Bread Knight

Plot:

In the quiet stillness of a dimly lit kitchen, a lone slice of bread awakens to a horrifying truth—his destiny is sealed, and the toaster looms near. But not this time. Not today.

Armed with nothing but crispy courage and a crusty determination, the **Bread Knight** must leap, dodge, and scramble his way through a treacherous world of kitchen hazards. Rolling pins, flying knives, and the ever-looming threat of buttery doom stand in his way. The counters are high, the floors are slippery, and the toaster… it's always watching.

Will you help **Bread Knight** escape his crispy fate, or will he become just another breakfast tragedy?

Gameplay brief:

In **Bread Knight**, players take control of a daring slice of toast, sprinting, jumping, and dodging through a chaotic kitchen battleground. Bread Knight must navigate through the kitchen environment while avoiding **5 waves** of kitchen-themed enemies, each wave will last 30 seconds and by the end of each wave, **Bread Knight** will be able to choose between getting/upgrading new skills or transforming into a **different form** during intermission. Each wave of enemies brings new dangers, from common nuisances to elite threats, culminating in a final showdown against the ultimate breakfast menace. Player claim victory if **Bread Knight** has survived all waves and defeated the final boss: **Belumda, the Toaster Tyrant**[1].

Through this game, we want players to be excited by the funny (and somewhat silly) scene and character design, but also be challenged by the intense action of dodging attacks from different enemies in a given time while jumping between platforms and using obstacles from the scene to doge attacks.

Our inspiration for the game come from rouge-like adventure games such as *Vampire Survivors* (game mechanics) and *Bizarre Brigade*[2] (game mechanics), and platform games such as *Celeste* (Pixel art style & platform mechanics) and *Hollow Knight* (Combat system). Other inspirations include *Mega Man* Series, *Ori and the Will of the Wisps.*

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[1] The name "Belmuda" is a mix of "BALMUDA" (Japanese toaster brand) and "Bermuda Triangle".

[2] "Bizarre Brigade" is a mini game inside the game "Zenless Zone Zero"

Roadmaps and responsibility:

James: Character & Environment design, Coding, Scene making

Zixi: Idea, Storyline, In-game text, Coding

We will both work on enemy attack animation, character animation

Timeline:

We assume that we will have roughly three weeks for completing the major part of the game, and one more week for refining before official in-class play test on 3/17.

-Finish up all character & scene art and digitize them in the first week. All characters and scenes should appear as pixel-art. Learn how to do basic coding in Godot (2/17~2/24).

-Designing game mechanics and building scenes in Godot, coupled with learning how to code and design character behavior, character movements, attack animations, enemy movements, enemy attack animations, etc. (2/24~3/12)

-Polishing, Internal play test, and final tweaks (3/12~3/16)

Level design:

The game will occur in only one major scene: the kitchen

In there, players will find platforms to jump on for dodging enemy attacks and special platforms to gain new abilities that will help Bread Knight survive and retaliate. During the intermission between the third and fourth wave, Bread Knight will be given the option to change form.

Also, during the intermission, the game will pause and there will be a tab or some kind of store that allows Bread Knight to upgrade his skills using the score he gets (the score is based on the number of enemy killed), so 5 kills will allow you to pay a skill that costs 5 scores

Challenges and thoughts on the game:

The major challenge is that none of us are familiar with coding and the Godot engine, and it is necessary that we pay extra time on learning how to program the game. This will be our main focus. For now, we are planning to design four different types of enemies as shown here:

The Butter Patrol – These mischievous, slippery butter cubes spread chaos wherever they go. Individually weak but overwhelmingly common, they'll ram Bread Knight suicidally and lower his HP. Appear in all waves except last.

The Cutlery Crew – A ruthless gang of animated knives and forks. These elite enemies strike fast as they will charge at Bread Knight before he can make his escape. They are more dangerous thus appear less often. Appear in 2~4 waves.

Pan-demonium – A massive, living frying pan that crashes down with a deafening slam. Attacks slowly but deals a lot of area damage. Appear in only fourth wave.

Final Boss: Belmuda, the Toaster Tyrant – The ultimate predator of breadkind. This relentless, sentient toaster confronts Bread Knight with a singular goal: to send him back to his rightful place—crispy and golden brown. Run fast, or face a fiery fate. The fifth and last wave will be a dual between Bread Knight and Belmuda.

We also have some ideas about putting Bread Knight in different forms:

-Sir Bread Knight: a slice of bread with limbs that moves and shoots flour bullets to kill enemies around him

During intermission, player can choose to transform him into one of the two different forms shown here:

-Baguette d'assult: Bread Knight in Baguette form, more sturdy (higher HP), faster and attacks by charging at enemies, deals more damage.

-Borodinsky: Bread Knight in Russian black bread form, extra sturdy (higher HP), immune to Butter Patrols and receives 50% less damage from all other enemies.

Due to time limitation we are only designing those two forms.

At last, please let us know your thoughts on those character concepts, we will be glad to make any necessary changes that would benefit the game development process.