Baguette Her Back

Michael Suttie [40541599] & Mikolaj Figiel [40435378]

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Document History

- V0.1 Completed Overview [Mikolaj (07/03/22)]
- V0.2 Completed Inspirations, Player Experience Goals, Audience and Platform [Michael (07/03/22)]
- V0.3 Media List [Michael (07/03/22)]
- V0.4 Added Gameplay Flowchart [Michael (09/03/22)]
- V0.5 Started Gameplay (Player mode up to procedures. Also added to levels) [Michael (09/03/22)]
- V0.6 Completed Formal Elements [Mikolaj (09/03/22)]
- V0.7 Completed Technical Specification [Both (10/03/22)]
- V0.8 Added Tech Spec Flowchart [Mikolaj (10/03/22)]

(1) Overview and Vision Statement

A fun and light-hearted platformer that aims to be a true glu-ten out of ten. You must get to the goal with nothing but your skill and patience as you try to progress through a world where fighting back is not an option for you, but hey, at yeast you've got legs. Any character additions or modifiers will come strictly through the levels, no shops or money systems as frankly you don't have the time or resources to make any dough. Rye-s to the occasion and get back what was wrongfully taken from you, but most of all have fun, no-one likes a sourdough.

(2) Inspirations

Inspiration was drawn from classic platformers such as **Mario** – the game will follow in the footsteps of having both static hazards as well as mobile "smart" enemies that aim to disrupt the player.



Another game that provided some inspiration was **Terraria** – Terraria has a fantastic, simplistic art style and features a very broad game scene in which the player can traverse horizontally and vertically.



Finally, the last two pieces of inspiration are more obscure, but somehow managed to form the full idea of the games story; two simple memes. One of a <u>cat running into a bakery door</u> and another of a <u>seagull stealing a packet of crisps from a co-op</u>.

(3) Player Experience Goals

- Players will find themselves experiencing a familiar scenario (due to the games popular inspirations) with a slight twist (Mario and Princess – Baguette and Croissant).
- Players experience a more light-hearted game that they can traverse at their own pace.
- Players follow a linear story path where level progression is always the same, however, how they traverse specific levels is down to them.
- While there is a freedom to explore, players should feel a sense of urgency to traverse the levels to save their lover.
- Enemies will have different attack types, as such, players should be prepared to learn and adapt to new enemies.

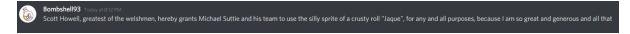
(4) Audience and Platform

The game is targeted at the PC platform for players of any age. The game controls lend themselves well to the keyboard and mouse control scheme of the PC platform and it should run on almost any system produced in the last 10 years (likely even older). The game will also require a keyboard and mouse in order to play.

The game should appeal to those looking for a more light-hearted adventure, likely those that are also fans of the silly side of internet culture. It is unlikely that the game will garner a large audience, but at the bare minimum, it should reach a small number of those that are interested in the concept as well as those that test the game. Competition for this game comes in the form of older 2D platformers such as Mario, sonic, bubble bobble etc – however, newer games such as Celeste, Cuphead and super Mario Maker could also be a threat.

Legal Analysis

The game will be using royalty free assets, as well as custom made assets. Our protagonist, Jaqué was created by TheBombshell93 for use in the game. Permission to use the asset can be found below:



Other assets, such as enemy sprites, background and environmental sprites, music and SFX will all be credited and come under appropriate licensing such as the "Creative Commons Attribution" licence.

(5) Gameplay

Overview

The player must reach the end of each stage whilst avoiding environmental hazards and various kinds of enemies. If they do not then they will lose life and eventually fail, having to restart from the beginning.

Player Mode

The game will be a "single-player vs the game" and will include multiple different enemy types for diversity. In addition, the game will feature environmental hazards to provide conflict to the player.

Screen Mockup(s)



Formal Elements

Players

• The game is purely player vs game and is intended for one player only.

Objectives

This game can be considered as having a "Rescue" objective.

To summarise, the main objectives are:

- Avoid enemies and hazards and jumping puzzles to reach the end of each level.
- Complete each level to save your croissant lover.

Procedures

In order to achieve these objectives, the player must use the game mechanics and the world to their advantage, players can beat levels by:

- [SPACEBAR] Precise use of the jumping mechanic to complete jumping puzzles.
- Use the world and environment to avoid environmental hazards.
- Observe and learn enemy attack patterns to avoid their attacks.

Rules

- The player can walk across platforms and the ground.
- The player can get hit by enemies or their projectiles only a limited amount of times.
- Enemies cannot pass through platforms.
- The player cannot pass through platforms.
- Enemy projectiles cannot pass through platforms.
- The player cannot retaliate against enemies.

Resources

- Health (to be confirmed if this will be replenished or not).
- Power-ups (exact types and availability to be determined).

Conflict

- Player must reach the end of each level while enemies attempt to defeat them through. ranged projectile or physical contact damage without the ability to fight back themselves.
- Players will have to avoid environmental hazards in order to reach the end of the level.
- Players will have to navigate through jumping puzzles to clear hazards and climb to new heights.
- All forms of mentioned conflict combined.

Boundaries

• The player cannot leave the boundary of the screen, doing so would cause them to have to restart the level.

Outcome

- The player succeeds during individual levels.
- The culmination of the level-by-level success results in Jaqué saving his croissant lover.

Controls

- The UI requires the player to be able to Start the game, modify settings and quit the game from a central menu.
- The player can move horizontally and jump vertically through the use of W,A,S,D and spacebar or whatever key they bind each action to.
- The player wins by completing all of the levels by reaching the end without running out of life

Levels

The first three levels have been thought out, and they would look like this:

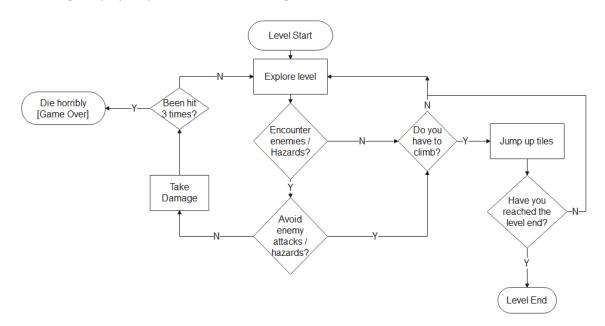
Level 1 - The Bakery: The player, freshly motivated after losing their croissant lover, must escape the display case and reach the top of the case. No enemies, only hazards and jumping

Level 2 – The Vents: After escaping the display case, the player must enter the vents and make their way to the roof. Darker scene, rodent enemy introduced.

Level 3 – After escaping the vents, the player will find themselves on the roof of the bakery and they will have to traverse some rooftops in order to track down the seagull. Bird enemy is introduced.

Flowchart

The basic gameplay loop would look something like this:

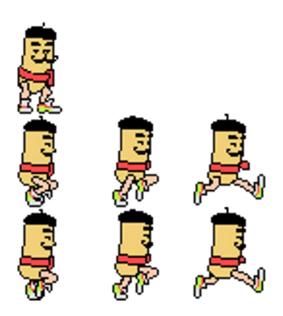


Editor

We will not have an editor

Characters

The game protagonist, **Jaqué La Baguette**. He has the ability to run to the left and to the right as well as possessing the ability to jump. Unfortunately for him, he has no arms and therefore is an unwilling pacifist. Luckily, he is rather agile, so he can dodge where he cannot fight.



Additionally, we have Jaqués' croissant love. She is not playable, nor will she be seen often and feature many behaviours; however, she is a crucial part of the story.

Story

Jaqué is a lovestruck baguette that is about to make your move on la lady croissant from the lower shelf when suddenly disaster strikes! During a distraction at the bakery his lover is stolen away by a pesky seagull. The staff didn't notice, but Jaqué certainly did and he's not just going to let that slide! Get bready for the adventure of a shelf life(time), run jump and dodge your way through the streets and rooftops of France to reunite with your croissant lover – but be careful, there are forces at work that would see this love story flop!

Game World

Set-in modern-day Paris ranging from rooftops, buildings and vents. Levels will take place during the day, noon and night to further change up the aesthetic of the world.

(6) Required Media List

User Interface Assets

ASSET NAME	ASSET DESCRIPTION
healthBaguette.png	Jaqués health bar (Will have three stated to
	indicate three lives)

Environment Assets

ASSET NAME	ASSET DESCRIPTION
sauceVat.png	A vat of sauce that will cause damage
puddle.png	A puddle that will cause damage
tiles.png	Tiles that make up the levels
background.png	Level backgrounds

Character-based Assets

ASSET NAME	ASSET DESCRIPTION
jaque.png	Animated Spritesheet for Protagonist.
rodent.png	Animated Spritesheet for Rodent enemies.
frenchman.png	Animated Spritesheet for Person enemies.
bird.png	Animated Spritesheet for bird enemies.

Music Assets

ASSET NAME	ASSET DESCRIPTION
dayMusic.ogg	Music that will play during day levels
afternoonMusic.ogg	Music that will play during evening levels
nightMusic.ogg	Music that will play during night levels

Sound Effect Assets

ASSET NAME	ASSET DESCRIPTION
damageCrunch.ogg	Player damage sound.
birdSquawk.ogg	Bird attack sound.
jaquéRun.ogg	Sound effect for Jaqué running.
rodentSqueak.ogg	Passive sound rodents.
rodentAttack.ogg	Rodent attack sound
frenchMan.ogg	Simple sound for the "person" enemy.
sauceBubble.ogg	Bubbling sauce sound.
puddleSplash.ogg	Puddle splash sound.

(7) Technical Specification

Development Platform and Tools

- Visual Studio 2019 (Development IDE)
- Paint (Artwork)
- CMake (Build)

Delivery Mechanism

The executable will be delivered via itch.io.

Game Engine

The games engine will be build in house during the Games Engineering coursework and expanded upon during development. The engine will be built in C++ using SFML and Box2D as a physics engine.

User Interface Technical Requirements

The game will run at a maximum resolution of 1920 x 1080 and will not support super wide monitors, vertical monitors or any monitors considered to be out of the norm.

Controls Technical Specification

The game is intended to be played with keyboard and mouse. Eventual controller support.

Network Requirements

Single player, no network requirements.

System Parameters

Single player VS the game.

Flowchart

