Mind Asylum

Summary

Mind Asylum is a multiplayer game that utilizes the Wiimote and an isometric perspective. Each player controls one of three personalities of a schizophrenic man with multiple personality disorder. Dormant players vie for control to become the active personality, and the active personality performs actions in order to increase his score.

Scenario

Mind Asylum is set in an unnamed mental ward for the criminally insane. Example locations include outside on the greens, the patient's house (flashback), the patient's cell and the warden's office.

Story

It is midnight, HAL awakens in his cell and spots a faint eerie green glow in the corner of the cell. As he approaches, a large ugly insect folds out of the shadows. It blinks and as it rubs it's leathery grey legs together...

"My dear, friend... I am freeing you from your cell. The Ward is yours tonight."

Game System / Key Features

Multiple Personalities

Harvey - the escapist.
Harvey's primary desire will be to escape the ward. He is terrified of the guards and cannot open doors because he believes that they are locked. Harvey will be able to dig through doors in order to get through them. His main objective will be to gather the keys scattered throughout the level and bring them back to the "Exit" door.

Ashley - the criminal.
Ashley's primary desire will be to break or destroy. He can fight off guards, which gives the escapist more ground to cover. Breaking objects is also important, and Lenny will be able to clean up broken objects to fuel his OCD.

Lenny - the OCD.
Lenny's primary desire will cause him to want to wash his hands, fix things, clean things, etc. He has the ability to charm the guards with his "good" behavior, so that it is not counted against the players if he is caught and put back into his cell.

NPCs

NPCs that are friendly toward the player are the various different deranged patients of the ward. They will ask for favors that the players may complete in addition to their major goals. Completing these tasks will earn the player who completed them, points towards winning.

Doors: Ashley can break down doors. Lenny will want to fix the doors that Ashley breaks down and Harvey cannot get through doors unless he has a shovel.

Portals: Some pills allow the player to enter through portals that will transport the player to different parts ot the ward.
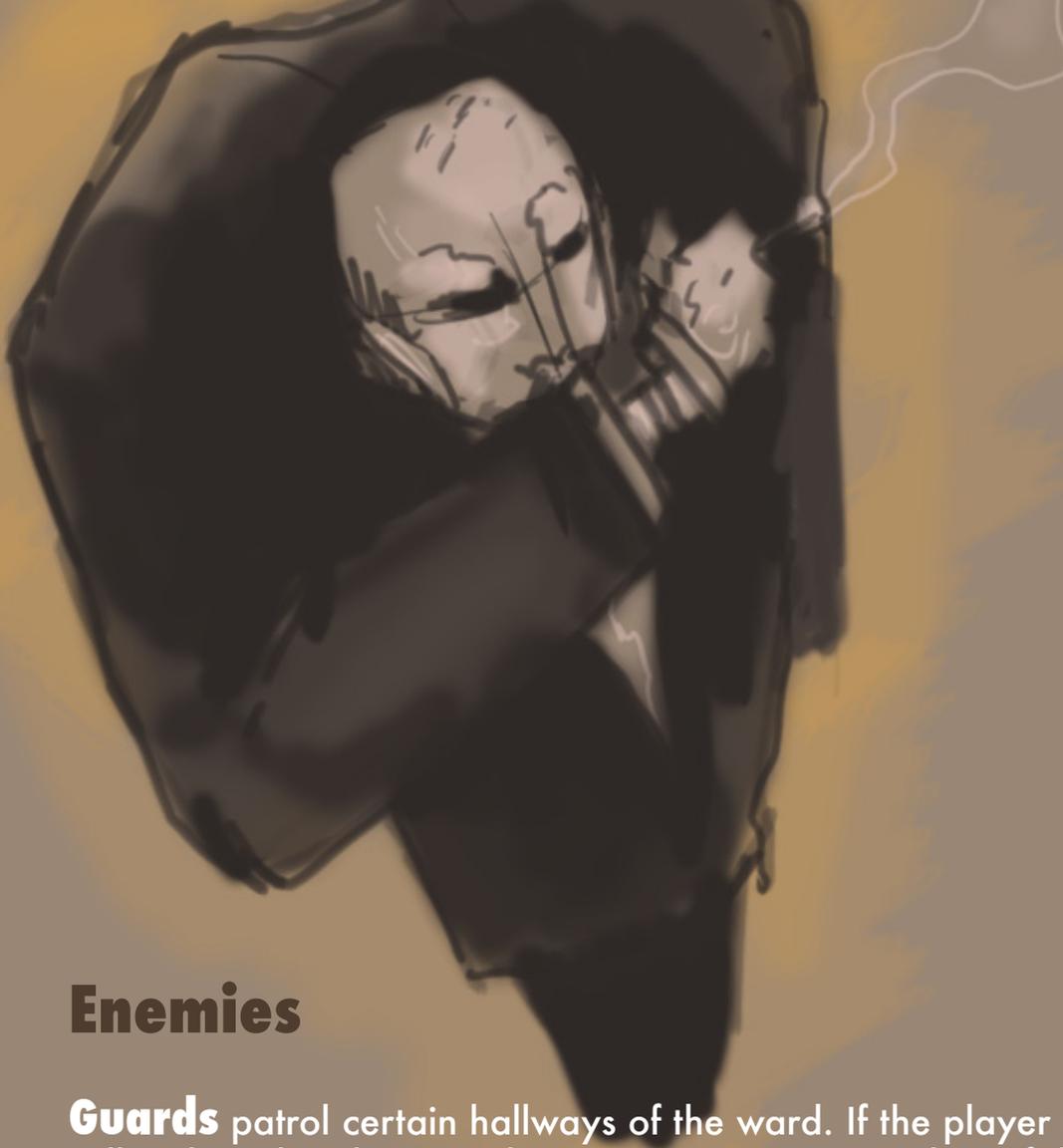
Enemies

Guards patrol certain hallways of the ward. If the player is spotted, the guard will rush at the player and attempt to incapacitate him. If the player is not able to knock out the guard, he will end up back in his cell, the personality that was previously in control is switched to one of the remaining two personalities. If this happens 5 times then the game is over and all the players lose. Knocking out a Guard is something Ashley does.

Security cameras are placed in certain areas of the ward. If the player is spotted a timer will countdown and if the camera is not deactivated within the countdown, several guards will run into the area and begin looking for the player Lenny is ignored by the camera.

Items

Keys: Harvey must find several keys located throughout the level and bring them back to the "Exit" door located on each stage of the Ward. Once all the keys have been found and then brought back to the door, Harvey wins the level.

Shovel: Harvey can use the shovel to dig through the floor in order to get through doors

Mop/Bucket: Lenny can use the mop and bucket to clean toilets, sinks, and urinals, so that they become "super clean". Ashley will lose points if Lenny is able to do this.

Spray Bottle: Lenny can use the spray bottle to water the trees and plants. When the plants grow Lenny gets points

Pills: Pills can be found in various places in the ward. If digested by the player, they will alter the look of the ward and change some of the properties of the ward, either to the advantage of disadvantage of the player.
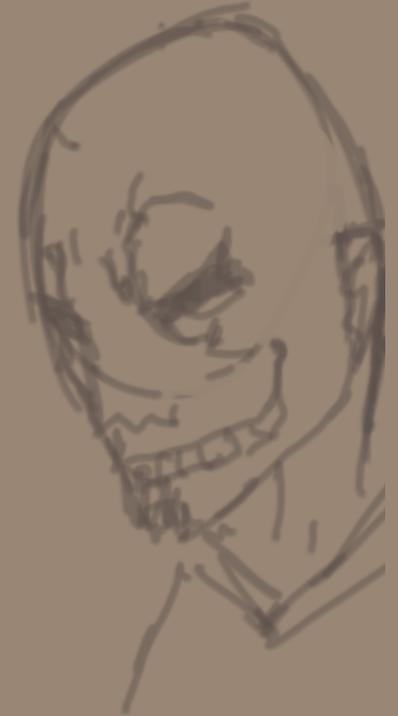
Because the player is a metal patient, he could have access to pills that can be consumed to change perception of the world. Maybe if a player finds pills he can consume them as a "power up" to keep his sanity and hold the other personalities at bay longer. It might also highlight objects in the world that he can interact with to earn points.

HARVEY

LENNY

ASHLEY

Interactive environment

Toilets/Urinals
Toilets and urinals can be broken by Ashley in order to earn points.

Sinks
Sinks can be broken by Ashley, however they may be used by Lenny to wash his hands.

Potted Trees
The trees will provide wood which Lenny can then use to fix up the doors that Ashley breaks down. Lenny will see some guards as trees.

Rubble Pile
Lenny can also take rubble from a rubble pile and fix up a toilet, sink, or urinal.

Stairs
Stairs can be taken to different levels of the ward.

Mini-Game (fight for control)

The two dormant players press 'B' and flick the Wiimote towards themselves in order to yank thoughts from the active player's head. Each dormant player must only yank the thoughts specifically correlated with their character. If they yank the wrong colored thought, they will loose some dominance points.

The bigger the thought is before it's yanked, the more points a dormant player earns.
When the player fills up their "Control" meter with thoughts of their color, then control switches over to that player.

The timer slowly recedes for the dominant player. If the control meter reaches 0 then control switches to the dormant player with more points in their control meter.

GUI Elements

Players may only carry one item at a time in their hands. It is likely that a player coming into control of the character will either toss down the item they were carrying, or use it in a way to earn their own points, and not help the points of the player who was previously controlling.

Each player personality has a point score, indicated at the top of the screen.

Players do not have health, instead any action that damages them will be subtracted from their point score.

Audio

Atmospheric sounds. Creaking doors, dripping water, guard footsteps, nonsensical mutterings, laughing, giggling, etc.

Character mutters to himself, indicating mental state (i.e. which personality is in control/is close to control) and also clueing in players as to what they need to do to maintain control.

Level creator code:

At one point I had the idea to dynamically generate the level based on a script. This idea was abandoned as we got closer to the deadline and not enough of the world was created. The level creating code worked fine, but was difficult to work with. It would have reduced lag in the game, because there would have been less objects to render at any given time (and yes, I have tested and the # of objects in a scene does effect performance).
-Mikal

Cleaning up the code:

I wanted to clean up the code more, but i've had some personal issues over the weekend. There are some issues with the wiimote B and A keys (not working, even though the code is functionally identical to code that runs the D-pad which works).
-Mikal

How the code works:

The player is treated as a single code object, that interfaces with other objects in the world. The wiiscript code passes code from a flash object embeded in the HTML file.