Game Design Document

# Team Members

## Gryphon McLaughlin – Programmer

Tyler Dean – Programmer

Joseph Jaeger – Sound Lead

Devin Carlson – Producer, Artist

Mason Colbert – Artist

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# Game Overview

## High Concept (Elevator Pitch)

You are working at a grocery store and the customers’ groceries are represented by cards that you have to organize into the 4 bag cards you have. The grocery cards will have different types that change which bags they can go in.

## Game Summary

You are trying to bag groceries as best you can so you get a good score and may get the ultimate reward – one (1) day off. The groceries come in as cards that have different types. Depending on the type you have to put the card in one of your 4 available bags. The grocery card numbers subtract a certain amount from the bag cards number. You want to try and get the bag number as close to 0 as you can to get a higher score.

# Gameplay

## First Minutes

The game opens to a start screen of you looking at a clock-in device. Pressing the “clock-in” button starts the game. You are placed in a grocery store check stand looking at a counter. A customer walks up and cards start coming in from the conveyor belt. As you are dealt 3 bag cards.

## Game Flow

As grocery cards enter, you must place them into the proper bag without overfilling said bags. Customer satisfaction goes down based on time taken and failed bags. Customer satisfaction goes up by quick bags and tightly packed bags (more cards in the bag). Bags will have a number (10 – 12) as to how tightly they can be filled and groceries will have a value (1 – 5) for how much space they take up.

## Victory/Lose Conditions

You win the customer if you successfully bag all items and have a customer satisfaction rating above a set value.

You lose the customer if customer satisfaction goes down to 0 or you run out of time.

# Target Audience

Planned ESRB Rating: E

Card game fans.