**Game Design Document (GDD) Summary**

**Game Title:**

**Espresso, Come Back!**

**Game Description:**

"Espresso, Come Back!" is a 2D pixel art side-scroller where a young woman searches for her mischievous cat, Espresso, who has escaped into a quirky, chaotic Japanese junior high school. Players must platform through the school's vibrant environments, solve puzzles, and interact with NPCs, all while navigating the wild behaviors of students and the school's oddities. The game blends humor, physics-based puzzles, and sassy dialogue in a lighthearted, cartoony world.

**Core Gameplay Mechanics:**

* **Core Gameplay Loop**:  
  Players explore the school, platforming across obstacles, solving puzzles involving movable objects, and interacting with quirky characters while searching for Espresso.
* **Player Abilities**:
  + **Jump**: Traverse platforms and obstacles.
  + **Leash Mechanic**: Use a leash to grab and manipulate objects (introduced later in the game).
  + **Grab/Push by Hand**: Manually move objects, limited to the x-axis.
  + **Crouch**: Shrink the player’s hitbox, with restrictions on jumping and grabbing.
* **Puzzle Mechanics**:  
  Puzzles involve moving desks, bookshelves, and chalkboards to create platforms or clear paths. The leash allows additional interactions once introduced.
* **Failure Conditions**:  
  The player can fail by falling into pits or being trapped by environmental hazards, with checkpoints to minimize backtracking.
* **Level Progression**:  
  The game is level-based, focusing on various areas of the school that become increasingly wild and chaotic.

**Game World:**

* **Setting**:  
  The game takes place in a chaotic Japanese junior high school. While the structure starts out familiar, nature begins to blend with the school environment as players go deeper into the first-year building.
* **Key Areas**:
  1. **Classrooms**: Central to puzzle-solving, with movable desks and chalkboards.
  2. **Hallways**: Connecting areas filled with obstacles.
  3. **Storage Rooms**: Cluttered, puzzle-heavy areas.
  4. **Faculty Rooms**: Areas with light puzzles and narrative elements.
* **Interactive Elements**:
  1. **Desks, Bookshelves, Chalkboards**: Movable objects that serve as both obstacles and platforms.
  2. **Switches and Levers**: Simple mechanisms for unlocking doors or activating platforms.

**Characters and NPCs:**

* **Player Character**:  
  A young woman, determined to find her mischievous cat, Espresso. She is laid back, sassy, and takes the school’s chaos in stride.
* **Espresso the Cat**:  
  A mischievous cat who has escaped into the school, setting off the player’s journey. He is found later in the game, leaving behind his leash.
* **Year 1 Class 1 Homeroom Teacher**:  
  A very tired teacher who is indifferent to the player’s presence. The teacher asks the player to unlock the classroom door from inside, setting up the first quest.
* **Year 1 Students**:  
  A swarm-like group of students with no individuality. They wander or run from the player and have a chance to "push" the player, acting as a minor nuisance.

**Dialogue Mechanic:**

* **Interaction Trigger**:  
  Dialogue starts automatically when the player approaches NPCs.
* **Display**:  
  Floating dialogue boxes appear over NPCs' heads.
* **Purpose**:  
  Used for quest information, hints, and adding narrative context.

**Art and Aesthetics:**

* **Style**:  
  **Pixel art** with a **cartoony** and **vibrant** aesthetic. The game uses a **Japanese pop chic** style with over-glamorous elements, evoking the feeling of traditional Japanese schools mixed with quirky, adventurous designs.
* **Color Palette**:  
  Bright and lively colors, with a pop fashion influence, contrasted with traditional school colors.
* **Environment Design**:  
  Environments are kept simple, with minimalist details to reduce production time. Grass and other nature elements creep into the school as the player progresses.
* **Music**:  
  A blend of **traditional Japanese school sounds** (e.g., bells) and **upbeat pop music** to evoke nostalgia and energy.

**Technical Requirements:**

* **Engine**:  
  Godot, leveraging its 2D physics system.
* **Resolution and Aspect Ratio**:  
  Fixed at **1920x1080** with a 16:9 aspect ratio.
* **Input**:  
  Keyboard, mouse, and gamepad support (to be fully implemented).

**Phase 1: Current To-Do List**

1. **Add "Push" Behavior to Student NPCs**:
   * Implement the behavior where Year 1 students push the player slightly on the x-axis when they are near, acting as a nuisance during platforming.
2. **Create the Dialogue System**:
   * Implement the dialogue system with floating dialogue boxes.
   * Script the dialogue for the Year 1 Class 1 Homeroom Teacher.
3. **Implement Gamepad Support**:
   * Set up gamepad controls for movement, jumping, and object interaction.
   * Begin working on gamepad support for the leash mechanic.

**Phase 2: Game World, Visuals, and Polish (Overview)**

* **Complete Environment Art**:  
  Create and implement simple pixel art backgrounds and sprites for classrooms, hallways, and key objects.
* **Refine Character Sprites and Animations**:  
  Finalize animations for the player and NPCs.
* **Add Music and Sound Effects**:  
  Implement background music and sound effects for actions and interactions.

**Phase 3: Advanced Features and Polish (Overview)**

* **Finalize Gamepad Support**:  
  Ensure the leash mechanic works with the right analog stick.
* **Add Visual Effects**:  
  Simple effects like dust clouds and sparkling highlights to polish the gameplay experience.
* **Final Testing and Tuning**:  
  Test the core gameplay and vertical slice, and adjust based on feedback.