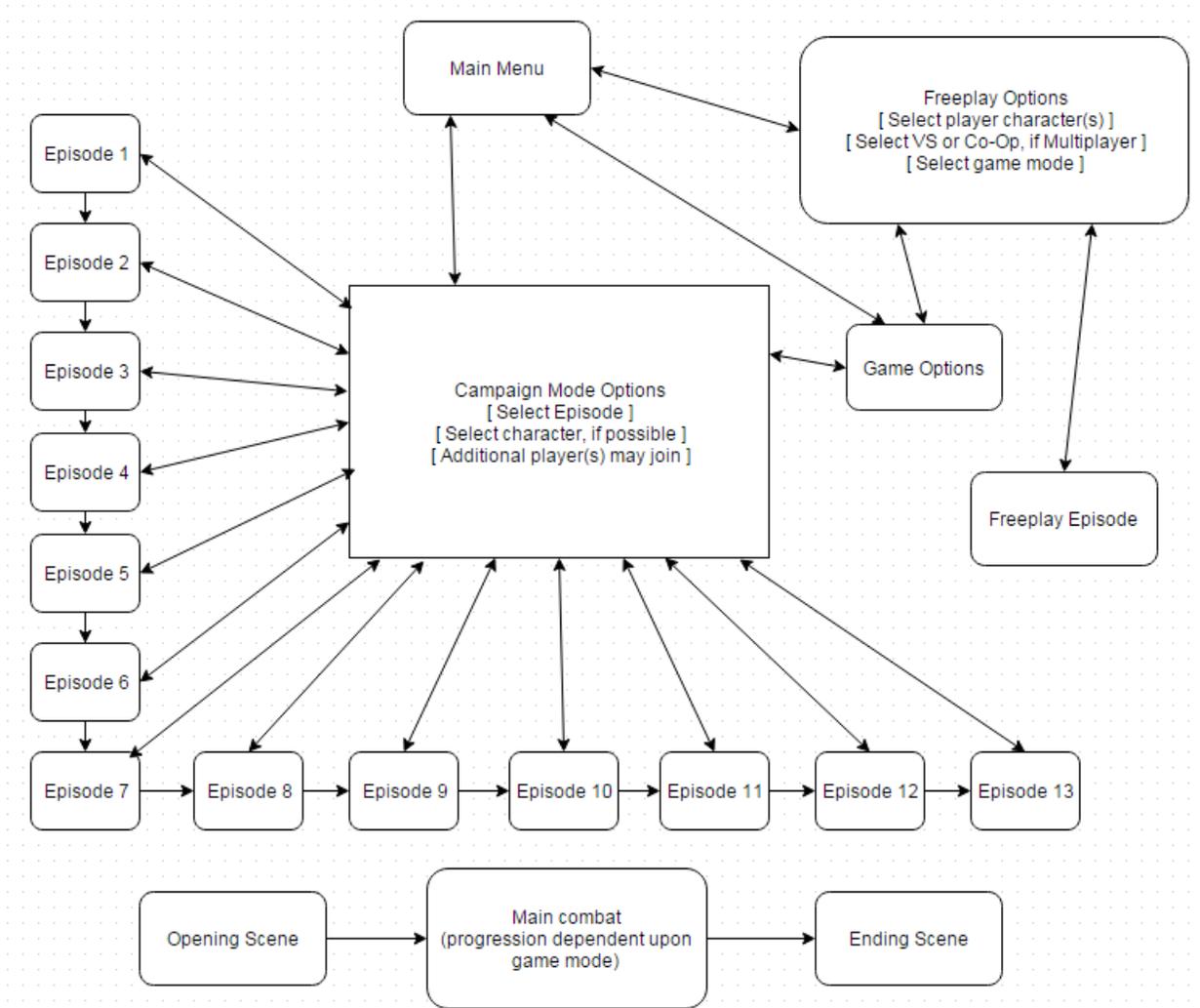
Social and Political Climate:

Conflict exists between the humans and monsters, though most types of monsters never bother with humans in present day due to their distance from them; only a few types of monsters raid human transports, which are the ones who happen to still live nearer to them and are quite bold. Humans, however, have been raised on negative stories of monsters due to their historical conflicts and thus have an overall negative view toward them, thus fighting to keep their territories separate.

The humans that attack Humanville are holding fast to old prejudices about monsters; they may be loosely familiar with monsters as a danger to their societies, but generally seem a bit confused as to why the monsters are fighting them with sports equipment. It seems possible that the humans and monsters could learn to get along, but they would have to stop fighting long enough for that to happen. None of the humans are developed characters other than Delilah.

In terms of monster culture, the monsters generally don't communicate with one another, so they're rarely even aware of what other species look like (especially not our main cast, who are all quite young). They have very different (but all similarly tribal) cultures, the influences of which may be seen slightly upon the monsters in Humanville; they don't cause conflict, though, simply because all of those monsters are trying to live by “human” ideals.

GAME FLOW



Narrative (Episodes):

SPORTS has a simple, light narrative that takes place over the Campaign mode of the game in 13 episodes, each of which contains a short bit of story as well as one gameplay level. The story is completely linear without any choice, branching, or randomness; it isn't intended as a primary focus for the game, but more as a bit of additional fun to flesh out the characters and the setting as the gameplay progresses and hopefully help the players become more emotionally invested in it.

Campaign episodes have story as well as set game modes, whereas the Freeplay Episode has only a brief introduction that goes with the customizable game mode and no true story.

See Appendix A: Narrative for descriptions of the episodes.

Selection Screens:

The selection screens (Freeplay options and Campaign options) are the entry point to gameplay and allow the player to set a variety of options for their particular game mode to best fit their particular playstyle. A mock-up of these screens may be found under "Interface Design".

MECHANICS

SPORTS plays out as a simple weapon-based free-roaming 3D fighting game, not in fact being a sports game at all. The basic interface of the game was previously described, along with the play modes; this segment of the document will thusly detail the action portion of the gameplay and provide some concrete details as to how the game modes described previously work.

Game Modes:

In SPORTS, there are two overarching game modes: Campaign Mode, which provides a short story for the player to play through in a series of episodes with set gameplay styles (as described previously), and Freeplay Mode, which lets the player set all of the details of how they will play the game from the number of players to the gameplay style and its specific parameters. Since Campaign Mode's style is more set, this document will focus more on what sorts of options can be adjusted in Freeplay Mode.

These are the basic gameplay styles available in SPORTS.

Match: The “basic” game mode wherein the player must eliminate all (human) enemies on the map. In VS mode, the players compete to defeat the most enemies with an optional time limit.

- Parameters: 1-4 players with each selecting a character, VS or Co-Op, density of enemies, time limit (optional), number of lives per player, map selection

Knockout: Another “basic” game mode; players compete to defeat each other and take out all of each others' lives with an optional time limit. Can also be played against computer-controlled monster enemies.

- Parameters: 1-4 players with each selecting a character, VS or Co-Op, time limit (optional), number of lives per player, map selection

Collection: Some human enemies drop a special “collectible” item in this mode; the player's goal is to collect a certain number of them within a time limit. In VS mode, the players compete to collect the most before the time runs out.

- Parameters: 1-4 players with each selecting a character, VS or Co-Op, density of enemies, time limit, number of lives per player, map selection, number of collectibles required

King of the Hill: The player earns points as long as they are inside a certain area of the map, which moves around without warning and is indicated by glowing perimeters; this is a true PvP mode wherein the players fight more powerful monster enemies (or other players) rather than human enemies (like Knockout) and compete to earn the most points before the time runs out.

- Parameters: 1-4 players with each selecting a character, VS or Co-Op, density of enemies, time limit (optional), number of lives per player, map selection, number of points to goal

Time Survival Match: Much like Match, but the player is faced with endless waves of human enemies in this mode and must survive to the end of a time limit. This game mode is not available in VS mode.

- Parameters: 1-4 players with each selecting a character, density of enemies, time limit, number of lives per player, map selection

Structure Defense: The player must defend certain structures on the game field (indicated by glowing perimeters) from human enemies until the time runs out. This game mode is not available in VS mode.

- Parameters: 1-4 players with each selecting a character, density of enemies, time limit, number of lives per player, map selection

Enemies:

The term most generally refers to human enemies, which are numerous and relatively weak with fairly simplistic AI. However, “Monster Enemies” are more powerful, having multiple lives, greater stats, multiple attack styles, and much more intelligent AI. They take the form of one of the four characters selectable by the player and have the stats to match; they can also pick up additional equipment just like the players can. Some of the enemy types are as such:

FOOTSOLDIER (MELEE):

- Health: 1, Strength: 1, Move Speed: 1, Jump Height: 2
- Melee footsoldiers are essentially “fodder” enemies. They don't hit hard and are pretty easy to take down, but there are usually a lot of them at any given time.
- They fight with swords, pipes, and other melee weapons.

FOOTSOLDIER (RANGED):

- Health: 1, Attack Damage: 1, Attack Speed: 2, Move Speed: 2, Jump Height: 3
- Like melee footsoldiers, ranged footsoldiers are also fodder enemies. However, they come equipped with a ranged weapon and a bit better movability for it.
- They fight with bow and arrow, slingshots, or similar ranged weapons.

SCOUT:

- Health: 0, Attack Damage: 1, Attack Speed: 3, Move Speed: 3, Jump Height: 3
- Very similar to melee footsoldiers, but faster and with even less health.

ARMORED SOLDIER:

- Health: 2, Attack Damage: 2, Attack Speed: 1, Move Speed: 1, Jump Height: 1
- Slow and hard to kill, armored soldiers can easily be corralled by the more mobile player characters.
- Usually only one or two of them will spawn in close proximity to each other.
- Melee fighters.

SNIPER:

- Health: 1, Attack Damage: 3, Attack Speed: 1, Move Speed: 1, Jump Height: 4
- Hard-hitting ranged fighters that keep their distance and prefer high locations on the terrain. Unfortunately for them, they're pretty slow on account of carrying larger weapons, so even the less mobile player characters can catch up to them quickly enough.
- Usually only one or two of them will spawn in close proximity.

GENERAL:

- Health: 3, Attack Damage: 3, Attack Speed: 2, Move Speed: 2, Jump Height: 3
- These rarely-encountered human enemies are nearly on-par with monster enemies; smarter and stronger than your average human, they appear to lead human waves and empower the other soldiers around them. Taking them out will cause chaos and weaken the human enemies in the area.
- They are the only human enemy type to have both ranged and melee attacks.

Characters:

Players may select one of four characters to play. Each character has some common traits:

- Attack types: Characters have three attack types: light, heavy, and ranged.
- All characters can jump and sprint.
- All characters can use any power-ups on the field, though they may receive special bonuses for using particular ones.
- Characters by default have the same number of lives, unless the player chooses to set a handicap for themselves.
- Unique health, move speed, and jump height stats.
- Unique Melee and Ranged combat tactics and stats.

The four characters are as follows. Stats are rated on a relative scale of 1-5 (meaning their numerical values do not necessarily correspond to those of other similar stats). Additionally, there are a few palette swaps available for each character so that multiple players may choose the same character in a round. More information about each character can be found under Appendix B: Character Profiles.

SWITCH HITTER:

- GENERAL: Health – 3; Move Speed – 3; Jump Height – 3
- MELEE: Speed – 4; Range – 2; Damage – 3; Combo Length – 3
- RANGED: Speed – 2; Range – 3; Damage – 4
- Switch Hitter is an alligator-like monster from the swamps. He wields a baseball bat as his primary weapon and throws it as his ranged attack.
- Switch Hitter's attacks maintain a good balance with moderate combo length and attacking range, making him the easiest character to play. His ranged attacks are somewhat slow, but hit hard.
- He receives additional bonuses for picking up any Baseball-aligned equipment.

SPARE:

- GENERAL: Health – 2; Move Speed – 3; Jump Height – 4
- MELEE: Speed – 1; Range – 5; Damage – 4; Combo Length – 2
- RANGED: Speed – 2; Range – 3; Damage – 5
- Spare is a snake-like monster from the plains. He wields a bowling ball in his tail and attacks by spinning it like a flail (melee) or launching it at enemies (ranged).
- Spare's attacks are slow, but have strong knockback and good range to make up for it. His ranged attacks it especially hard and are no slower than his light attacks, but may be hard to aim.
- He receives additional bonuses for picking up any Bowling-aligned equipment.
- Note: He actually springs around on his coils to move rather than slithering because this helps him remain inside of his trenchcoat more easily.

PANCAKE:

- GENERAL: Health – 2; Move Speed – 5; Jump Height – 3
- MELEE: Speed – 5; Range – 2; Damage – 4; Combo Length – 1
- RANGED: Speed – 2; Range – 5; Damage – 5
- Pancake is a sheep-like monster from the plains. She spins a frisbee on her hoof-like hands

and uses it to attack by throwing it either very short distances in an arc (melee) or long distances (ranged).

- Pancake's light attacks are fast, but her combos and range are short. Her ranged attacks (throwing her frisbee) are especially fast and deal moderate damage.
- She receives additional bonuses for picking up any Frisbee-aligned equipment.

TOUCHDOWN:

- GENERAL: Health – 5; Move Speed – 2; Jump Height – 2
- MELEE: Speed – 2; Range – 1; Damage – 5; Combo Length – 3
- RANGED: Speed – 4; Range – 3; Damage – 2
- Touchdown is a mouse-like monster from the mountains. She wears very heavy football gear and slams into enemies to attack them; her ranged attack is throwing her helmet.
- Touchdown's range is very limited, but her combos are moderately long and her heavy attacks hit especially hard. Her ranged attacks are weak, but fast.
- She receives additional bonuses for picking up any Football-aligned equipment.

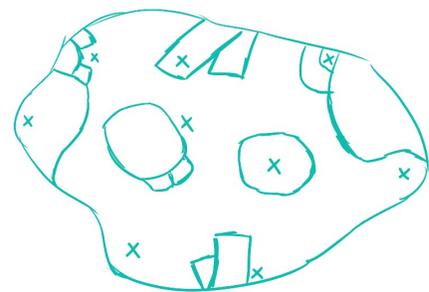
Special Equipment (Power-Ups):

Throughout a given match, special equipment will spawn around the map; these items are picked up by simply walking over them. Equipment has various effects from healing to power-ups to shifting the character's playstyle temporarily. Some of the special equipment found in the game can be found in Appendix C: Special Equipment List.

The player can only have one piece of special equipment active at a time, and the effects of all special equipment are time limited (or instant, in the case of the healing items), lasting a short period of time on the order of 15-60 seconds depending on the item. If a new item is picked up, that replaces the previous item and its timer resets. There are only a limited number of locations on the map where special equipment will spawn, but not all of them will be filled by equipment at any given time; only a small number of power-ups (level-dependent) can be on the field at a given time, and if they are not collected by any player or monster enemy for an extended period of time (30 seconds), they will despawn to be replaced with possibly a different item in a different location.

Level Design Philosophy:

Most maps are fairly open, though not especially large (imagine the scope of an arena, but without the “hard walls” feeling); there are platforms in the form of destroyed structures and uneven landscapes, meaning that the characters will need to jump to access all parts of each map. All maps have a relatively similar aesthetic, existing all in the same “sports field” area between Humanville and the forest (on the other side of which is an actual human settlement), but as the sports field is quite large and varied the maps do have individual themes as well. While all characters (with their varying jump heights) can access any part of each map, it might take a bit more effort for characters with lower jump heights to reach certain areas – though those with high jump heights might seem unwieldy as they may jump too high.



A visualization of the level design philosophy may look like the image above. The “x” points mark where additional equipment would spawn. Other maps may have water and other environmental hazards to diversify the arenas somewhat.

INTERFACE DESIGN

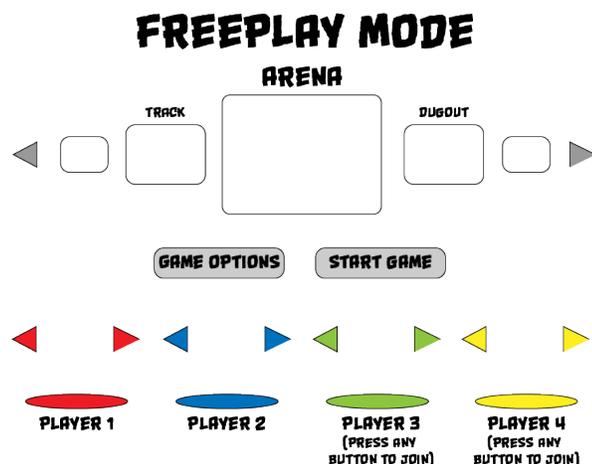
Controls:

The controls draw inspiration from that of action RPGs as well as fighting games.

- The game is intended to be played with a controller. All key/button mappings can be adjusted in the game's settings.
- The modes of motion are running, jumping, and sprinting. Running corresponds to the directional pad or joystick; sprinting is activated when the right shoulder button is held down. Jumping corresponds to the B button.
- The attacks are also mapped to the action buttons, with the light attack on A, the heavy attack on X, and the ranged attack on Y. This makes light attacks the easiest action to execute (sensibly enough, since the combat is the game's core), with ranged attacks being the farthest away by a slight amount – which should be fine, as they will take a bit more planning to execute in practice as well.
- The game may be paused by pressing Start.

Menus:

The menu interfaces will flow as described previously in the Flow segment of the document. The feel of the interface elements draws from retro comics and sports logos/advertisements, using bright colors and graphic shapes and lots of bold, all-caps fonts.



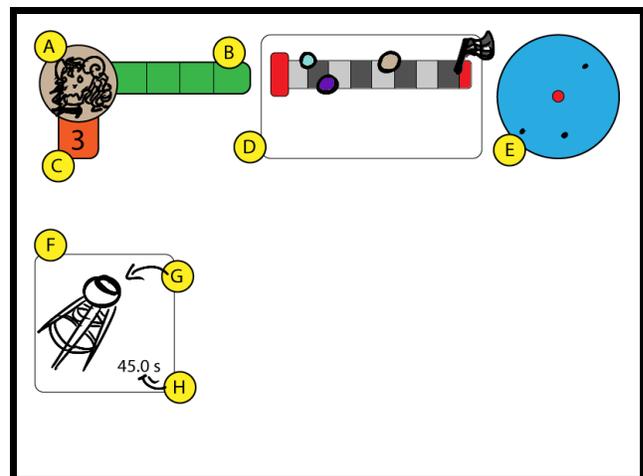
“Freeplay Mode” and its Arena select are replaced with “Campaign Mode” and Episode select for Campaign Mode. The level is selected by flipping left and right between images of them; after the level is selected, the game mode options would appear over the selected level in transparency. Players select their characters in the same way; after the players select their characters, they may also set optional handicap levels and swap the color palette of their character to meet their tastes and let them be distinguishable from other players (or enemies) playing the same character in the same fashion as selecting the game mode and options.

Heads-Up Display:

The information that the HUD needs to display is as such:

- Character's portrait (A)
- Health remaining (B)
- Lives remaining (C)
- Any special equipment currently active (F)
- Progress toward goal (D)
- Radar (E)

The majority of the HUD information will be placed at the top of the screen to stay out of the way of the

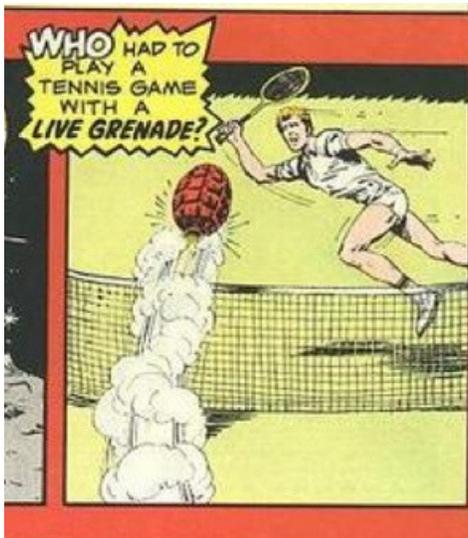


main gameplay, though special equipment is in the bottom left corner so that it's especially obvious when it's active.

“Progress to goal” (D) is the most complex part of the HUD because it needs to display different information based upon what the game mode is at present. In most modes, it is simply a bar with a start line at the left end and a finish flag at the right where the character's face(s) (shown as colored circles in the mockup) move across as enemies are defeated, items are collected, or other such goals are met. In structure defense mode, it works by showing the time remaining as well as the health bars of the structures being defended; in time survival mode, it only shows the time remaining as it slowly ticks down.

“Special equipment” displays its unique icon (G) to tell the player what item they have picked up as well as a timer underneath it (H) displaying how long it will be active. For instantaneous use items (such as healing items), the icon appears for a few seconds without the timer to inform the player that it's been collected.

The meters are divided into segments to make it easier for players to gauge their values.



Cutscenes:

The game's cutscenes are presented as the panels and pages of a comic book with bright 2D assets that reflect the sort of strong colors you might see in sports logos and advertisements, carrying the energetic spirit of the gameplay and story. Dialogue is shown in text bubbles coming from the characters, and narration is shown in rectangular bubbles to indicate that it isn't being spoken. The player presses the A button to proceed in the dialogue or the Start button to open the option to skip the cutscene entirely.

Pause Menu:

The game may be paused by pressing Start, but the pause menu only displays two options – resume game and quit game – in the middle of the otherwise grayed-out screen.

From DC Comics "Strange Sports Stories".

APPENDIX A: EPISODE STORIES

EPISODE 1: PLAY BALL?

Game Mode: Knockout

In the first Episode, which corresponds to the game's tutorial, Switch Hitter arrives at the Human Town of Humanville for the first time and is introduced to the citizens and their way of life, though he is expected to already be familiar with Sports. To prove that he belongs in Humanville with the rest of the “humans”, he plays a quick, easy round of Sports with some of the other monsters.

EPISODE 2: DELILAH

Game Mode: Match

At the beginning of the episode, Delilah makes her first appearance in-story (she's already been seen on the options screen) when she heads out on a short journey. The citizens announce that there's an Opposing Team on the field, so the citizens go out to play Sports with them. When they finish the match (ie, beat all the attacking humans), Delilah arrives back with new sports equipment and everyone collects new bits and pieces excitedly. Switch Hitter seems to be crushing on her...

EPISODE 3: PANCAKE'S COLLECTION

Game Mode: Collection

Pancake comes to some of the other citizens to say that she'd like to collect more of the metal discs that the Opposing Teams sometimes have on them (which the player will clearly recognize as shields). As luck would have it, an Opposing Team is approaching fast, so once more they go out to play Sports – this time with the intent of collecting the metal discs. After collecting several, Pancake thanks Switch Hitter and the others for their hard work, saying that she's glad to have friends who help out with her collection.

After this mission, Collection Mode is unlocked and Pancake is selectable for campaign missions (also activating the character select screen for campaign mode as well as multiplayer [co-op] campaign mode).

EPISODE 4: SHOWDOWN WITH TOUCHDOWN

Game Mode: King of the Hill

Touchdown is never happy about newcomers to the Town; she wants to have a showdown, King-of-the-Hill-Style, with Switch Hitter to make him prove his worth at Sports again. He has to take her up on the match, of course, and they have a rousing match while trying to hold down the central mound on the sports field. After Switch wins, Touchdown acknowledges his skill grumpily; Pancake laughs and says she's always like this, and that it's her way of showing affection. Spare quietly agrees, though he seems uneasy...

After this mission, King of the Hill Mode is unlocked and Touchdown is selectable for campaign missions.

EPISODE 5: CAN'T YOU SPARE A LITTLE PEACE AND QUIET?

Game Mode: Match

The Opposing Teams have been really rowdy lately, and Spare says he hasn't been able to sleep. What better way to get them to quiet down than to play a game and burn out their energy? After that wave of attackers is fended off, Spare expresses his ease at the fact that things have gotten quieter again

– but he knows it'll get loud again soon, unfortunately. Everyone has a good laugh about it, but in another place, the (actual) humans are growing concerned about the growing prowess of the nearby monsters...

After this mission, Spare is selectable for campaign missions.

EPISODE 6: A MASS MATCH

Game Mode: Time Survival Match

A particularly large number of Opposing Sportsmen are on the field today! Everyone seems startled and more citizens than usual go out to play, wanting to ensure a fair match. The mission itself becomes a timed survival; after a certain amount of time, the opposing teams finally stop their onslaught. Assuming it was just a fluke, the citizens all return home and have a good after-party as usual, but Delilah seems a little uneasy about the situation.

After this mission, Time Survival Mode is unlocked.

EPISODE 7: DON'T LOSE YOUR POSTS

Game Mode: Structure Defense

For some odd reason, the Opposing Teams are targeting certain structures in the sports field, including the goalposts and one of the storage buildings – this doesn't seem fair, since the citizens need those to play Sports! They go out to defend their structures; after doing so successfully, everyone seems a little ill at ease, but Switch Hitter reassures them that such unsportsmanlike behavior definitely won't continue for long; aren't they all sportsmen, after all? Everyone seems to agree and the good times resume for now, but Delilah is especially worried since she can't seem to do anything to help.

After this mission, Structure Defense Mode is unlocked.

EPISODE 8: THE TOURNAMENT BEGINS

Game Mode: Knockout

Today's the start of the Annual Tournament, a big event for all the monsters to play in and test their skills while building camaraderie. With all the hustle and bustle, everyone seems to have forgotten about the troubles in the past few weeks from the Opposing Teams.

EPISODE 9: HALF-TIME FESTIVITIES

Game Mode: King of the Hill

The tournament continues seemingly without a hitch, but elsewhere, it seems that the humans have taken note of Delilah's presence within Humanville.. isn't she being held hostage there...? The citizens, meanwhile, are just goofing off and enjoying the festivities.

EPISODE 10: PARTICIPATION PRIZES

Game Mode: Knockout

The tournament ends after one final free-for-all, only to reveal that there are no prizes or even places for winners – they have no idea what a tournament would be, after all! Everyone gets ribbons and seems really excited about the matter, but on the horizon, Opposing Teams seem to be closing in...

EPISODE 11: HERE COMES THE PITCH

Game Mode: Match

Another particularly large wave of Opposing Teams interrupts the after-tournament festivities; everyone seems a little dispirited at the fact that they're being even harsher than usual lately, but our main four insist that the citizens can't lose spirit now! Delilah worries quietly even though they take

extra measures to reassure her, wondering if there isn't any other way she can help.

EPISODE 12: WINNER TAKES ALL

Game Mode: Time Survival Match

The biggest Opposing Team yet approaches, requiring multiple Sports styles to be played at once to fend them off! Everyone's on edge worrying that something bad will happen after this... even though Sports is supposed to be a friendly game, doesn't the atmosphere seem really hostile...? As the monsters finally win out, Delilah finally comes to the front lines – she announces loudly that these monsters aren't hostile and gives an impassioned speech about how they shouldn't judge these creatures by their appearances. The human armies retreat, beginning to reconcile their viewpoints, and the monsters go back to their homes in shock as they realize that all of their friends were also monsters all along.

EPISODE 13: SPORTS IN HARMONY

Game Mode: Match

An Opposing Team comes and announces their desire to play Sports with the citizens of Humanville, which they gladly accept! A good-natured skirmish takes place; after it's over, the humans are seen celebrating with the monsters, and everyone seems to have accepted the reality of their situations. Switch Hitter approaches Delilah and asks if she really knew they were monsters all along, to which she laughs, saying it doesn't matter to her if they look like monsters, since they're important to her. She gives him a kiss on the cheek and the others gasp and giggle in the background.

FREEPLAY EPISODE: SKIRMISH MATCH

Game Mode: Selected before Episode begins

The short opening of the VS Mode Episode depends upon the game mode selected – whether the player is fighting other monsters or actual human opponents. It has no direct dialogue elements as the players may select any character(s) they desire to play it.

APPENDIX B: CHARACTER PROFILES



Switch Hitter (often nicknamed “Switch”) is an alligator-like monster from the swamp who plays “baseball” with the citizens of Humanville. He's a newcomer there, so the player follows him at the beginning of the story. He is an anthropomorphic reptilian figure with pale scales who constantly emits a light haze of swamp mist who simply wears a hoodie and a baseball hat, since he has no need for pants and his thick tail makes them inconvenient. He is usually seen carrying a baseball bat around, which he uses to fight, and he has several baseball cards hidden in his pockets which he considers his personal treasures. Like the other citizens of Humanville, he wishes to prove that he is human by playing Sports well; he is pursuing his wildest dreams, something he never felt possible in his home village. He is friendly if a bit overzealous and energetic; though he's rather simple-minded and dense, his good nature and positive energy makes him well-like nonetheless.

Spare is a snake-type monster from the plains who plays “bowling” with the other citizens of Humanville. He is a large, spiny snake coiled up inside of a trench coat – in order to keep it in position, he “bounces” from place to place – wearing a bowler hat and usually carrying a bowling ball in his coils. He fights by either tossing his bowling ball, then using his long body to scoop it back up, or by holding it and using his tail as a flail with the ball at the end of it. Like the other citizens of the Humanville, he wishes to prove that he is human; in particular, he wants to avoid the violent life of a monster and live more for himself than for his community. He is somewhat neurotic and prone to wiggling around, but he is rather quiet in his mannerisms; he is sweet to others despite his general awkwardness and his prominent stutter on any word containing the letter “s”.



Pancake is a sheep-type monster from the plains who now plays “ultimate frisbee” with the other citizens of Humanville. She is an anthropomorphic sheep with hooved feet and hands, as well as small curly horns on her head and very thick, wool-like hair; she wears gym shorts and t-shirts primarily and is always carrying a frisbee. She fights by spinning her frisbee on her hoof-claws and throwing it around; she also is adept with kicking. Like the other citizens of her village, she wants to prove that she is human; she never felt like she was good at any of the jobs offered her in her home village, so she hopes that she can do better in the human world. She is level-headed and quiet and does well to keep others out of trouble; she is in a way a true “big-sister” type of person.

Touchdown is a mouse-type monster from the mountains who now plays “football” with the other citizens of Humanville. She is a small anthropomorphic mouse with springy feet, a long tail, and very soft fur; she wears a football uniform that is much too large for her. She fights by slamming her massive shoulder-pads into opponents or tossing her helmet at them. Like the other citizens of Humanville, she wishes to prove she is human; she was always good at living as a monster, but she came to dislike the expectation on her to be “the best” at fighting and hunting and thus wants to live a different kind of life where no one knows who (or what) she is. She is very loud and sometimes irritable, but all in all a friendly person with a somewhat magnetic personality.



Delilah is a young human woman who was kidnapped and thrown into the wilderness with the expectation that she would die (specifically, be eaten by monsters), only to be picked up by the citizens of Humanville and taken care of there, where she still lives happily. She is a slender, almost sickly young woman with short black hair; she prefers to dress modestly and has no real combat skills. She is content to live among her monster friends in Humanville since she was outcast from human society, but she wants it to stay safe in order to do that – she'd like to be able to protect it herself, but she isn't really good at “sports”. She is a source of strength and inspiration for many of the other characters with her quiet willpower and ability to accept them all despite being the only real human there (though, none of the

monsters even know what a human looks like, so they're actually suspicious that she's the only other monster there!). She spends most of her time slipping in and out of (actual) human settlements to bring sports equipment and other supplies to her home village; thus, she also knows a fair bit about the “opposing teams” (humans) you face.

APPENDIX C: SPECIAL EQUIPMENT LIST

Note that all equipment's effects are temporary unless listed as “instant”, in which case they grant an effect (usually healing) and then disappear.

| Name | Type | Alignment | Primary Effect | Alignment Bonus Effect |
|-----------------|-----------------------|-----------|---|--|
| Sports Drink | Instant | None | Restore a small amount of health | None |
| Trophy | Instant | None | Gain an extra life | None |
| Safety Gear | Buff | None | Become invincible | None |
| Football Helmet | Buff | Football | Increase defense | Increase ranged attack damage |
| Football Cleats | Buff | Football | Increase move speed | Increase melee attack speed |
| Baseball Glove | Buff | Baseball | Increase defense | Increase ranged attack speed |
| Metal Bat | Buff | Baseball | Increase all attack damage | Increase all attack damage even further |
| Bowling Shoes | Buff | Bowling | Increase move speed | Increase move speed even further |
| Bowling Pins | Buff/ Style Change | Bowling | Increase all attack damage | Change attacking style to a powerful striking weapon (upgraded baseball bat) |
| Kneepads | Buff | Frisbee | Increase defense | Increase all attack damage |
| Sun Hat | Buff | Frisbee | Increase move speed | Increase combo length |
| Vaulting Pole | Buff | None | Increase jump height | None |
| Tennis Racket | Buff | Tennis | Increase attack range, but decrease attack damage | None |
| Hockey Puck | Style Change | Hockey | Change ranged attack to fast, accurate hockey pucks | None |
| Shuttlecock | Style Change | Badminton | Changes ranged attack to slow, exploding birdies | None |
| Hula Hoop | Buff | None | Reflect ranged | None |

| | | | | |
|----------------|--------------|----------|---|---|
| | | | attacks back at enemies | |
| Lacrosse Stick | Buff | None | Increase attack range, but decrease combo length slightly | None |
| Bowling Ball | Style Change | Bowling | Change fighting style to Spare's | Increase attack speed and damage (Spare displays as carrying a duplicate ball in his tail) |
| Baseball Bat | Style Change | Baseball | Change fighting style to Switch Hitter's | Increase attack speed and damage (Switch Hitter displays as fighting with a bat in each hand) |
| Frisbee | Style Change | Frisbee | Change fighting style to Pancake's | Increase attack speed and damage (Pancake displays as fighting with a frisbee on each hand) |
| Football Gear | Style Change | Football | Change fighting style to Touchdown's | Increase attack damage and defense (Touchdown displays as wearing thicker football gear) |

This is not an exhaustive list of special equipment; it would be easy to add or remove more elements either during the creation of the game or as later DLC additions and updates.