

# **Restaurant Delivery Jam Level Design Document**

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# Overview

## **Objective:**

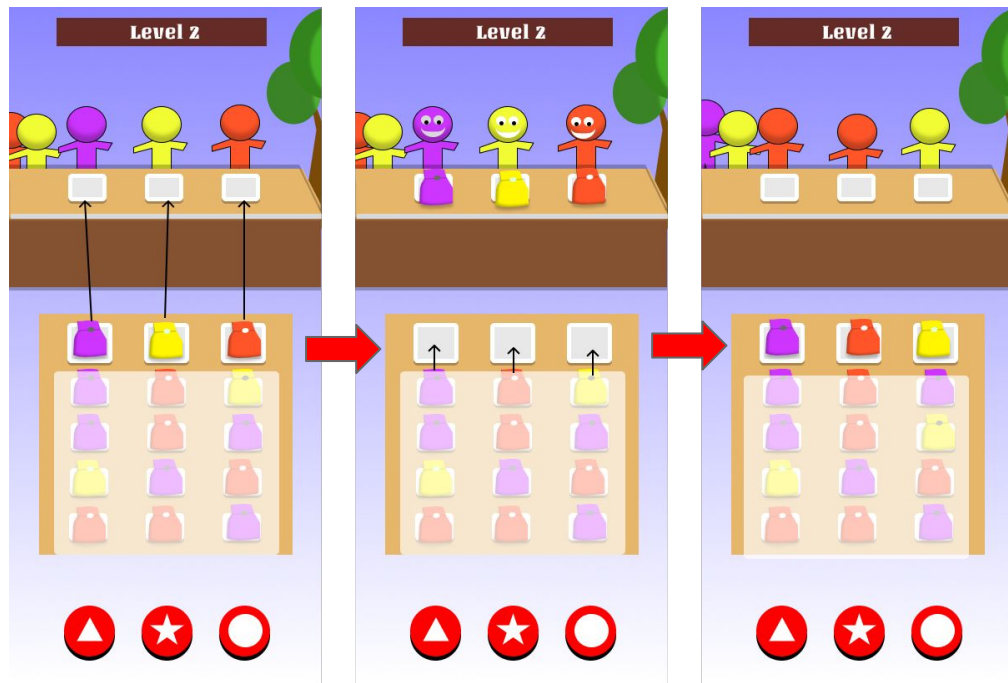
To create basic level design concept for Restaurant Deliver Jam for the following categories:

- 1) Normal Level
- 2) Bonus Level
- 3) Boss Level

## **Document Audience:**

Product Manager, Game Developer, Management, Art Department, QA and Publisher.

# Normal Level



## Level Dynamics:

- Purple, Yellow and Orange Agents are already standing at the tray counter.
- The next in queue are yellow and orange agents.
- While the 3 orders are ready, player will click on the orders and they will be served to the respective agent's tray as shown in 2nd screenshot.
- Now you can see in Screenshot 3, if player picks Purple, Orange and Yellow order then the player will fail and so the player needs to think and choose the correct order, i.e.; Orange Pack, which will open way to other orange pack in 2nd column, then again select orange pack and then yellow pack.
- So this is how the levels will work, and it's easy to set up varying difficulties just by manipulating order shuffling and deliver agents queue.

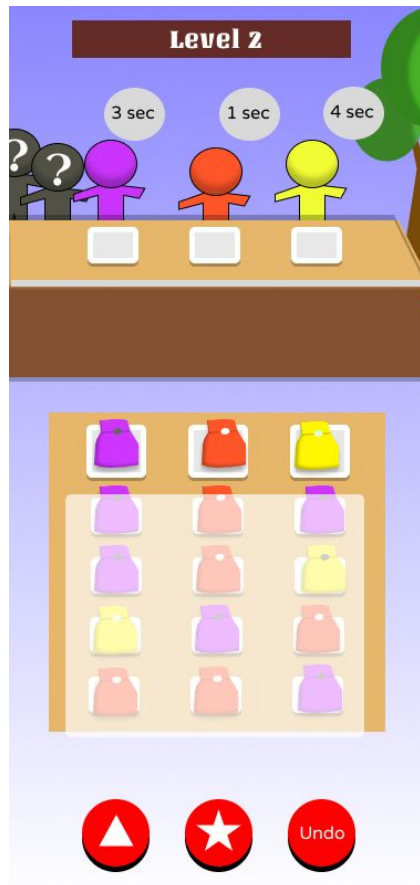
# Bonus Level: A Big Catering Order



## Level Dynamics:

- The narrative for this bonus level is that the player has got a big catering order and he has to deliver as much as he can in 30 Seconds.
- After every package is delivered, we will increase reward multiplier by 3x.
- In this way, the player will be happy to collect big rewards and also enjoy new clicker mechanics in the game where the faster the player clicks, the faster the orders are delivered.
- Also, there is no limit of number of packaged orders, they will keep popping up till the timer finishes.

# Boss Level: Mid Game Progression Stage



## Level Dynamics:

### Difficulty Features:

1) **Unknown Agents**, standing in the next wave of delivery agents, making it hard to think of the next move and it helps to promote rewarded ad hint system through this feature.

2) **Agent Timer**: The player needs to prioritize order as per the timer, so here the Orange Agent only has 1 seconds left, so the player must first select the orange order to handover it to orange agent, or else player's 1 life is lost.

I have combined these two new features and made the boss level difficult.

For Early, Late and Tycoon stage progressions we can tune, add, remove new features for setting up boss level difficulty as per progression difficulty curve.