

Game Design Document of Restaurant Delivery Jam

Author: Abhijeet Munje

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Game Concept

- **Game Name:** Restaurant Delivery Jam
- **Theme:** The game is a fun mix of a jam sorting and tycoon game, where food delivery agents, each identified by a specific color, line up at your kitchen door, eagerly awaiting their orders. Your job is to efficiently arrange the packaged food orders to match the sequence of delivery agents at the kitchen counter. Once an agent collects the order, the next group of delivery agents step up, and the cycle continues. The challenge lies in keeping the process smooth and organized as the influx of agents and orders grows, testing your speed, precision, and strategy!
- **USP:** The USP of this concept is a unique twist that combines the satisfaction of solving simple sort and jam puzzles with the engaging gameplay of a tycoon simulator. This dual-layered experience lets players enjoy relaxing puzzles and the thrill of managing and growing their restaurant delivery empire. Also, currently, all jam+sorting games in the market are simply casual and we can differentiate from them by introducing our hybrid-casual mechanics.

Core Mechanics & Playability

Core Game Mechanics

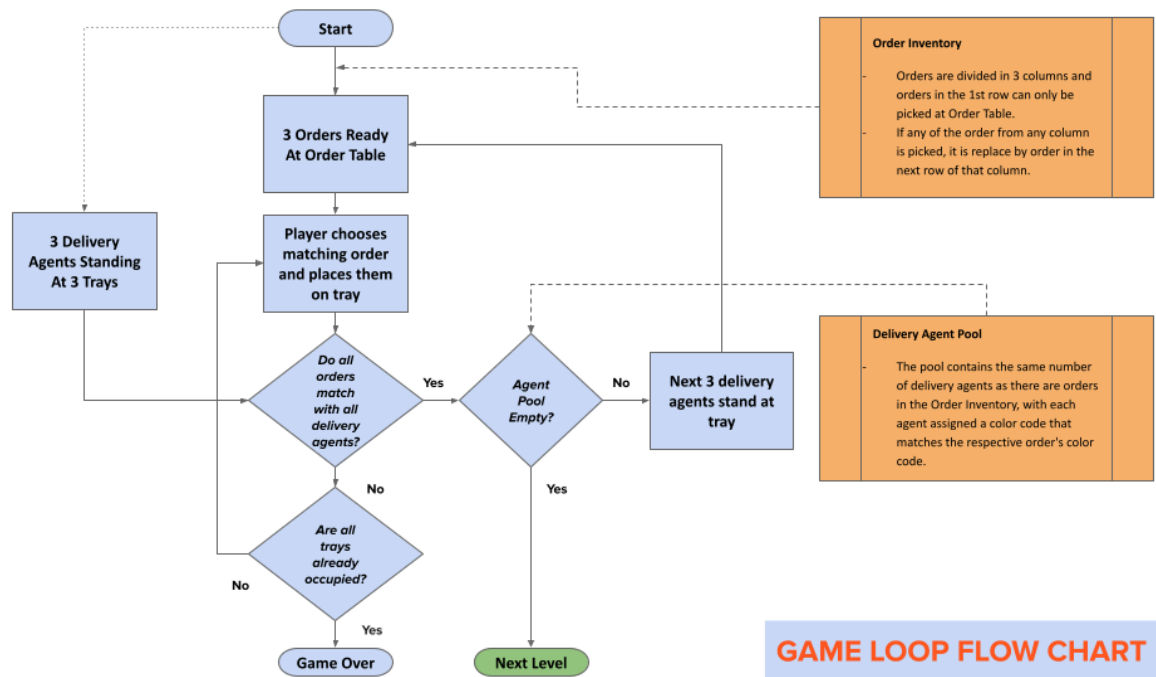
- The core of the game has two mechanics 1) Sorting and 2) Tycoon Mechanics
- 1) **Sorting Mechanics:** This portion has 3 components:

Delivery Agents	Tray System	Packaged Orders
Delivery Agents will line up at the kitchen counter to get their orders from the trays.	Players can strategically place orders onto these trays, aligning them with the delivery agents.	Players must properly arrange the packaged food orders to match the sequence of delivery agents waiting at the kitchen counter.
Delivery Agents have specific colors for identification.	One delivery agent can take orders from one tray at a time.	Packaged orders are colored with colors resembling delivery agent color identification in the inventory.
Initial Setting: 3 colors	3 trays	1 row: 3 orders

2) Tycoon Mechanics + Progression

- Initially, the player will start from a Food Truck working alone and gradually the player will earn money by delivering orders efficiently by solving sorting puzzles and then will upgrade the setup of its food truck. Once the food truck reaches its highest state, the player can invest into new restaurant properties.
- So the core mechanics here are:
 - a) **Efficiency Upgrades:** Strategically upgrade trays and increase packaged food inventory, so the overall efficiency of food truck can be increased
 - The sink and tap economics for this Efficiency Upgrades Mechanics can be decided in the Economy Design.
 - b) **Decorative Upgrades:** Players can also make the setup look good using decorative upgrades. The more puzzles are solved, the player can get more of these upgrades.

Game Loop & Rules



- 1) Game Starts.
- 2) Wave 1: Three Delivery Agents with respective color codes, will wait for orders at the tray counter.
- 3) Order Inventory: It's a container with RowXColumn grid boxes with Orders placed. At a time only the 1st row of the grid is available and players can pick orders from it. Once a player picks one order and places it on the tray, the order is replaced by the order just behind it in that column.
- 4) Once a player puts a respective order for respective delivery agents in the trays, the agents take them and the next wave of delivery agents comes into play.
- 5) Step 2 to Step 4 repeats, till all the agents get delivered with packages + inventory finishes.
- 6) A player will have 'X' lives, i.e.; a player can make mistakes X times before game over.

Game Balance: The number of Agents in a level will match the number of packaged orders, along with the color code and will randomly be in the inventory. (The randomization factor will differ as per progression & difficulty level).

Game Concept Visuals: Low-Fidelity Wireframes

Version 1



Version 2



Version 1: Players can only choose and pick orders that are available at the first row and place them on the respective delivery agents tray.

Version 2: In this concept, players have to match the same color orders in the first row to make it one and deliver it to the respective delivery agent.

Gameplay Progression

Early game: Levels will focus on the player learning about the game, the journey and the progression system.

For example:

The player will start with a small food truck and basic sorting mechanics.

Initial Setup:

- Sorting Mechanics: 3 colors, 3 trays, and a small inventory.
- No Tycoon mechanics till level x.

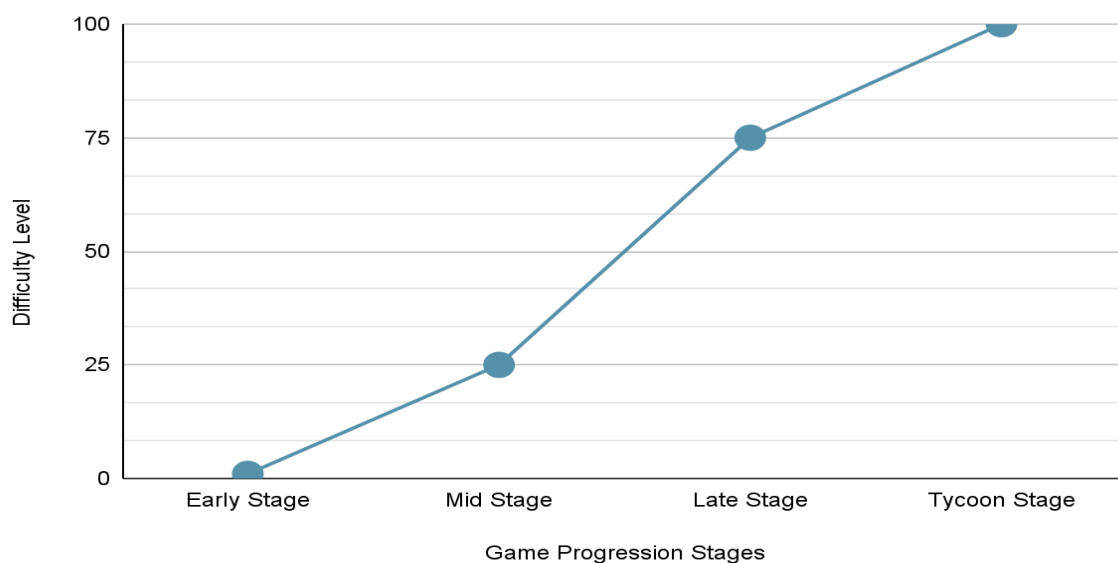
Objectives till level x:

- Learn sorting basics and deliver orders efficiently.
- Earn enough money to unlock efficiency upgrades like additional trays and expanded inventory capacity.

Mid-game: Once the early game progression works well with matrices like player retention and player engagement time, we can move ahead with new content that blends sorting mastery with tycoon upgrades.

The next progression from Mid-game will be based on player analytics.

Progression Difficulty Curve



Level Planning As Per Progression Curve

- For instance, every stage will have **Normal Levels** with increasing difficulty as per the stages.
- But the difficulty loop of Normal Levels in each stage will be of the pattern:
- **Low Difficulty > Mid Difficulty > Low Difficulty > High Difficulty > Low Difficulty**
(Difficulty loop inspired from Royal Match Game).

Power Ups

1) Temporary Tray Doubler

- Doubles the tray number for 10 seconds so delivery agent waves can be supplied with packages faster.

2) Direct To Bag

- With this power-up, the packaged orders will be directly assigned and handed over to the respective delivery agents until 3 waves.

3) Super Chef

- As per the rule, the player can only select one packaged order to place on the tray from 1st row of inventory, while the player has a total of 9 or more orders in vision, this power-up will open all the 9 or more packaged orders and the player can select from them directly.

New Features

As the game progresses to Mid Stage we can start adding new features. These features will be added on to core game mechanics of sorting.

1) Super Deluxe Delivery

- So for some levels in the mid-stage, which will belong to the Mid Difficulty Category, this feature will be included.
- This will be a time-bound activity where different delivery agents will have different time bindings and players need to place the respective order in the tray within that time limit, and if the player fails, with each failure each life is deducted.

- For example: Blue - 3 sec, Red- 6 sec and Pink Agent- 10 sec, so players need to sort and place orders to these delivery agents within a given time.
- Here the time limit will make the player implement the sorting skills in a fast manner, giving the player a feeling of accomplishment.
- Playing the event with more time savings will open the door to big rewards, which players would love to flaunt.

2) Order Inventory Lock

- So with narrative, we will show that due to some reason the inventory has been locked and the player needs to open it to start the order delivery to agents.
- And here we will introduce simple mini games like Match cards by flipping(Memory Game).
- This feature gives the player something fresh to enjoy and will double the motivation to play next levels and open some more mini games in the future stages.
- Also, it can become a better tool for player retention in the long run.

3) Imposter Delivery Agent

- Sometimes your rival food truck will send an imposter delivery agent to rob you of the orders.
- Ofcourse, the player will get a hint when this difficulty arrives.
- For example: A suspicion alarm will be raised and game will ask the player to find who is the imposter and we can use a visual cue or or an AI behavioral cue to help the player find one.
- Once a player finds the imposter, the player will be awarded with a reward.
- Similarly, here the player will get recognition for being a detective, which brings novelty to the game and can increase game retention.

4) Season Based Features - Live Services (Festivals, Special Days)

- We can discuss this and create new features using Live Services.

Note: Rewards System, Money Flow, IAP, Monetization, Live Services will be designed under Game Economy and System Design, once core mechanics and prototype is finalized.