

Cozy Game Design Document Template

A game design document is a blueprint for a game to be built. The goal is to capture as much as possible of the team's overall vision and then use the document as a reference for your team as the project evolves. This is not a full GDD, but rather a partial GDD that focuses on the aspects of game design most relevant to this course. Use it to think much bigger than the prototype you will be able to develop right now. To meet spec, respond thoroughly to each bullet point.

1. Title Page

- Game Name: Craven
- Team names and roles: Kyla Driscoll - Head Narrative Designer

2. Game Overview

- This is a single-player digital game on the Nintendo Switch that takes 20-30 hours to play. The game is a series of small actions and puzzles.
- 3 Design Pillars:
 - Expression, Tradition, Nostalgia
- 3 Player Experience goals:
 - Engagement, Playability, Enjoyment
- 1 short paragraph description of the game and a list of Features:
 - Craven is a cooking game that celebrates Jamaican culture while understanding the emotions that emerge when leaving your home country to study abroad. Chop, slice, and bake your way to learn more about Sharnell's home.

3. Outline of Gameplay & Mechanics

- 2-3 major mechanics (aka verbs) and a flowchart of the main game loop.
 - Tending -> Befriending -> Repeat
- Game Progression
 - Stop 1: Boston Bay
 - Recipe: Rice and Peas
 - Relative/close friend: Delroy
 - Narrative: Introduction to why Sharnell, the main playable character, is partaking on this journey, and why it is important for her to go on this journey. A story will additionally be told about Delroy's own journey like this when he was younger.
 - Stop 2: Kingston
 - Recipe: Jerk Chicken
 - Narrative: Discussion of how to bring pieces of their culture with them when they leave, like dishes and colors.
 - Stop 3: Old Harbour
 - Recipe: Oxtail Stew and Spinners
 - Relative/close friend: Auntie Heather
 - Narrative: Discussion on patois, why it is important to embrace it
 - Stop 4: Mandeville
 - Recipe: Ackee and Saltfish
 - Narrative: Discussion about things in Jamaica that can't be experienced in the US, and the nostalgia surrounding those things

- o Stop 5: Spanish Town
 - Recipe: Curry Goat
 - Narrative: Discussion on how to say goodbye, without the goodbye being forever
- Basic Rules
 - o Players are limited to a series of actions that pertain to cooking. For example, players will have the ability to stir and cut food items. Additionally, players are unable to move their character freely. Instead, they will select destinations on the map and experience a series of cutscenes to move to that location.
- Model of the game universe
 - o The only punishment in this game is a mechanic not succeeding if done correctly. For example, if the player presses the wrong button to cut an item, no action will occur until they do it correctly. There is no penalty for doing it wrong. Additionally, the reward in the game is completing the dish and being able to move on to the next location, there is no currency.

4. Worldbuilding

- o Jamaica is a part of the tropical rainforest biome, with some tropical dry forests in some regions. They have forests, wetlands, and grasslands present in their country. The weather there is tropical, with daytime highs reaching 32 degrees Celsius, and the nighttime lows are 20 degrees Celsius. Additionally, there is a dry season and a rainy season, with a hurricane season running from June to November.
- History
 - o In direct relation to the player, many of the player's friends and family still live in Jamaica, and this is Sharnell's home country.
- Politics
 - o Jamaica has a prime minister, a House of Representatives, and a Senate. The two major political parties are the People's National Party (PNP) and the Jamaica Labour Party (JLP). They became independent from the United Kingdom in 1962 but are still a member of the Commonwealth of Nations.
- Philosophy & Religion
 - o There are multiple religions in Jamaica, but the most prominent are Rastafari, Christianity, and Revivalism. Over 65% of Jamaicans identify as Christians, with many different denominations.
- Culture & Art
 - o Jamaican Culture is deeply tied to music, including Reggae, gospel, and ska, as well as art and literature. Many key figures, the most famous being Bob Marley, have globally popularized the Rastafari worldview.
- Overview of the world in which this game takes place, and surfacing
 - o Throughout the game, players will experience how the biome, culture, and art are prevalent within relatives' houses while cooking. This will present itself through the design of the houses, like the art and architecture.

5. Character Design

- Main Character – Sharnell 19
 - Physical Traits: black, wears jeans and tank top, wears natural hair, sometimes in 2 puffs, wears gold hoop earrings, gold layered necklace, has gold acrylic nails, has feminine hands, multiple gold dainty rings
 - Playable character, but only when cooking. The rest of the interactions are cut scenes
- Delroy
 - **Physical traits:** slightly balding with no facial hair, 57?, black (lighter-skinned), wears shorts and a plain green t-shirt. Has larger hands than Sharnell, masculine hands, a wedding band on his left hand, and a band with the cross on his right ring finger.
 - **Relation:** Father
 - **What does the character want, love, and hate?**
 - As (the main character)'s father, he just wants to see his daughter prosper in any endeavor she pursues. He loves his family immensely and believes there is no greater honor than having (the main character) as his daughter. He hates how painful it is for (the main character) to have to go abroad to learn, both in how it pains him and how it pains (the main character).
 - **How does the character interact with other characters?** He is boisterous and makes lots of jokes when (the main character) messes up when cooking, but he is typically a jokester who ignores his feelings on a subject. He only gives 'dad lore' when he's feeling super sentimental and feels as if he always has to be the comedic relief when tensions get high (which rarely works).
 - **How do they speak or communicate?** He sometimes throws patois into a sentence or uses patois phrases, but he generally tries not to use patois too much around his kids or in public. He also doesn't swear.
- Auntie Heather
 - **Physical Traits:** black, wears an orange shirt and jeans, has long braids pulled up in a ponytail, and feminine hands with blue ombre oval acrylics. Wears small gold hoop earrings.
 - **Relation:** Best Friend's Mom
 - **How does the character interact with objects and other characters?** Auntie Heather likes to embarrass her kids in front of their friends but is also the most loyal and caring woman that a person will ever meet.

Auntie Heather gives the player positive affirmations when they mess up, but also teases them a little first.

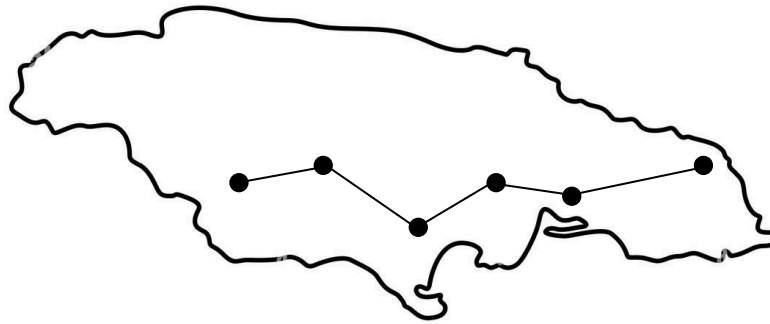
- o **How do they speak or communicate?** Swears occasionally, but always says 'pardon my language' first, like she is thinking very wisely about when the appropriate time to use a swear is.

6. Narrative

- Throughout the game, players will experience a series of cutscenes that drive the narrative. Within these cutscenes, players will learn about the culture and history of Jamaica, and how each relative relates to that story. Many relatives will discuss the hardships of leaving home and starting somewhere new, including how to keep pieces of their culture, and self, while in a new environment. This story is linear, as the player will progress from one location to another in a very specific order predetermined by the game developers. This structure was chosen to keep plot points in an order that will slowly build over time, without jumping back and forth.
- Additionally, cutscenes will be used to establish the difference in the characters before cooking, as each character has a unique set of things they do before cooking, like taking off rings, etc. This will be showcased to show the age, experience, and other pieces of characters, without directly saying those things in words to the player.
- When a new recipe is unlocked, it gets added to the cookbook and it flips through the pages to an empty page. Then, a picture of the main character and the family member appears on the page, like the ink spreading across the paper to make the book page appear colored in with the picture and recipe.

7. Level Design & Layout

- Create a map of your game and explain how the player will navigate it.



JAMAICA

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- Players will navigate this map from left to right. More details about each location and objectives can be found in the game progression section of this document.
- When seeing a location for the first time, players will be introduced to a slow pan from the outside of the house to the inside of the house, showing the way the outside, inside, and yard of the house look. This will showcase the gates, bars on the windows, and other architectural choices that might be different to the player, leaving those who are not familiar with Jamaica wondering why the house is structured that way. These questions will be answered by the cutscenes of history with the relative.
- Give a synopsis of each level or area, including level objectives (what is the player aiming for by the end of this level), skills or information needed to complete the level, and how the player's progress is assessed.
- For each level, what questions should arise in the player's mind? How are those questions answered? What is the approximate pacing of this question-answer cycle?

8. Revision Log

- For this game, I am in a group of 1 who does not have the skills to develop a fully digital game. However, I did create each dish portrayed in this game with my boyfriend who is Jamaican, and that influenced what steps the players would have to go through when cooking. We weren't able to do every step, admittedly, as

some ingredients are not available here in the US, but we did act out each step, or substitute ingredients. Additionally, I received a lot of feedback about the cultural components, what dishes to use, and what isn't accurate to his culture.

	Original	Final
Dishes	Sorrel, Phoulourie (Trinidad Dish), Float (Trinidad Dish), Curry Goat, Ackee and Saltfish, Oxtail Stew and Spinners, Jerk Chicken, Rice and Peas	Curry Goat, Ackee and Saltfish, Oxtail Stew and Spinners, Jerk Chicken, Rice and Peas
Names	Heather	Auntie Heather In Jamaica, many people will call close adult friends Auntie and Uncle.
Mechanics	The player would pick up each individual item while cooking	Some items the player starts with in their hand, like coconut milk in the rice and peas recipe.
Locations	Originally were going to be 14 parishes of Jamaica	narrowed down to major cities in Jamaica

9. Contextualization

- Where is there safety, abundance, and softness in your game? Explain in a paragraph, with reference to Short et al.
 - Note: if any of these cozy design principles are missing, or if you chose to use them in some aspects of your game but not others (eg. the narrative is safe but the mechanics are not), explain that and discuss why you made those choices.
 - Safety: In this game, there is no way to mess up a recipe, thus allowing the player to safely make mistakes and learn from them.
 - Abundance: While cooking, there is no way to run out of ingredients, and players do not need to budget their materials.
 - Softness: Actions during cutscenes, like interactions with relatives, adds to a soft, nostalgic feeling within the game.
- What games, readings, exercises, or activities from this term inspired your game design? Pick at least 3 examples and explain how your game design reflects these influences.
 - Spiritfarer, Cooking Mama, and Animal Crossing heavily impacted this game, with themes like tending and befriending, cooking intricate recipes, and the relationships created between characters.
- What could a reasonable player criticize about your game? What could you change in response to that critique?

- o The largest critiques could be that the recipes are too intricate, or potential for some cultural discrepancies. These would be addressed and added to the game, or taken away in the case of the recipes. For example, some actions could be combined, and some could be taken away altogether.
- What do you think is the coziest thing about your game?
 - o The coziest part about this game is the relationship between the characters and the players. This gives the player a nostalgic, happy feeling, which is truly cozy and everything I love about cozy games.

10. Detailed Recipe Mechanics:

Rice & Peas

- Ingredients on the kitchen counter:
 - o Water, finely chopped onion, finely chopped scallion, minced garlic, allspice berries, thyme sprigs, scotch bonnet pepper, grated ginger, salt, black pepper, can of coconut milk, 2 cups rice
- Game mechanics for each step of the recipe:
 - 1) The player has a bowl of kidney beans in hand over a large pot and must press 'b' on the controller to dump into the pot. The player is given a pitcher of water and must pour it into the pot by pressing 'a'. Then, the player is shown the burner dial and must turn the dial to the indicated position using the joystick.
 - 2) The player will have a repeatable action of having a bowl for chopped onion, chopped scallion, minced garlic, allspice berries, scotch bonnet, ginger, salt, and pepper. This action is the player having their hand over the pot while holding the bowl, and the player must press 'b' on the controller to empty the contents of the bowl into the pot. If the player holds 'b' for too long (more than 1 second) then they drop the bowl into the pot and must try again.
 - 3) The player is handed a can of coconut milk and must pour it into the pot. The player will be prompted to press the 'a' button for this action. The player must then stir the contents of the pot slowly with a wooden spoon, indicated by moving the left joystick in a circle. If they stir too fast, they must try again because the pot spills.
 - 4) The player will then cover the pot by moving the right joystick towards the pot (the pot lid will be on the right of the pot, so the player must move the joystick to the left). Additionally, the player will have to set the time by stopping the ticking timer at the correct time (60 mins) by pressing 'a'.
 - 5) At 60 mins, the player will press 'a' to uncover the pot, then will have to press 'b' to dump the rice in the pot. The player will then stir the pot with a wooden spoon by moving the joycon slowly in a circle. If they stir too fast, the player must try again because the pot spills. Additionally, the player will have to set the time by stopping the ticking timer at the correct time (30 mins) by pressing 'a'.
 - 6) The player will be shown the burner dial and must turn it to the 'off' position. Then, they must move their left joystick to the left to move the pot off the burner. The player will then set the time for 10 minutes by pressing 'a' to stop the timer at the correct position. When the timer is finished, the player

will then remove the scotch bonnet, thyme, and allspice berries by using the wooden spoon and pressing the 'x' button.

- 7) Finally, the player must serve the food by moving the left joycon to the right, then pressing 'b' to put the food on the plate.

Jerk Chicken

- Ingredients on the kitchen counter (in individual bowls)
 - Chicken legs, olive oil, brown sugar, thyme, jerk seasoning
- Game mechanics:
 - 1) The player selects 1 drumstick by pressing 'a' and then moving the drumstick to a paper towel by moving the left joystick to the left. The player folds the paper towel over the chicken by pressing 'x'. Additionally, the player must poke the chicken leg with a fork by pressing 'b' at least 5 times. The player will repeat this for each chicken leg (10x)
 - 2) The player will then be presented with a large bowl of jerk seasoning. The player will move a drumstick into the bowl by moving the left joystick the right, then will rotate the left joystick in a circle to roll the drumstick in the bowl of jerk seasoning. The player will then move the drumstick to a foil-covered baking sheet. This is repeated for each breadstick (10x)
 - 3) The player will open the oven by moving the left joystick down, then slide the pan in by pressing 'a', and close the oven by moving the left joystick up.
 - 4) The player will set a timer by pressing 'a' to stop the timer at the correct time (40 mins).

Oxtail Stew & Spinners

- Ingredients (in individual bowls)
 - Beef Oxtail, Browning sauce, Worcestershire sauce, brown sugar, spices (curry powder, allspice, smoked paprika, salt, pepper) bay leaves, chopped onion, chopped carrots, minced garlic, ginger paste, scallion, oil, tomato paste, tomato sauce, scotch bonnet pepper, thyme, beef broth, butter beans
- Game mechanics
 - 1) The player is looking at a large bowl of oxtail. Then, their hand hovers over the bowl with the browning sauce. The player must press 'b' to dump it onto the oxtail. This is repeated with the browning sauce, Worcestershire sauce, brown sugar, seasonings, garlic, ginger, and scallions. Then, the player uses their gloved hands to rub everything onto the oxtail by moving the joystick to move their hands around the bowl until the oxtail is thoroughly covered. This will be determined by how covered the oxtail is, and the step will conclude automatically after this is done.
 - 2) Cover the bowl by pressing down the edges of the plastic wrap on the bowl. The player will do this by pressing 'a' while rotating their left joystick, pressing multiple times around the bowl so the plastic wrap sticks. Then, the player must stop the timer at the 120-minute mark by pressing the 'a' button.
 - 3) The player will remove the oxtail pieces from the bowl by pressing the 'x' button. Then, they will remove the oxtail from the bown by pressing the 'x' button and add them to the pan by pressing 'b'. To flip the oxtail using tongs, the player will simultaneously move both joysticks in the upwards direction.

Then, they will press the 'x' button to remove the oxtail from the pan and move the left joystick to the right to set it on the plate. Repeats for each oxtail.

- 4) The player will now hover over the pan and add tomato paste into the pan by pressing 'b'. They will then add carrots, tomato sauce, bay leaves, a scotch bonnet pepper, fresh thyme, and beef broth in the same manner. Finally, they must add the oxtail back in by moving the left joystick to the left (repeated for each oxtail), then stir the pot by moving the left joystick in a circle slowly. If they stir too quickly, it spills and they must try again.
- 5) The player will set the timer to 120 minutes by pressing 'a' to stop the timer at 120.
- 6) While the player waits for the oxtail to cook, they will make spinners. The player will dump the flour into the bowl by pressing 'b'. Then, they will slowly add water by pressing 'a' repeatedly, while stirring the mixture by moving the left joystick in a circle. The water will automatically be set down when enough has been added.
- 7) Once fully combined, players will cover their hands in flour by patting the flour-covered counter, moving both joysticks in a downward direction. Players will then be given small balls of dough from the NPC, which the player will then roll on the counter into thin strips by moving the right joystick up and down. Spinners will automatically be added to the bowl via animation after each is created.
- 8) Serve the stew with a spoon by pressing 'a', moving the left joystick to the right, then pressing 'b'.

Ackee and Saltfish

- Ingredients on the table:
 - Salt Cod (prepared by relative), oil, diced onion, diced bell pepper, minced scotch bonnet, minced garlic cloves, diced tomato, sliced scallion, thyme leaves, ackee (prepared by relative), avocado
- Game Mechanics:
 - 1) The player will dump saltfish into the pan by pressing 'b'. Then, they will add water until the saltfish is covered by pressing 'y'.
 - 2) The player will drain the saltfish in a colander by pressing 'b'. To transfer back to the pan, the player will press 'b'. Then, the player will add onion, bell pepper, scotch bonnet, and garlic by pressing 'b' for each, stirring with the left joystick by moving it in a circle.
 - 3) The player will then add tomato, scallion, and thyme by pressing 'b', stir by moving the left joystick in a circle, and add ackee by pressing 'b'.
 - 4) Finally, the player will stir the mixture by moving the left joystick in a circle, then serve by moving the left joystick to the right and pressing 'b'.

Curry Goat

- Ingredients on the counter:
 - Large bowl of goat meat, spices (curry powder, roasted jeera, allspice, salt, and pepper), Worcestershire sauce, oil, chopped onion, minced garlic,

minced ginger, thyme, tomato paste, chicken broth, scotch bonnet pepper, potatoes

- Game mechanics
 - 1) The player will dump the spices onto the goat meat by pressing 'b'. Then, they will mix them together using a gloved hand by moving the joystick around.
 - 2) The player will pour the oil into the pan by pressing 'b'. Then, they will pour the goat meat into the pan using 'b' and stir by moving the left joystick in a circle. The player pours in the vegetables, Worcestershire sauce, and chicken broth by pressing 'b', and adding in the garlic, ginger, thyme, and scallions as well.
 - 3) The player will set the timer to 120 minutes by pressing 'a' at the correct time. Then, after the timer goes off the player will add the potatoes by pressing 'b' and set another timer to 30 mins.
 - 4) Finally, the player will serve by moving the left joystick to the right and pressing 'b'.

11. References:

- Climate:
 - <https://www.britannica.com/place/Jamaica/Climate>
- Government:
 - <https://www.britannica.com/place/Jamaica/Government-and-society>
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 - <https://www.butterbeready.com/jamaican-oxtail-stew/>
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- Ackee and Saltfish:
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