THE LIBRARIAN

Contents

Overview

The librarian is working hard at her job, making sure that no-one is being too noisy or disturbing fellow readers all while returning the books back to their correct place on the bookshelves.

Team

Designers/Developers: Chloe Elford, Yulia Robertus, Tianyang Zhang and Francisco Granda
Artists: Yulia Robertus and Tianyang Zhang

Game Objectives

Long Term Goal: Return all the books to their correct bookshelves within the 45 second time limit.
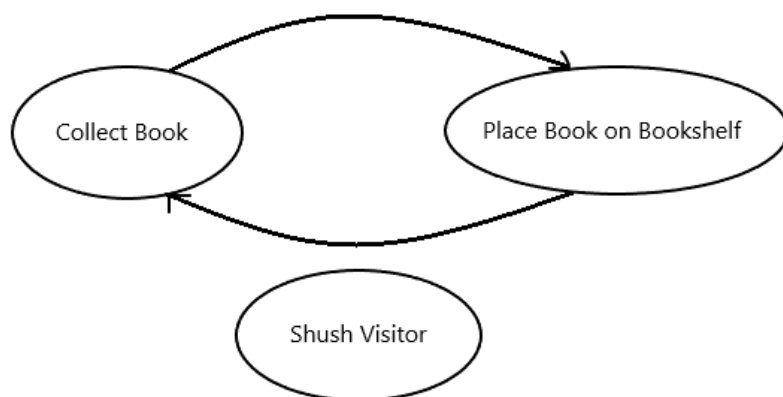**Short Term Goal:** Keep all the visitors quiet.

Verbs

Shh, Multi-task, Collect, Place, Traverse

Player Motivation

- Maintain and manage multiple objectives at the same time making it exciting and fast paced.
- Shushing noisy people.
- Organising and return books, aiming for an empty trolley and completed task.

Game Loop

The game loop consists of the player collecting and returning books, while at the same time, shushing the visitors. The player can shush the visitors at any time but must try to do it at times where it makes the most sense in order to win the game.

Controls

The player object is controlled using WASD which is also mapped to the Arrow keys. If the player clicks and holds one of these keys, the player object will move continuously in that direction.

The player must click the Spacebar when next to a visitor to shush them.

The player must collide with the book stand to collect a book and collides with the corresponding bookshelf to return the book.

The player is able to access an Instructions page at the beginning of the game to see all of the controls.
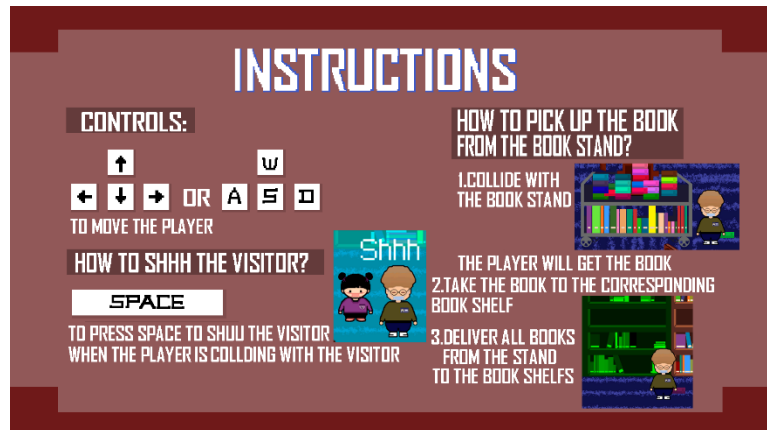

Game Mechanics

Collect and Return

The player collides with the book stand to collect a book, which is then visible in the librarian's hand, and then must collide with the corresponding bookshelf in order to return it. The player knows which bookshelf to go to as the bookshelf turns green on collection of a book from the book stand.

Shush

The visitors have red circles that expand outwards from them during the game. These represent the volume level of the visitors. The player must collide with the visitor she wishes to shush and then while colliding, must click the spacebar. When the player shushes the visitor, the circle turns blue and starts to decrease in size until it has reached the minimum. The circle then continues to increase again at the same speed from the beginning in red.
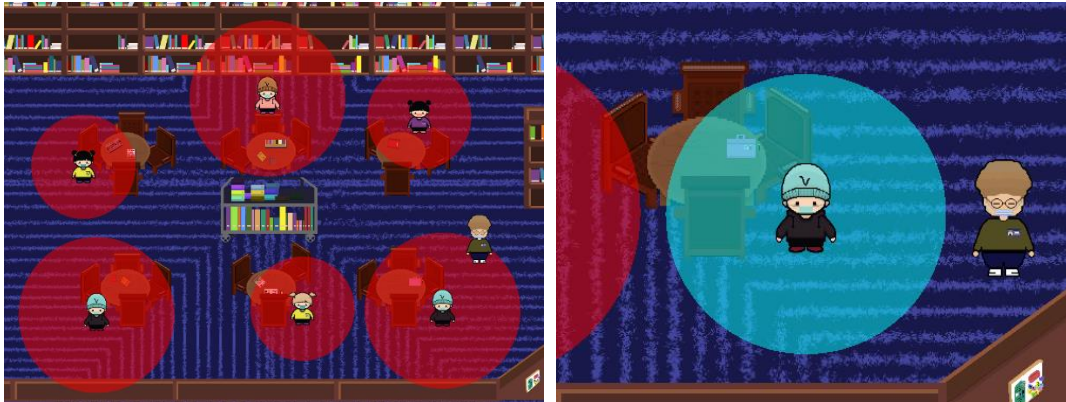
Noise Level

If the visitors red circles overlap one another, this triggers the noise level bar to increase. Their overlapping represents visitors disturbing others due to their noisiness in a library. The more circles that are overlapping, the faster the noise level increases. The player must shush the visitors before their red circles become too large otherwise it can be difficult for the player to maintain each visitor's noise level at the same time.
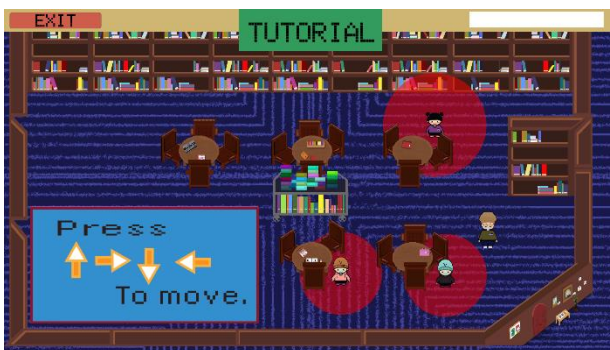

Level Design

Tutorial

A tutorial level can be accessed through the main home screen. It offers the player an opportunity to go through the game with prompts telling them what to do and teaching them the mechanics.

Collide with the book stand to pick up a book.

Deliver the book to the specific book shelf...

The tutorial runs a simplified version of the game, giving prompts in the bottom left corner. The player is able to exit at any point through the exit button in the top left.

Win and Lose Conditions

Win Condition

The player can win by successfully returning all of the books from the book stand. In order to win, the player must also keep the noise level of the library below the maximum.
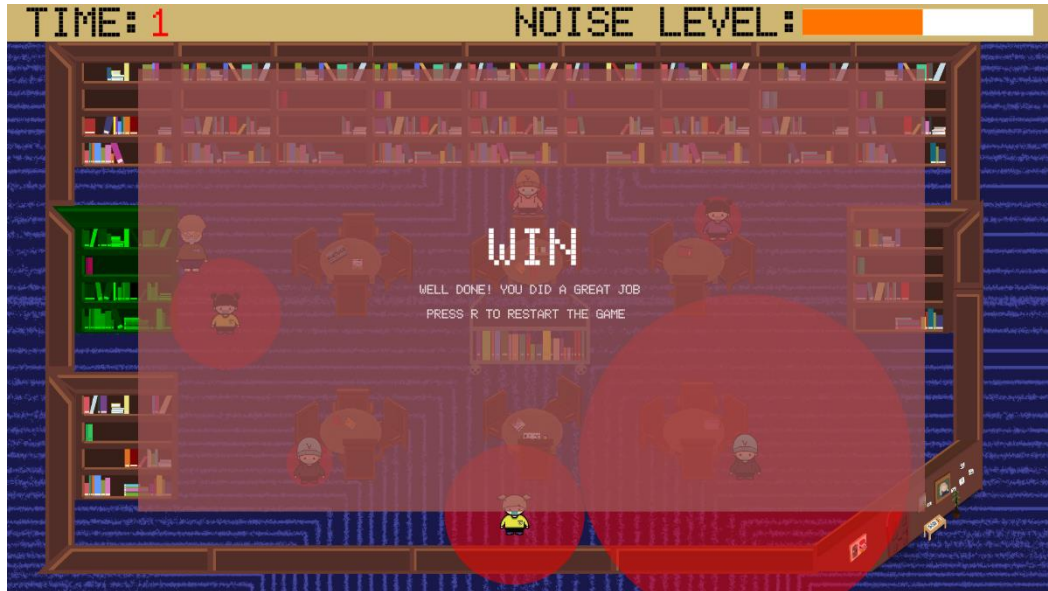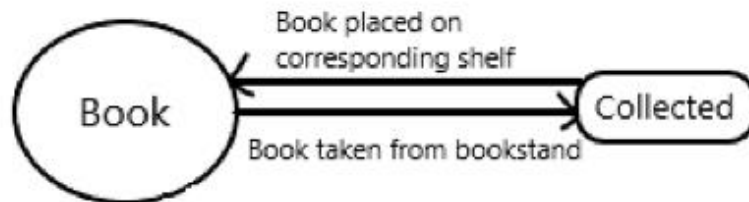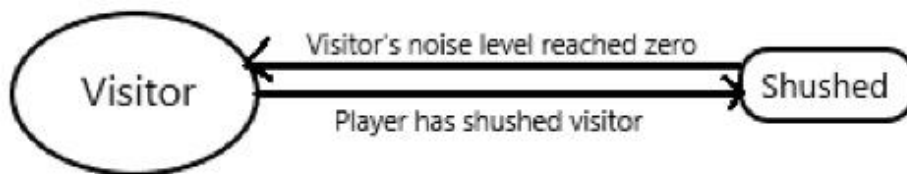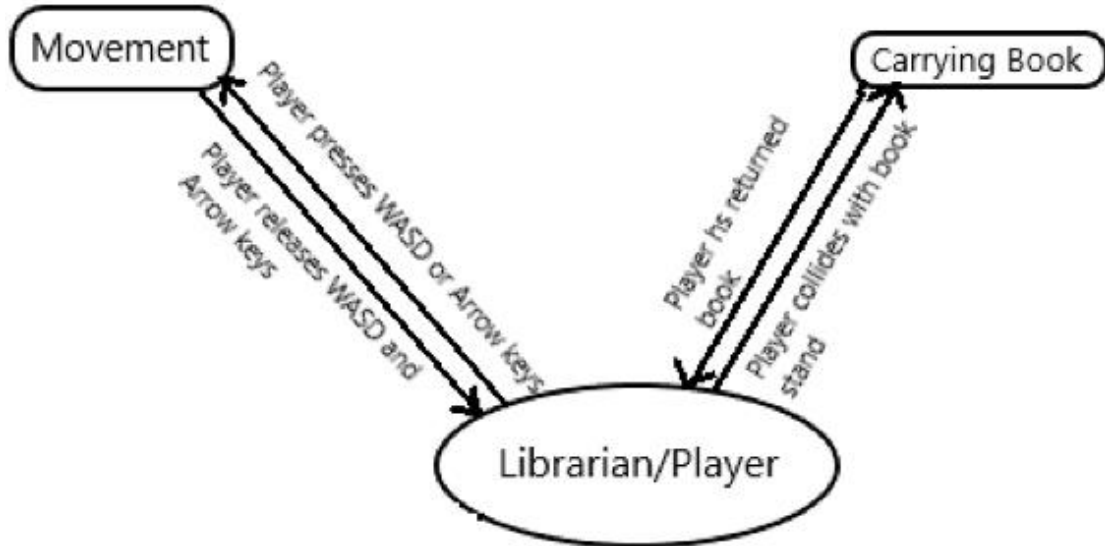

Lose Condition

The player loses the game if they allow the noise level within the library to reach the maximum level or if by the end of the game, they have not returned all of the books.

Finite State Machines
Librarian/Player, Visitor and Book

Movement

Carrying Book

Player presses WASD or Arrow keys

Player releases WASD and Arrow keys

Player hs returned book

Player collides with book stand

Librarian/Player

Visitor

Visitor's noise level reached zero

Player has shushed visitor

Shushed

Book

Book placed on corresponding shelf

Book taken from bookstand

Collected

Object Models: Data

Librarian

speed: 8f

Visitor

maxSpeed: 2f
minSpeed: 0.5f

Noise Circle

noiseRingMin: 0.2f (size)
noiseRingMax: 10 (size)
speed: 0.01f (size increase speed)
noiseDecreaseSpeed: 1f (size decrease speed)

Noise Bar

decay: 1 (how quickly the noise level reduces when no circles are overlapping)