Is Your Microwave Running?

Game Design Document

1. Specification

1.1 Concept

The goal of “Is Your Microwave Running?” Is to create a fast paced, 3D platformer that is reasonably challenging and replayable. For the purposes of the Capstone Project, my goal is to create a playable demo of some capacity.

1.2 Story

Society has collapsed. Cold meals are eaten in every household. How could this happen? Who can put a stop to this? There’s only one microwave with the power to end this madness…

2. Game Structure

2.1 The Player

The player plays as a microwave with legs. As this is a 3D platformer, they will have access to basic movement such as jumping, crouching, and running. More advanced movement options such as diving will also be able to be utilized in order to move faster or reach hard to reach areas.

2.2 Stages

The goal of every stage will be to simply reach the end of the stage. There will be a fairly short timer on every stage to incentivize the player to complete it as fast as possible. Because of the short timer, stages will typically be relatively small and compact. If the player dies (hit by an enemy, falls down a bottomless pit, etc.) they will be brought back to the start of the stage without resetting the timer. Hidden away in every stage will also be a food of some sort, which if the player collects and brings to the end of the stage can be used to unlock other levels.

2.3 Levels

Stages will be organized into groups (levels) of three to seven (subject to change), where each stage in a level will be played sequentially without breaks. There may be a quick pause between stages to do a preview or a bird's eye view of the next stage. Stages within a group will also all share a design theme or gimmick. A level won't be counted as cleared unless every stage in a group is cleared without the timer running out.

2.4 Hub World

There will be a very basic hub world that the player can explore. The hub world will also host the levels that the player can play by getting near. Some levels may also be locked until the player collects enough food from within stages.

3. Development

3.1 Editor

I will be using Unreal Engine 5 for this project, as that is the engine I have the most experience with.

3.2 Programming

Since I'm using Unreal Engine, that means I will also be using C++. Unreal also includes its own visual scripting language called Blueprint, which is useful for quickly setting up simpler objects like moving platforms or opening doors.

3.3 Art/Modelling/Landscapes

I am not an artist, so it's very likely that the game will be greyboxed or use placeholder assets for some time. Once finished, the game will use a simpler, somewhat low poly art style, and Blender will most likely be used for the creation of these assets.

3.4 Menus

There will be a simple main menu after the title screen for selecting save files and accessing settings. During gameplay there will also be a pause menu with the option to exit the level or change settings.