

Become Sandwich

A game by AlterBlast

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Story

We find ourselves looking upon a nice baguette, minding their business. Living their life. When suddenly a much more regal, well-to-do bread comes along to ruin the peaceful atmosphere. Our protagonist, a nice baguette, finds themselves being berated by this regal bread slice. The regal bread declares this chill baguette must fetch them a sandwich. Sounds easy enough, but, it turns out the bougie sliced bread declares that the baguette is to be both the ingredient gatherer and an ingredient themselves! That's right, this adventure isn't just an everyday fetch quest. It is a death sentence. A cruel satire of everyday life. Feeding the rich with our very lives!

Story Progression

The general outline is one baguette's dire quest to gather ingredients before submitting themselves to the ruler of the land, a cute but cruel slice of bread. Despite both titular characters being of bread, the difference could not be more apparent.

The baguette is thrown to the kitchen world to go on what will be their final job. Condiments and other fixins won't be coming easily as our protagonist will have to defeat them in order to gather them for the final meal. The mobs of the kitchen will be crucial to aiding in the final battle. The final enemy facing our baguette will be collecting the main component of the sandwich. In this case, a deadly, devilish pig will stand between baguette and completion.

Once the ingredients have been gathered, the final sandwich will be served. And the loop will continue. Another baguette, another sandwich, over and over. For all time. The next in line will be rewarded for previous baguette's efforts, the better the sandwich the better the reward. Maybe, eventually, the cycle can be broken.

Characters

Protagonist: Baguette (user of ranged combat to fell sandwich ingredients)



Antagonist: Bougie Bread (lazy, but somehow rich)



Enemies: Bottle of Condiments, Tomatoes, onions, salt and pepper, and a Pig



Gameplay

1. Goal

- The goal of “Become Sandwich” is to become a tasty sandwich. The player character starts as two pieces of hoagie bread and finds ingredients through the game to become a tasty sandwich.

2. User Skills

- The player will move around the kitchen with common up, down, left, right movement. Their main method of attack will be firing projectiles (forks, smaller sandwiches, ect.). They will also have a dodge ability that lets them quickly move a short distance to avoid enemies. Lastly, the player will be able to interact with the environment to gain some advantage, i.e. create cover, deal damage to enemies.

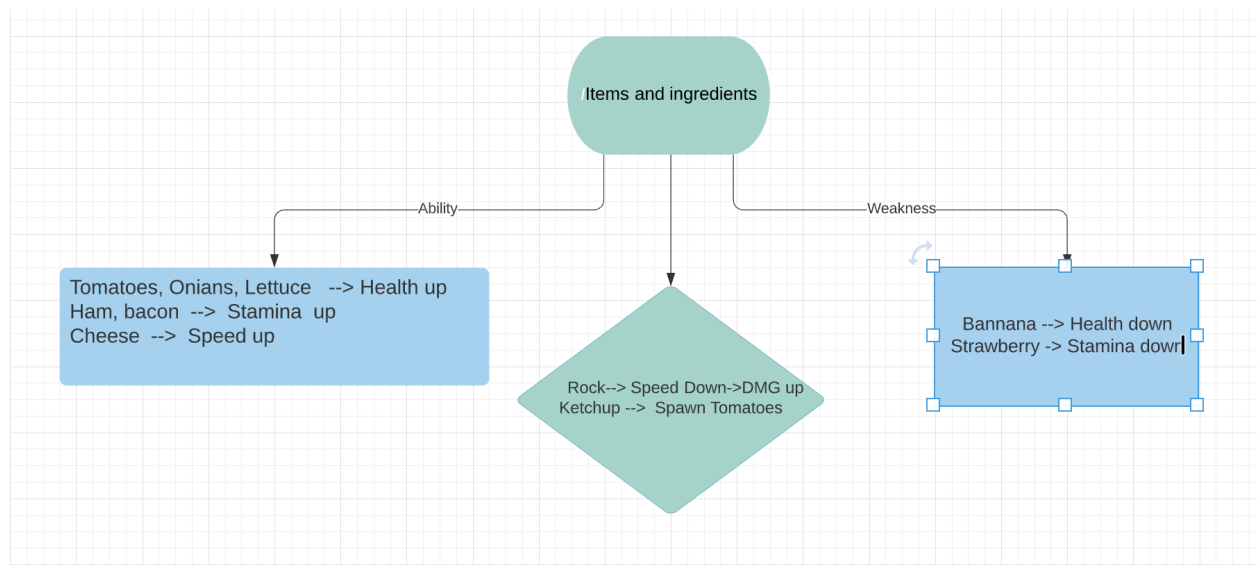
3. Game Mechanics

- Become Sandwich is a 2D Roguelike Kitchen Crawler. The player will control a single character which the camera follows. They will traverse the Kitchen fighting food and obtaining sandwich ingredients. The player will toss sandwiches at enemies to deal damage and use interactive environment pieces to gain the advantage. The player will have to face varying enemies, some who charge into melee and some who attack from range. After defeating enemies or searching the environment the player will be rewarded with ingredients they can add to their sandwich to make them stronger.

4. Items & Power Ups

- The items and ingredients for the sandwich play one of the important parts of the game scheme. Some ingredients are to use abilities to pass the level, and vice versa, they make it difficult. For example, at a moment with a low health reserve, a sandwich, depending on its available items, can heal itself. In the same way, the player can harm himself if, for example, he picks up a stone. The stone is considered a bad ingredient for a sandwich and therefore its speed will decrease, but thereby the power of striking the enemy will increase.

Items will be very different and so will their abilities. You can find some of them in this diagram:



5. Progression & Challenge

- Builds Sandwich with new ingredients, faces tougher enemies and boss

6. Losing

- Loss of health is a restart from beginning

Art style

The location of the game will take place in the kitchen. Ingredient monsters will appear from the refrigerator and attack the main character. The ketchup will spawn in different places, and the Sandwich's task will be not to step on it. Also, there will be items in the kitchen such as chairs, dinner tables, cabinets, drawers, kitchen counters, etc.

Music & Sounds

Become Sandwich will feature an upbeat soundtrack that focuses on matching the action of the game. Music will loop continually as the character traverses the world. Sound effects will be equally punchy and add to the overall gameplay feel. The overall vision for sound design is to keep it fun and light. The player should be focused on the gameplay and the sound will help to aid this.

Marketing & Funding

To achieve success, it's not enough just to make a game, you need to do a lot of work in marketing so that users can notice our game on the Internet and raise it to the top of the ratings. Our game will have thematic pages on social networks. This will be the place on the web where any user can find all the information about our game. We will go online, communicate with those who are interested in our game. We will go to forums and talk about our creation ourselves. Also, our team will shoot a video about the game on YouTube.