Cabbage Carnage

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Logistics

Platform: *Cabbage Carnage* will release on PC through Steam

Genre: My proposed game would fall under the Top-Down Run & Gun genre of games. Similar to games like *The Binding of Isaac.*

Theme: Protecting your family and friends

Premise: Early one morning a freshly sprouted cabbage awakens to the horror of their fellow cabbages being eaten by wild rabbits. The young cabbage springs to life and pops up from the ground ready to defend the cabbage patch from these furry intruders. Filled with a new sense of duty the young cabbage must make their way through the farm saving various other vegetables and plants from all kinds of four legged foes.

The player must take on the role of this young cabbage to run and & gun their way through the farm collecting power ups to give themselves an edge against the hordes of forest creatures looking to feast on them and their friends.

Player/ Enemy Characters

1. Character Summary:

Cabbage Kid is driven by a sense of duty to protect his family and friends as he makes his way through the farm fighting various woodland creatures. Cabbage kid is unshakable in the face of overwhelming odds as he faces several bosses and frees his fellow vegetables from their fluffy captors. Whether he is facing off against a swarm of Dwarf Rabbits or their leader, Boundless Bunny, he will stop at nothing to save his friends on the farm.

2. Opponents/Obstacles:

1.Basic Enemy: Dwarf Rabbit: Uses dashing attacks, high speed, low health

2. Level Boss: Rabbit Lieutenant: Carrot Missile, Thump Shockwave

3. End Game Boss: The Boundless Bunny: Ear Whip, Flying Stomp, Ear Spin attack

3. Character Visual

Story/ Game Summary

1.   Early one morning a young cabbage is jolted awake by cries for help from his fellow patch mates. As the cabbage patch is set upon by a swarm of rabbits the young cabbage boy musters up the courage to pluck himself from the ground and fend off the fluffy invaders. With the initial defeat of the rabbits Cabbage Boy is filled with a new sense of determination to protect the other vegetables of the farm. With this new goal in mind he sets off to take the fight to the rabbits and ventures deep into their burrow. As Cabbage Boy ventured deeper and deeper into the burrow he fought new kinds of rabbits and freed as many vegetables as he could along the way. Cabbage Boy's journey finally came to an end when he faced off against the king of the burrow, the monstrous Boundless Bunny.

2.   The opening scene of the game when the rabbits attack will be interactive with having the player have to repeatedly press the A button on their controller in order to sprout from the ground. The player will then use these first couple of levels that take place in the cabbage patch

as a tutorial section to learn the game mechanics like how to fire seeds at enemies, and dodging attacks. Once the player makes their way into the burrow the difficulty will increase as the player will start to encounter new enemy types such as the tanky Lop Rabbits or the fast moving and swarming Dwarf Rabbits. In these burrow levels the player will be tasked with finding collectables in order to open the passage into the next area, finding power ups, and rescuing vegetables that the rabbits have taken hostage. The game ends with the player combining all the skills and knowledge they gained over the different levels and facing off against the final boss, Boundless Bunny.

HUD

In the top left of the screen there is a bar showing the player's current health

status as well as some "armored hearts" that were picked up on the map that provides a couple stronger health points that take two hits to deplete rather than one. Below that is a bar that shows the player's current power ups and over in the top right is a mini map that shows the player's current location on the map. And finally enemies have health bars above them.

These HUD systems I feel display the information that the player needs to know in a clear way through the use of thick outlines and colors that pop on screen without overloading the player with information and allowing them to focus on playing the game rather than constantly being forced to look at HUD and UI elements.

Audio

1. For my game I want to have background music that plays depending on the setting of the current level being played as well as the type of encounter that the player is having. For example, in the first level of my game when players have just sprouted from the cabbage patch I want the music to be a calm track with a very natural sound. Once the player encounters a boss fight the music will get more intense but still keep the same general sound and feel that the level's music had before. I also want to avoid using the stereotypical video game sounds and have more natural sounds and recordings but with a bit of digital twist to them to fit the pixel art style of the game's visuals. The main character is a plant and all the levels take place within very nature heavy settings like a forest, or various kinds of farm land. I want the game sounds to reflect that setting.

2. A great example of the kind of music for my game would be the track *Start a Cult* by River Boy. This song was made for the new hit indie game *Cult of the Lamb* and I think a track like this would fit well as a background theme for a level. It has a good loop and has a balance of elements such as electronic music production as well as real live recorded instruments. The calming beat of the song fits a tranquil nature setting such as the opening cabbage patch level or my game.
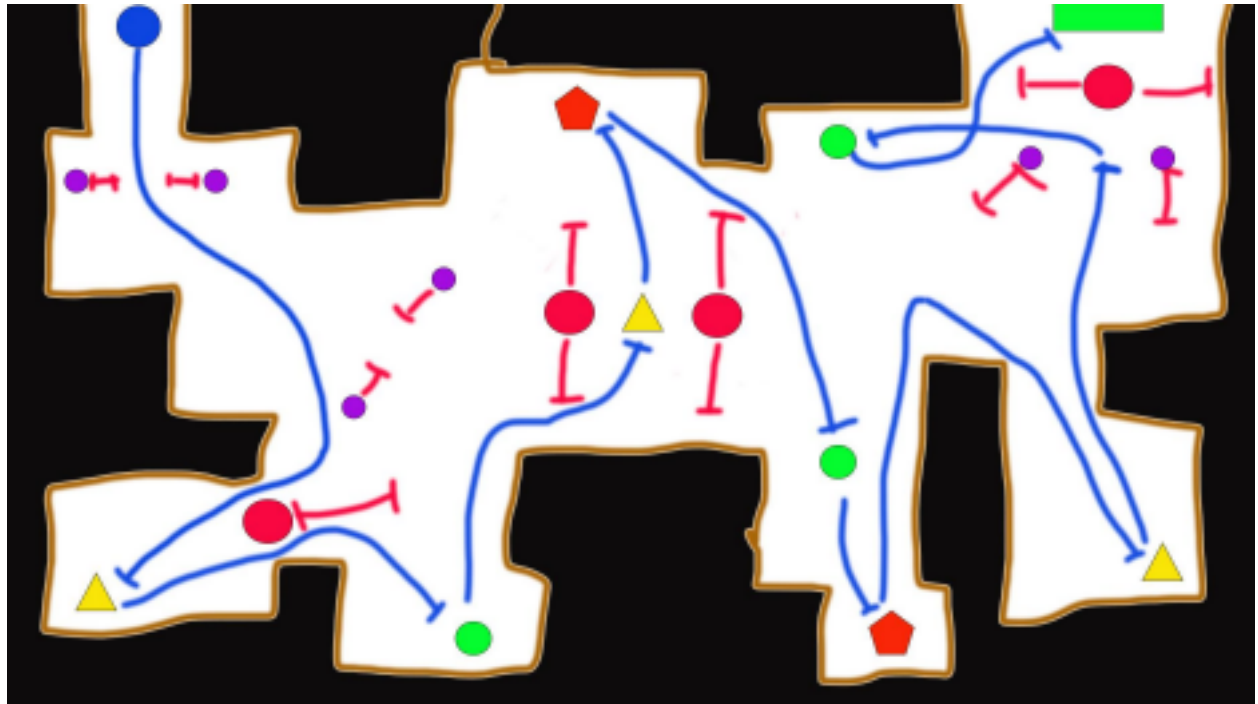
Controls

I think that it would be best played on a controller. Most top down run and gun games like this feel most comfortable on a controller as the inputs are much simpler and it is easier to hit the buttons in rapid succession. In terms of the input controls they are pretty standard for this genre of game and are very similar to the controls from games like Cult of the Lamb as most actions are done through the joysticks and buttons and not much is done with the triggers

Level Design

This level which is titled "Into the burrow" is the second level of the game where the player will venture into the subterranean layer of Boundless Bunny. The main goal for this level is to explore the burrow finding power ups, defeating enemies and collecting three golden carrots to unlock the boss arena. This level will also introduce the player to a stronger enemy bunny that has a slow melee attack that, while easy to dodge, will deal a high amount of damage if it hits the player.

Level Map: *Cabbage Carnage* **"Into the Burrow"**

Key

🔵	Player Start	⊢—⊣	Player Path
🔴	Large Enemy	▭	Level Exit
🟣	Small Enemy		
🔺	Golden Carrot		
🟢	Health Pick-up		
🔺	Power up		
⊢—⊣	Enemy Path		

Monetization

My game's main source of monetization will come through the purchase of the game from the Steam Store. I plan to make the game cost $20 USD, as that is what I see similar games in the indie space cost. This game will also not feature any sort of in-game

microtransactions as I feel that kind of business model is extremely predatory and bad for consumers. Players will be able to purchase the game 4 months before release and of course any time after it launches. This will give players enough time to engage with any and all promotional material or demos and decide whether or not they want to buy the game.

Conclusion

Cabbage Carnage brings a fast paced and engaging gameplay loop to a colorful world of vegetables and rabbits. With familiar controls to other games in the genre players can easily dive into the game and discover the charm of the characters and locations. The wide enemy variety will give players a nice challenge as the game progresses as the difficulty scales naturally with the complexity of combat encounters rather than just cranking up damage numbers. All these elements combined create an experience that will captivate players and provide a fun and memorable experience.