Game Design Document: The Candy Kingdom Adventure!

1. Introduction & Overview

Game Title: The Candy Kingdom Adventure!
Target Audience: Kids aged 6-10 (with optional parent/guardian assistance).
Genre: Simplified Tabletop Role-Playing Game (TRPG).
Core Concept: A cooperative, puzzle-focused adventure where players embody candy-themed heroes to solve problems and restore sweetness to a whimsical candy kingdom, rather than engaging in combat.

Game Pitch: Join the sweetest adventure ever! In "The Candy Kingdom Adventure," you and your friends become brave candy heroes, exploring a world made of delicious treats. But oh no! The mischievous Sour Patch Kid is turning everything sour with his pranks! It's up to you to use your unique candy powers, solve clever puzzles, and help the confused candy citizens to bring back the fun and flavor to the Candy Kingdom!

2. Characters

Instead of complex classes, players choose from a roster of **candy heroes**. Each character has a simple, visual sheet with three core stats and one unique **Core Ability** to help them overcome challenges.

Core Stats:

- **Chewiness (Toughness):** For strength and overcoming physical obstacles.
- **Fizzyness (Quickness):** For speed, agility, and leaping.
- **Sweet Smarts (Smarts):** For solving puzzles, riddles, and remembering clues.

Character Roster:

- **The Gummy Knight:** A durable protector with the **Super Bounce!** Ability.
- **The Chocolate Rogue:** A sneaky scout with the **Melt into the Shadows** ability.
- **The Peppermint Wizard:** A magical character with the **Sour Spray** ability.
- **The Caramel Cleric:** A gooey healer with the **Gooey Hug** ability.
- **The Hard Candy Barbarian:** A tough brawler with the **Rock Candy Rage** ability.
- **The Cotton Candy Bard:** A charismatic leader with the **Fluffy Distraction** ability.

3. The Antagonist

The villain of the Candy Kingdom is not a monster to be defeated, but a mischievous prankster who loves to cause chaos. He is the source of all the puzzles and problems the heroes must solve.

The Sour Patch Kid: A chaotic, high-energy trickster who thinks the Candy Kingdom is too sweet and boring. He doesn't want to destroy the kingdom; he just wants to make a giant, messy playground by turning everything sour with his pranks.

His "minions" are smaller versions of himself called **Sour Patchlings**. They are responsible for the smaller pranks, like swapping candy flavors or making things sticky.

4. Core Gameplay Loop & Mechanics

The game emphasizes cooperative problem-solving and creative thinking over combat. Players will work together to navigate obstacles, help confused candy citizens, and undo the Sour Patch Kid's pranks.

Basic Turn Structure:

1. **The Situation:** The Game Master (GM) describes the current challenge or problem caused by the Sour Patch Kid. (e.g., "You reach a river of chocolate, but the Sour Patch Kid has made it super sticky, and a Lollipop Person is stuck in the middle!")
2. **Player Ideas:** Players discuss what they want to do. (e.g., "I want to pull them out!" "I could try to find a way to make the river less sticky!")
3. **Choose a Stat & Roll:** The GM determines which stat (Chewiness, Fizzyness, or Sweet Smarts) is most appropriate for the chosen action. Players roll a single six-sided die (d6).
   - **Success:** If the roll is 4, 5, or 6, the action is successful! The GM describes how the hero's action helps.
   - **Partial Success/Complication:** If the roll is 2 or 3, the action has a partial success or a small complication. The hero helps, but maybe something else unexpected happens, or they don't fully solve the problem alone.
   - **Failure:** If the roll is 1, the action doesn't work as planned, or the prank becomes a little worse. (Never a total failure that stops the game, just a fun setback!)
4. **Describe the Outcome:** The GM narrates what happens, building on the players' actions and dice rolls.
5. **Next Challenge/Progress:** The story continues to the next part of the adventure.

No Combat: There is no direct "fighting" in The Candy Kingdom Adventure. Instead, all encounters are treated as puzzles or challenges to be solved using skills, cleverness, and teamwork. The "monsters" are simply citizens or objects affected by pranks, and the goal is to rescue or restore them.

5. First Adventure: The Tangled Candy Cane Forest

The Sour Patch Kid has cast a powerful tangle spell over the forest, turning the sweet, straight candy canes into a messy, knotted maze. The heroes need to find a way through to the next part of the kingdom, where the villagers are in need of help.

Part 1: The Sticky Floor

The first challenge is a floor covered in gooey, sticky caramel. It's a tricky mess to cross without getting stuck.

- **The Puzzle:** Find a way to cross the sticky floor to reach the next part of the forest.
- **Solutions:**
    - **Sweet Smarts Check:** A hero can roll to find the hidden path of crunchy toffee pieces, avoiding the sticky parts.
    - **Fizzyness Check:** A hero can roll to leap from one safe spot to another, moving quickly across the caramel.
    - **Chewiness Check:** A hero can roll to push through the gooey caramel, though it might be slow going.

Part 2: The Blockade of Rock Candy

After navigating the sticky floor, the heroes come to a path completely blocked by a thick, solid wall of rock candy. It's too big to climb over.

- **The Puzzle:** Overcome the rock candy wall.
- **Solutions:**
    - **Chewiness Check:** The most direct way is a **Chewiness** roll to smash through a weak spot in the wall.
    - **Sweet Smarts Check:** A hero with **Sweet Smarts** might figure out a "dissolving chant" that can weaken the wall for a friend to break through.

Part 3: The Flavor Riddle

At the end of the maze, the Sour Patch Kid has left one final prank. Two candy canes stand side by side, one sweet and one sour. The sweet one leads to the path out of the forest, while the sour one is a trap that leads them back to the beginning. The only way to know which is which is to answer a riddle.

- **The Puzzle:** Solve the riddle to find the correct path.
- **Solution:** This is a test of smarts. The heroes must use their **Sweet Smarts** to figure out the answer to the riddle and choose the right path.