**Game Title:** The Walking Bread

**Team members:** Caroline Requierme & Savannah Floyd

**Player experience goal:** Cooperation between two players to complete the game. We want each game to be quick, 60 second rounds, so the players can remain engaged with the game and the challenge of it, but also not get bored too quickly. We want the players to encourage each other and work together to reach the exit.

**Premise:** The main premise of this game is to navigate a piece of food to the goal before it can be infected by mold.The idea for this game came loosely from three different games. Mario Paint: Fly Swatter, which is a simple click game where the player clicks the mouse to use a fly swatter against a bunch of pesky flies, was the main influence for the spray-bottle feature of the game. The idea of having a front view of the main player while navigating up/down a map came from the original Donkey Kong game. And, finally, the idea to use food as our main character, bread specifically, came from the game I am Bread. We thought it would be cute to have playable food characters with faces.

**Number and type of players:** Two-player cooperative game.

**Objective:** Navigate the food out of the fridge before they can be infected by the mold spores.

**Procedures - moves players can make**: Food sprite- can be moved up, down, left and right with the use of the corresponding arrow keys.

Spray bottle- can be moved freely throughout the screen with the use of the mouse. Can click over mold sprites to ‘spray’ them.

**Rules:** Player one uses the arrow keys to navigate to the end of the maze while trying to avoid the mold spores. Player two uses the spray bottle to attack and kill off the mold.If player one is touched by a mold spore, then they lose some HP. If player one runs out of HP, then the game is over and both players have lost. However, if player one successfully reaches the end of the maze without losing all of their HP, then both players win.

**Resources:** Spray-bottle, which is used for defense.

**Conflict:** The conflict in the game would come from the mold spores trying to attack the player. Also, the limited boundaries causes’ conflict for the player, as it will take longer to go through the map than if they could just go straight down.

**Boundaries:** The edges of the map, as well as the various black tiles, which serve as different levels that player one cannot pass through. The mold sprites and the spray bottle can pass through the black tiles, but cannot go out of the edges of the game screen.

**Outcomes:** There are basically only two outcomes for this game: either the players successfully make it to the goal without losing all of their HP, which gives them a game win, or they are killed by the mold before they can escape, which causes them to lose the game.

**Story:** The fridge has been unplugged and is no longer working. The mold began popping up soon after, attacking all of the unsuspecting fruits, vegetables, meats and grains. A lone piece of bread, intent on living to see another day outside of the cold wasteland that once was the fridge, has to navigate his way down the various levels of the refrigerator and escape before the mold can infect him and trap him in a lukewarm nightmare with the rest of the rotting food.

**Early sketch of gameplay screen**

**Screen image of completed gameplay screen**

**Observations from a playtest session**

Game seemed to be fun and working, but lost player interest as it became too easy with the mold moving in a set direction. When the mold has a set path, it is not hard for the player with the spray bottle to know where they are and kill them before they get anywhere near the food.

**Improvement made from playtest observations**

We altered the mold sprites so they would move randomly throughout the screen, rather than a set path through the map. This added more challenge as it was harder to predict where they would show up as they moved through the map, and thus added more of a challenge for player one to avoid them, as well as player two to spray them.

Spray Bottle Sound Effect: by OwlStorm on freesound.org

<https://www.freesound.org/people/OwlStorm/sounds/212178/>

Music sampled from djgriffin on freesound.org

<https://www.freesound.org/people/djgriffin/sounds/172561/>