

# Grass Trimmer

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## Short Pitch

Get your engine started and cut the grass! Run ahead with a badass grass trimmer and grow your blade! Watch out to not chop any humans or bump into any rocks on the way.



### Game Reference:

There is no better game to reference than [Mow My Lawn](#). The game is a perfect example in terms of the **setting**, **grass cutting** and ideal **camera**.

## Genre (Sub)

Runner

## Art

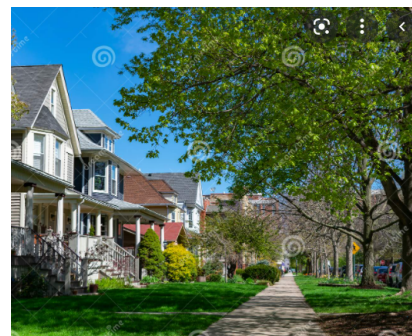
Simple stickman, 3D low poly soft edges style. Toony Shaders with cel shaded look.  
(*Subjective to change*)

## Camera

Top down third person view, with a side angle. (*Subjective to change, based on what looks best*)

## Setting

Our game will have a straight path. Similar to the ref game, we could have houses on both sides of the path. Along with fences and giving a typical neighborhood setting.



**Objective**

- Primary: Trim as much grass as you can as you run.
- Secondary: Collect more blade parts to grow your blade the biggest you can!

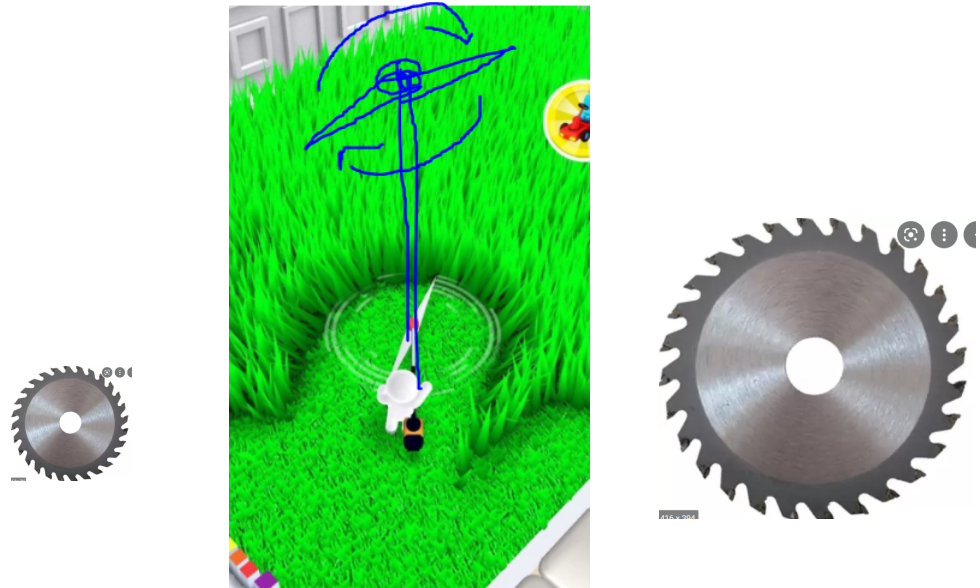
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## Character + Control + Gameplay

### Player and The grass cutter working

The player character will be always holding the grass trimmer and running forward when the game starts. In terms of controls it will be the typical swerve. To move the player left and right.

The Grass trimmer will be comparatively long. As it will need have space for the growing of the blades as explained in the next para.



The player starts off with a default small blade attached to the trimmer. Along the way, the level will have circular blade pickups. Collecting these blades - adds to the overall size (in diameter) of the grass trimmer blade and thus helps you cut more grass! But on hitting rocks, cutting humans or another obstacle the blade loses size. And you will see an immediate visual feedback of metal pieces falling.

### Camera Working

As the blade grows bigger in diameter, the camera will pan out (zoom out) to give the player a more clear picture - and give a sense of progression in terms of getting powerful and see the whole scale! Upon dropping the blade size, the camera zooms into the default.

Note: There will be a max point to which the blade will be able to grow.

### Progression

Cutting the grass adds to your cash. Upon cutting a few units of grass, players automatically receive cash, by seeing cash notes roll out of the grass as it gets trimmed, similar to ref game.

Growing the blade not only will help in cutting more grass to earn more cash. But will also be a unique part to advance in the level end gameplay!

Overall we can have different color grass and patterns as part of zoning and progression.

## Obstacles and Enemies

For now we can have simple obstacles like fences, rocks and Humans. All these will affect the blade and damage it. Cutting the humans will have a splash effect kind of like in sword play. Plus we could pop some sad and worried emojis from the player character as he messes up.

## Core game loop

Trim → Collect Blades → Grow → **REPEAT!**

## Win Condition

Reach the end of the level by trimming the most grass you can!

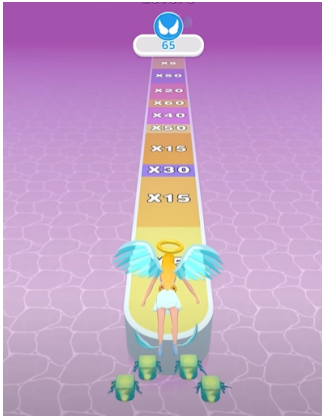
## Fail Condition

Ram into obstacles and lose your blades and get smaller. Damage it anymore and you don't have a blade to cut more grass.

## Level End Gameplay

When the player reaches the end. There will be a cliff and the player will glide down using his grass trimmer machine as a mini helicopter that he will be hanging on to. The bigger the blade, the longer he will glide ahead. Similar to Destiny Run by voodoo.

There will be multipliers below and you have to land on the highest multiplier!



## UI/ HUD

Simple cash count top right