**Cookie Dunk Dunk Design Document**

Seven Gun Games

Version # 0.4.1

October 18th, 2013

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# Document History

This will be used to log the changes made to this document. Each change will increment the version number and add a description of what was changed.

## Version 0.1.0

September 8th, 2013

The skeleton and some basic information for this document is complete.

## Version 0.2.0

September 10th, 2013

All the info we talked about in the first meeting has been added. Most changes were done in the list of areas, the cookie lineup, UI elements, powerups, the Hot Cookie minigame, and some basic ideas for the cash shop. Some sections were also reorganized to better fit the game concept.

## Version 0.3.0

September 12th, 2013

The final big batch of info has been added. I’ll consider this document to be version 1.0 once all the minigames for World #1 are added.

## Version 0.3.1

September 23rd, 2013

Added descriptions for all the objects that show up on the board. Cookies, cookie phases, and other objects are all included. Rocky’s original mockup images are included as Appendix 01.

## Version 0.4.0

October 9th, 2013

Added the three missing minigames. However, one of them got switched out and we still need that one.

## Version 0.4.1

October 18th, 2013

Cleaned up the document in general, as well as updated the iced cookie powerup to be a superhero cookie.

# Game Overview

## Investor Contact Info

### Company #1

Contact #1

Phone Number(s)

Email(s)

Contact #2

Etc.

### Company #2

### Etc.

## Executive Summary

### High Concept:

Cookie Dunk Dunk is a skill and puzzle game with gameplay much like that of Candy Crush or Bejeweled, where we use fun cookies with faces and personalities. We also offer skill-based mini games which the player can complete in order to help them in the main game.

### The Hook:

Using the zany personalities and wacky shenanigans of the cookies, as well as the challenge and gratification of a matching game, we'll draw players in by making them smile as they're celebrating a successful match.

### Story Synopsis and Setting:

More on this as it develops.

### Genre:

The main game is a puzzler match game, while the minigames add some skill to their puzzles.

### Scope:

Ten different themed maps. Each map has five areas that have ten levels each. There will also be five minigames associated with each map, though many will be reskinned versions from other maps.

### Visual Style:

Cartoony, colorful vector art.

### Engine:

IOS sprite kit & our in-house level editor.

## Core Gameplay

### Single Player:

It's the same basic gameplay as Candy Crush where you have to achieve some goal in each level by matching different types of cookies in smart ways. You have a limited number of moves in each level before you lose and have to try again. You then have a limited number of attempts before you have to either wait and recharge, play the minigames to gain back energy, or pay money to buy it immediately.

### Multiplayer:

Players will connect indirectly by sending challenges to each other, and will be able to see each other through leaderboards.

## Game Features

### Advances in the Genre:

Minigames are used to keep you playing the game, rather than forcing people to not play at all for a while. This will keep them inside our game instead of potentially hopping to something else.

### Tie-Ins:

1. The Ramp Champ minigame will cross-promote that app as well.
2. Lightriders minigame?

# Story, Setting, and Character

## Story

Again, we'll bring you more as the story develops.

### Back Story

Chef and kids making cookies?

### In-Game Story

Fighting the milk monster?

## Environments

### Map #1

1. Description
   1. This map is themed around making cookies. The areas & environments are all focused on ingredients (like Egghenge and the Dry Goods Desert) or cooking tools (like Mixer Mountain and the Stone Stove).
2. Areas
   1. Dry Goods Desert
      1. Description
         1. Sugar, flour, chocolate chunks, marshmallow cacti… It’s the Sahara of the baking world.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   2. Egghenge
      1. Description
         1. Kind of like Stonehenge, except made from eggs.
         2. Druidic chicken cult.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   3. Stone Stove
      1. Description
         1. OK, I understand these descriptions aren’t very imaginative. I get it. But after a name like Stone Stove, what exactly am I expected to put here? It’s a stove made out of stone.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   4. Wet Falls
      1. Description
         1. The counterpart to the Dry Desert, all the liquid ingredients are here. The Wet Falls comes out of the same mountain the Chocolate Chip Mines are in, and is where the Milk Monster is first encountered.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   5. Mixer Mountain
      1. Description
         1. No, this isn’t an alcoholic reference. Mixer Mountain is a giant electric mixer.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds

### Map #2

1. Description
   1. This map’s theme is of finished baked goods.
2. Areas
   1. Cookie Plains
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   2. Candy Canyons
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   3. Donut Hills
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   4. Chocolate Chip Mines
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   5. Milk Marsh
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds

### Map #3

1. Description
   1. This map uses an East Asian theme, with Baked goods found in China and Japan.
2. Areas
   1. Great Bing Wall
      1. Description
         1. ‘Bing gai’ is Chinese for ‘cookie’. ‘Bing’ is a generic ‘baked good’ term.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   2. Pocky Forest
      1. Description
         1. Bamboo forest, but with pocky sticks instead.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   3. Fried Doughjo
      1. Description
         1. Fried dough, but as a dojo. It’s punny.
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   4. Fortune Cookie City
      1. Description
         1. Styled similar to The Forbidden City.
         2. Zombies!
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds
   5. Mooncake Dragon’s Peak
      1. Description
      2. Objects
         1. Object #1
            1. Art/Animations
            2. Sounds

### World Objects

1. Large icons for each area
   1. Art/Animations
      1. Make sure they look like clickable buttons to zoom in on.
      2. Any relevant animations for that area.
         1. Flowing waterfall for the Wet Falls.
         2. Blowing wind for the Dry Goods Desert.
         3. Etc.
   2. Sounds
      1. Flowing water, blowing wind, etc. as required.
2. Various ‘monster’ objects similar to what you can find on medieval maps.
   1. Art/Animations
      1. Themed to match our baked goods world.
      2. Simple movement/wriggle animations to catch the eye.
   2. Sounds
      1. Only a few/simple sounds so that they don’t talk over each other.
3. Rocks, rivers, canyons, and even random baking objects to give details between the larger level areas.
   1. Art/Animations
      1. Simple stuff, copy pasted even, with no animations. It may even be worth making these as parts of the map image, to keep the node count low.
   2. Sounds
      1. None.

## Board Items

### Cookie Phases

See Appendix 01 for the original mockup images.

1. Normal Cookie
   1. How to get it
      1. All cookies start like this.
   2. What it does
      1. Match three or more of the same type in a row to remove them from the board, and gain points based on how many were removed.
2. Superhero Cookie
   1. How to get it
      1. By matching four cookies in a row, the fourth one added becomes a super hero.
   2. What it does
      1. Clears either the entire row or column the superhero cookie is sitting on, depending on how it’s matched, with a neat super power effect chosen at random.
         1. Powers
            1. Super Strength

The hero cookie shoves the other cookies off the game board in a ‘bash left, bash right’ move

* + - * 1. Kirby

The hero cookie takes a deep breath and sucks in all the other cookies along the row/column.

* + - * 1. Speed

The hero cookie zips to the left, then off the board to the right, clearing cookies along the way.

* + - * 1. Laser Vision

The hero cookie shoots a laser beam, first left then right, which burns all the cookies in that row.

* + 1. When this gets matched at the end of a combo, it clears a line perpendicular to the combo. (Three in a row, vertically, clears the column. Horizontally clears the row.)
    2. When this gets matched in the middle of a combo, it clears a line parallel to the combo. (Three in a row, horizontally, clears the row. Vertically clears the column.)

1. S’mores Cookie
   1. How to get it
      1. By matching five in a row, the fifth one added becomes a s’mores cookie.
   2. What it does
      1. By pairing it with any type of cookie (done by moving the s’mores cookie onto the desired target or vice versa), all cookies of that type get removed from the board.
2. Bagged Cookie
   1. How to get it
      1. By matching five in an angle, the fifth one added becomes a bagged cookie.
   2. What it does
      1. Combo this to cause a detonation that clears everything in a 3x3 area, followed by another 3x3 detonation once it settles again.
3. Tinned
   1. How to get it
      1. By matching a total of seven cookies (creates a ┳ shape), the seventh one added becomes a tinned cookie.
   2. What it does
      1. By pairing it with any type of cookie (done by moving the tinned cookie onto the desired target or vice versa), all cookies of that type clear a three cookie wide line alternating horizontally and vertically. The pattern starts horizontally if the pair is made vertically, otherwise it starts vertically.

### Special Combos

(Cookie types do not have to match for these to work.)

1. Super + Super
   1. Causes both super cookies to team up together to fight crime… uh, to clear both a row and a column. The cookie you moved yourself clears the row, and the cookie that was already there clears the column. Each uses a random super power, which can either be the same or be different.
2. Super + S’mores
   1. Causes all cookies of the super cookie’s type to get super powers, and either clear the row or column they’re sitting on, similar to what a tinned cookie does.
3. Super + Bagged
   1. Super charges the super power, clearing a three cookie wide line horizontally and vertically, centered on the tile you moved to.
4. Super + Tinned
   1. Similar to super + bagged, except all cookies of the super’s type clear a three cookie wide line horizontally and vertically.
5. S’mores + S’mores
   1. Removes all cookies of the type that is currently most common on the board.
6. S’mores + Bagged
   1. All cookies of the bagged cookie’s type detonate at the same time, clearing a 3x3 area around them all. They then detonate again like normal bagged cookies would.
7. S’mores + Tinned
   1. Clears all cookies of the top three most populated types on the board.
8. Bagged + Bagged
   1. Causes a single detonation that clears everything in an 8x8 area.
9. Bagged + Tinned
   1. All cookies of bagged cookie’s type detonate in a 3x3 area with a delayed detonation after that, and a second delayed detonation after that.
10. Tinned + Tinned
    1. Congratulations! You win the board!

Obstacles

1. Cookie Dough
   1. A lump of unformed cookie dough that does not fall and cannot be moved, blocking your matches.
   2. Is eliminated by removing cookies next to it, causing it’s tile to become empty.
2. Spilt Milk
   1. A puddle of milk that sits under a cookie.
   2. Removing (not simply moving) the cookie sitting on top eliminates the spilt milk and replaces it with a small spilt milk.
3. Small Spilt Milk
   1. A small puddle of milk that sits under a cookie.
   2. Removing (not simply moving) the cookie sitting on top eliminates the spilt milk for good.
4. Burnt Cookie
   1. A charred version of a normal cookie, covered in bandages.
   2. Burnt cookies do not fall and cannot be moved due to their bandages, but they do count toward making combos. Once a combo has been made; the burnt cookie is healed and adds to the score like normal, but remains after the combo.
5. Moldy Milk
   1. The bane of any cookie lover! Once on the board, moldy milk will continue to grow and consume other cookies, creating more moldy milk. Moldy milk cannot consume other obstacles, or spawn inside empty spaces. If any chunk of moldy milk is removed, no more will grow that turn. Otherwise one more will be created next to an existing moldy milk.
   2. Is eliminated by removing (not simply moving) a cookie next to it.
6. Ingredients
   1. Various cookie-based ingredients such as sugar, milk, flour, chocolate, etc. They cannot be combo’d with anything, or removed by any special combos.
   2. Is removed from the board when it reaches the bottom row, falling off the board.

### Cookies

1. Chocolate Chip Cookie
   1. Personality
      1. Dumb and confused.
   2. Description
      1. Covered in angled chunks of chocolate.
      2. Always looking around like he doesn’t know where he is. Doesn’t seem to understand what’s going on
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. “So… This is one of those ‘me-phones’ right?”
         2. “So… This is one of those ‘me-pads’ right?”
         3. “Wow. Everyone showed up to read about faces.”
         4. “Who’s turn is it?” \*Looks to the side\* “Is it yours?”
         5. “I uh… what…?”
         6. “Who did… um. The thing?”
      2. Gets moved
         1. “Ow.”
         2. “Huh?”
         3. “Wha…?”
         4. “Who’s that?”
      3. After a failed move
         1. “… I don’t get it.”
         2. \*Looks around\* “…This feels familiar”
      4. After being upgraded
         1. “Does this make me look fat?”
         2. “\*Gasp\* Do I have super powers?”
      5. During a major board clear
         1. “Weeeeeeeee!”
2. Oreo
   1. Personality
      1. Quiet
   2. Description
      1. Two dark chocolate cookies with a white filling between them.
      2. Tends to keep to himself. Doesn’t show any real interest in what’s going on except for the occasional sideways glance. Even when all the other cookies are panicking from getting destroyed, he just takes it.
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. \*sniff\*
         2. \*Clears throat\*
         3. \*Smacks lips lightly\*
         4. \*Takes a deep breath\*
      2. Gets moved
         1. “Hmm…?”
         2. “Eh?”
      3. After a failed move
         1. \*chuckle\*
      4. After being upgraded
         1. “Heh”
         2. “Cool”
         3. “Mmmm”
      5. Gets removed from the board.
         1. “Woops”
         2. “Woah!”
3. Sugar Cookie
   1. Personality
      1. Cowardly, worried, and acts like he believes some kind of apocalypse is about to happen.
   2. Description
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. “W- w- what’s going on?”
         2. “Wh- who’s next? It could be any of us!”
      2. Gets moved
         1. “AH!”
         2. “N- No! Wait!”
         3. “Ow!”
      3. After a failed move
         1. “phew”
         2. “Alright… Still here”
      4. After being upgraded
         1. “Oh… That wasn’t so bad.”
         2. “What Happened To The Others!?”
         3. “Ah! I’m allergic!”
      5. After being boxed
         1. “Where’d Everyone Go!?”
         2. “No! Not The Dark!”
         3. “But I’m Claustrophobic!”
      6. Gets removed from the board.
         1. “I knew this would happen!”
         2. “Aaaaaaaa!”
         3. “Forgive Me!”
4. Gingerbread Cookie
   1. Personality
      1. Happy go-lucky.
   2. Description
      1. Dark orange-brown and covered in cracks.
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. “Pick Me! Pick Me!”
         2. “Over Here! Me!”
         3. “Oh Oh Me! Right here”
         4. \*Laughs to himself\*
         5. \*Deep breath, into a huge grin.”
      2. Gets moved
         1. “Yay!”
         2. “Weee!”
         3. “Woo hoo!”
         4. \*Swoosh noise\*
         5. “Ding!”
      3. After a failed move
         1. “That’s OK”
         2. “Nevermind ^\_^”
         3. “Don’t feel bad.”
      4. After being upgraded
         1. “Aww Yeah!”
         2. “Awesome!”
         3. “Ha HA!”
         4. “Love you.”
         5. “Thank you thank you!”
         6. “I’m - Helping!”
         7. “Swee- No, wait.”
      5. Gets removed from the board.
         1. “Ha ha hahahahahaha!”
         2. “Yaaaaaaaaayyyyyyyyyyy”
5. M&M Cookie
   1. Personality
      1. Psychotic. Becomes more and more angry over time.
   2. Description
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. \*Growling\*
         2. “I see you look’n at me.”
         3. “Don’t even think about it.”
         4. “Stop Laughing!”
      2. Gets moved
         1. “HEY!”
         2. “WOAH!”
         3. “LEGGO!”
      3. After a failed move
         1. “Yeah! I Thought So!”
         2. “Beat It!”
         3. “Leave Me Alone!”
      4. After being upgraded
         1. “AURGH!”
         2. “Me Smash!”
      5. Gets removed from the board.
         1. “This is all YOUR Falt!”
         2. “Get Out Of My Way!”
         3. “Look Out! Me Coming Through!”
6. Wafer Cookie
   1. Personality
      1. Female, Prissy.
   2. Description
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. “I do hope you clean this glass.”
         2. “How long do we have to be here?”
         3. “Can you move me along please? I have somewhere to be.”
         4. \*Humph\*
      2. Gets moved
         1. “Careful!”
         2. “Watch it.”
         3. “Gentler!”
      3. After a failed move
         1. “I knew it…”
         2. “Sad.”
         3. “Sorry for that.”
      4. After being upgraded
         1. “Not bad.”
         2. “Woah.”
         3. “OK, this is nice.”
         4. “Do you have another color?”
      5. Gets removed from the board
         1. “Thanks.”
         2. “Oh, Finally.”
         3. “I’ll take my leave.”
         4. “Chao.”
7. Fortune Cookie
   1. Personality
      1. Wise old man.
   2. Description
      1. A fortune cookie with a fu-manchu mustache.
   3. Back Story
   4. Animations
   5. Quotes
      1. Random
         1. “Take your time.”
         2. “Breathe. Stay calm.”
         3. “Believe in yourself.”
         4. “Keep your objective in sight”
      2. Gets moved
         1. “Slower.”
         2. “With purpose.”
      3. After a failed move
         1. “I see.”
         2. “Try again.”
         3. “Imagine all outcomes.”
      4. After being upgraded
         1. “There is power within.”
         2. “Don’t be hasty.”
      5. Gets removed from the board
         1. “Remember your goal.”

### Bad Guys

1. Milk Monster
   1. Personality
   2. Description
   3. Back Story
   4. Special Abilities
   5. Animations
   6. Quotes
2. Etc.

## Special Abilities

### Powerups

1. Cookie Dough (Experiment C.D.)
   1. Physical Description
      1. A lump of cookie dough.
   2. What It Does
      1. Can be combo’d with any other cookie type.
   3. How It's Acquired
   4. Asset List
   5. Animations
   6. Sounds
2. Red Hot Cookie (Bomb Guy)
   1. Physical Description
      1. A shaking, red, bomb-shaped cookie.
   2. What It Does
      1. Explodes, removing all nearby cookies and giving you the score.
   3. How It's Acquired
   4. Asset List
   5. Animations
   6. Sounds
3. Alchemist Cookie
   1. Physical Description
      1. Crazed alchemist. Acts like he’s tasted a few too many of his own experiments.
   2. What It Does
      1. Changes the cookies around it to different types.
   3. How It's Acquired
   4. Asset List
   5. Animations
   6. Sounds
4. Fusion Cookie
   1. Physical Description
      1. A mashup between two cookies.
   2. What It Does
      1. If it’s two of the same type of cookie, it acts as a double for that cookie and counts as two for any combo possibilities.
      2. If it’s two different types of cookies, it acts as either one when creating combos.
   3. How It's Acquired
      1. Make a cross of the two types of cookies, with any other type at the junction. The junction cookie is lost, and all the others get absorbed into that point.
   4. Asset List
   5. Animations
   6. Sounds
5. Powerup Template
   1. Physical Description
   2. What It Does
   3. How It's Acquired
   4. Asset List
   5. Animations
   6. Sounds

## Controls

### PC Mouse and Keyboard Commands

1. Mouse Click
2. Mouse Drag

### IOS Commands

1. Touch
2. Swipe

## Interface

### Camera Controls

1. Description
2. Animations

### Cursor Image

1. Description
2. Animations

### HUD

1. The game board
2. Number of remaining moves
3. Score
4. Time remaining
5. Perks
6. Pause/Open menu
7. Purchase Powerups
8. Add
9. Charms
10. Star Count
11. Combo Popups
    1. Fully Baked!
    2. Cookie Crusher!
12. Achievement Popups

### Menus

1. Main Menu
   1. Play Game
   2. Settings
      1. Voice volume
      2. Music volume
      3. Effects volume
      4. Master volume
      5. Customize Cookie Lineup
   3. Social Connect
   4. Help
   5. Credits
2. Game Menus
   1. Settings
      1. Voice volume
      2. Music volume
      3. Effects volume
      4. Master volume
   2. Social Connect
   3. Help
   4. Quit
3. Credits
   1. Close
4. Map
   1. World background
   2. World names
   3. Area names
   4. Area icons
      1. Level names
      2. Level stars
      3. Level icons
      4. Back to world view
   5. Return to the main menu
   6. Buy lives
   7. Number of lives
   8. Time until next life
   9. Animated objects

### Menu Map

(A flowchart that shows navigation between the different screens. Not as detailed as wireframes would be.)

## Level Challenges

### Basic challenges

1. Total Score
   1. Match cookies to reach a minimum score.
   2. The challenge is complete when the player has any score greater than or equal to that minimum score.
2. Clear all cookies of a specific type.
   1. Match cookies in a way to remove all of a specified type.
   2. This challenge is complete when there are no more cookies of the specified type on the game board.
3. Match Count
   1. Match cookies in specific ways the required number of times. This could mean getting at least five in a match, making cross matches, or getting a certain point value.
   2. The challenge is complete when the required number of matches have been made.
4. Star Count
   1. Reach a minimum star level.
   2. The challenge is complete when the required number of stars is reached.
5. Item elimination
   1. Remove all of some item that’s on the board.
   2. The challenge is complete when all the specified items are removed from the board.
6. Rising Dough
   1. As the cookies fall, they replace lumps of dough, causing it to move up.
   2. The challenge is complete when all the dough is at the top of the level.

### Extra Challenges

1. Timed Challenge
   1. Complete the challenge within the given time limit.
2. Move Limit
   1. Complete the challenge within the given number of moves.
3. Marathon
   1. Complete the challenge with a limited (and possibly dwindling) time limit between each move.

## Detailed Level Descriptions

### Map #1

1. Level #1
   1. Overview:

The first level in the game, where we teach the player the basics of how to match cookies in order to gain score and win.

* 1. Intro Material:

(Cutscene? Briefing?)

* 1. Challenge:

Get a score of at least 500.

* 1. Layout Description:

Simple 4x5 box.

* 1. Cookie Types:

Chocolate chip, Oatmeal raisin, Sugar cookie.

* 1. Powerup Types:

None.

* 1. Closing Material:

(Cutscene? Debriefing? Stats Screen?)

* 1. Music
     1. Ambient
        1. Loop #1
        2. Loop #2
        3. Etc.
     2. Victory Theme
     3. Defeat Theme

1. Level #2
   1. Overview:
   2. Intro Material:

(Cutscene? Briefing?)

* 1. Challenge:
  2. Layout Description:
  3. Cookie Types:
  4. Powerup Types:
  5. Closing Material:

(Cutscene? Debriefing? Stats Screen?)

* 1. Music
     1. Ambient
        1. Loop #1
        2. Loop #2
        3. Etc.
     2. Victory Theme
     3. Defeat Theme

1. Etc.

### Map #2

### Etc.

## Detailed Minigame Descriptions

### Hot Cookie

1. Description
   1. Hot cookie is a minigame that lets the player collect cookies for points, but there is a catch. There are two types of cookies, some cool and some hot, if you catch the cool cookies you will score a point, if you touch the hot cookie you will lose a point. If you grab/click 6 cool cookies in a row you will unlock an oven mitt. This oven mitt will allow you to grab/click the hot cookies and gain points instead of losing them for a short amount of time. The player will be doing this with a time limit of 30 seconds.
2. How to beat it
   1. Last for 30 seconds
3. When it's unlocked
4. Intro material
   1. Oven opening, and cookies flying out.
5. Closing material
   1. Cookie smacks into the screen, cracking it.
6. Difference between difficulties
   1. Speed of the cookies
   2. More/less hot cookies
7. Music
   1. Ambient
      1. TBD
   2. Victory Theme
      1. TBD
   3. Defeat Theme
      1. TBD
8. Controls
   1. Keyboard and Mouse
      1. Mouse click on the cookies.
   2. IOS
      1. Tap on the cookies
9. Cheats
   1. Cheat #1
      1. What it does
      2. How to use it
   2. Cheat #2
   3. Etc.
10. Interface
    1. Stove background
    2. HUD
       1. Status
          1. If the oven mitt is equipped or not.
          2. Score
       2. Map
       3. Etc.
11. Player
    1. Description
    2. Abilities
       1. Oven Mitt
          1. What it does
             1. Allows the player to collect hot cookies for points, without losing any points, for a limited amount of time.
          2. How to activate it
             1. Select six cool cookies in a row.
          3. Animations
          4. Sounds
       2. Ability #2
       3. Etc.
    3. Animations
    4. Sounds
12. Cool Cookie
    1. Description
       1. A cookie.
    2. AI Description
    3. Abilities
       1. Add Score
          1. What it does
             1. Increases your score by one point.
          2. How to activate it
             1. Activates when the player clicks on the cookie
          3. Animations
          4. Sounds
       2. Ability #2
       3. Etc.
    4. Animations
    5. Sounds
13. Hot Cookie
    1. Description
       1. A cookie that is flashing red with a smoke trail behind it.
    2. AI Description
    3. Abilities
       1. Reduce Score
          1. What it does
             1. Lowers your score by one point.
          2. How to activate it
             1. Activates when the player clicks on the hot cookie
          3. Animations
          4. Sounds
       2. Ability #2
       3. Etc.
    4. Animations
       1. Flashing red with a smoke trail.
    5. Sounds

### Cookie Card Match

1. Description
   1. Cards are laid out face down in a grid, and players have to clear all the cards within the time limit by finding matching pairs. Two cards are selected at a time to be flipped over. If they match, both get removed from the board; otherwise they get returned face down.
2. How to beat it
   1. The game is won when all cards have been removed from the board within the given time limit.
3. When it's unlocked
4. Intro material
5. Closing material
   1. Congratulations screen for winning, showing your score, or a game over screen for failing.
6. Difference between difficulties
   1. There are more cards on higher difficulties.
   2. There is less time on higher difficulties.
7. Music
   1. Ambient
      1. Cookie Casino
   2. Victory Theme
   3. Defeat Theme
8. Controls
   1. Keyboard and Mouse
      1. Mouse click on cookies to flip them over.
   2. IOS
      1. Tap on cookies to flip them over.
9. Cheats
   1. Infinite Time
      1. What it does
         1. Stops the clock so that there’s infinite time to complete the game.
      2. How to use it
         1. Tap / Click on the clock.
   2. Cheat #2
   3. Etc.
10. Interface
    1. The gameboard, covered in cookies.
    2. HUD
       1. Menu Button
          1. Pauses the game, and lets you choose to quit.
       2. Status
          1. Score
          2. Remaining Time
          3. Current Difficulty
             1. Shown as the temperature dial on an oven.

**Space Invaders**

1. A cookie rendition of the classic Space Invaders. Play as the milk monster and pilot his ship against the cookie invaders.
2. Clear all levels of cookies.
3. When it's unlocked
4. Intro material (Cutscene, Mission briefing, Etc.)
5. Closing material (Cutscene, Debriefing, Score screen, Etc.)
6. Difference between difficulties
   1. Score reward
   2. Enemy Count
   3. Player health
   4. Enemy firing rate
7. Music
   1. Ambient
      1. Loop #1
      2. Loop #2
      3. Etc.
   2. Victory Theme
   3. Defeat Theme
8. Controls
   1. IOS
      1. Accelerometer to steer ship left and right
      2. Tap screen to shoot
9. Interface
   1. Camera Controls
   2. HUD
      1. Status
         1. Lives
         2. Score
         3. Power up?
10. Player
    1. The player plays as the milk monster inside his ship
    2. Abilities
       1. Shoot
          1. What it does
             1. shoot a laser forward
          2. How to activate it
             1. Tap screen
          3. Animations
          4. Sounds
    3. Animations
    4. Sounds
11. Enemy #1
    1. A cookie
    2. AI Description
       1. Just like the AI of the space invaders aliens
    3. Abilities
       1. Shoot
          1. Fires a laser straight forward
          2. How to activate it
             1. Random timer
          3. Animations
          4. Sounds
    4. Animations
    5. Sounds

**Cookie Drop**

1. The milk monster is dropping cookies. Your job is to catch them in a jar of milk.
2. How to beat it
   1. Catch as many as you can until the timer runs out.
   2. Possibly use a life system.
3. When it's unlocked
4. Intro material (Cutscene, Mission briefing, Etc.)
5. Closing material (Cutscene, Debriefing, Score screen, Etc.)
6. Difference between difficulties
   1. Score reward
   2. Time
   3. Player lives?
7. Music
   1. Ambient
      1. Loop #1
      2. Loop #2
      3. Etc.
   2. Victory Theme
   3. Defeat Theme
8. Controls
   1. IOS
      1. Use the accelerometer to move the cup left and right
9. Interface
   1. Camera Controls
   2. HUD
      1. Status
         1. Lives?
         2. Caught count
         3. Missed count
         4. Timer
         5. Score
10. Player
    1. A glass of milk
    2. Animations
    3. Sounds
11. Enemy #1
    1. The milk monster
    2. AI Description
    3. Abilities
       1. Drop Cookies
          1. What it does
             1. Moves randomly and drops cookies
          2. Animations
          3. Sounds
    4. Animations
    5. Sounds

**Cookie Cooker**

1. Grab cookies of of the pan before they burn
2. How to beat it
   1. Get as many points as you can before the timer runs out
3. When it's unlocked
4. Intro material (Cutscene, Mission briefing, Etc.)
5. Closing material (Cutscene, Debriefing, Score screen, Etc.)
6. Difference between difficulties
   1. Score reward
   2. Cookie Count
   3. Time
   4. Etc.
7. Music
   1. Ambient
      1. Loop #1
      2. Loop #2
      3. Etc.
   2. Victory Theme
   3. Defeat Theme
8. Controls
   1. IOS
      1. Tap and drag cookies to move.
      2. Lift finger to drop cookie
9. Interface
   1. Camera Controls
   2. HUD
      1. Status
         1. Score
         2. Trashed cookie count
         3. Dropped cookie count
         4. Cookies dropped in cookie jar count
         5. Time

## Cutscenes

1. Cutscene #1
   1. List of characters
   2. Description of setting
   3. Music
   4. Storyboard
   5. Script
2. Cutscene #2
3. Etc.

## Cash Shop

### Powerups

1. Extra moves
   1. What it does
      1. Immediately adds some number of extra moves to the move limit of the current level. Leftover moves do not roll over to the next level. Cannot be bought in a level which does not have a move limit.
   2. Cost
      1. 5 = $1.99
      2. 15 = $5.75
      3. 50 = $18.99
2. Extra lives
   1. What it does
      1. Immediately adds some number of lives to your game, so you can keep playing.
   2. Cost
3. Extra Time
   1. What it does
      1. Immediately adds some amount of time to the time limit of the current level. Extra time does not roll over to the next level. Cannot be bought in a level which does not have a time limit.
   2. Cost
4. Upgrade selected cookies
   1. What it does
      1. For five seconds, any cookie you tap on upgrades one level higher than it currently is, following the pattern Normal>Super>Smore>Bagged>Tinned. Fully upgraded cookies cannot be upgraded further, upgraded cookies do not activate, and no combos can be made during the time limit.
   2. Cost
5. Reset the board
   1. What it does
      1. All the cookies on the board are removed. Powerups are ignored, but score still counts towards the player’s total.
   2. Cost
6. Remove all of next selected color
   1. What it does
      1. The very next tap the user makes on a cookie causes all cookies of that type to be removed, similar to a Smores effect.
   2. Cost

### Gamble Boosters

1. Wheel of Fortune Cookie
   1. Cost
2. Boxes
   1. Cost
3. Scratch Tickets
   1. Cost
4. Slot machine

### Custom Cookies

# Businesical Details

## Localization Plan

### Languages with full voice and text localization

1. English

### Languages with only text localization

1. Any?

## Major Event Planning

### Trade Shows

1. Trade show #1
   1. Date
   2. Materials Needed
   3. Demo Requirements
2. Trade show #2
3. Etc.

### Publicity Events

1. Seven Gun Open House
   1. Description

We'll be inviting potential investors to come into the office and see what we're up to. Hopefully they'll like what they see, and we can strike a few deals.

* 1. Date

November 19th, 2013

* 1. Materials Needed

Whatever outfits/war paint you want, and a gun of choice.

* 1. Demo Requirements

Main game playable, Map navigation between the levels we've implemented, and at least two of the minigames finished and implemented.

1. Event #2
   1. Description
   2. Date
   3. Materials Needed
   4. Demo Requirements
2. Etc.

### PR/Marketing Support

1. Concept Art
2. Screenshots
3. Game Trailer(s)
4. Ads
5. Etc.

### Prerelease Demo

1. Date of release
2. Scope

### Sales

1. Get it on IOS
   1. Apple review dates
   2. Date of release
2. Get it on Facebook

## Technical Summary

### IOS

1. Device compatibility
2. Max # of effects at once.
3. Max # of sounds at once.
4. Max # of sprite nodes at once.
5. Etc.

### Browser

1. Supported browsers
2. Max # of effects at once.
3. Max # of sounds at once.
4. Max # of sprite nodes at once.
5. Etc.

# References

## Games

1. Candy Crush
2. Bejeweled

## Movies

## Books

## Art

## Music

## Other

1. Annoying Orange

# Miscellaneous

## Other Cookie Ideas

1. Oatmeal Raisin
2. Peanut Butter
3. Macadamia Nut
4. Lemon
5. Samoa
6. Apple Cinnamon

## Other Cookie Phase Ideas

1. Milk dunked
2. Katana
3. Cookie Cutter
4. Iced Cookie

## Other Map Ideas

1. The Frosty North
2. Pocky Forest
3. Baking Soda Springs
4. Molasses Pits
5. Oatmeal Swamp
6. Caramel Lake
7. Gingerbread Village
8. Sugar Sand Beach

Other Minigame Ideas

1. Ginger Bread Run
2. Ramp Champ
3. LightRiders
4. Pac Man
5. Pong
6. Snake
7. Bomberman
8. Minesweeper
9. Wall Ball
10. Catch
11. Collectible Card Game
    1. Maybe do it without the ‘collectable’ part?
12. Ball in cup switch
13. Water gun race
14. Cookie Tetris
15. Breakout
16. Cookie flip
17. Cookie cutter ninja
18. Angry cookies
19. Marble Maze / Marble Madness
20. Cookie Cooker
    1. Drag cookies into a jar as they finish cooking, but before they burn.
21. Jigsaw puzzle
22. Block sliding (Freeway escape)
23. Simon Says
24. Cookie Cutter shape draw
25. Redlight, Greenlight to steal cookies from a jar.

# Appendix 01

These are the original mockup images for the various objects that show up on the game board.



