

Stand-up Giant

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Basic Premise

- The player will live the experience of becoming a stand-up comedian by performing challenges at comedy venues and in life.

Narrative

- ✦ The created performer begins by performing at open-mic nights in night clubs and coffee houses.
- ✦ The performer advances and gets an agent that books him or her at comedy clubs as an opening act.
- ✦ After working as an opener, the comedian can go on a college campus tour performing for students.

Narrative (cont'd)

- ✦ All along the way the player unlocks new and better agents and better venues.
- ✦ The performer will then go on a tour as a headliner to an expanded list of venues.
- ✦ Other career opportunities such as TV and movie roles will become available as a touring headliner.
- ✦ It all comes to a culmination in an endurance test of the one-hour cable TV special challenge. Completing this will win the game.

Setting

- ✦ Representation of real life and our world.
- ✦ Fake city names
 - ✦ Metro City, San Alamas
- ✦ Fake venue names
 - ✦ Chuckle Hut

Character

- ✦ The main character will be a creation of player.
- ✦ Players will have the ability to customize the character to fit whatever personality they want.
- ✦ Upgrades and modifications available as game narrative progresses.

Gameplay

- ✦ The performance portion of the game will play like a *Guitar Hero* game with an interface that connects the controller buttons to on-screen colored signifiers that accompany a joke.
- ✦ Signifiers are designed to be a representation of the cadence and rhythm of a joke.

Mockup of performance



Gameplay (cont'd)

- ✦ The real-life interview and meetings portion of the game will resemble the 3rd-person perspective of the *Grand Theft Auto* series with accompanying cinematic movements.
- ✦ Interview questions will be responded by the player choosing an available option that accompanies each question.

Interview mocks



Levels and Challenges

- ✦ There are five different levels on the career path in the game. Each has several different real-life and performance challenges the player must complete.

Levels and Challenges

Levels

- Open-mics
- Traveling opener
- College Campus Tour
- Touring Headliner
- One Hour Cable TV

Special

Challenges

- Venue challenges
- Interviews
- TV spots
- Movie roles
- Travel

Potential for Future

- ✦ Voice-recognition technology
 - ✦ allows for players to voice the jokes instead of pressing buttons to the cadence
- ✦ Motion sensor systems
 - ✦ on-screen performer will mock the players actual actions