# Game Design Document - Vegistation

## **Contents**

**Game Outline**

*Chosen genre*

**Characters and Controls**

*Main Character*

*Character Designs*

*Character Specifications*

**Main Gameplay**

*Objectives*

*Goal*

**Game World**

*Level Design*

**Gameplay Mechanics**

*Mechanics*

**Enemies**

*Ai Behaviour*

**Cutscenes**

## Game Outline

The chosen genre for this project is horror and puzzle.

The game is set inside a laboratory. The player will explore the laboratory after being called to the building. The player will discover the mess left behind in the

## Characters And Controls

## Main Gameplay

The main aim of the game

## Game World

## Gameplay Mechanics

**Player:**

A diagram of a player control system

AI-generated content may be incorrect.

**Items:**

A diagram of a computer program

AI-generated content may be incorrect.

**Enemies:**

A diagram of a game

AI-generated content may be incorrect.

## Enemies

In this game there are six types of enemies and a boss. The enemies and boss are all mutated vegetables.

Each enemy has a different unique way of moving and attacking. The player will encounter different enemies on different levels and in different rooms specific to their nature and the boss can be found at the end of the game in the last room the player will be sent too.

On the first level the player will encounter the lower tier of enemies.

**The Lower Tier:**

The Models below were made from clay to represent the design of the characters.

**The Carrot**

A hand holding a pumpkin

AI-generated content may be incorrect.

The Carrot is the first enemy the player will encounter.

Movement:

* Slow Movement
* Hops around on one leg
* Patrols Rooms

Attack and Abilities:

* Medium distance
* Long slender arms
* Weak attack
* Has no special ability

Heath, Damage and Weak points:

* Has 60 HP
* Deals 5 damage per hit
* Main Body is weak point

**The Tomato**

A hand holding a painted pumpkin

AI-generated content may be incorrect.

Movement:

* Slow Movement
* Hops around
* Stays Idle in Rooms will follow player

Attack and Abilities:

* Long distance
* Spits tomato seeds at Player
* Weak attack
* Leaves tomato juice on the ground, player will slip on it

Heath, Damage and Weak points:

* Has 30 HP
* Deals 10 damage per hit
* Main Body is weak point

**The Mushroom**

A hand holding a mushroom

AI-generated content may be incorrect.

Movement:

* Doesn’t move
* Stays Idle in Rooms on the ground

Attack and Abilities:

* Medium range
* Explodes like a landmine when the player stands on then
* Medium attack

**The Higher Tier:**

Heath, Damage and Weak points:

* Has 10 HP
* Deals 30 damage per explosion
* Main Body is weak point

**The Onion**

A hand holding a yellow object with a face

AI-generated content may be incorrect.

Movement:

* Medium Movement
* Rolls around
* Looks around Idle in Rooms will roll after player

Attack and Abilities:

* Increasing range
* Breaths out onion gas that makes the players eyes watery and impairs vision
* Inhaling for long periods of time will cause damage
* Weak attack
* Leaves tomato juice on the ground, player will slip on it

Heath, Damage and Weak points:

* Has 50 HP
* Deals 2 damage per second
* Main Body is weak point

**The Corn**

This Enemy will have legs made of the stork and leaves

A hand holding a corn cob

AI-generated content may be incorrect.

Movement:

* Slow Movement
* Stomps around
* Walks around big rooms

Attack and Abilities:

* Long distance
* Pops corn at Player
* Weak attack
* Knocks player back with stomping

Heath, Damage and Weak points:

* Has 70 HP
* Deals 40 damage per hit
* Corn centre is weak point

**The Broccoli**

This Enemy has a spring at the bottom to move around

A hand holding a green object with a eye and a purple eye

AI-generated content may be incorrect.

Movement:

* Fast Movement
* Uses spring at bottom to bounce around
* Springs around in rooms, will follow player

Attack and Abilities:

* As soon as in sight
* Uses eye to force the player too look at their eye
* Medium Attack
* Leaves tomato juice on the ground, player will slip on it

Heath, Damage and Weak points:

* Has 80 HP
* Deals 10 damage per stare
* Eye is weak point

## Cutscenes

During this game there will be cutscene.

The first cutscene within this game will be the Laboratory g