**Game Design Document**

Title: Maria’s Tasty Adventure

Genre: Platformer

Rating: Everyone

**Story**

Maria’s younger brother Eli wanted to help his sister make the best cake ever created so he went to an old witches house and stole magic cook book. The magic cook book transformed the world into food objects and trapped Eli in the books world as human sugar. Maria has to go into the book to save his brother and restore the world to normal.

**Gameplay Mechanics**

1. 3D platformer similar to Super Mario 64
2. Hub Area, 10 levels and final boss
3. Walking, running, jump, long jump, head stump, attack with rolling pin
4. Climbing - polls and climbable walls
5. Collect all 10 pieces of a large cake to unlock final boss
6. Beat final boss to complete game and save Eli restoring the world and destroying the book

**Characters**

1. Maria - Young Upcoming Cook
2. Eli - Maria’s Younger brother
3. Talking Cake Wall - Area to bring each piece of Cake

**Enemies**

1. Mister Bug - a roach enemy that charges at Maria if it see her(AI: walking)
2. Sir Beetle - a flying bug that shoots goo balls at Maria(AI: Flying-Shooting)
3. Pressalot - a large stationary enemy that that stumps down if Maria is close enough(AI: Static-Observe-Attack)
4. Monty The Spoiled Egg - a spoil egg that runs at maria and explodes(AI Walking-Exploding)