

**Group Name:** Six Guys

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**App Name:** Burger Breakout

**App Category:** Entertainment, Game

**GitHub Repo:** <https://github.com/Ethan-Esber/Project-Burger>

**General overview:**

The player will guide the playable character through various levels by running, jumping, fighting, and climbing. There will also be other non-playable characters that will act as allies or enemies towards the playable character.

Different obstacles will be in the way to hinder the player from including, but not limited to, dropped food, trash, areas needed to climb, and gaps to jump. Hazards will also play a role such as human feet, human hands with or without knives, hot oil fryers, stovetop burners with flames, and time-gated jumps.

The game will be designed with multiple level types. These types will include the normal side-scrolling gameplay with hazards and obstacles. Other levels will require the player to run away from a non-player character while avoiding obstacles. Another level type may include the player skating on food or other objects to which the user will be automatically moved forward in the environment. The user will only be able to jump or attack to avoid hazards or non-player characters for levels that the screen is moved automatically.

The player will be able to throw different types of foods and drinks at enemies to defeat them. Foods such as French fries and chicken tenders will be available to be thrown by the player. Drinks could include milkshakes or sodas and tossing a drink would create a slippery spot near the enemy, causing them to trip. A lettuce wrap can be unlocked in later levels, and throwing this wrap will tangle an enemy up, allowing the player to walk right by unharmed.

Some levels may culminate in a boss fight or even encounter mini-bosses' in the middle of levels. These non-player characters will have increased stats as well as move sets that will add a challenge to the user. Some planned bosses could include bugs like cockroaches, animals like rats, or humans. Some bosses may also not be affected by specific attacks.

### Application description:

Burger Breakout is a traditional run and gun action game. It will be a two-dimensional side scroller that will be designed using the Unity game engine. It will be designed to be played on a personal computer.

The theme will be food-oriented, with the main character being a burger. The non-player characters will also be heavily food or food-related. The user will traverse a multitude of levels that may include kitchens, city streets, a park, or other building types.

The player will view the playable character from a side angle. The character will be able to move from left to right as well as up or down. They will perform these actions across the screen to avoid obstacles and reach the end of the level.

### General overview of Similar apps:

Cuphead is a two-dimensional game that is available on multiple platforms. It is considered a side-scroller run and gun video game. The user can choose between two different playable characters. Throughout the game, the user can purchase different weapons and special abilities that will assist them in their adventure.

This game offers multiple levels that are accessed by a top-down perspective world map that the user moves their character around to be able to choose these different levels. There will be various level types ranging from side-scrolling and stationary screens where most boss fights occur. The gameplay includes the user avoiding hazards such as timed jumps, platforms that disappear after being jumped on, falls that end in a game over for that level, and projectiles to avoid. The game also heavily uses standard non-playable characters as well as mini-bosses and normal bosses to add difficulty. There are also friendly non-player characters that offer their help to the player character along the way, such as giving coins to spend on weapons.

Another popular and similar app is the Super Mario Series. Originally released on the Nintendo entertainment system, the user was able to move across the level by walking or running, collect power-ups to enhance the character to be able to survive various obstacles and hazards as well as defeat non-player characters. Some different stages or worlds offer many levels for the user to play through. Within these levels, there is a multitude of different types of non-player characters that the user may defeat or avoid with bosses located at the end of some stages or worlds.

The Super Mario series has evolved over the years, with some games becoming a three-dimensional world the user can interact in; however, some recent releases are still two-dimensional. Of these newer two-dimensional versions, they offer multiplayer to which two to four different users can work together to defeat or avoid non-player characters and bosses.

Although it may seem hard to believe, there exist several burger-themed games already, a few of which were released on official consoles. BurgerTime on the Nintendo Entertainment System (NES), while not a side-scroller, is a platformer (which is a similar genre) released in 1982 by Data East and licensed by Nintendo in which players navigate through a challenging

series courses containing platforms to jump to and from and obstacles to avoid. The player must collect burger-related items to advance.

Another NES title was released in 1992 titled M.C. Kids and is a platform side-scroller that was licensed by the McDonald's fast-food chain. The game's gameplay involves a pair of kids as they navigate McDonaldland, finding many McDonald's mascots and franchise imagery along the way.

Terraria is a game that is similar but is more of an adventure game with some combat included. The game offers movement in two-dimensions, moving left, right and jumping, but allows the user to explore the world in all directions freely. As for gameplay, the user can craft different types and styles of weapons and armor that will assist them in battling various basic and boss varieties of non-player characters. Besides fighting, the user can also participate in other events like building houses or even fishing. As far as the level design, the game offers a plethora of different areas called biomes that provide their own art style as well as challenges and collectibles.

The big difference, when compared to other two-dimensional games, is that the world is procedurally generated. Whenever the user dies, turns the game off then on again, the world will not be the same as before. This offers a player a unique experience every time the user plays the game, which enhances replayability.