

# Who ate my cupcake?

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## 1. Introduction

### a. Elevator Pitch

The game is about shooting your way through a horde of scary candy monsters just to find out the truth about who took your cupcake.

### b. Setting

- There are two settings in the game.
- The first one is a really colorful world with living candy.
- The second is a reflection of reality, where everything is gray and depressing.
- There will be a transition from the first world to the second the further in the game you get.

### c. Narrative

The story takes place in a fluffy Candyland where everything is in strong colors. Our hero is waking up and sees that his cupcake is missing. He sets out on a journey with a whipped cream tube as a weapon to find out who took his cupcake. On his journey, he will have to fight zombie gummy bears and other candy monsters that try to stop him in his quest.

Through the different stages, you will find clues on where the cupcake is located. The clues are in the background/scenery and can be found at the end of second and last round after you defeat the boss (e.g. the boss drops a gun, so you pick that up instead). But everything is not as it seems and you find yourself seeing things differently the further you get to the end.

It becomes more apparent that our hero is not the hero, but a depressed boy that needs his "medicine" to stay out of reality. Without it, he can't feel happiness and the world turns gray and dark.

## 2. Aesthetics

The Investigation - playing should feel like uncovering a mystery.

### a. Aesthetic goals

- Successes

Fantasy

Challenge

Sensation

Discovery

Constant danger

Sense of accomplishment

- Failures

Misunderstanding

Boredom

Unoriginal

Guessing the solution to the mystery from the start

Enemies that are not intimidating

### **3. Target audience**

#### **a. Core audience**

Person 1 - Billy

- Loves shoot 'em up games.
- 25 years old student.
- Plays everyday of the week.

Person 2 - Lisa

- She is into horror.
- Lonely 35 year old woman.
- Plays 2-3 days a week.
- She reads a lot, fan of Stephen King.

#### **b. Extended audience**

People over the age of 18 who like the idea of a mysterious game with plot twists/horror.

Person 3 - Grandma Pepper

- Likes sweets but has diabetes.
- Billy's grandmother.
- 65 years old.
- Not working- has a lot of free time.

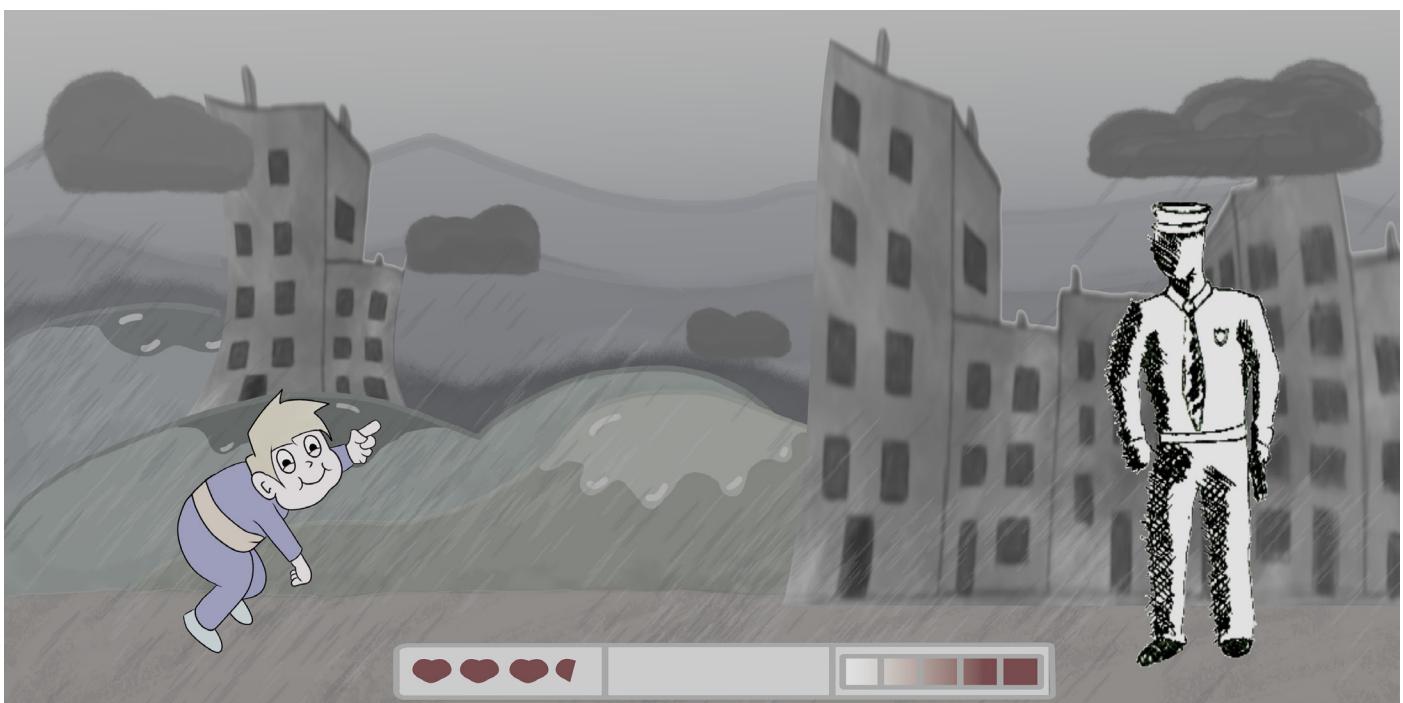
## 4. Style

### a. Art style

During the majority of the game starting from the beginning, the art style will be very bright, simple, and colourful. Characters should have clean, bold lineart, and pastel colours. As the gameplay progresses, the art style should change progressively to darker tones. Line art of the enemies can also change to less clean lines, colours should be darker and more desaturated. The contrast between the two styles should be easily recognisable, as it should represent two different realities.

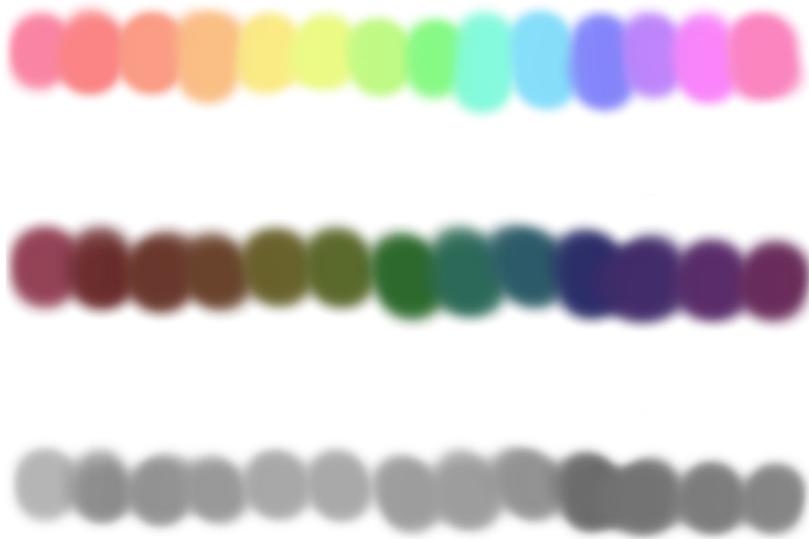
The background is layered in a old-fashioned Disney style. Perspective is non-existent until the end sequence of the game when it changes to a two-point perspective.

Examples:



### b. Color scheme

The color scheme will go through a transition during gameplay, to indicate specific changes in the gameplay, such as transgression of levels, character development, and gameworld metamorphosis. The color scheme is tightly connected with the character development and how this affects the game world. At the beginning of the game, the color scheme is bright and lively so that it immediately catches the players eyes. It also helps the player feel welcome and gives a secure and fun feeling. But as the gameplay progresses, and the player explores the world and clears levels and defeat bosses, the color scheme will become muted and desaturated until it reaches a grayscale. This grayscale communicates the drastic change that the player and main character faces at the end of the game, where the world is no longer what it seems like.



### c. Sound and music

Music and ambient noises go through the same transition as the visuals - from cheerful and calm to dark and sad.

Sound effects start off cute (e.g. soft sounds, pops), they get louder towards the end and change to something more horrifying (e.g. screams, shots, marker scratching on a board). Music cheerful and pleasant in the beginning and it changes progressively into a mol scale. The ambient sound effects are at first happy and calming, with chirping birds and children laughing in the background. Further on in the gameplay, sorrowful and disturbing sounds will emerge, such as police car sirens and women screaming. These sounds will transition from a quiet volume in a far distance, to higher volume, closer to the player.

### d. Camera

The game is a sidescroller with a zero-point perspective. The camera moves only between the four stages and zooms in during boss fights.

At the end of the game when the whole plot is revealed the perspective changes to a two-point perspective and the camera slowly moves up and away from the main character.

## 5. Gameplay

### a. Four stage structure

#### Setup

- Everything seems fine, the player is in a fantasy world of sweets and has a balloon attached to him which lets him fly. A cutscene plays which shows the main character looking around, being very happy that he is there.
- Lots of malicious sweets start fighting the player. The player fights back with no remorse, because he is having fun.

#### Investigation

- The scenery barely changes, some enemies bleed when they die.
- New enemies start showing up, the player fights them to pass the stage.
- The boss on this level drops a gun which you equip and the boss leaves a pool of blood behind.

#### Realisation

- The scenery changes a lot, almost 50% of it looks like reality. There are buildings, roads, etc. The two worlds are blent together making it easier for the player to realise what is happening.
- The enemies all bleed now, but they look the same. More and more of them show up giving the player a challenge.

#### Reality

- The background is dark and grey, reflecting the real world. The enemies are the same, the last bit of fantasy left.
- Upon killing the second and last boss, a cutscene plays. The balloon attached to the player pops and the main character starts walking towards the right side of the screen until he reaches the cupcake. He takes it and he looks at it and around him. Then he bites onto it and the world flickers back to how it was in the beginning of the game, a fantasy world with candy canes and mountains of ice cream. After that the game ends.

### b. Narrative presentation

The narrative is presented through cutscenes at the start of the game and at the end of the game. Both are explained in the stage structure.

### c. Power-ups

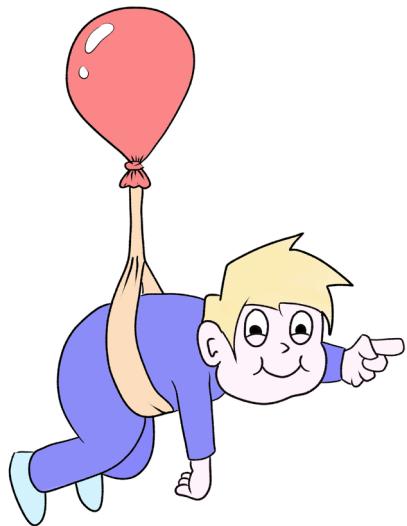
They will randomly fly from the right side of the screen to the left and the player character has to pick them up by standing in front of them when they get close to him.

- Muffins  
You deal additional damage.
- Lollipops  
Your projectiles are bigger.
- Coke  
Makes you move faster.
- Peanuts  
Kills everything in a large area of effect.

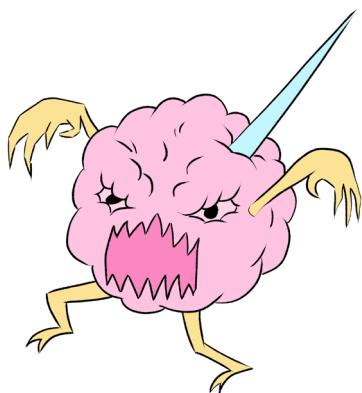
## 6. Characters and enemies

The main character is a person who wants to escape the cruel reality by getting drugged. The cupcake symbolizes the drugs and the reason why he is in a hallucination.

Concept art for the main character:



Concept art



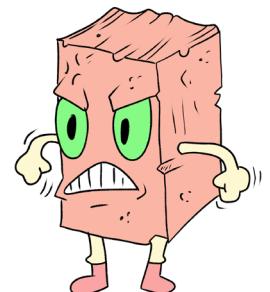
Name                    Crummy cotton candy

Abilities              Moves in a snake pattern



Name                    Wicked wrapper

Abilities              Moves faster in a straight line



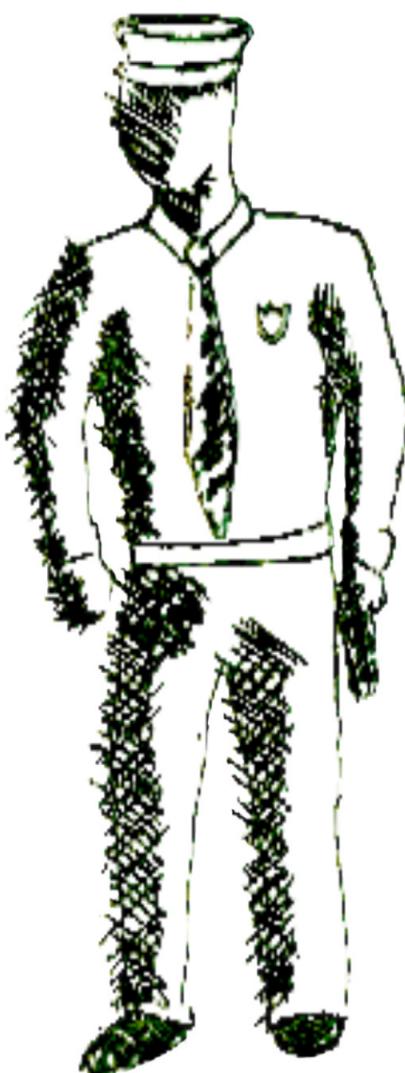
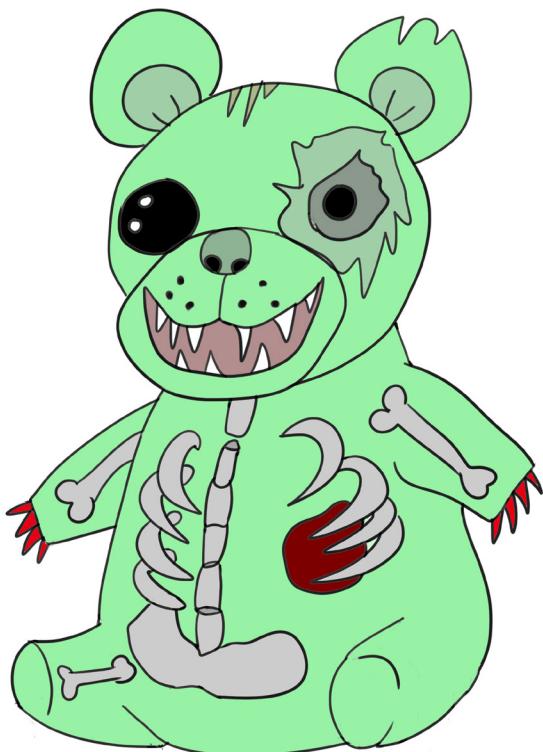
Name                    Foul fudge

Abilities              Moves slow but needs more hits to die

### a. Bosses

At the end of the second stage there is going to be a boss, a zombie gummy bear who will call more gummy bears to his aid to destroy the player character. They will attack a lot like the other enemies.

When the player reaches the last stage and defeats the basic enemies, the last boss appears. This one is a very distorted and evil policeman who can basically attack and move like any other enemy, while shooting three lines of bullets towards the player character.



## **7. Key features**

### **a. Movement and controls**

Although the player character is always facing the right side of the screen the player can move on a vertical axis either up or down within the boundaries of the screen and on the horizontal axis between the side of the screen on the left and a certain distance to the right. The player can fire a projectile by clicking the left mouse button. The projectile moves from the player's weapon until it collides with an object where it is destroyed otherwise it continues until it reaches the end of the screen.

- Mouse left click - used for shooting
- 1,2,3,4 - used to select power-ups
- Mouse right click - use power-ups
- WASD keys - used for movements

### **b. Combat**

The player has only way to defeat his enemies by shooting. The player will be free to shoot. Shooting is core mechanic of the game. Shooting and escaping are main parts of the game, while the player will be shooting at different enemies.

### **d. Start of the game**

At the beginning of the game the player will see the start menu. When the player presses start a cutscene will play and the game will begin. The player character will have 0 points at the start of the game. As he moves on in the game the player earns points for how fast he finishes each stage and by not getting hit by projectiles.

### **e. End of the game**

At the end of the game, the player character will be able to see his/her points. The player character will also be able to see his performance, how well or bad he played the game. The game ends with another cutscene then the player character will be able to analyze his performance and will have an option to replay or exit the game.