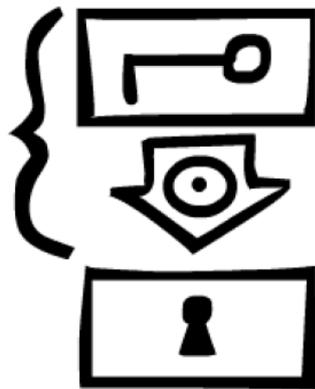


COPPER STONE SEA  
presents



# The Key Tax

**UX Guidelines**

## **Introduction**

This document is used within the team as guidelines for Art Asset creation for the here forth mentioned in-game UX items.

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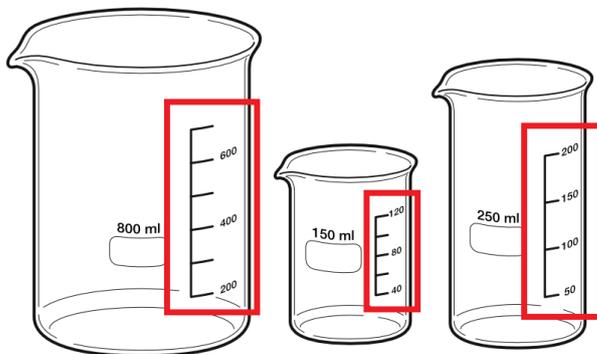
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## 1. METER

The puzzle meter indicates how much progress a player is making towards using a certain key.

### 1.1 Visualisation

- The meter will be visualized as a canister on a wall that fills and empties **fluidly**.
- The meter is **built into the wall** (it is not a separate object)
- We only need **1** variation of the meter.
- The meter fills with a **green, fluorescent fluid** from **bottom to top**.
- The meters' style should fit into the late 60's theme.
- **Measurement units** should be a separate asset for designers to build various meters with different measurement units.



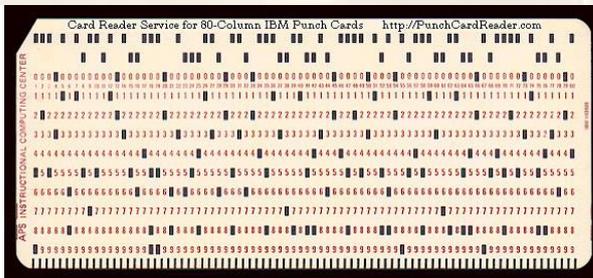
Tips:

- Beakers and test tubes are commonly used to measure fluids.
- The filling and emptying of the meter can resemble the following video:  
[https://youtu.be/ywfZsYApj\\_M?t=253](https://youtu.be/ywfZsYApj_M?t=253)





Common meters in the 60's actually used in offices were punch card mechanisms to check employee attendance and payroll meter. This system in combination with the green fluid we have right now could be a final version of the game meter.



## 1.2 Functionality

- The filling percentage variable should be public
- The filling percentage should be passed to the blueprint using **interfaces**. The interface should pass **filling percentage** from a certain **objective** to the corresponding meter using ID's.
- Designers will build **objective** blueprints corresponding with game mechanics that pass the filling percentage to the meters.
- The meter does **not** render through walls.
- Filling up the meter gives an **increasing audio queue** as the meter fills. This is only audible **when close to the meter**.
- When the meter is full, there will be another audio queue which is **globally audible**, but is **louder when close to the meter**.

## 2. DOORS

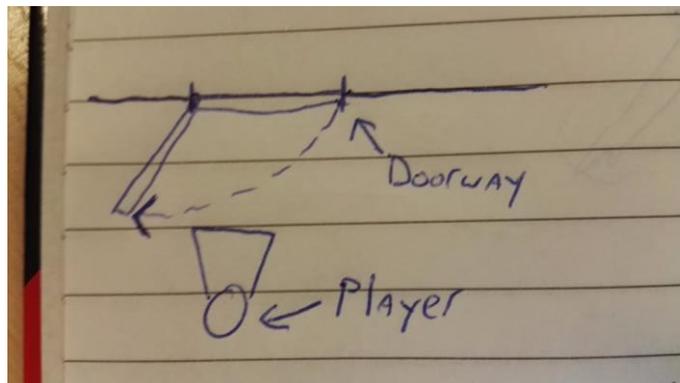
Doors in The Key Tax open when a meter is filled. They should close automatically when a player has moved through the door.

### 2.1 Visualisation

- The door must fit the late 60's theme.
- For automatic door movement we will be using **door closers**. If this affects the environmental display too much, we might be forced to change.



- The doors will open at an angle more than 90 degrees and towards the player.



### 2.2 Functionality

- The door will **immediately** close after the player went through the doorway.
- Objects will **collide** with the doorway **at any point**. (Including when the door is open or when the object is being carried.)
- The door's collision while opening or closing should be disabled.

### 3. MAIN MENU

#### 3.1 Visualization



Screenshot from build 24/05/2017

**DECORATIONAL SPACE**

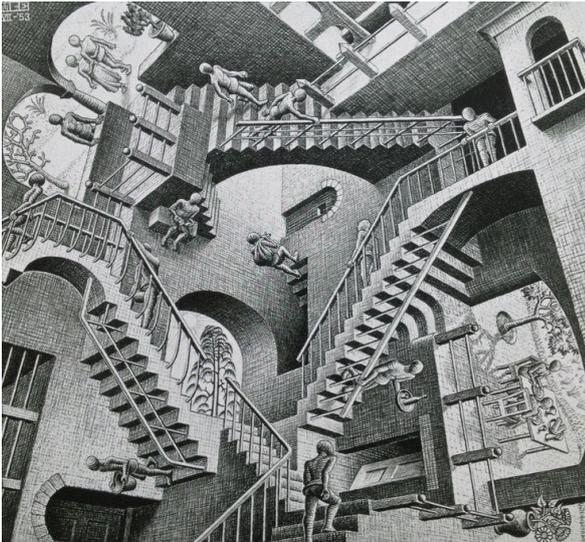
The decoration in the main menu should be a Stanley Parable-like gag, that presents **one** of our game's following points:

- Surreal or Absurd Humour
- A sense of discovery, "what's next"?
- Does it truly never end?

The area behind the title and menu text should be part of the composition, **but form a clear, dark background for the white text.**

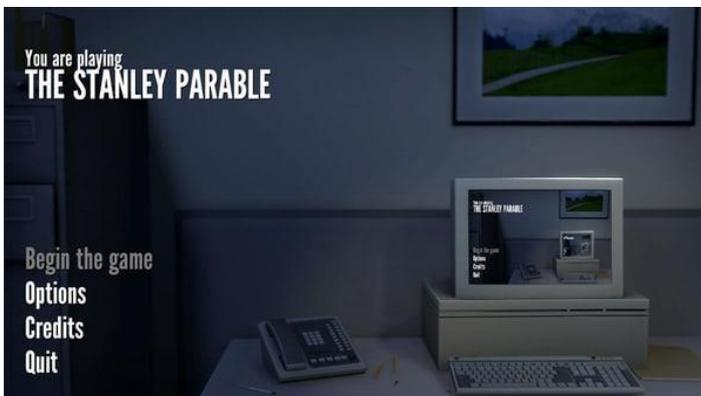
Keep user's eye guidance in mind with your composition. Inspiration can be taken from Carroll's Down the Rabbit Hole, Escher or Dali's paintings, or posters from games or movies with similar traits.

The text used in the menu's is **white**, and turns **black with a dark grey border** upon hover, with feedback upon pressing the button. The font, Josefin Sans, has been tested as being the fastest readable and in-theme font.



*Esscher's work promotes redundant repetition and endlessness using surreal elements. Surrealism in object location and rotation, as well as the sequencing of objects.*

*Redundant repetition is symbolized by steps and similar archways, as well as faceless, samey looking characters.*



*These elements are returned in The Stanley Parable's menu with the endless repetition of the computer screen, while the rest of the composition shows a boring office desk.*



*Surrealism in making objects quite the opposite of what they are naturally expected to be. To play with the player's expectations of what an object can be, you can create a memorable setting. If done in our case, it **has to reinforce humour**.*

### 3.2 Functionality

Functionality of main menu already finalized at time of document creation.

### 3.3 Audio

Audio should give player feedback upon pressing and scrolling through buttons. Ideally the audio elements should resonate with the 60's theme and mentality.

Background / ambient should reinforce either the surreal or absurd humour (a funny waltz), or the boring repetitiveness (office ambience, such as Stanley Parable)

## 4. PUZZLE ASSETS

In order of priority.

### 4.1 Boss Sign

Constraints: prominently says Boss, identifiable as nametag. Is an interactable object with green outline.

Implemented as follows at time of writing:



### 4.2 Paper Stacks with numbers

Constraints: prominently says the corresponding desk number in green on the papers. Is an interactable object with green outline.

Implemented as follows at time of writing:



### 4.3 Stamp

Constraints: give clear feedback to the player that the mannequins are stamping. Has audio. Will only stamp when Boss name tag is attached.

Implemented as follows at time of writing:



### 4.4 Fire Exit sign

Constraints: identifiable as fire exit sign. Is interactable object that uses green outline.

Implemented as follows at time of writing:



### 4.5 Smiley Sticky notes

Constraints: identifiable as smiley on a sticky note. Sticks to mannequin faces in the room. Is interactable object that uses green outline.

Implemented as follows at time of writing:



## 5. POSTERS

Posters **highlighted in red** have priority.

### 5.1 Puzzle indication posters

#### 5.1.1 The Boss is Watching

The goal of this poster is to communicate to the player that the mannequin that watches the others is the boss.

In keeping with the bureaucracy humour style of the game, the way to communicate this might be a stereotypical 'intimidating motivational' poster.



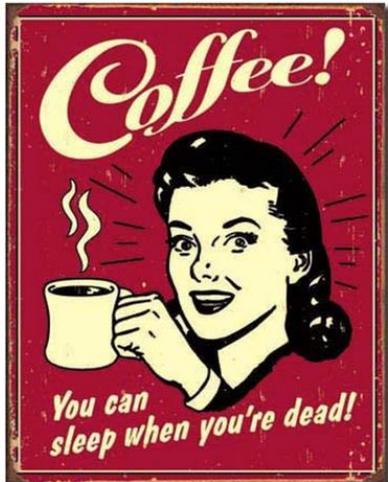
*The current in-game version of the poster, next to the Boss mannequin, in the Stamping puzzle. (16/06/2017)*

Other inspirations for posters like this might be Don Rosa's take on Scrooge McDuck's motivational principles.



*Notice the intimidating eyes and exclamation marks. The eyes are a clear "I'm watching you" reference. They also change direction from panel to panel in the comics, supporting surrealism.*

The graphical style will have to be in keeping with 60's-70's graphical styles, such as the following:



Again, the use of exclamation marks catches the reader's attentions.

The tilted, flamboyant text and washed out colour schemes along with the amount of detail in the drawing are reminiscent of the 60's.

The over-the-top quote supports the type of humour that we want to get across in our game.



### Requirements summary:

- Has to mention 'Boss', implying that the closest mannequin is in fact the boss
- Intimidating motivation
- Humour
- 60's-70's graphical style in keeping with the other in-game posters
- Surrealism preferred, but not required

### 5.1.2 Your Suggestions



Implemented as above poster at time of writing.

### 5.1.3 Take your Smile, Or Else

Implemented as yellow poster at time of writing.

## 5.2 Yellow 'Attention' posters

In general, these eye-catching posters should relay a sort of written hint to players as to what the goal of the puzzle is. Since these are most likely written by employees in the office, in-game renders might be items such as notice boards



### 5.2.1 Attention: Don't Stand on my Desk



*The current version of this attention poster in the game.(16/06/2017)*

This attention poster is in the room next to the reception hall. It indicates to the player that one of the worker's desks might be of bigger interest point than the other desks.

The text has to be easy to read, and therefore should not be more than a few lines. It has to mention that Mike's desk is of interest, and look like a hand written note.

On top of that, it also has to stand out from any possible decoration notes.

#### Requirements summary:

- Graphical style has to fit in with the 70's, preferably a cork notice board
- The notice should stand out from other decoration (by being a different colour, for instance)
- The notice should mention Mike's desk
- There shouldn't be more than a few lines of text. The text could just be "Don't stand on my desk anymore! - Mike" for instance.

### 5.2.2 Attention: Computers

Implemented as notepad paper at time of writing.

### 5.2.3 Attention: Gravity Room

Not implemented at time of writing.

**5.2.4 Attention: Lava Lamps**

Implemented as notepad paper at time of writing.

**5.3 Narrative & Magazines**

Implemented as notepad paper at time of writing.

**5.4 Decorational**

Decorational posters are meant to underline the various messages that our game brings to the player. To recap:

- Surreal or Absurd Humour
- A sense of discovery, "what's next"?
- Does it truly never end?

This is preferred to be in the graphical and ethical style of the 70's like the following advertisements

