A Toaster's Crisp Adventure (Title Work In Progress)

Initial Game Design Document

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Objective

The objective of the game is to make it to the end of each uniquely-designed level (multiple levels pending further development beyond the scope of this class) without running out of hit points or lives. Utilize the power of the toaster to shoot down any enemies that get in the way. The player can choose to gain as many points as possible for each level by defeating enemies and getting powerups or butter sticks (scattered throughout each level).

Game and Genre Inspirations

The genre of my game is an Action-Adventure Shooting Platformer. It is heavily inspired by the Super Mario franchise, which really means a lot to me regarding as I grew up playing many Super Mario games and still do to this day. As such, many of the gameplay elements implemented had the 2D Super Mario platformers in mind, as those games are the definitive definition of a 2D platformer to me. The projectile-based combat is also a homage to some of the various powerups Mario has received in his games, including Boomerang Mario and Fire Flower Mario.

The idea of using a toaster as a playable character is a homage to my favorite artist, who got hit on the head by a toaster at a very young age. As a result, there are many jokes regarding her lack of book smarts (although she is very talented at what she does best). Using a toaster as a playable character also allowed more room for creativity in terms of the plot, enemy choice, and overall style of the game, rather than making some "generic" 2D platformer.

Bibliography