

# GDD- NumberOne GameJam

Game Design Document: Gut Wrenching ( Placeholder )

## 1. Concept:

" Gut Wrenching " is an engaging point-and-click adventure where players assume the role of a eccentric scientist tasked with nurturing and advancing a bunny situated alongside a conveyor belt laden with food. By ensuring the bunny's health remains optimal, players can facilitate its evolution into a superior form. However, neglecting proper feeding can lead to the bunny falling ill, necessitating the player's intervention through administering pills and diligently monitoring its health status.



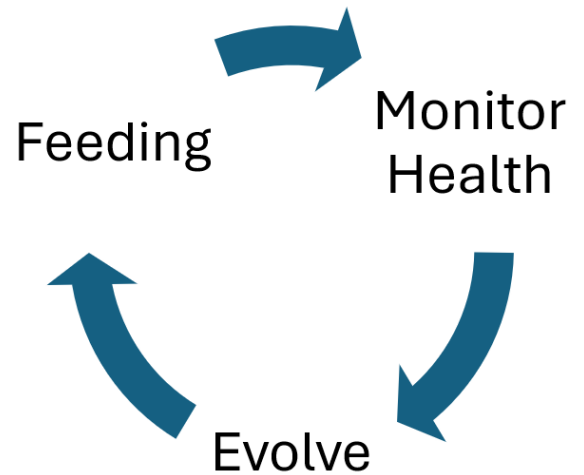
## 2. Story:

In a whimsical world filled with adorable creatures, players are entrusted with the care of a particularly hungry bunny. As the eccentric scientist, it's the player's duty to ensure the bunny becomes an evolved bunny.

## 3. Gameplay Overview:

- The player interacts with the game by pointing and clicking on various elements.
- The primary goal is to feed the bunny by clicking on the food items as they move on the conveyor belt.
- If the bunny becomes sick due to lack or overfeeding of a certain food, the player must administer pills by clicking on them.
- The conveyor belt's speed can be adjusted to control the pace and difficulty of the game.
- As the game progresses, the conveyor belt speed increases, requiring quicker reflexes and decision-making from the player.
- Evolution checking stats every minute and evolving the bunny ( you are what you eat )

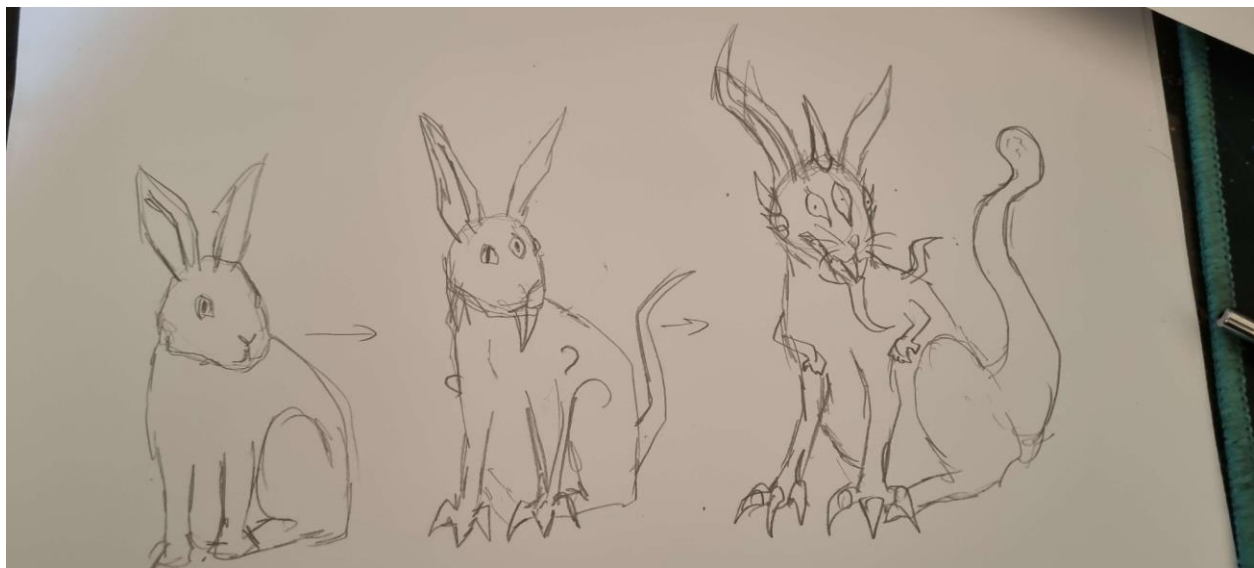
## 4. Core Mechanics:



- Point-and-click interaction: Players click on food items and pills to feed the bunny and keep it healthy and evolving.
- Conveyor belt speed control: Players can adjust the speed of the conveyor belt to increase or decrease the difficulty. (This feature has a cooldown)
- Bunny health management: Players need to monitor the bunny's health and administer pills when necessary.
- Evolution based on different foods it received. ( Steroids more muscles )

## 5. Game Elements:

- Bunny: The central character of the game, sitting in the middle watching the conveyor belt.
- Conveyor Belt: A moving belt carrying various food items and pills.
- Food Items: A, B, C, D
- Pills: Medicine that the player must administer to the bunny if it becomes sick. Ipecac, Smelling Salts.
- Health Meter: Indicates the bunny's health status. Different conditions: Exhausted, Poisoned or Unconscious, Mutated, Overfed on certain foods.
- Evolving the bunny will grant certain random immunities and better resistance.



Sa existe 4 tipuri de alimente: A, B, C si D

In phase 1 (base form) sa conteze primele 2 cele mai consumate alimente, ceea ce ar rezulta in 6 evolutii posibile: AB, AC, AD, BC, BD si CD (BA essentially este AB, la fel si cu restu gen CA etc.)

In phase 2 (prima evolutie) sa conteze primele 3 cele mai consumate alimente, ceea ce ar rezulta in 4 evolutii finale: ABC, ABD, ACD, BCD. Si eventual un al 5-lea final form secret daca toate statsurile la final sunt relativ egale.

#### 6. Progression and Difficulty:

- The game starts with a slow conveyor belt speed and gradually increases in speed as the player progresses.
- Increasing speed challenges, the player's reflexes, and ability to manage the bunny's evolution and health effectively.
- The player's score is based on the stage of the evolution and the bunny's health.

#### 7. Visual Style and UI: **To be discussed.**



- Cartoonish and colorful graphics.
- Cute and expressive animations for the bunny and other elements.
- Whimsical backgrounds depicting a cheerful environment.

#### 8. Conclusion:

" Gut Wrenching " offers players a unique engaging experience as they take on the role of a mad scientist feeding an innocent bunny. Evolving the bunny into a superior being.