

# ROCK THE CRIB!

AGU  
BUGU!




Game  
Design  
Document

# ELEVATOR PITCH

Rock the crib and keep your little baby's basic needs above the critical level.

## SUMMARY OF THE GAME

The main purpose of the game is rocking the baby's crib. It is a high score game. The challenge of the game is findind the balance between sleep, hapiness and food. The main idea is rocking the crib when the baby needs to sleep, turn the toys when the baby is upset and give food when the baby is hungry.



# GAMEPLAY & MECHANIC

The game is basically built on rocking and turning the items on the screen. It is a swiping game. The difficulty of the game is preventing the make zero the hapiness, stamina or food bar by buying food, turning the toys top of the bed and rocking the crib by swiping.

## INPUT

Swiping (the crib and the toys top of the crib)



# GAME REFERENCES

<https://apps.apple.com/tr/app/twins-babysitter-daycare-game/id1549530653>

<https://apps.apple.com/tr/app/baby-care-reborn-baby-games/id1494119595>

<https://apps.apple.com/tr/app/mom-and-baby-care-cute-newborn-baby-sleeping-and/id1039397898>

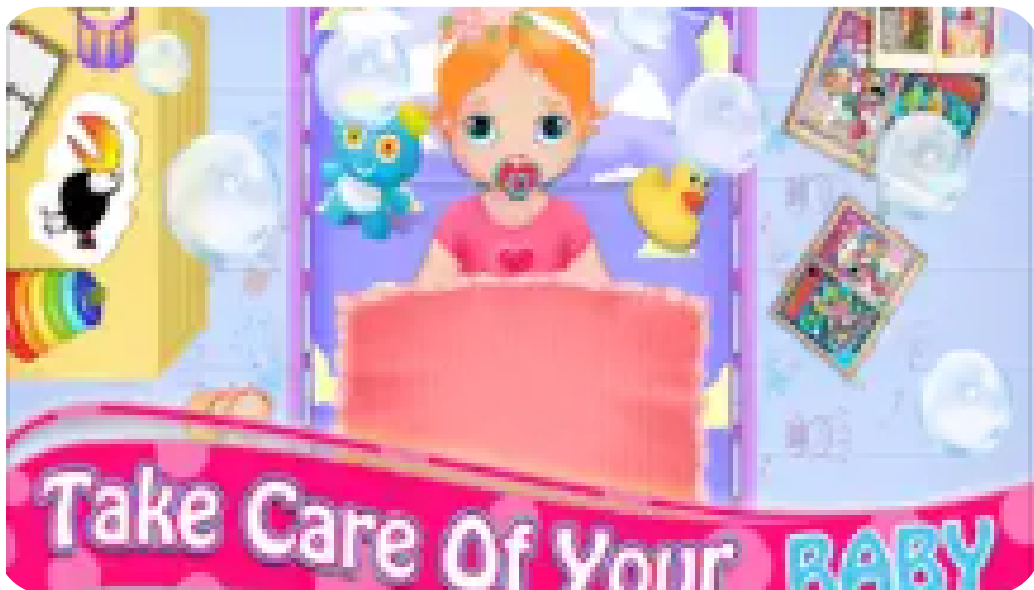
## PROGRESSION

The game is getting difficult with instant health reduces. All of the bars are reducing immediately randomly. In addition to this, you need to find the balance to make the baby fine and get the highest score.

# KEY POINTS

The main satisfaction of the game is about the observing the chill baby environment, viewing the hanging effect of the crib...

## ART REFERENCES



# CAMERA REFERENCES



# ASSET DESIGN IDEAS

