Toddler Pandemonium

-A Babysitter's Worst Nightmare-

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Sound Design: All
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For: PC
Ages: Rated E-10
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High Concept

Toddler Pandemonium is a casual 1 vs 1 game multiplayer game where the babysitter tries to prevent the toddler from destroying the house before the parents come home.

Game Story Summary

The parents have went out and left their toddler at home with a babysitter. Before the parents get home the toddler will try to mess up the house, and the babysitter will try to keep the toddler safe and the house clean.

Game Flow Outline

The babysitter player and the toddler player will begin the game in different parts of the house. The toddler player will try to destroy the house while the babysitter player will try to keep the house clean before time runs out. The babysitter will be able to place the toddler in timeout. Timeout lasts for 10 seconds. The game timer lasts for 3 minutes and 45 seconds. Theoretically when the timer goes off the parents return home. Once the timer goes off, depending on the state of the house either the toddler will win or the babysitter will win.

Gameplay Overview

- Navigate a house with interactables
- Differing play styles depending on the character you play as
- Drawing on walls / Cleaning the walls
- Escaping "Time Out"

Game World

The game world takes place inside a one story family house.

Gameplay Mechanics

- Hazards / Interactables - The main gameplay mechanic is interacting with the objects in the environment. The main mechanic as a child is to "make a mess" and the main mechanic as the babysitter is to clean.
- Other potentially dangerous hazards include tools, the stove, oven, and other items that children shouldn't have.

Economy System

- There is not an economy system in this game. The only element that the player needs to be conscious of is the timer.

Gameplay Experience

- Toddler Player will experience the thrill of messing up a house without any consequences
- Babysitter player will experience the anxieties and thrills of trying to keep a child safe and house clean

Controls

Player 1 (Toddler)

- WASD to move
- Spacebar to pick up object

- E to place object
- Extra Options If Time
  - R - Draw on walls
  - F - Urinate in place
- Make Toddler run faster than babysitter to avoid capture

Player 2 (Babysitter)

- Arrow Keys to move
- Left Mouse click to pick up object
- Right Mouse click to place object
- Allow Babysitter to put Toddler in timeout / back in bed - Page Down Key

Art Style

- 3D Models - Very basic simple shapes, nothing too complex
- Color Palette / Textures - Bright colors, similar to Toy Story games

Art Asset List

- House - 1 story house

House Concept Ideas

Big Living Room

4 Bedroom House W/ Patio

Irregular House With Garage & Cars

Art Asset List Cont. - House Objects

Toddler / Child Specific - Reuse Assets As Much as Possible

- Able to be Picked Up
    - Blocks with letters on them
    - Blanket
    - Crayons - make able to draw on walls?
    - Paper
    - Stuffed Animals
- Not able to Be Picked Up
    - Toybox

- Toddler Bed - not a crib something a 2 yr old would sleep in

Adult Specific - Reuse Assets As Much as Possible

- Able To Be Picked Up
- Kitchen
    - Plates
    - Cups
    - Trash & Trashcan
- Not Able To Be Picked Up
- Kitchen
    - Fridge
    - Stove / Oven Combo
    - Microwave
    - Table
    - Dining Chairs
- BedRoom
    - King Size Bed
    - Night Stand
    - TV
    -

Competitive Analysis

- Who's Your Daddy
- Other Casual less than 5 minutes to play games

Unique Selling Points

- The only game where you get to destroy your parents house a child without any consequences!
- A game with cleaning and "cleanliness" as a main mechanic of the game
- Multiplayer Mayhem

Roles Anticipated

- Art - 3d modeling & texturing, animate toddler and babysitter
- Programming - win conditions, being able to move & pickup objects, timer, two players, opening doors and cabinets, if able - draw on walls with crayons, & being able to make toddler urinate
- Game Design - placement of toys and other house objects, hide dangerous objects in cabinets, the fridge, vents etc., house layout
- Sound - background music, sound effects