**Game Design Document**

Genre: Shoot Them Up

LD32 Theme: An Unconventional Weapon

Theme: Ice-Cream/City/Accidental Music

Situation

An ice-cream vendor finds himself being attacked by a horde of burning origami figures. Fortunately, his ice-cream truck can fly (how?) and the cone-launcher he has on top of the vehicle for the heavy days can also be used as a weapon.

Why are they attacking him?

Story

Zhou, a fire mage, once bought an ice cream cone from this vendor on a sunny day. The cream went spoiled because of the intense heat and the mage got sick. Angry, he returned to the vendor searching for vengeance.

GAME MECHANICS

Overview

The player controls a flying ice-cream truck, moving it up and down, and shoots ice-cream based desserts to enemies. It has four different types of bullets

Desserts // Bullets

The player can shoot bullets every 300ms.

Cone: 1 DMG, ‘Q’ key.

Triple cone: Explodes, fragmenting itself into 3 cones 2 DMG, ‘W’ key, 2000ms cooldown.

Popsicle: Explodes, fragmenting itself into 9 chunks of popsicle, freezing enemies, forcing them to move every 1500ms for 4500ms, ‘E’ key, 3500ms cooldown.

Cookie cat: Explodes, fragmenting itself into 9 chunks of ice cream and cookie, inflicting everyone 2 DMG, ‘R’ key, 5000ms cooldown. (visual reference: http://vignette2.wikia.nocookie.net/steven-universe/images/f/f4/Cookie\_Cat.png/revision/latest?cb=20131220063635)

Enemies

These are origami figures imbued with magic to attack the player while burning without consuming, some of them have ranged attacks.

The columns of enemies move every 1000ms.

[\*]Crane: 1 HP, iterates between up and down every 300ms while moving forward.

[\*]Pegasus: 3HP, direct fire ball [\*] every 450ms.

[\*]Dragon: 5 HP, direct fire wave [\*] every 750ms.

[\*] [\*]

Game Engineering Document

Aspect ratio: 16:9

Screen distribution

Height:

10%, info (score, life)

90%

Width:

20%, player

50%

30%, enemies landing zone

Sound

Every interaction between a bullet and an enemy have a unique associated sound (4 bullets x 3 enemies = 12 sounds). Also, an enemy destruction doubles the duration of the sound. There’s a total of 12 unique sounds the player can trigger playing.

The rhytmic base is influenced on the typical mexican ice-cream truck.

A sound for menu on-click feedback.

A song for the boss battle and

Historia:

Un heladero descubre que su camion de helados en realidad es una maquina para viajes interestelares cuando accidentalmente al comenzar a vender sus helados enciende la maquina de musica y de pronto se encuentra viajando en el espacio enfrentandose a extraterrestres que buscan acabar con todos los helados del universo. Las armas del enemigo son peque;as figuras origami prendidas en fuego. El enemigo final es Zhou un villano del planeta z834 que controla las figuras con magia.

Credits

Programmers

Eduardo Ochoa

David Zhou

Víctor Borja

Ricardo Rodríguez

2D Artist

Antonio Pedraza

Music and Sound Effects

Ian González

Game Design

Zura Guerra

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<https://www.youtube.com/watch?v=MVUwmfksUPI>

<https://www.youtube.com/watch?v=3H36O5lgpWE>

https://www.youtube.com/watch?v=NGXguBoY3BA