

EXT. PROJECT 2

SUPERMARKET SHOWDOWN

Game Designer
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INTRODUCTION:

Supermarket Showdown is Ragdoll PvP game set in supermarket. Both players have the same shopping list and race to collect all the items first. Along the way, they can create chaos by throwing products, spilling oil, or stealing from each other's cart. With silly physics and funny interactions, the game turns everyday shopping into a wild and competitive experience that's perfect for laughs and friendly battles.



GAME GENRE:

PvP
Party Game
Physics Based Ragdoll

Game inspired from
Gang Best, Human Fall
Flat and Animal Party.



TARGETED AUDIENCE:

- Ages 10–35, casual and competitive players.
- Fans of party games, couch co-op, and slapstick chaos.
- Streamers, content creators, YouTubers built for funny-moments.

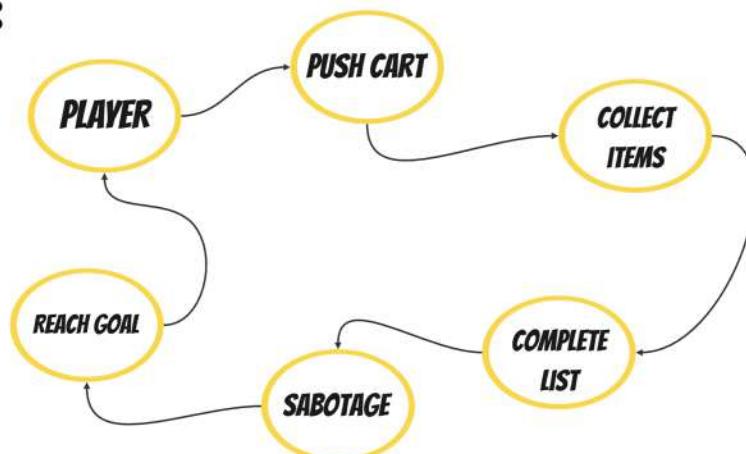
GAMEPLAY:

- Navigate the aisles quickly to grab items.
- Create chaos by throwing products, spilling oil, or knocking over shelves.
- Steal from each other's carts to sabotage progress.
- Use silly physics to interact with the environment in unpredictable and funny ways.

The game rewards quick thinking, strategic movement, and mischievous tactics—making it a fun and unpredictable multiplayer experience.



CORE LOOP:

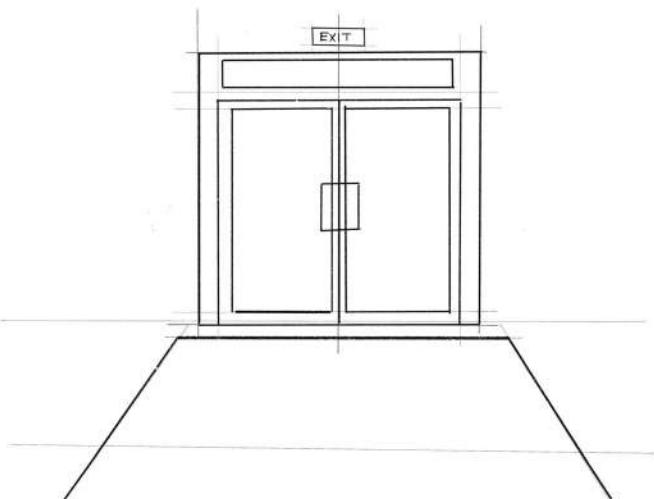


MY ROLE IN SUPERMARKET SHOWDOWN

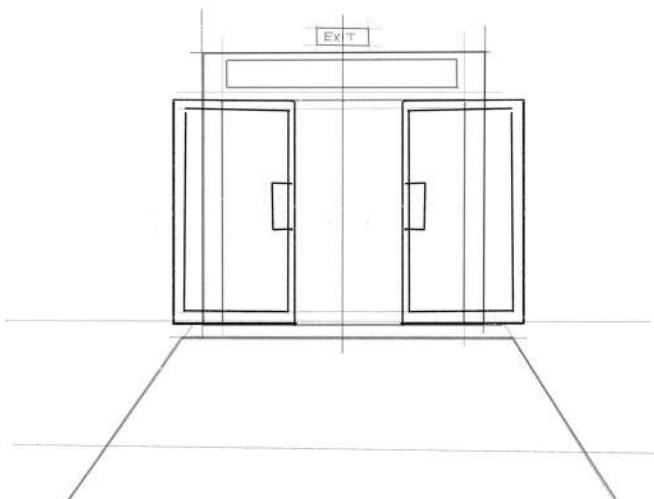
For Supermarket Showdown, I designed the main menu sequence to feel like part of the game world itself. The game begins with the supermarket doors sliding open to reveal the title screen, then the camera pans inside where the store manager introduces the market. The main menu appears naturally on the cash counter's digital display, offering options like Start, Settings, Credits, and Exit. Each section is integrated into the environment — settings on the display screen, credits shown as names scrolling between products on the conveyor belt. When starting the game, the manager wishes the player luck before transitioning to the mascots' stage that displays the controls, creating a lively, cinematic introduction to the chaos ahead.

1. Opening Sequence – Entering the Store:

For Supermarket Showdown, I designed the main menu sequence to feel like part of the game world itself. The game begins with the supermarket doors sliding open and close other than making the environment static, to reveal the title screen with the title card of the game and a small pop up text saying "continue" prompt.



Opening frame of the game, where the door open/close also a small beep sound from the entry/exit box.



The sliding doors open and closes slowly and the entry/exit box beeps

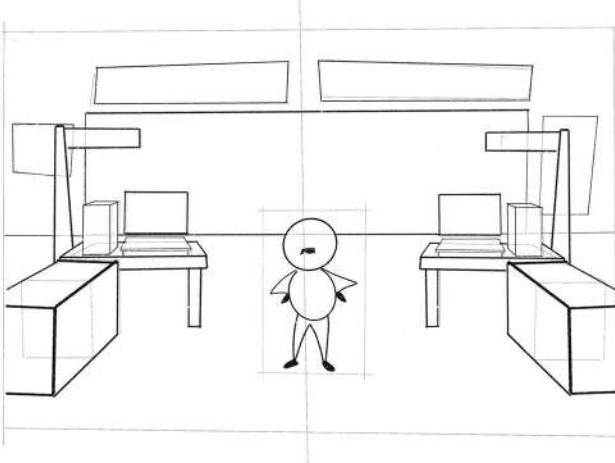


Placeholder title for the game

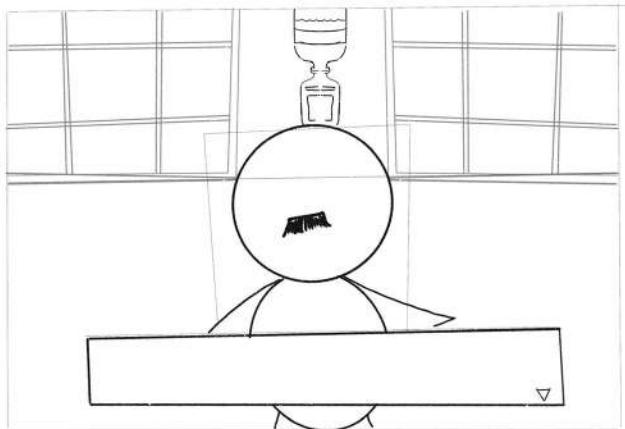
The main title of the game appears as a popup, where the background of blur slightly also "Press To Continue" text popup to continue the game

2. Camera Pan to the Main Menu:

Once the player clicks, the camera smoothly pans inside the supermarket. Here, the store manager appears on-screen, introducing his store in a humorous and welcoming manner. A small Skip button is placed at the bottom, allowing players to jump directly to the menu.



The camera slowly pan towards the main menu where the player can see the store manager introducing about himself and the store to the new players

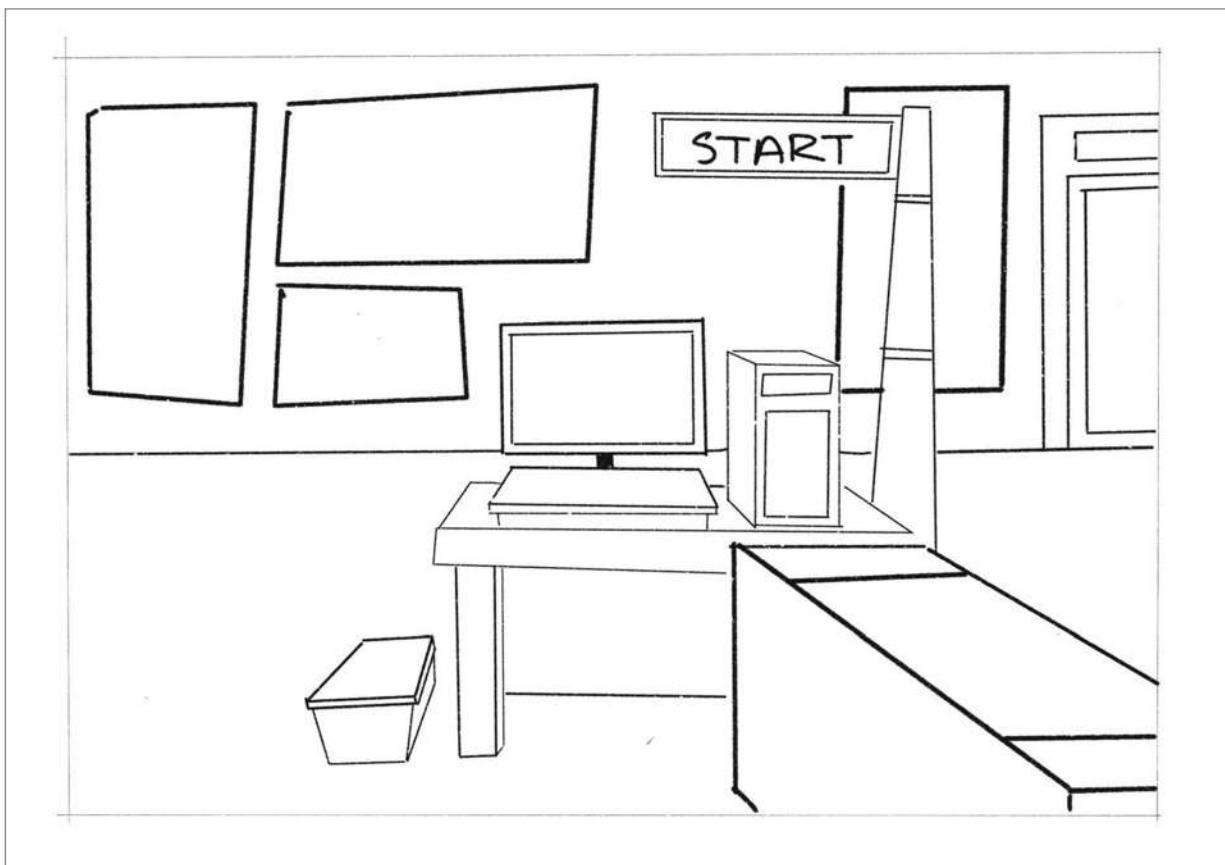


The store owner introduces himself to the players where the dialogue box appears at the bottom, players can also skip

3. Main Menu on the Cash Counter Display:

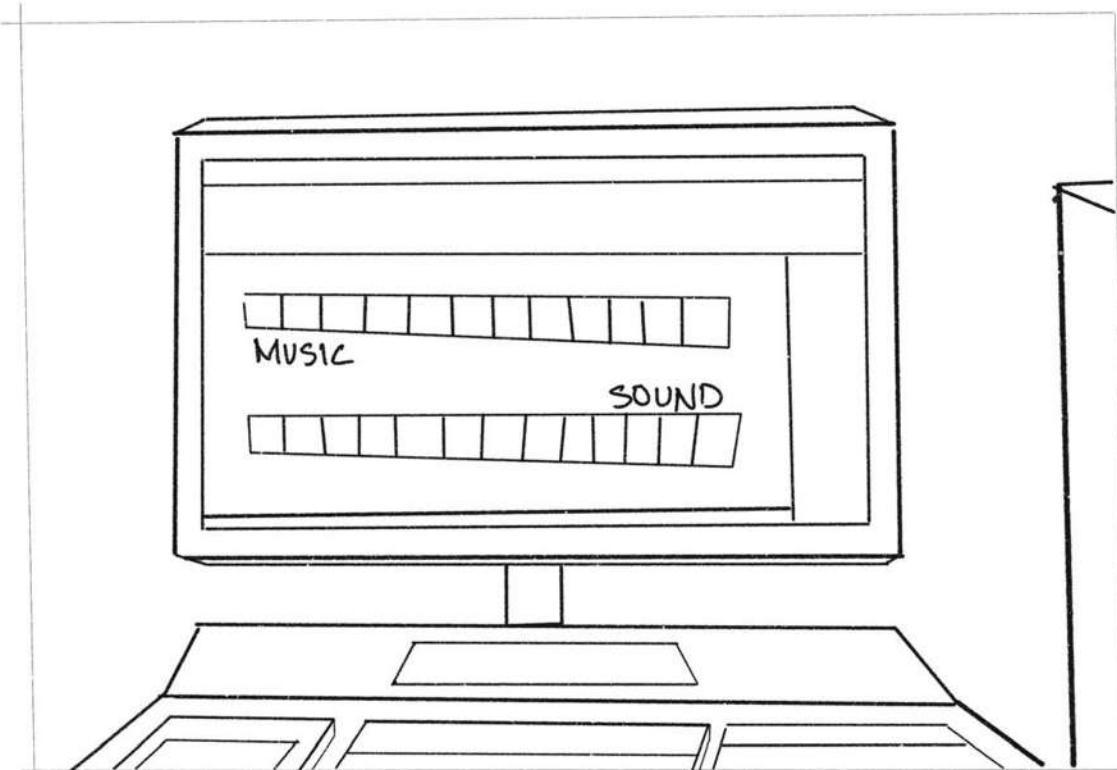
When the introduction ends (or is skipped), the camera settles in front of the main cash counter. On the digital display machine of the counter, the menu options appear:

- Start Game
- Settings
- Credits
- Exit



4. Settings Panel:

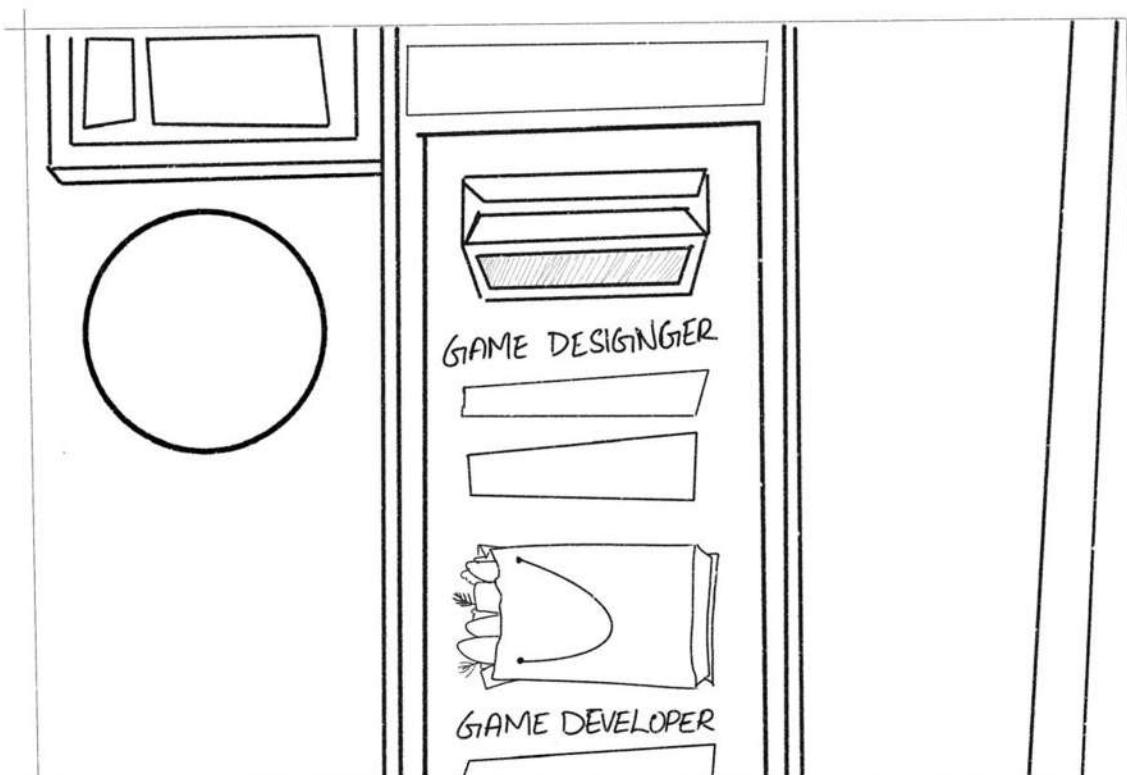
If the player selects Settings, the options appear directly on the main cash counter display screen, using the machine's interface as the visual frame. The goal is to make every menu feel like part of the supermarket itself. The players can change the Music and Sound of the game.



5. Credits Sequence:

Choosing Credits triggers a fun animated transition.

The camera pans toward the checkout belt, where products scroll along the conveyor. Between every two products, a team member's name appears—like labels being scanned.



6. Starting the Game:

When Start Game is selected, the camera pans again to a small in-store stage where the two mascots of the game stand with their products.

Each mascot holds a board showing:

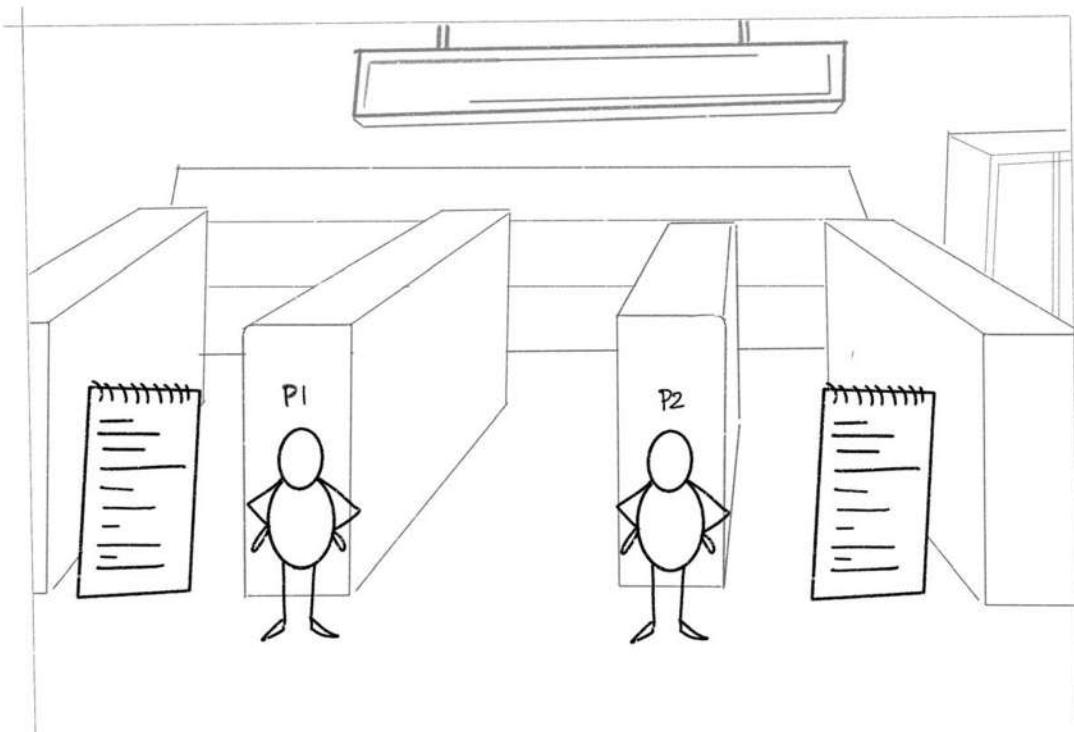
- Keyboard controls
- Controller keybindings

A skip button allows players to jump directly to character selection or gameplay. It's a humorous, visually engaging way to present the team.



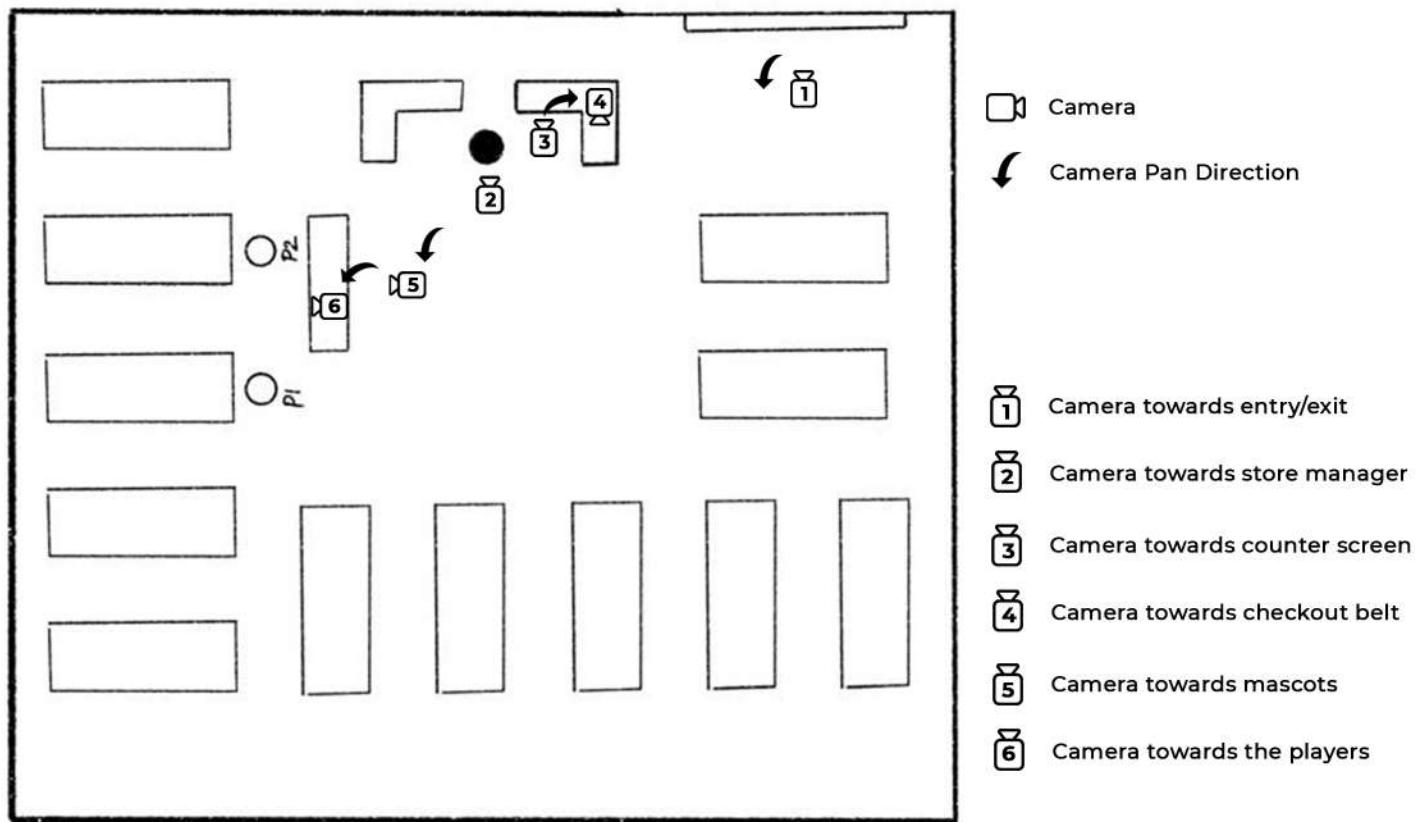
7. Choose the player:

Now the camera turns towards the character of the game, also there will be a small page of list popup new to the player contain a list of items to be purchased by the players to the shopping cart.



FLOOR PLAN AND CAMERA MOVEMENT

To support the main menu concept, I designed a detailed floor plan and camera movement layout to visualize how the player's perspective flows through the supermarket. The plan maps out key areas like the entrance, cash counter, and mascot stage, while the camera path guides the transitions between them — from the opening doors to the interactive menu and finally to the game start sequence. This helps establish a smooth, cinematic progression that feels both dynamic and connected to the game's world.



Camera Movement & Techniques:

1. Opening Dolly-In:

- The camera slowly moves forward as the supermarket doors open, drawing the player into the world and creating a cinematic entrance.

2. Smooth Pan Transition:

- A controlled sideways pan guides the player's view from the entrance to the interior, maintaining spatial awareness and continuity.

3. Focal Framing:

- Each key location (manager, counter, mascots) is framed with soft focus shifts to direct attention naturally without harsh cuts.

4. Guided Path Motion:

- The overall camera path follows a single, continuous motion — reducing the need for cuts and giving the feel of one flowing sequence.

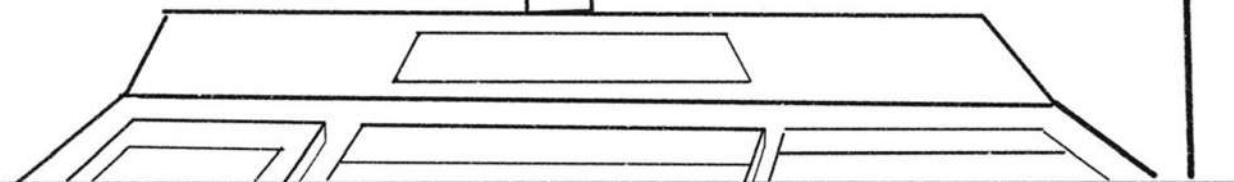
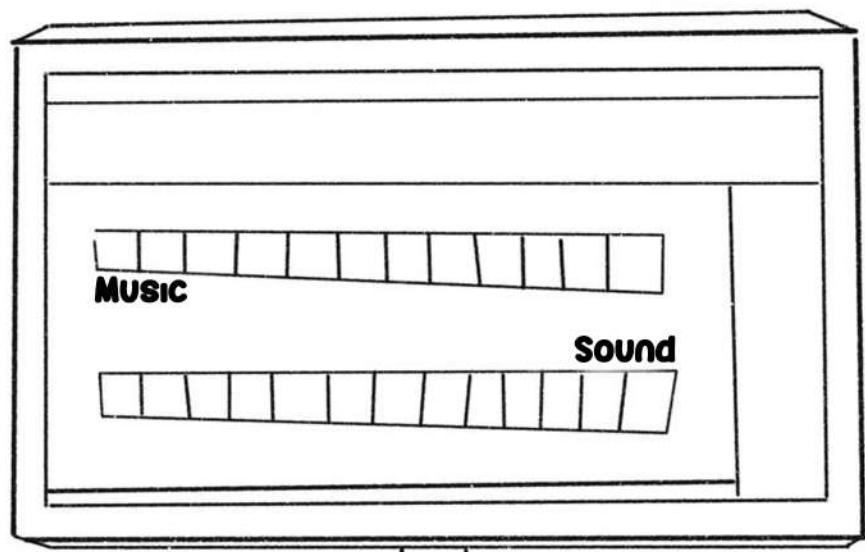
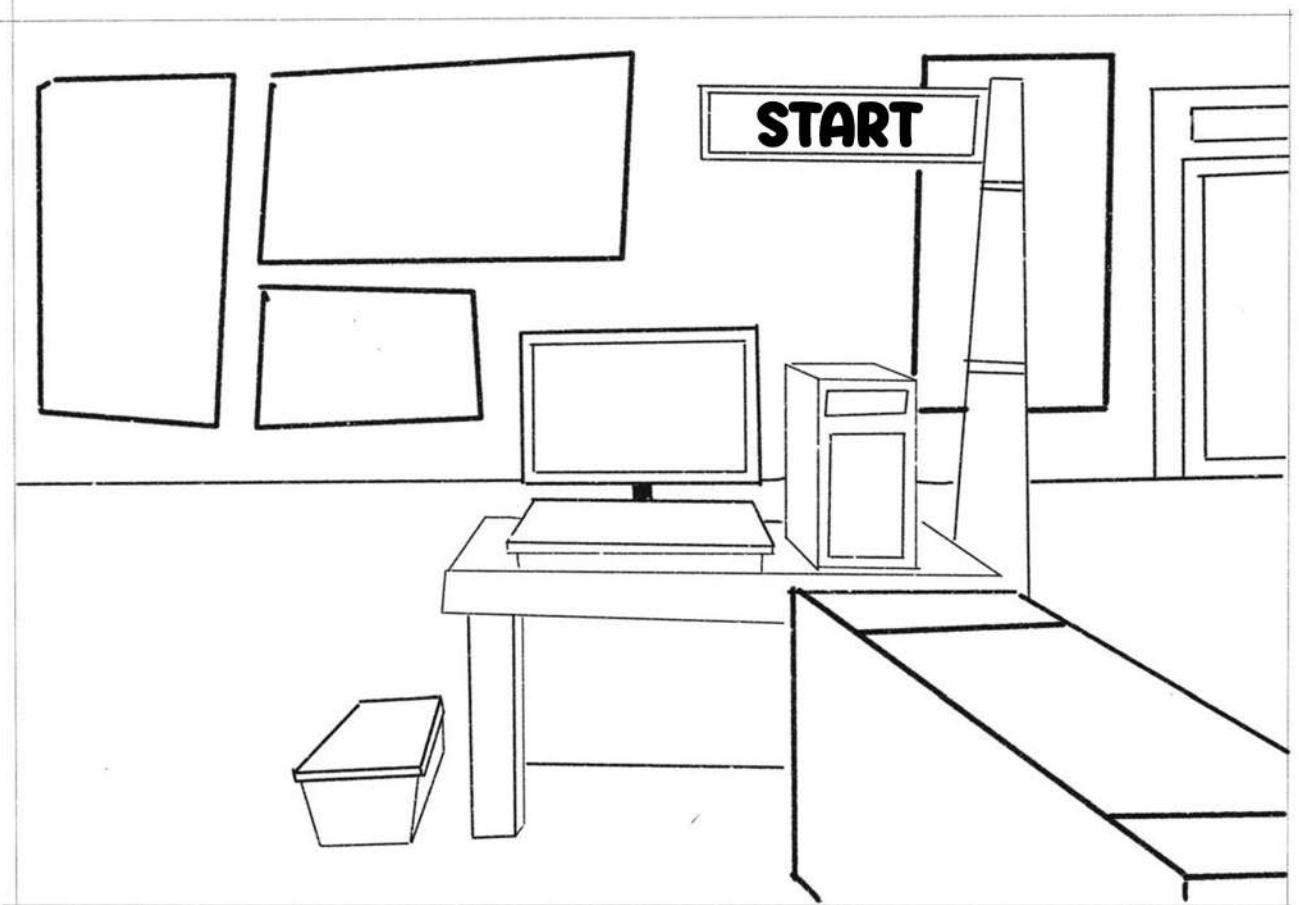
5. Cinematic Layering:

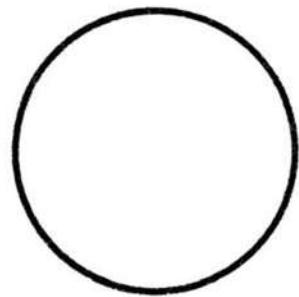
- Foreground objects (shelves, carts) pass through the frame during transitions to add depth and make the world feel alive.

FONT SELECTION FOR GAME INTERFACE

For the game's interface, I chose the Kids Bus font to match the playful and chaotic tone of Supermarket Showdown. Its bold, rounded style gives a fun, cartoonish feel that fits the ragdoll humor and lighthearted supermarket theme.

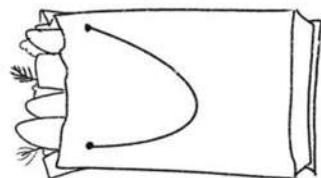






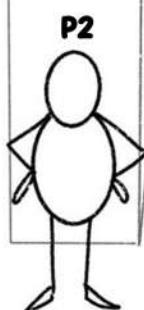
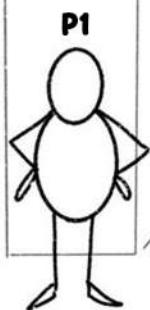
Game Designer
Ayaan Khan

Game Designer
Athul K M



Game Developer

- List:
- Milk
 - Biscuit
 - chips
 - Juice
 - Water Can
 - Maggie



- List:
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PRIMARY AND SECONDARY FONT STYLE

The font choices for Supermarket Showdown are designed to reflect the game's playful and chaotic supermarket theme. Both the main title and interface fonts work together to create a fun, readable, and visually engaging experience that matches the game's lighthearted tone.

Main Title Font – Blue Block:

The Blue Block font is used for the main title to create a strong, eye-catching presence that instantly conveys energy and fun. Its bold, blocky design reflects the playful chaos of the supermarket setting while ensuring the title stands out clearly against the vibrant background. The color and shape together give the game an inviting yet dynamic first impression.

Font usage:

ABCabc123

SUPERMARKET

SHOWDOWN

Secondary Font – Kids Bus:

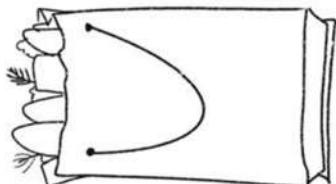
For the in-game interface and menu text, the Kids Bus font is used to maintain a lighthearted, cartoon-like tone. Its rounded and friendly letterforms complement the ragdoll humor of Supermarket Showdown, making the interface feel approachable and consistent with the game's cheerful visual identity.

Font usage:

ABCabc123

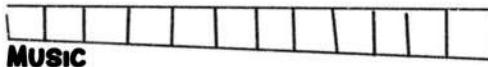
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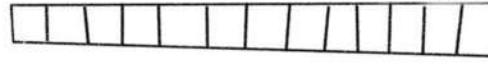
Game Developer

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MUSIC

Sound



Press To Continue

THE END