

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

Hypno-Joe Game Design version 1.4  
Created by Keith Weatherby II  
on Wednesday July 30, 2008

Modified on  
Monday August 04, 2008  
Tuesday August 05, 2008  
Wednesday August, 13 2008

Hypno-Joe Game Design and all materials created herein  
Copyright © 2008 by Keith Weatherby II

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

Version History

V1.0 – First version of the Game Design Document.

V1.1 – Removed recorder, added brain power collectibles, secret areas.

V1.2 – Added story for whole game, re-arranged elements, added overview

V1.3 – Started adding pictures

V1.4 – Changed public format from html to pdf.

Table of Contents:

- 1) Introduction
- 2) Story
- 3) Overview
- 4) Characters
  - 4.1) Player Character
    - 4.1.1) Joe
  - 4.2) Cut Scene NPC
    - 4.2.1) Jane
  - 4.3) Enemy NPC'S
    - 4.3.1) Brainless Dummy
    - 4.3.2) Gatekeepers
      - 4.3.2.1) Facepalm
  - 4.4) Enemy Boss NPC
    - 4.4.1) Mystery Man
- 5) Objective
- 6) Items
  - 6.1) Self-Help Book
  - 6.2) Extra Life Icon
  - 6.3) Hypnosis Icon
  - 6.4) Invincibility Icon
- 7) Special Items
  - 7.1) BrainScan Imprinter
  - 7.2) Gatekeeper Imprinter
  - 7.3) Secret Area Gatekeeper Imprinter
  - 7.4) Open All Cages Machine
- 8) Instructions
  - 8.1) How to Play
  - 8.2) Controls

Table of Contents continued on next page:

Table of Contents continued from previous page:

**9) Levels**

**9.1) Level 1**

**10) Menus**

**10.1) Main Menu**

**10.2) How to Play**

**11) Playing a Game**

**11.1) Start**

**11.2) Play**

**11.3) Ending**

Appendix A: Backstory

End Table of Contents

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

**1) Introduction:**

Hypno-Joe is a fast moving, side-scrolling platform game with puzzle elements. You play the titular character Joe, a creature from the planet Lobe, who has ended up in some unknown underground facility. He must rescue his fellow Lobians and somehow escape this facility using only his wits and the fact that he can stun or otherwise control enemies through hypnosis.

**2) Story:**

Joe, a creature from the planet Lobe, won almost every Intergalactic Science Fair, since he first entered it. Lobians were, for the most part, just brains with eyes, and feet attached. Because of this, they developed their talents for telepathy and telekinesis, as well as sharpened their minds to finely honed instruments. They excelled at science and math, and Joe was no exception. This year he won again, much to the chagrin of Dr. Stupink, a human, who always one 2<sup>nd</sup> place. One day he vowed his revenge.

Joe went back to work at the Cool Shades, a shop specializing in sunglasses. People started disappearing from the surface of his planet. Then Joe, too, was abducted. He found himself strapped to a black table. He had a headache, and looked around. He was in some kind of lab. Joe tried to telepathically connect to anyone who could think, but no one answered or reacted. He looked toward a hallway on his right to cages stacked along the walls. He saw a pair of female eyes.

Her eyes were fluttering. At first Joe was pleased, then he realized she was communicating with him. After he remembered eye-language from school, he talked back. Supposedly a dastardly machine, the like of which she had never seen before, had stripped them of most of their brain power. Joe liked playing jokes on his classmates and teachers when he was a kid, so he knew about hypnotizing other beings. He asked her why she didn't hypnotize the guard. She replied that she didn't know how, that because it was ancient history she didn't feel it was necessary to learn it.

Joe told her not to worry, and then waited. Soon a huge muscular creature lumbered forward, it had a teardrop shaped head, protruding eyebrows that hid his eyes, and gray skin. Joe stunned the creature with a "Hypnosis bolt" and then proceeded to command him with his mind. The creature, unstrapped him, and then opened all the cages. The female was the last to go. She introduced herself as Jane and said thanks and then left.

Where was he? Who was behind these abductions? How could he get out? These are all the questions Joe must find out the answers to in Hypno-Joe!

**3) Overview:**

Hypno-Joe is a 2-D game that will be played in a third person perspective, with

multi-directional scrolling. This demo will only have one level, but a total of 10 levels are planned for the whole episode. This will be the first episode in a series of 3, each with 10 levels. The story will be revealed in cutscenes either through text, still images, or animated images through out the game, and other episodes. The sprites will be hand drawn and animated.

#### **4) Characters**

##### **4.1) Player Character**

###### **4.1.1) Joe**



He's from the planet Lobe. He's a brain connected to eyeballs via stalks, with eyebrows, legs and feet and not much else. He likes to wear hi-top sneakers. He's one of the smartest Lobians on the planet, and one might say in the universe. He usually wins the Intergalactic Science Fair, and works at the coolest sunglasses outlet on the planet, the "Cool Shades" store. Recently he's been abducted from the store, and has ended up in an underground facility. Not only that but his normal powers of telepathy and telekinesis are gone, so he can only use eye language (a system of blinking for communication), and can hypnotize anyone with eyes and a brain in their head.

##### **4.2) Cut Scene NPC**

###### **4.2.1) Jane:**

A female of Joe's species, she is the one that originally communicated with Joe with eye language telling him the news to that point. She is the one he freed along with dozens of others, but the only one that stopped to say thank you. Joe only hopes she makes it out safe.

##### **4.3) Enemy NPC'S**

###### **4.3.1) Brainless Dummy:**

These are gray-skinned muscle bound brutes, that generally do any hard labor. They're relegated to simple tasks as despite their name they do have a small brain, but it is rather small an underdeveloped. Dummies also have a teardrop shaped head, and heavy protruding eyebrows. Dummies usually do things like pulling lever's, pressing

buttons, heavy lifting, and at times guard duty.

**4.3.2) Gatekeepers:**

Gatekeepers simply guard doors to rooms so no unauthorized personnel can leave the room. Gatekeepers may be different kinds of creatures depending on the level.

**4.3.2.1) Facepalm:**

Facepalm is a giant hand with eyes in the middle. He can usually walk or float around as he pleases. If you get near him, you better watch out for his "Five reasons to stay here", because he will form a fist that will knock you silly. He can also slap you down, or flick you off a platform. Usually the hand will pace by the door. If you can get close enough you can hypnotize him to leave the area. You may also cause him to assume one of his forms to dispatch enemies.

**4.4) Enemy Boss NPC**

**4.4.1) Mystery Man:**

He is the unknown mad genius behind this whole abduction thing. Who he is, and why he's doing it, is what Joe has to find out!

**5) Objective**

Playing as Joe, a creature from the planet Lobe. You must escape the facility, free fellow Lobians (those that look like you), and find out who's behind all these abductions.

**6) Items**

**6.1) Self-Help Book**

"Increase your brain power" self-help book is a collectible to increase your brain power meter. As you do this, you will reveal secret areas that will give you various power-ups or pick-ups.

**6.2) Extra Life Icon**

These are little coins with a picture of Joe on the front. Joe instantly gets an extra life with these.

### **6.3) Hypnosis Icon**

These look similar to the Extra Life Icons, except Joe's eyes have a swirly hypnotizing look. These increase the time Joe can hypnotize an enemy, and are used the next time Joe uses hypnosis.

### **6.4) Invincibility Icon**

These look like the Extra Life Icons as well except with a little superman-like logo to the side (with J in the middle instead of S). These will give him invincibility for a short time against any normal enemy or robot, but will not protect against Gatekeepers.

## **7) Special Items**

### **7.1) BrainScan Imprinter**

This is a brain pattern imprinter. Joe can only hypnotize higher life forms if he has had their brain pattern imprinted onto his. The only way he can do that is by using the BSI. He simply steps into a small metallic booth about the size of a man. A helmet comes down over Joe's brain and energy shoots through his brain essentially imprinting the brainwave of whatever enemy the device was configured for. When done he can then control or stun an enemy by hypnosis.

### **7.2) Gatekeeper Imprinter**

This is the same as the regular imprinting device, except because the Gatekeeper is of more importance, the Mystery Man, made sure to have the brain patterns in pieces on different machines. Thus Joe needs to use several Gatekeeper Imprinters in order to get past the Gatekeeper.

### **7.3) Secret Area Gatekeeper Imprinter**

Same as the other imprinters except once you get one hundred percent brain power and find this special secret area, you only need to use the imprinter once to get the brain wave of the Gatekeeper.

### **7.4) Open All Cages Machine**

This is a machine with a lever with a big red handle on it.. It will open all cages on the level and will bring out the normal Gatekeeper BrainScan Imprinters. This secret area only appears after you get 50% brain power.



## **8) Instructions**

### **8.1) How to Play**

Guide Joe around the room and attempt to open the cages your species is locked up in. Then find a way to get past the Gatekeeper and out of the room.

Since Joe doesn't have hands you need to get one of the other creatures to do it for you. You do this by hypnotizing them. They can only be hypnotized if you have their brain waves imprinted onto your brain. So you must first go to the BrainScan Imprinter machine and step in.

Once you can hypnotize them you must make eye contact, and hit the hypnotizing button, and then once hypnotized you must hit the action button. Actions are limited to things like pulling levers, pushing buttons, and so on. Usually there will be a guard pacing the platform the cage is on, and a guard to operate the lever. You may have to hypnotize them both if you are to succeed.

When a creature is in a hypnotic state, he will be immobile for 3-5 seconds, however once he's out of the hypnotic state you better not be nearby or you will face the consequences.

Once all the cages are open, BrainScan Imprinters will appear in the same place. This time they will be to hypnotize the Gatekeeper. However the Gatekeeper will need more than one imprint, as their brainwaves are larger. Thus you need to enter into each machine. If you wish to either open all cages at once, or have the whole set of Gatekeeper brain waves, you must collect self-help books. These increase your brain power.

Once a certain amount of brain power is reached a secret area will open up. You will be able to see the general location, but still must find the entrance. If you get 50% brain power, you will be able to find a secret area with a special lever that opens all cages at once. If you get 100% brain power, you will open a secret area that has the BrainScan Imprinter that will map the whole Gatekeeper brain scan to your brain.

### **8.2) Controls**

If you are in a Windows environment, you will use the keyboard in conjunction with the mouse. W,A,S,D or the arrow keys for movement. Use the mouse cursor to aim the eyes appropriately. Left mouse button to fire "hypnosis-bolts" (which look like lightning bolts) at an enemy and space bar to execute an action. Escape key will pause the game and exit back to the main menu.

If on an Xbox360, use the left thumbstick or d-pad to move and right thumbstick to aim. The 'A' button to fire "hypnosis bolts" and 'B' button to execute an action. The 'Start' or 'Back' button will return back to the main menu, where you can quit current game, or exit it altogether.

## **9) Levels**

### **9.1) Level 1**

This level consists of a room about 3 screens wide, by 3 screens tall. In the upper right corner is the exit (upper right quadrant). In front is pacing Facepalm the Gatekeeper. There are three cages placed in various places in the room. Each cage has a Brainless Dummy which operates a lever used to open the cages. There's another Dummy pacing the platform the cage is on not doing any actions. There is one BrainScan Imprinter in the bottom left section of the screen with a picture of a Brainless Dummy, close to where Joe starts. Joe is placed in the lower left corner of the whole room. There may be an elevator or two in the level operated by another Dummy. In order to get past the GateKeeper the player must move Joe to the cages, hypnotize any resistance, and open each cage, where once the Lobians have fled the cages, there will be a Gatekeeper BrainScan Imprinter in their place. The player must put Joe into the Imprinting device and do so in all the devices in the level, before finally hypnotizing and exiting the level. There will be four Self-help books to increase brain power. Once a player gets a book a secret area will be opened. Once two books have been recovered the special area that has the open cage icon will appear, and then once all the books have been recovered for a total of 100% brain power, the special imprinter will secret area will open, and the player may then instantly get the ability to hypnotize the Gatekeeper.

## **10) Menus**

### **10.1) Main Menu**

The main menu will consist of three items. Play Game, How to Play, and Quit. Optionally if the game is exited back to the menu while it is in progress Quit Current Game will appear where Play Game was. The menu text will be at the top while below animations from the characters will be playing. The background will be just plain white. Text may be in blue. The Play Game Option will start a new game show a brief introduction and then put you in the first level. Exit will simply exit to Windows or the Xbox 360 dashboard, or the operating system if it's developed on other operating systems.

### **10.2) How to Play**

This screen will simply give the instructions, and show the XBOX360 controller assignments, or Windows keyboard and mouse controls. The Windows version will also have an option to switch controls for left and right hands. The screen will have the same text and background as the Main Menu.

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

You can exit this menu with the Escape key in Windows, or the 'B' button on the xbox. The Windows version may also optionally have a back button on screen so the player can simply click it with the mouse.

## **11) Playing a Game**

### **11.1) Start**

When the player starts a new game, he's presented with the introduction, which is simply text on the upper half, and an image along the lower. The image will show a scene from the introduction while the player is reading the text. If there is more text than can fit in the upper portion, it will automatically scroll at a slow enough pace for the player to read. When the scrolled text is at the end, a picture of the 'A' button will appear on Xbox, and the [Enter] key on Windows. The player may at any time during the introduction press the 'A' button or [Enter] key to start the game.

The text that is displayed will be as follows

“Joe woke up strapped to a long black table about the height of a man. The top of the table was glossy black, and tilted up a bit. His legs and his brain were held to the table by leather straps and silver colored metal buckles. Joe could tell the table was sitting in the middle of a room with a white tiled floor. As much as he could see there were shelves with books, beakers, vials, and jars on the right wall. In the back was a counter which has the same glossy black top as the table, a plain metal sink, and a few burners. A cabinet covered the bottom of the sink skirting the counter.

Looking to his left, he could see the room taper off into a hallway where Joe could barely catch a glimpse of what looked like a bunch of cages lining it. Joes eyes seemed to get wider as he realized the shocking truth. There were many Lobians, people from his planet, in the cages. Some of the eye stalks stuck out sadly. A large figure paced up and down the hall. As he came into view Joe noticed his gray skin, huge muscles, and protruding eyebrows that nearly covered his eyes. His head had an odd teardrop shape. Joe looked at his straps and attempted to unbuckle them with his mind but all he could do was lay there helplessly. If only there was something Joe could remember about his history. They didn't always have this ability to manipulate things with their mind. What was it?

Just when he was about to drown in despair, he saw another pair of eyes poking through one of the cages. Female eyes. He could tell by the long lashes that fluttered helplessly at him. The He realized She was blinking at him. Oh yes. Suddenly pieces of eye language he learned in school come back. She told him his abilities were stolen by some dastardly machine the like she has never seen before. He thought for a moment. There was something he couldn't

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

remember, something about what they could do before his species became civilized. Suddenly he remembered. Hypnosis!

He asked her if she or anyone else in the cages could remember how to hypnotize but apparently they couldn't! Luckily Joe used to be a prankster in his youth. When his grandfather told him about how they used to hypnotize each other to get them to do stuff, Joe would always put that bit of knowledge to good use, much to the chagrin of his classmates and teachers. He layed in wait for the guard to pass by and then zapped the guard! Soon the guard was in a trance and Joe could command him.

He instructed him to loose the straps and then open the cages. When he did this all the Lobians left their cages and moved towards the end of the hall. The female who was communicating with him took one look back and told him her name was Jane. She then blinked a thank you, and then threw in an extra flutter of her eyelashes for him as she fled the area. Joe hoped Jane and the others would find their way out of this facility, whatever it is. Joe finally decided to make his own way out of the facility.”

Optionally, the introduction may be shown as series of still comic book like panels, or even full fledged cell animation.

### **11.2) Play**

When the game itself actually starts, level text will appear on the screen over the background of the level or map itself. Joe will be in the lower left hand corner of the map and screen. The upper left of the screen will contain text that reads “Lobians rescued.” in percentage. Probably white outlined with black over a darked portion of the screen the size of the text. On the bottom right of the screen will be little icons which show up when you are able to hypnotize an enemy. The icons will scroll from the right side as each enemy is able to be controlled. In essence the first icon (which will be the Brainless Dummy, which you can automatically control) will move one space to the left, as another appears in it's place. The upper right of the screen will contain the brain power meter. Lower right will show the rest of the information. Lives, Hypnosis Icons, and invincibility timeout.

### **11.3) Ending**

Text will display where Joe is when he left. With a congratulations and an image at the bottom revealing more of the story.

Text may be as follows:

“Finally Joe made it to the top, and he suddenly realized they were in the “Cool Shades” sunglasses shop!

Joe now on the surface of his planet needs to find out who was behind these abductions and what they were for. “

This may also be displayed as still images, or animations.

### ***Appendix A: Backstory***

After the galaxy, and all the planets in it, including Lobe, were created. A race of beings known as the Lobians were also created. It was deemed that they wouldn't need arms or hands or faces, as we know it. So they were simply created as brains with attached eye-stalks and eyeballs with legs and feet. Pre-Lobian civilization would communicate by blinking their eyes, and they would do things by hypnotizing their fellow Lobians to get them to do what they wanted. In time they developed their telepathic and telekinetic abilities, so they could communicate and move in-animate objects around. It was because they were unfettered with normal bodies, they could develop their brains to a finely honed instrument. It was thus that they excelled at things like science.

Every year one Lobian was picked to go to the Intergalactic Science Fair. In most cases it was the same person, namely Joe, who worked in the most coveted job in the world the famous "Cool Shades" sunglasses outlet, was picked, and every year he won first prize. There was also someone who went to the Fair every year. His name was Dr. Stupink. Dr. Stupink always won second prize. He was an evil genius that somehow never was able to beat the good genius of Joe. One day he vowed revenge, but until then, Joe had the good life, a great job, and several first prizes from the Fair. One day people started disappearing from the surface of Lobe. Just as Joe was about ready to get started on this year's Intergalactic Science Fair project, he was abducted too!

Joe woke up strapped to a table, in the middle of some kind of lab. He realized he couldn't use any telekinesis or telepathy. Then out of the corner of his eye down the hall he saw cages lining the wall, and then shockingly realized that there were a lot of other Lobians in the cages. One, a female, started fluttering her lashes at him. At first he didn't understand but then realized she was blinking sign language at him. She told him some device did this to them, and that they couldn't get out.

Joe suddenly remembered that the early Lobian civilization used to use hypnosis and eye blinking to communicate and do things for and with each other. When he relayed the information to the female of his species, she told him she forgot how. But Joe used to prank his classmates and teachers with that special knowledge.

He saw a guard approach him. The guard was big, muscular, gray skinned, a protruding brow, and a teardrop shaped head. He then hypnotized and got the guard to remove his straps and let him out, and then open the cages. The female Lobian was the last to go, she told him her name was Jane, and thanked him. Now Joe had to find a way out, he need to also find out where they were and why they were there.

He made his way out of the lab, down a hallway into a bigger room. There were cages all over, and a nasty looking creature that looked like a giant hand with eyes. Joe used his hypnosis and wits to let more prisoners go, and get past the creature that guarded the door.

Hypno-Joe Game Design  
Created Wednesday July 30, 2008  
by Keith Weatherby II

Soon he made his way through many such rooms, and finally he made his way upward. Finally he was on the elevator up to the top, and then he realized they were in the “Cool Shades” sunglasses shop!

Joe was now on the surface of his planet, but the surface seemed to have changed since he was last there. There were walls dividing areas of land and ships transporting abducted Lobians around. Joe tried rescuing more Lobians and tried destroying the great structures and buildings they had created. They all seemed to be building something, but Joe couldn't figure it out. Finally Joe made it into a heavily armed and operated building, when he saw a familiar face on the screens.

It was none other than the evil Dr. Stupink! What could his evil plan be, he was always second place, but surely he couldn't be angry about that? Joe hopped a transport to a ship waiting in space. Dr. Stupink may be evil but he was not stupid, much as his name might imply. Stupink's guards caught Joe and brought them to meet face to face.

He told Joe that he was tired of always winning second place and tired of Joe always being smarter than him. This time he was going to make sure NO one was smarter than him ever again. Stupink told him his plan was to build a giant Brain Freeze Ray! To stun every single sentient being in the galaxy! Then he would win every Science Fair, and every contest there ever was!

After telling him this he locked him up in a cell, and this time managed to strap a pair of “Cool Shades” to his eyes, so he couldn't hypnotize anyone. Little did anyone realize Joe knew every part of every pair of sunglasses he ever sold. He wiggled his eye-stalks and then kept doing so until they started to slide off, then he slung them with his eyes until they slid on the floor and out through the bars. One of the Brainless Dummies who was guarding the cell, turned around and looked to see what happened, just then Joe hypnotized him, and got him to let him out.

Joe then made his way down to the ships bridge. Dr. Stupink noticed him but did not turn around. He began to speak to him, and then when he thought Joe was caught off guard he turned around real fast. Joe tried to hypnotize him, only the evil Dr. was wearing reflective lenses. The “Hypnosis Bolt” shot back at Joes eyes, and stunned him. But something also happened, Joe, stumbled backwards from the shock and accidentally hit the self-destruct button. The Dr. looked fled in terror. Joe waking up from being stunned escaped the ship just as it exploded.