Universidad Argentina de la Empresa
Facultad de Ingeniería
Tecnologías Disruptivas

Game Design Document
Crazy Burger Destroyer

Paranoid Team

Integrantes
Baldan Santino, Cancela Facundo, Czernikowski Brian, Fangano Juan
Ignacio, Rubio Thiago Nahuel

Profesores
Tortorella Christian David
Matellan Francisco Manuel

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General Concept

Burger Panic VR is a comedic VR cooking simulation game where players must prepare and deliver customized burgers under intense time pressure. Using a low-poly aesthetic and intuitive VR interactions, players chop, grill, stack, and serve burgers to satisfy customers.

Core mechanics

Ingredient Interaction: Pick up, slice, and place ingredients like lettuce, tomato, cheese, and onions using motion controllers.

Grilling: Cook patties on a grill, flipping them at the right moment. Overcooked patties can burn and anger customers.

Burger Assembly: Stack ingredients in the correct order according to each order ticket.

Order Management: Read, track, and fulfill multiple orders with varying complexity.

Delivery System: Place completed burgers on trays or conveyor belts to serve them.

Game Elements:

Timer: Each level or order is time-limited, adding pressure.

Customer Satisfaction System: If the timer runs out or the burger is wrong, the customer gets upset—affecting tips, score, and reputation.

Levels / Progression: Different food stands with increasing difficulty and unique obstacles or orders.

Ingredients:
- **Beef Patty:** Must be grilled to perfection. Can burn if overcooked.
- **Burger Bun:** Forms the base of the burger. No cooking required but needs to be sliced with a knife.
- **Lettuce:** Needs to be sliced with a knife before adding to the burger.
- **Tomato:** Needs to be sliced with a knife before adding to the burger.
- **Cheese:** Needs to be sliced with a knife before adding to the burger.
- **French Fries:** Must be fried. Can burn if over-fried. It's an optional side.

Preparation Tools:
- **Knife:** It is used to slice some of the ingredients.
- **Grill:** It is used to cook the Beef Patty.
- **Fryer:** It is used to fry the fries.
- **Delivery Zone:** It is used to deliver the orders.

Player Motivation

- **Mastery:** Learning to multitask and execute complex orders efficiently.

- **Progression:** Unlocking new recipes, environments, or cosmetic items.

- **Humor & Chaos:** Enjoying the slapstick comedy of burger catastrophes and customer overreactions.

- **Competition:** High scores, leaderboards, and time challenges encourage replayability.

Design Goals

- Deliver a tactile and immersive VR experience through intuitive hand interactions.

- Keep gameplay accessible but challenging to master.

- Emphasize comedic timing, visual gags, and absurd customer behavior.

- Maintain a vibrant and exaggerated low-poly art style to support the humorous tone.

- Design short, satisfying gameplay loops suitable for VR sessions.

Platforms

- PC (Steam).
- Meta Horizon Store.

Unique Selling Points

- **Fully VR-native cooking gameplay:** Built specifically for motion controls and physical engagement.

- **Low-poly charm meets kitchen chaos:** A colorful aesthetic that balances simplicity and visual humor.

- **Hilarious customers & over-the-top reactions:** Turn burger flops into laugh-out-loud moments.

- **Modular recipe system:** Orders become increasingly complex, pushing players' multitasking skills.

- **No two shifts are the same:** Dynamic orders and time-based events keep gameplay fresh.

Target Audience

- **Casual VR Gamers:** People looking for fun, lighthearted, and easy-to-pick-up VR games.

- **Fans of Cooking Simulators:** Players who enjoyed games like *Overcooked*, *Cook-Out: A Sandwich Tale*, or *Job Simulator*.

- **VR Streamers & Content Creators:** The game's visual chaos and humor make it highly shareable and fun to watch.

- **Age Range:** 13–35, with special appeal to teenagers and young adults.

Business Model

- **Premium Model (One-Time Purchase):** Players pay a **single price** to unlock the full game. No microtransactions, ads, or locked content. All features, levels, tools, and ingredients are available upon purchase.

Competition

- Job Simulator
- Cook-Out: A Sandwich Tale
- Clash of Chefs VR
- Overcooked (non-VR)