

MONKEY GRABS MONKEY  
// Jonathan Cecil, Pete Hawkes, & David Wicks

Sketches and Imagery at <http://monkeygame.tumblr.com>

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PLOT / SCENE  
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The \*female\* monkey attempts to rescue an innocent male space monkey (stolen from the carnival) strapped in the nose of a rocket. She begins at the base of a launch pad, ascending/jumping level by level. There are three sub-stages of game-play. Actor mechanism design inspired by older carnival themes.

// CUT SCENE

- male monkey loaded into payload
- pan down the rocket to hero monkey on launchpad

// 1. PRE-LAUNCH

- monkey ascends lower structure
- quickly learns level interactions, abilities

// 2. ENGINES ON

- level more chaotic
- drum interaction begins, shaking entire structure, increasing difficulty
- heart-rate affects countdown (slows/quickens)

// 3. LIFT-OFF

- rocket leaves platform, takes flight
- launch structure falls away
- more chaotic/disorienting
- drum interaction transitions to high-striker
- high-strike releases lower stages of the rocket
- monkey continues climbing to payload

// CUT SCENE

- success: hero monkey grabs payload monkey, falls/lands safely and exits :)
- fail: rocket continues to space / monkey falls and exits :(

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ACTOR INTERACTION  
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// AUDIBLE CUES & SOUND EFFECTS

- verbal call out of launch commands and countdown
- loud launch sound effects once countdown completes

// GLOBAL STRUCTURE SHAKE

Severely disorients monkey. harder to navigate a moving structure.

or

Monkey avoids by jumping. If monkey is grounded, he stumbles, falls down a level

\*\*Activation\*\*

- Drum Strike
- Piezo sensor attached to drum

// IN-FLIGHT STAGE RELEASE

Successful strike releases lowest-most stage of rocket.

\*\*Activation\*\*

- High-striker, strength-tester, carnival strongman game - hammer swing
- Series of resistors to read height (strength) of strike

// HEART RATE COUNTDOWN

Countdown speeds/slows based on actor's heart rate (affects length of gameplay)

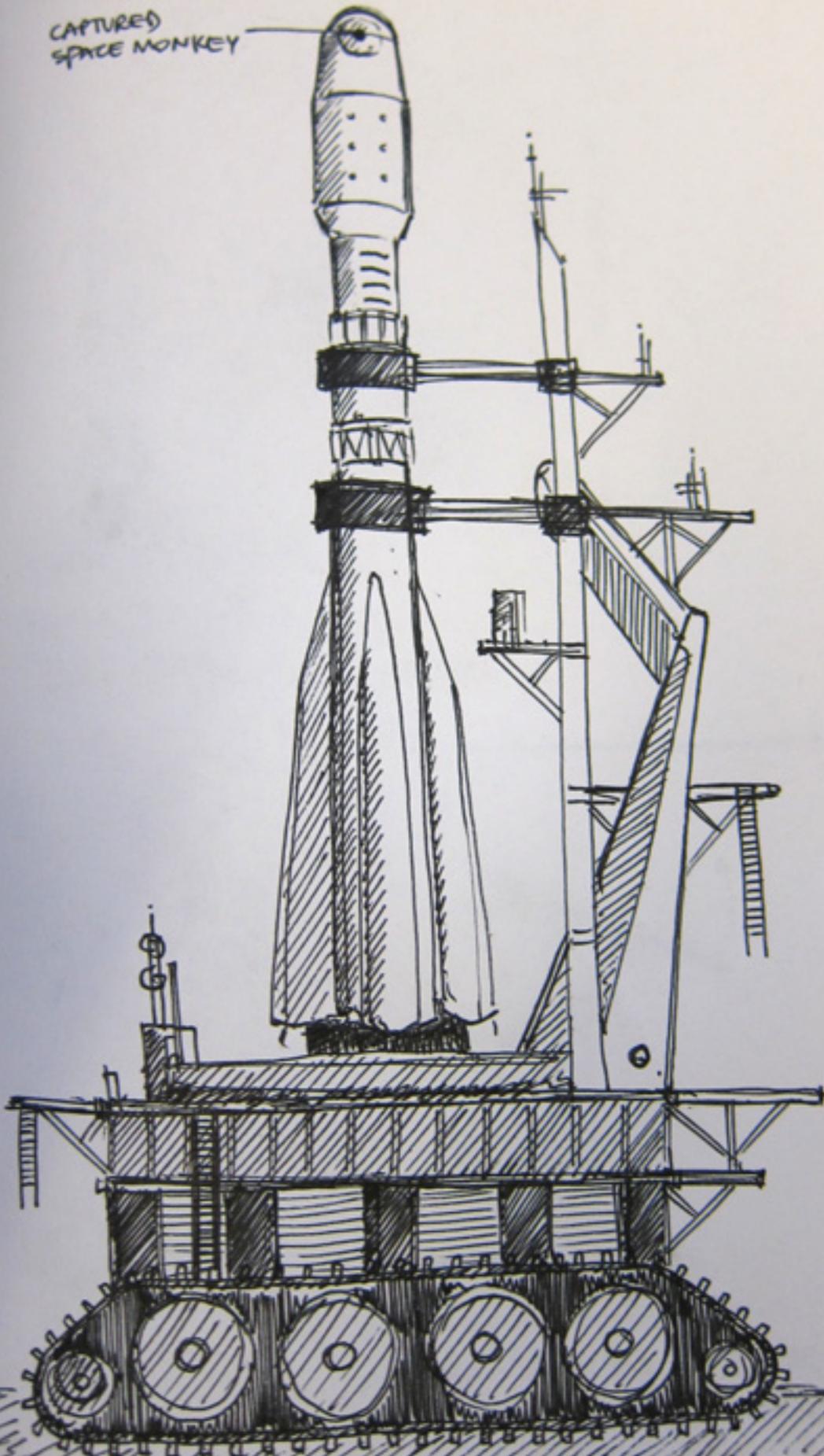
or

Framerate/gameplay speeds/slows based on actor's heart rate (affects monkey reaction time)

\*\*Activation\*\*

- Polar T31 Non-Coded Transmitter and Belt Set
- Polar Heart Rate Monitor Interface from SparkFun to parse data

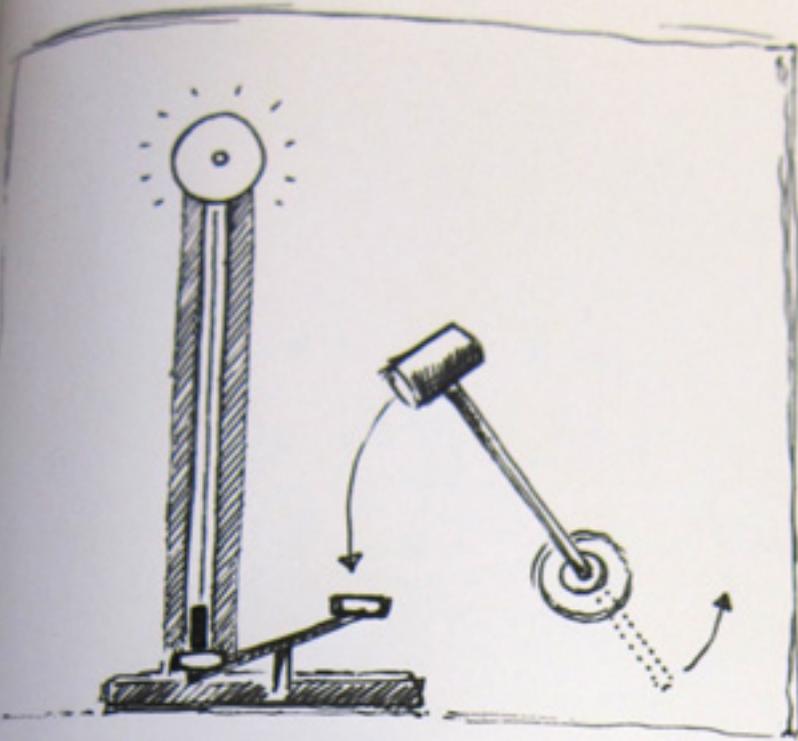
CAPTURED  
SPACE MONKEY



LIFT-OFF

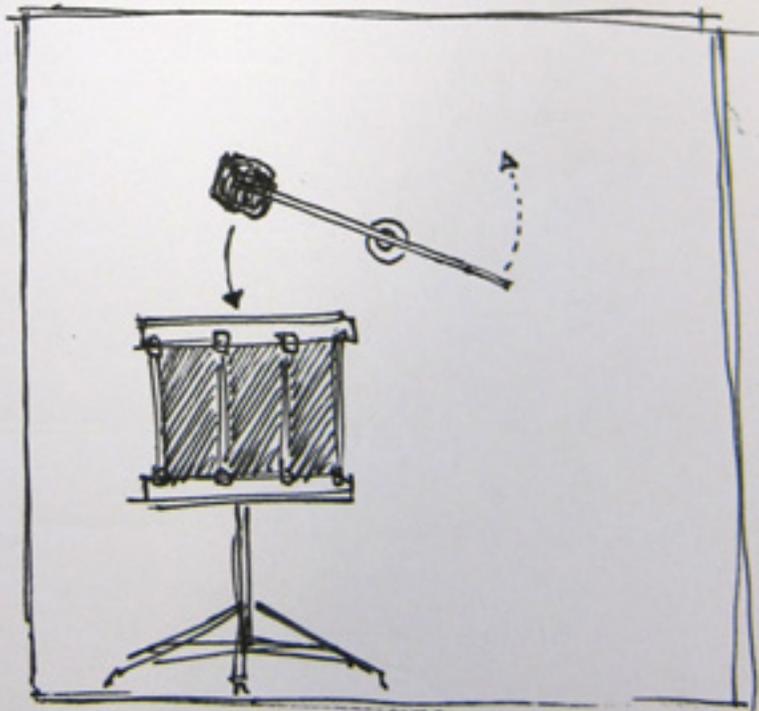
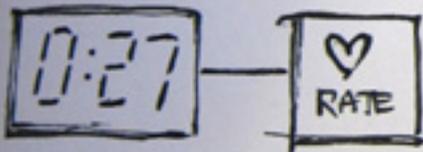
ENGINES ON

PRE-LAUNCH



HIGH-STRIKER POTENTIOMETER  
 GAME RESULT: DETACH ROCKET STAGE

COUNTDOWN TIED TO  
 ACTOR HEART RATE



DRUM MECHANISM W/ PIEZO SENSOR  
 GAME RESULT: SHAKE ENTIRE LEVEL.



SPEAKING TRUMPET  
 YELLING AUDIO CUES & MAKING LIFT-OFF NOISE