

# Kinship

Design Document



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# Introduction

Kinship is an action puzzle game in which the player takes the role as a little spirit creature named Canotila.

By riding on the backs of the creatures called The Smallheads, Canotila must find her way through a world corrupted by robots and machines to heal and bring harmony back into the world.

To do so Canotila must overcome the dangers of the robot world by solving puzzles and escaping the robots.

# Actors

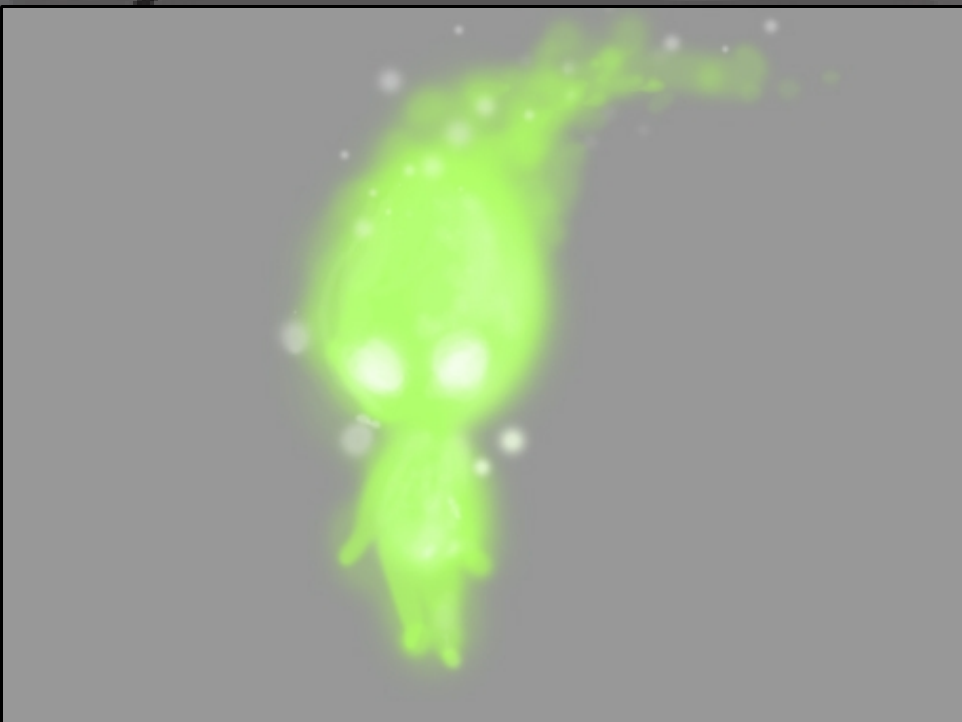
## Characters

### Canotila:

Canotila is the avatar of the game. She cannot travel the game world herself but she has the ability to jump onto the Smallheads and make them carry her.

Jumping from creature to creature Canotila is able to make her way through the machine world.

As Canotila overcomes the puzzles and dangers of the machine world she gains strength to heal the world spreading nature and life around her.



## The Smallheads:

The smallheads are the native creatures of the world. Once they lived in peace in the forrest but they have now been enslaved by the robots.

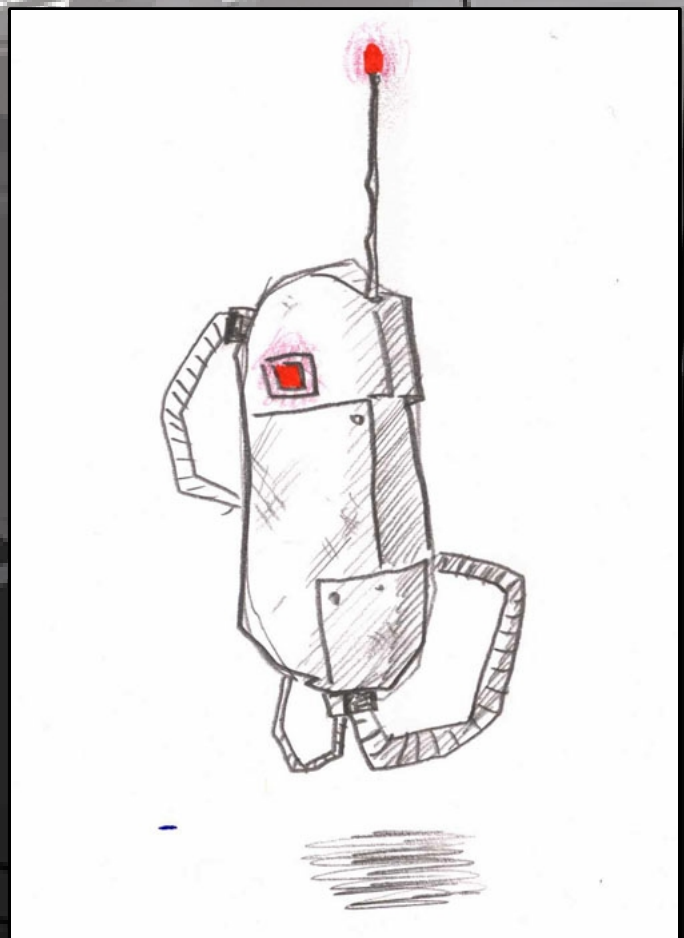
Now the smallheads are being forced to work in the factories of the robots. The smallheads misses the nature and their freedom and have grown sad and pitiful. But as Canotila touches them they live up as they remember nature, making them wanting to help her.



## The Robots:

The robots like efficiency and productivity. They want to help the smallheads by giving them a job so that they do not spend their lives in the forrest producing nothing.

The robots gets angry if the smallheads are not doing their job, and they dislike Canotila she sabotage their industrial plans by reviving nature.



# Actors

## Props

### Floor Buttons:

In the machine world big buttons on the floors are used to operate everything from doors to elevators, lasers and conveyor belts.

### Boxes:

Boxes are part of the machine world. These are quite heavy but can be pushed around by both the smallheads and the robots.

### Lasers:

Laser are part of the machine world. These are very dangerous and are used by the robots to make sure that the smallheads do not flee.

### Conveyor Belts:

As part of the machine world conveyor belts are used to transport the boxes.

# Actions

## Characters

### Canotila:

Canotila cannot move herself but sits on top of the smallheads that carries her.

Canotila can fly from one smallhead to another in a swift jump if nothing is blocking her path.

When Canotila is riding a smallhead she controls where it should move.

Canotila can jump onto robots to make them blow up.

### The Smallheads:

The smallheads can walk around in the machine world, either on her own doing their work or directed by Canotila.

The smallheads can move boxes and press the floor buttons.



## The Robots:

The robots rule the machine world. They see to that the smallheads are doing what they are supposed to.

If a smallhead is not doing his job the robots can scare him back to work.

If a robot sees Canotila he will chase the smallhead that she is riding and hit him to shake Canotila of.

The robots cannot stand Canotila. If she jumps onto a robot it will overload and blow up.

# Actions

## Props

### Floor Buttons:

Floor buttons operate everything in the machine world.

Most floor buttons are ON while they are being pushed down. Whenever the actor that is holding down the button leaves it will be OFF.

In some cases these buttons are paired so that two or more buttons need to be ON for something to take effect.

In special cases paired buttons will be bistable so that one is an ON button and the other is OFF. In this case the effect of one button will be present until the other one is pushed.

## Boxes:

The boxes are pushable.

They can hold down buttons.

They can block lasers.

Pushing them slows down the speed of the pusher.

## Lasers:

The lasers shoot from emitters placed on the walls.

Some lasers are static while some can move along the walls.

Lasers kill the smallheads and the robots if they come in contact with the beam.

## Conveyor Belts:

Conveyor belts can transport boxes, smallheads and robots.

Have one fixed direction.

Can only turn in 90 degree angles.

# Gameplay

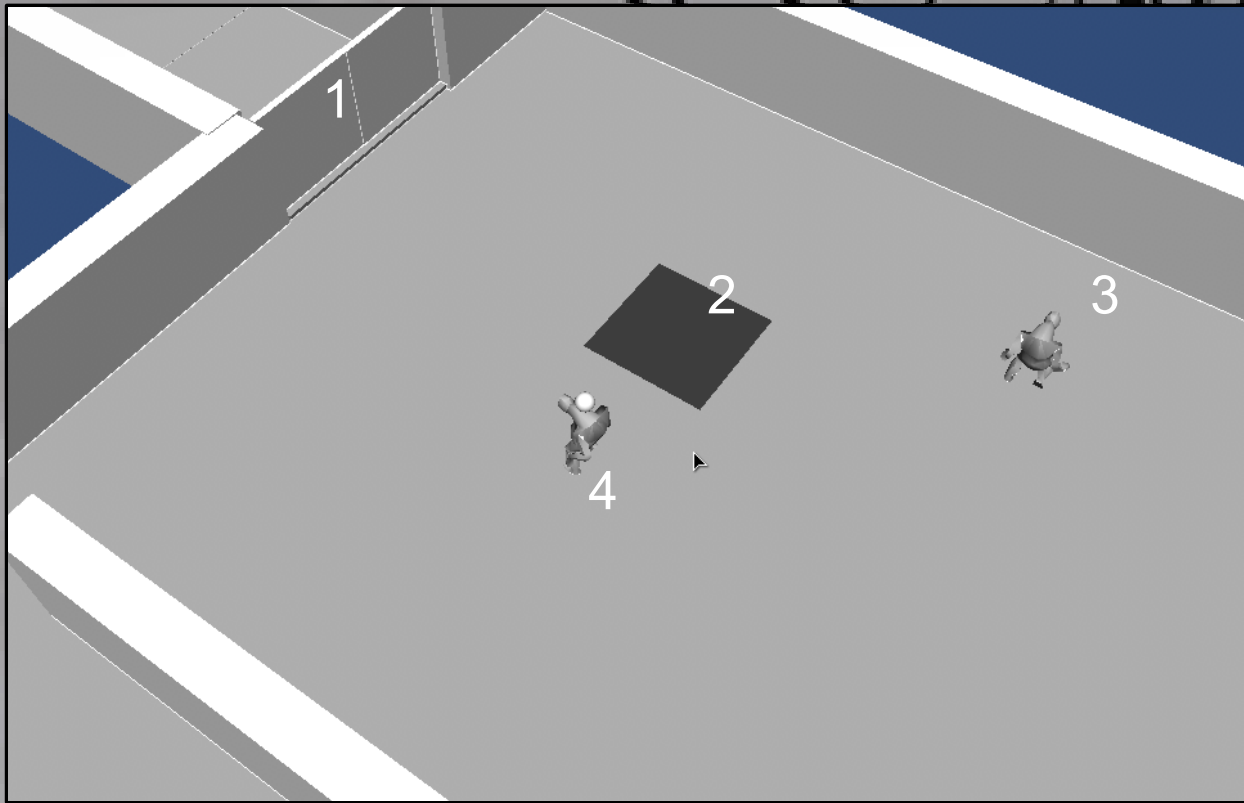
Kinship is an action puzzle game. The amount of action versus puzzle is controlled by dividing the levels into separate rooms.

Some rooms will feature more slow paced puzzle gameplay in which the player must figure out to press a series of buttons in the right order.

Central to the puzzles is that the player must use Canotilas jump ability to swift between the smallheads in order to reach the different puzzle elements.

In other rooms it will be very easy to figure out what to do to progress. Instead these rooms will challenge the execution and timing of jumping between the smallheads.

These action based rooms will feature moving lasers that the player must avoid and robots that the player must escape or fight.

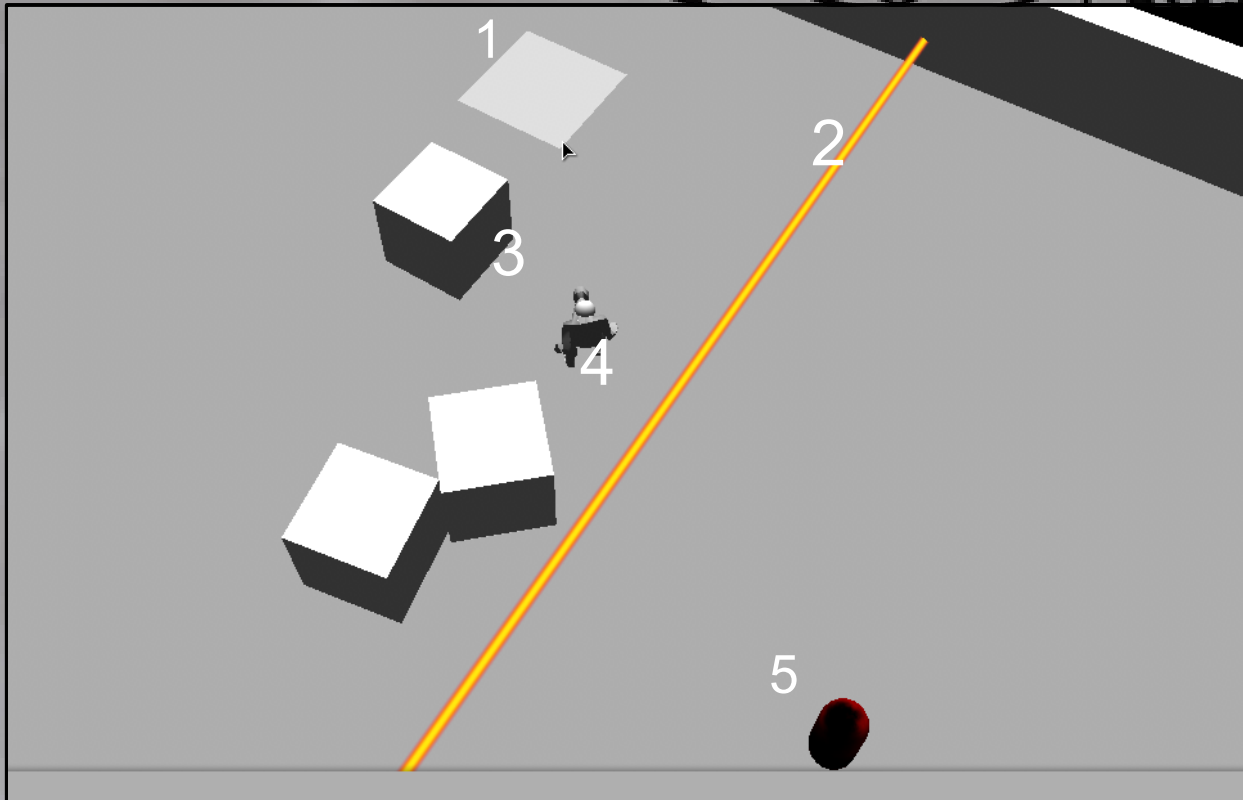


## Puzzle Gameplay Example:

In this puzzle the player enters the room with Canotila ontop of a smallhead (4). To open the door (1) the button (2) needs to be pressed.

The player can walk the smallhead (4) onto the button and the door opens, but if the player tries to walk to the door he will leave the button and the door will close before he can make it through.

Instead the player must place his smallhead (4) on the button to open the door. Then jump Canotila to the other smallhead (3) leaving the first one to keep the door open so that he can get through the door with the new smallhead (3).



## Action Gameplay Example:

In this example the player (4) has to keep the button (1) pressed to open a door in the other end of the room. He must do so by placing a box (3) on the button.

This simple task is made challenging by the fact there is also a moving laser (2) that constantly sweeps the room. To avoid the laser beam the player must arrange the boxes so that he can hide behind those when the laser passes.

Additionally there is also a robot (5) that will chase the player. The robot will both hit the player and move the boxes that covers the player.

## Fighting Robots:

Canotila cannot fight the robots directly, but she can cause them to overload and even blow up.

Like Canotila can jump onto the smallheads and ride these she can also jump onto the robots.

As the robots cannot stand Canotilas organic nature they will begin to malfunction if she jumps onto them.

Canotila can only control the robot partly and they will start to move increasingly chaotic.

If Canotila stays on a robot long enough it will overload and start a self destruct sequence. As this begins Canotila must find a new carrier not to blow out together with the robot.

## Healing the World:

As the player makes his way through the machine world it will cause Canotila gain power and she will start to spread grass, flowers and plants around her and the smallhead that she is riding.

This will happen automatically after completing each room. The effect will increase through the level peaking as the last room is completed.

Each level will end in a space that has a portal to the next level. At this point Canotila will be fully charged with healing power and will be able to turn the entire space green and fertile.

The portal to the next level will open only after a complete transformation from machines world to nature.







## Levels:

The game will feature three levels.

The different game elements will be introduced slowly to make sure that the learning curve is not too steep.

Level 1 will feature only the floor buttons and the robots.

Level 2 will add boxes and lasers.

Level 3 will add the conveyor belts.

Each level will consist of four separate sections each with its own challenge.

# Camera & Controls

The camera is placed above the avatar giving a 3rd person view. It is not however fixed to be looking directly in the move direction of the avatar.

The camera can be rotated 360 degrees around the avatar by moving the mouse cursor the the far left or right side o the screen.

The mouse scroll wheel can move the camera closer to or further away from the avatar.

Canotila sitting on the smallhead can be moved by holding the left mouse button. Doing so will cause the avatar to go in the direction of the cursor for as long as the button is pressed.

A single right click will define a destination that the avatar will move to.

To jump onto a new smallhead the player must left click the target creature.