



Game On Productions

Design Document for:



on the



PlayStation® Portable

Version 1.0

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Game Version

1.0

Game Overview

Goal

It is our goal to successfully port the original Monopoly board game onto the PlayStation Portable (PSP). We want it to be a fun experience for the player and make it playable for a wide age range (ESRB: Rated E for Everyone).

Common Questions

What is the game?

This is the Classic Monopoly board game that is to be played using the PlayStation Portable (PSP).

Why create this game?

We are creating Monopoly for the PSP to bring a classic game to a modern medium for people of all ages to enjoy.

What do I control?

As a player, you control your game token, the roll of the dice on your turn, and ownership of properties.

How many players do I control?

Monopoly for the PSP is a single player game. The player only has control of their own token and properties.

What is the main focus?

The main focus of the game is to monopolize the game board and force the opponent (the AI) into bankruptcy.

Feature Set

General Features

Classic Board

9 Game Pieces to choose from (*only two will be available in the initial test version)

3D graphics

32-bit color

Game Music and Sound Effects

Gameplay

Player will experience the classic game of Monopoly played through the PlayStation Portable (PSP).

Player vs. AI

The Game Environment

Overview

The game environment will consist of a 3D version of the classic Monopoly board in a minimally detailed “room”

Environment Feature

The game board will turn clockwise as the game pieces move. It will follow the current token of which turn it’s being played. The player will also be able to turn the board with player controls.

Special Board Locations

GO: If a player lands on or passes over the GO Square on the game board, the Banker will pay \$200 (salary).

Jail: A player can end up in jail through several methods: (1) if the player’s rolls the dice and lands on the “Go to Jail” square; (2) a card is drawn by the player indicating that they must “Go to Jail”; (3) if a player rolls doubles on the dice three times in a row. To get out of jail a player must: (1) roll doubles during one of the next three chances to roll the dice (then move ahead but do not roll again); (2) utilize the “Get out of Jail Free” card if it is your possession; (3) bid on a “Get Out of Jail Free” card if their opponent possess it; (4) pay a \$50 fine before rolling the dice on the next two opportunities; (5) after the third turn, if doubles have not been rolled, pay the \$50 fine and move ahead spaces per the dice. Note: If you are heading to jail you cannot collect the \$200. Your turn ends in Jail. You are not in jail if you simply land on the Jail square on the game board. In that case, you are “Just Visiting”. While you are in Jail, property (including houses and hotels) may be bought and sold and rent may be collected.

Free Parking: A place to rest without penalty.

Income Tax: The player will have a choice to either pay a flat rate of \$200 to the Bank, or calculate your assets and pay 10% to the Bank. Assets include: cash; mortgaged and un-mortgaged property prices, as printed; all building prices (houses and hotels). Note: You cannot calculate your assets and then decide which option is cheaper.

Chance and Community Chest: The player will be given a card from the deck (either Chance or Community Chest depending on which space you land on). The card will tell you what action needs to occur. The player will complete the directive and the round will end. Note: If the “Get out of Jail Free” card is given, it can be retained until it is used and then the player will no longer have it in their possession. The “Get out of Jail Free” card can be sold at any time to the opponent of any price negotiated between the players.

Dice



Community Chest Cards

Advance to Go (Collect \$200)
Bank error in your favor – collect \$75
Doctor's fees – Pay \$50
Get out of jail free – this card may be kept until needed, or sold
Go to jail – go directly to jail – Do not pass Go, do not collect \$200
It is your birthday Collect \$10 from each player
Grand Opera Night – collect \$50 from every player for opening night seats
Income Tax refund – collect \$20
Life Insurance Matures – collect \$100
Pay Hospital Fees of \$100
Pay School Fees of \$50
Receive \$25 Consultancy Fee
You are assessed for street repairs – \$40 per house, \$115 per hotel
You have won second prize in a beauty contest– collect \$10
You inherit \$100
From sale of stock you get \$50
Holiday Fund matures - Receive \$100

Chance Cards

Advance to Go (Collect \$200)
Advance to Illinois Ave. - if you pass Go, collect \$200
Advance token to nearest Utility. If un-owned, you may buy it from the Bank. If owned, throw dice and pay owner a total ten times the amount thrown.
Advance token to the nearest Railroad and pay owner twice the rental to which he/she is otherwise entitled. If Railroad is un-owned, you may buy it from the Bank. (There are two of these.)
Advance to St. Charles Place – if you pass Go, collect \$200
Bank pays you dividend of \$50
Get out of Jail free – this card may be kept until needed, or traded/sold
Go back 3 spaces
Go directly to Jail – do not pass Go, do not collect \$200
Make general repairs on all your property – for each house pay \$25 – for each hotel \$100
Pay poor tax of \$15
Take a trip to Reading Railroad – if you pass Go collect \$200
Take a walk on the Boardwalk – advance token to Boardwalk
You have been elected chairman of the board – pay each player \$50
Your building loan matures – collect \$150
You have won a crossword competition - collect \$100

Time

The player will have an unlimited amount of time to take each turn. Time will not be a factor within this version of Monopoly.

Victory Conditions

The main focus of the game is to monopolize the game board and force the opponent into bankruptcy. Once a player is bankrupt, the opposing player is victorious.

Rendering System

Overview

The game will be displayed on a screen size of 480 x 272 (72 pi/in)

Camera

Camera Detail #1

The camera will follow the token of the player whom the current turn belongs to.

Camera Detail #2

The camera can be controlled by the player if they would like to turn the game board. They can do so by either using the analog stick or by using the left and right buttons.

Game Engine

Overview

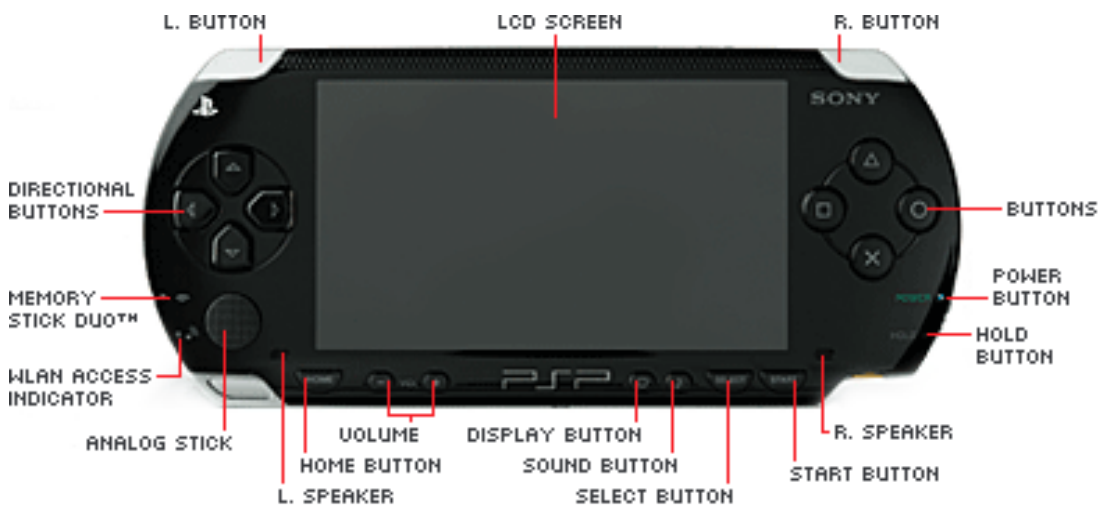
The game engine that we will be using for this project is Vicious.

User Interface & Controls

Overview

The User Interface will be designed to be simplistic and easy for the player to use.

User Controls:



- **L Button** ~ rotates game board left while in game.
- **R Button** ~ rotates game board right while in game.
- **Triangle Button** ~ opens trade menu while in game
- **Square Button** ~ opens player assets screen
- **Circle Button** ~ will serve as a “back” button
- **X Button** ~ will serve as the action button/accept/enter
- **Start Button** ~ causes game to pause
- **Select Button** ~ causes game to pause
- **Home Button** ~ will bring you to the PSP home dashboard
- **Analog Stick** ~ can be used to rotate the game board in the direction it is moved in
- **Directional Buttons** ~ navigate through the menu system using up down left right

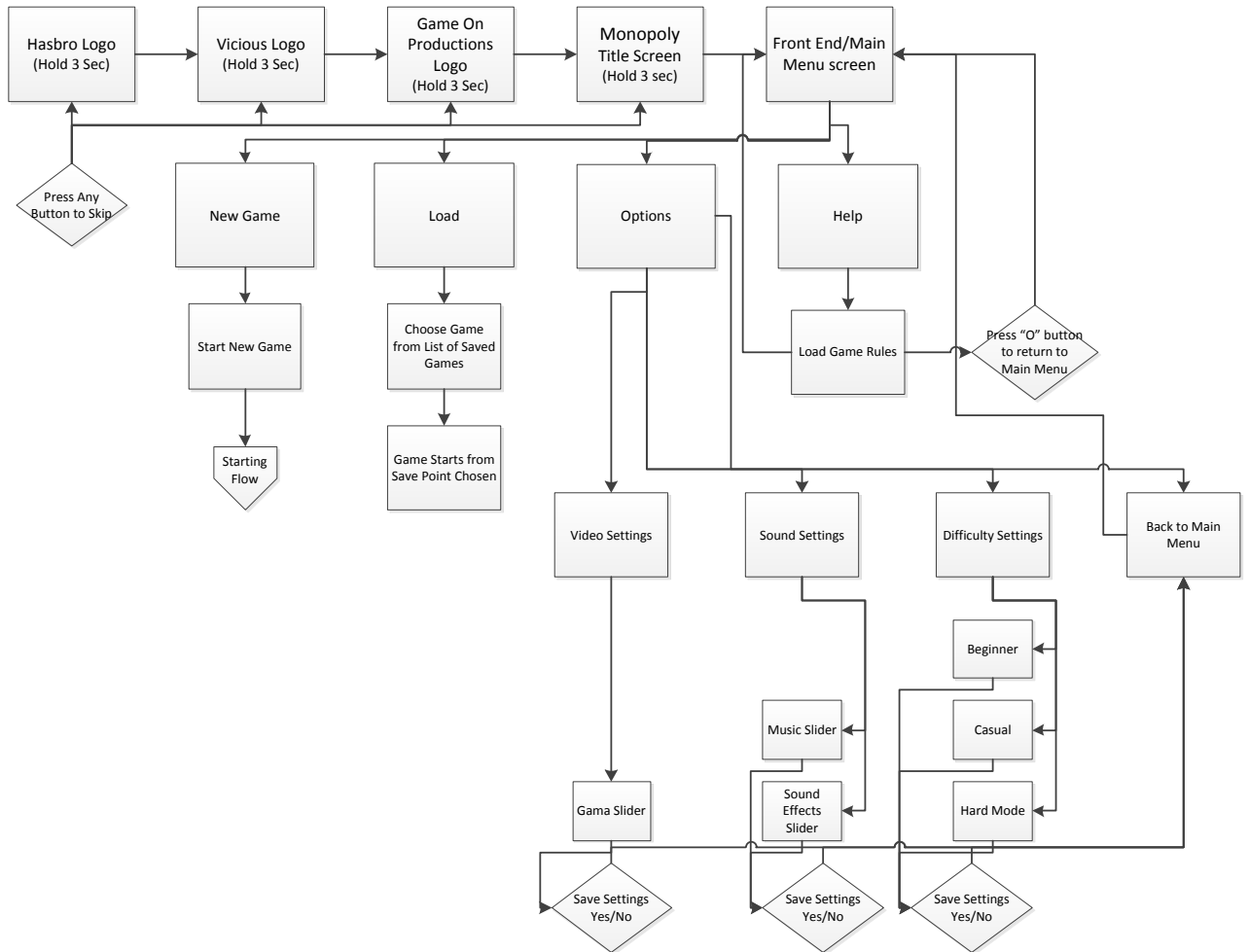
Main Menu User Interface:



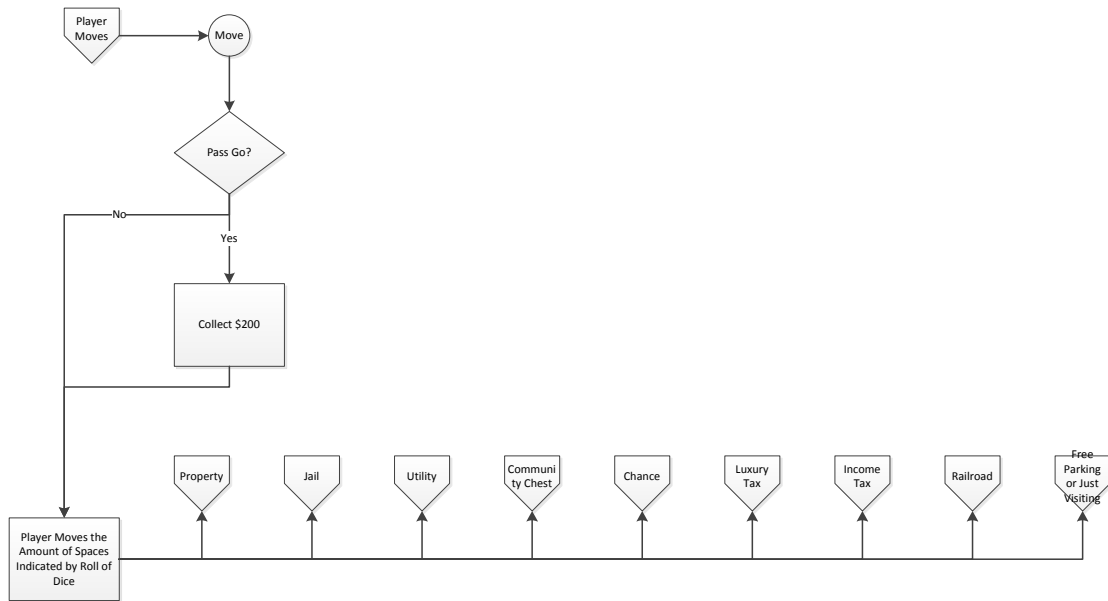
In Game User Interface (HUD):



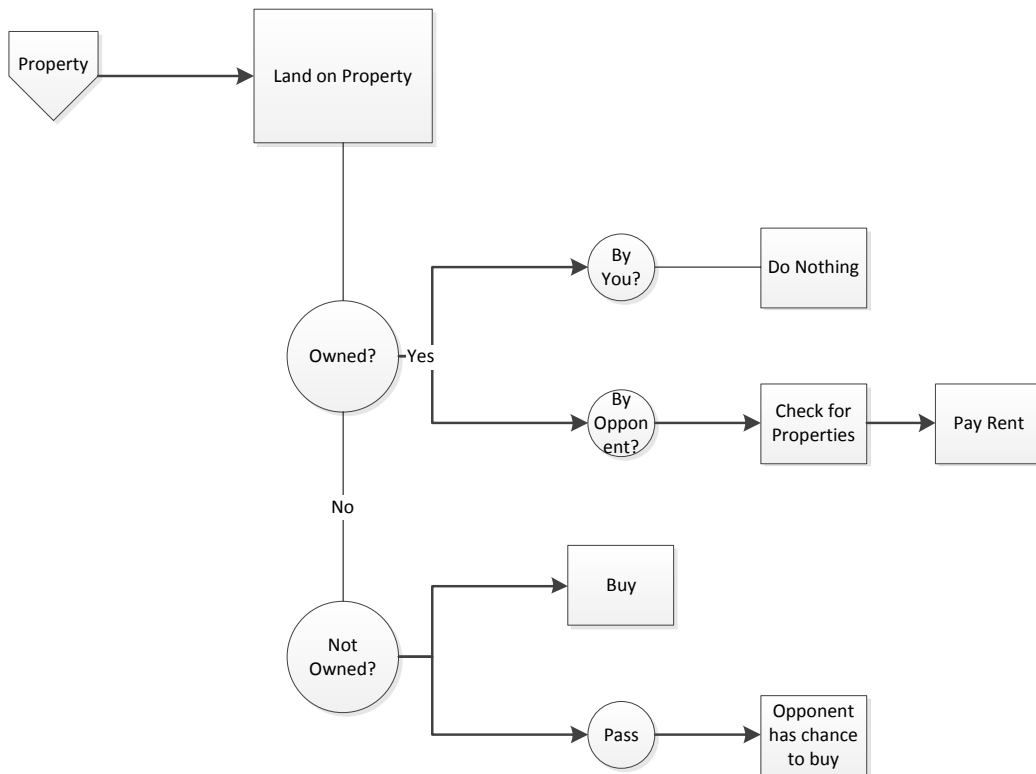
Main Menu User Interface Flow:



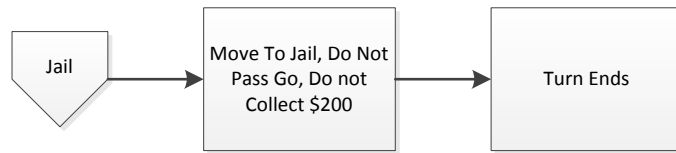
Move Flow:



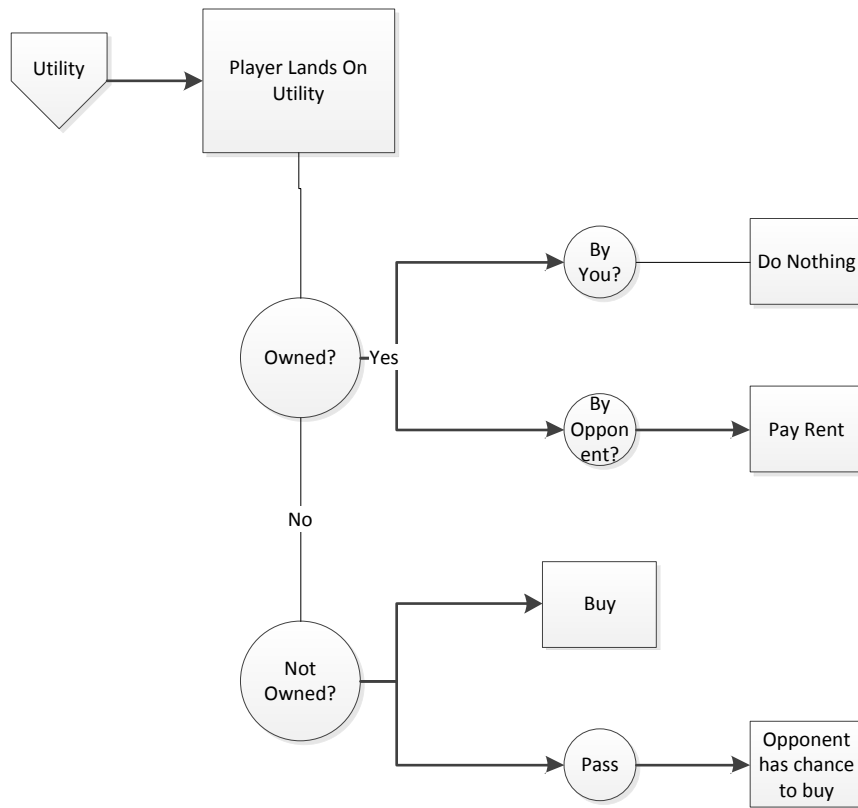
Property Options Flow:



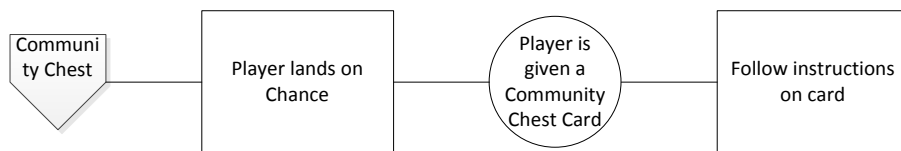
Go to Jail Flow:



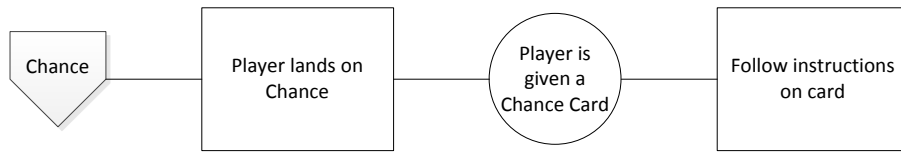
Utility Flow:



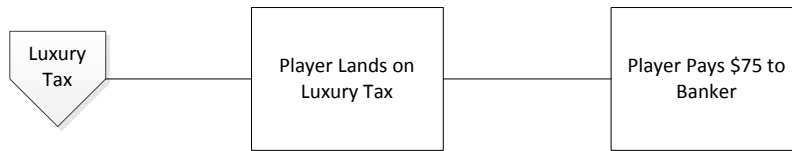
Community Chest Flow:



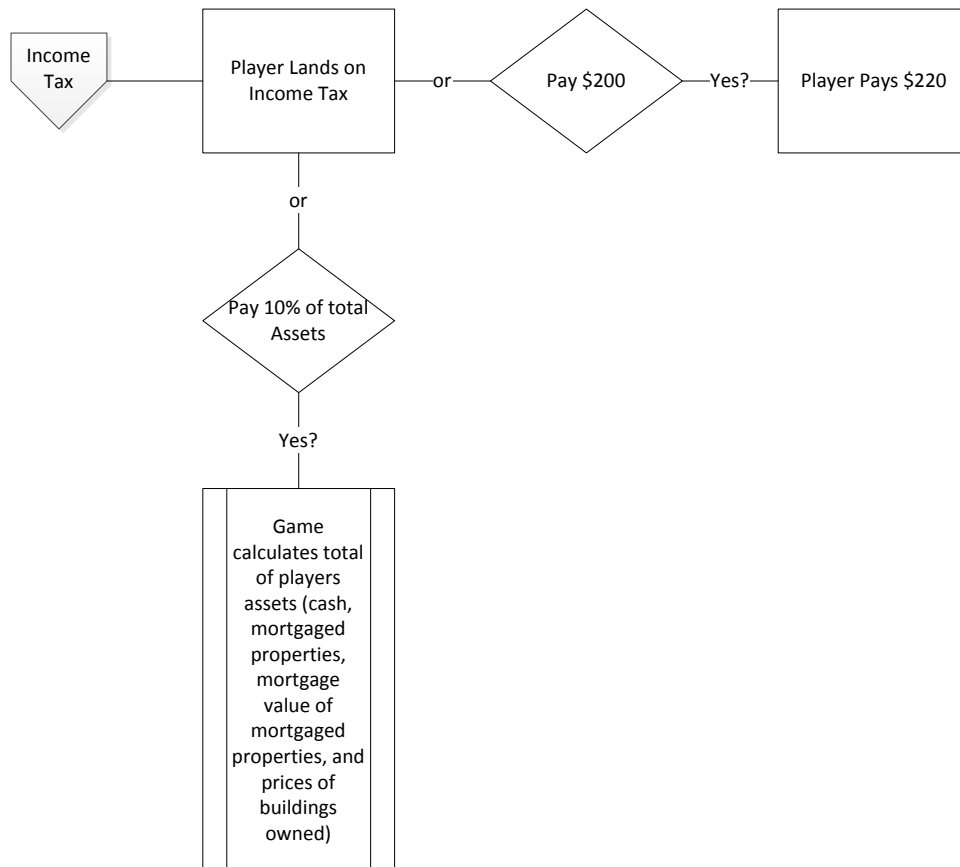
Chance Flow:



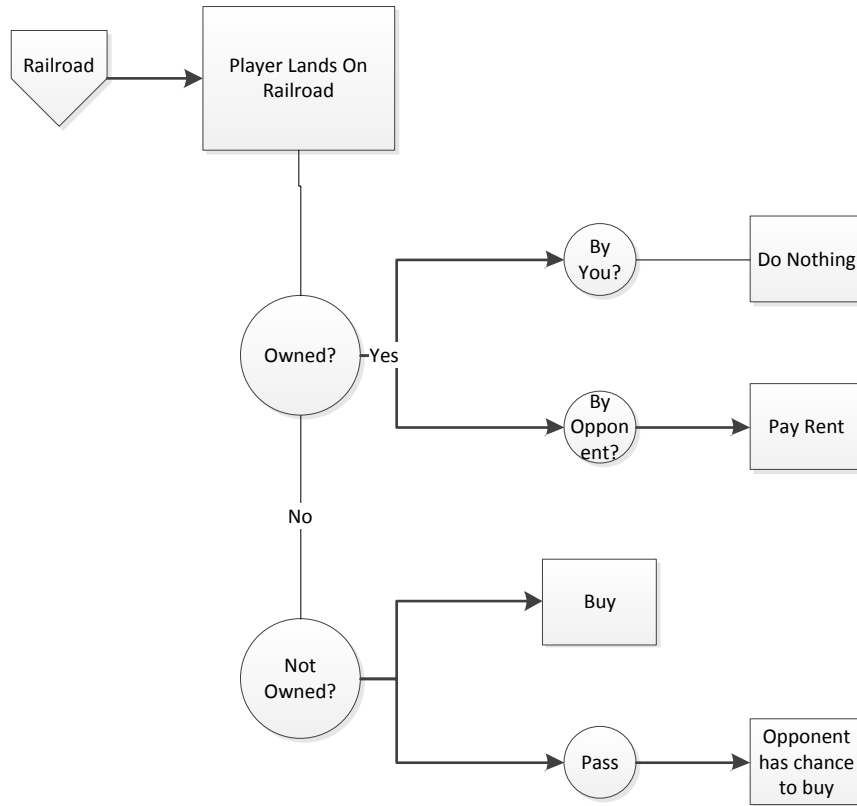
Luxury Tax Flow:



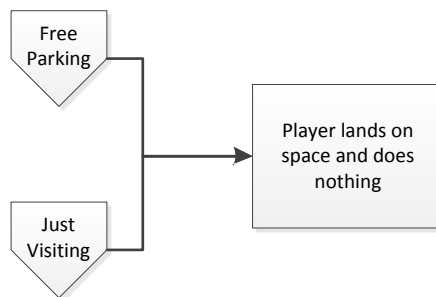
Income Tax Flow:



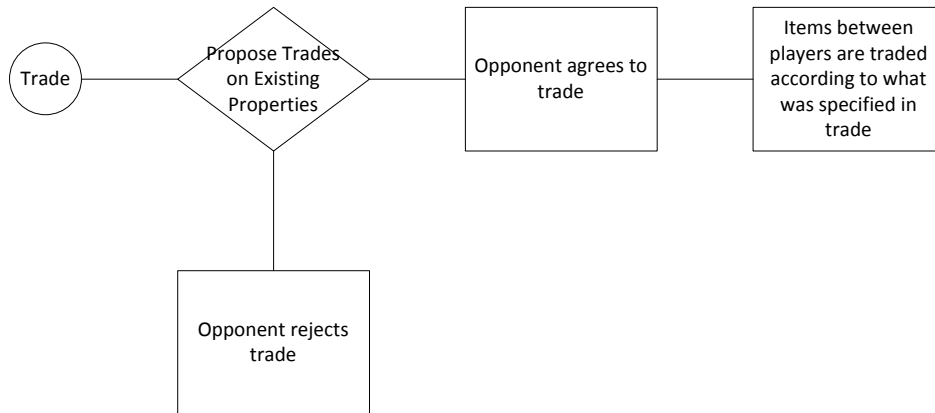
Railroad Flow:



Free Parking / Just Visiting Flow:



Trade Menu Flow:



Musical and Sound Effects

Overview

The game will have background music and sound effects that can be raised, lowered, or completely turned off by the player within the options/settings menu.

Sound Design

The goal is to have each game piece and each action have a sound effect. This will help the player to be immersed into the game.

Asset List

Sound Assets:

Sound Effects:

- *Button Select*
 - Click Sound – this will be used when selecting a menu option
- *Money Gain*
 - ChaChing! Sound – this will be used when the player’s funds increase
- *Money Loss*
 - Money Being Counted Sound – this will be used any time the player’s funds decrease
- *Dice Roll*
 - Rolling Dice Sound – this will be used whenever the dice is rolled by either player. The sound will be of two dice being rolled on top of a thick cardboard
- *Card Flip*
 - Sound of a card being picked up and flipped – this will be used whenever a player lands on chance, community chest, or is given a property card. It will also be used if the player inspects their cards (Get out of jail free card or property cards)
- *Car Token Movement*
 - Car Rev/Skid Out – this will be used when the Car Token is moved on the game board
- *Thimble Token Movement*
 - Taken Tapping Sound – this will be used when the Thimble Token moves on the game board
- *Build House / Hotel*
 - Hammer Banging on Wood and Saw Cutting – this will be used when a player builds a house or hotel on their property. It should sound like a house being constructed
- *Go to Jail*
 - Jail Cell Slamming – this will be used when a player is initially sent to jail
- *Out of Jail*
 - Cheering sound – this will be used when a player gets out of jail
- *Trade Accepted*
 - Sound of Auctioneer Gavel Hitting Podium – this will be used when the players propose a trade and it is accepted
- *Trade Rejected*
 - Buzzer Sound – this will be used when the players propose a trade and it is rejected
- *Game Loss / Bankruptcy*
 - Womp womp womp (think trombone sound) – this will be used when the player loses and is bankrupt
- *Game Win / Victory*
 - Fireworks Explosion & Cheering – this will be used when the player wins the game and is victorious. The cheering will be taken from the “out of jail” sound mixed with fireworks exploding

Music:

- *Game Intro*
 - Monopoly Theme (if there even is one) – this will be used when the game is started right before the menu screen opens
- *In Game Music*
 - Poppy / Upbeat Music – this will serve as the “background” music while the game is being played
- *Credits*
 - Monopoly Theme (if there even is one) – this will be the same music in the intro and will play during the game credits

Graphic Assets:

Animated Effects:

- *Hasbro Logo*
 - Hasbro Flash for Game Intro – this will pop on screen when game starts
- *Vicious Logo*
 - Vicious Logo Flash for Game Intro – this will pop on screen when game starts (after Hasbro Logo)
- *Game On Productions Logo*
 - Game On Productions Flash for Game Intro – this will pop on screen when game starts (after Vicious logo)
- *Monopoly Logo*
 - Monopoly Flash for Game Intro – this will pop on screen when game starts (after Game On Productions logo)
- *Car Token Move Animation*
 - Car slides and swerves – this will display when the car player token moves after dice is rolled. A small cloud of dust will display whenever the car goes around a corner
- *Thimble Token Move Animation*
 - Thimble Tapping – this will display when the thimble player token moves after the dice is rolled
- *Dice Roll*
 - Two Dice Rolling on Game Board – this will show every time the dice is rolled.
- *Houses / Hotels*
 - House /Hotel being built – this will display when a player builds a house or hotel on their property. The house or hotel will pop up from the board on the property they are building on
 - House / Hotel being deconstructed – this will display when a player sells a house or hotel from one of their properties. The house or hotel will sink into the game board on the property location they are removing it from

- *Property Card Flip*
 - Property Description Card Flip – this will happen when a player either purchases a new property or when they are inspecting their individual properties. The card will flip up to view and display all of that specific properties information
- *Chance Card Flip*
 - Chance Card Given – this animation will happen when a player lands on a chance location on the board. The card will flip and display what is to be done
- *Community Chest Card Flip*
 - Community Chest Card Given - this animation will happen when a player lands on a community chest location on the board. The card will flip and display what is to be done
- *Game Board Move*
 - Game Board Rotation – the game board will rotate left or right if the player inspects the board. The player will control this by using the Left and Right bumper buttons
- *Menu Open*
 - Menu Slide In / Out – when a player opens up a menu, it will slide into the side of the screen. When the player exits that menu, it will reverse the slide off the screen

Art:

- *Game Board*
 - Game Board Art – classic Monopoly Game Board
- *Tokens*
 - Car and Thimble Art – classic Monopoly Game Pieces
- *House / Hotel Art*
 - House / Hotel Tokens – classic Monopoly house and hotel tokens
- *Property Card Art*
 - Front/Back of every property – this will show all property information
- *Chance Card Art*
 - Front/Back of every Chance Card – the backs will all be the same, the fronts will have listed instructions on what the player will do (see chance list)
- *Community Chest Card Art*
 - Front/Back of every Community Chest Card – backs will all be the same, the fronts will have listed instructions on what the players will do (see community chest list)
- *Dice Art*
 - Standard Six Sided Dice – this will be what the player rolls before each turn
- *Menu Art*
 - Menu Graphics – Each menu will have its own graphics (pictures and buttons)
- *Fonts*
 - Word Lettering – used for menus, rules, credits – *Font style to be determined*