

Game Concept Documentation

Task 1: Title

Game Name: Nanna, I'm Full!

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Target Platform: PC

Target Audience: People who loves playing fun minigames such as Wii Play

Target Rating: E (Everyone)

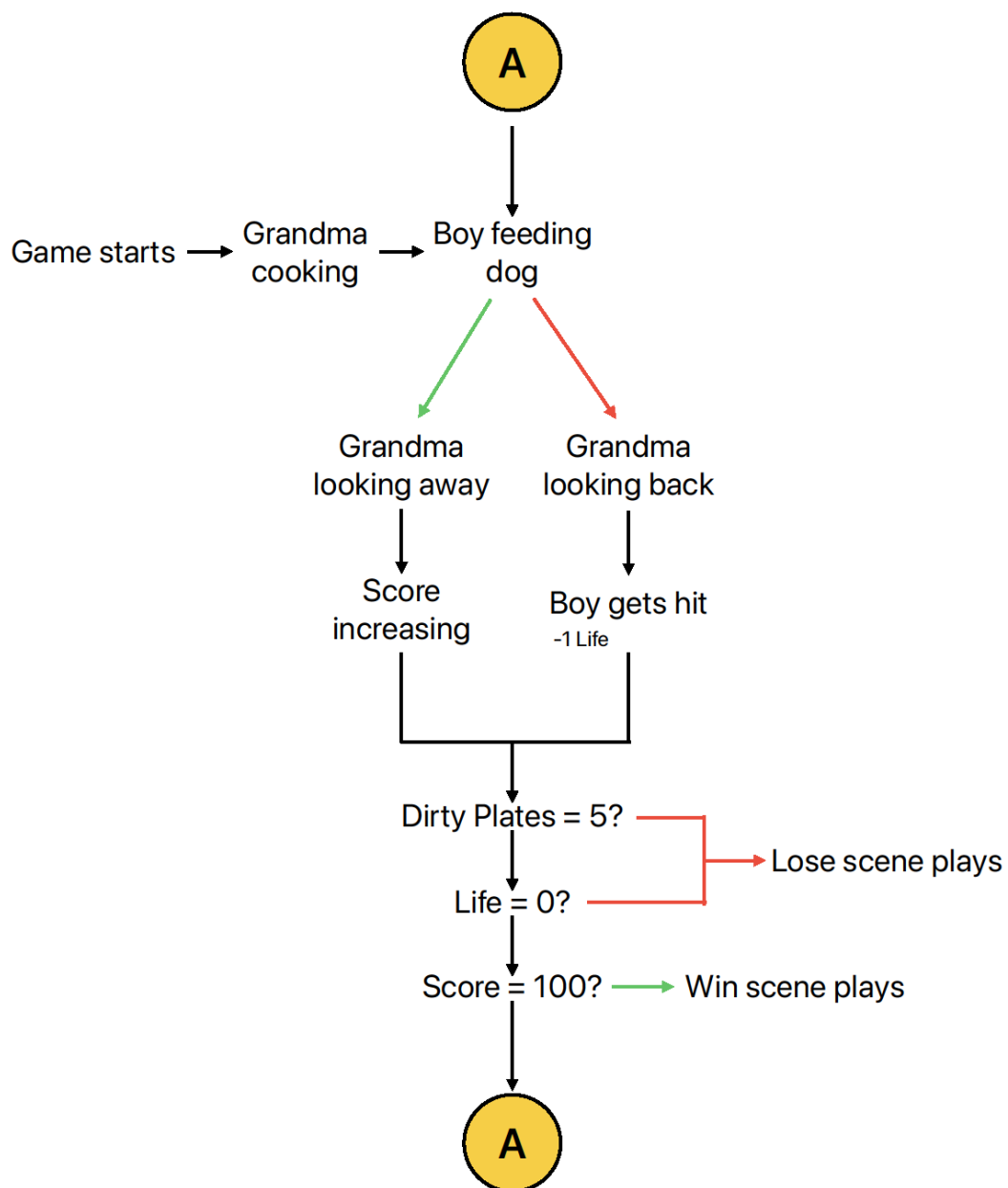
Expected Shipping Date: 17th May 2024

Task 2: Story & Gameplay

The game doesn't have a full-on story; however, you play as a boy visiting his grandmother which is fixing you food since according to her you look skinny. She keeps on making you food even though you are full so you don't say anything, afraid of hurting her feelings since she put her love in making the food for you. So, you decide to feed her dog which is sitting under the dining room table, waiting eagerly to eat your food. Feed the dog without getting caught or you will have to face her wrath and slipper.

Task 3: Game Flow

There's no real way for the player to grow, however, the player would need to stay more vigilant as with every passing second, grandma's detection gets more and more randomized and frequent. The following is the flow of the game.



Task 4: Characters & Controls

Characters:

Player: Boy

Enemy: Grandma

NPC: Dog

Controls:

Eat: Spacebar

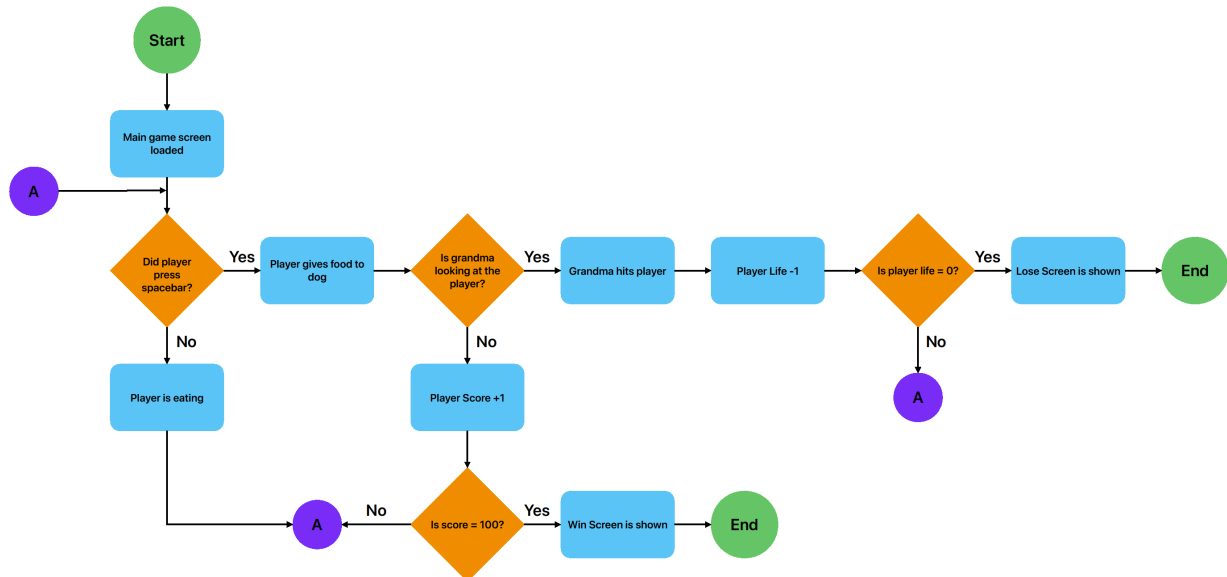
UI Interaction: LMB (Left Mouse button)

Task 5: Main Gameplay Concepts and Platform Specific Features

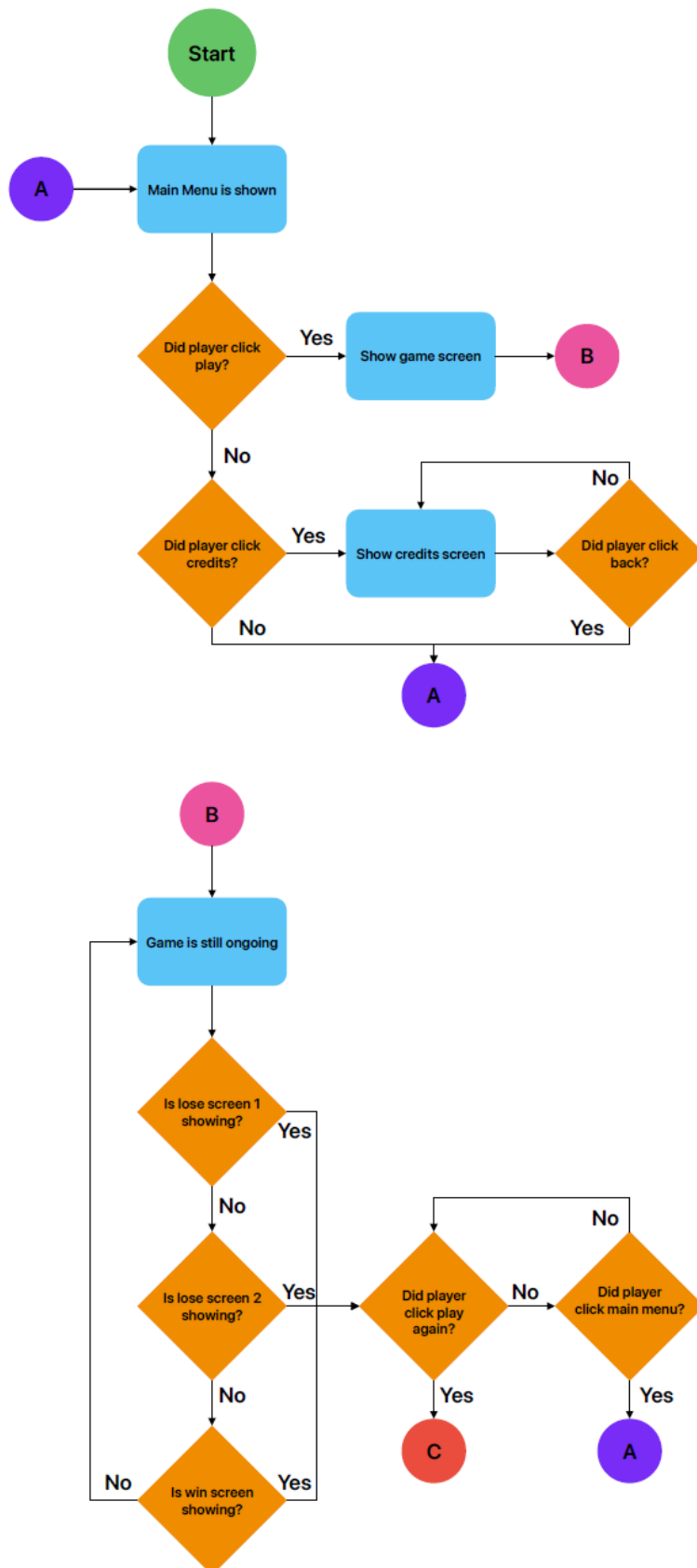
The player engages in a thrilling and suspenseful gameplay as they wouldn't know when exactly the grandma would be looking behind her. I would consider it as Comedic Strategy game since players need to pay attention when they would need to stop feeding the dog. Since the game is just a minigame, there isn't any other levels.

Task 6: Game World

The game takes place in the grandmother's dining room and will only see the boy sitting behind the table facing the camera, the dog underneath the table, and the grandmother behind him in the kitchen cooking.



Task 7: Interface



Task 8: Mechanics & Power-ups

Gameplay mechanics:

- Giving food to the dog to gain score.
- Eating food as to not upset the grandmother.
- Grandmother looking back randomly.

Task 9: Enemies and Bosses

The only enemy in the game is the grandmother, as if she finds out that you were feeding her dog, she will hit you with her slipper. But who would see her as an enemy when she is slaving away in the kitchen making you tons of delicious food made with her love for you.

Task 10: Cutscenes, Bonus Material, & Comps

If extra time is available to create cutscenes, the cutscenes will appear at the end of the game, either when you lose by getting hit with the slipper, lose by dropping the plates, or win the game. The cutscenes will be made entirely with After Effects. Nothing will be unlocked in game after beating the minigame except the feeling of accomplishment.

Task 11: CRC & UML Diagram



