**Game Title**

**Contents**

**Product Overview**

* **THAT PANDA PLANET GAME** is a 2-4 player beat-em-up, party game where players attempt to collect the most gummy bears. By punching each other with their baby marshmallow fists, players force each other to drop their gummy bears.

**Theme/Genre**

* **THAT PANDA PLANET GAME** is a beat-em-up, party game.

**Number of Players**

* **THAT PANDA PLANET GAME** is designed for 2-4 players.

**Target Platforms**

* **THAT PANDA PLANET GAME** is being made for PC, as PC is easy to develop for.
* It will then be ported to Xbox One, PS4 and Switch if time permits, as these are harder to develop for when compared to PC.

**Story Overview**

* Pan, Liz, Eli and Ham awake on an unknown planet.
* This planet is unnatural looking, made up of unexpected colours.
* Gummy bears appear around the planet.
* They all rush to collect as many as they can.
* Pan collects them because she loves all the colours.
* Liz wants to get rid of them, as they are too flavourful.
* Eli’s trying to get as many as she can, so she can eat them all.
* Ham wants more friends, so he tries to collect as many gummy bears as he can.
* As they run around collecting gummy bears they decide to try to take each other’s gummy bears too.
* They each find a pair of baby marshmallows which they put over their hands.
* They use these to punch each other, as they don’t want to hurt each other but still want the others’ gummy bears.
* What Pan, Liz, Eli and Ham didn’t know is that Mama Marshmallow is lurking nearby.
* She doesn’t like that they’re using her children to fight, so she decide to try to crush them.

**Plot Overview**

**Character Profiles**

* Pan the Panda
  + Age – Young
  + Gender – Female
  + Onesie colour – Black and white
  + Skin colour – Tan
  + Hair colour – Chocolate
  + Personality - Compassionate, Dramatic, Spontaneous
  + Bio – Pan will break out into dance wherever she likes, even at the worst of times. If she bumps her head, she won’t let you forget for the next week (maybe two).
* Liz the Lizard
  + Age – Old
  + Gender – Male
  + Onesie colour – Orange
  + Skin colour – Pale
  + Hair colour – Grey
  + Personality – Arrogant, Compulsive, Serious
  + Bio – Liz hates everything that isn’t boring. His favourite drink is water and his favourite food is plain toast.
* Eli the Elephant
  + Age – Young
  + Gender – Female
  + Onesie colour – Blue
  + Skin colour – Pale
  + Hair colour – Saturated Blue
  + Personality – Enthusiastic, Playful, Quirky
  + Bio – Eli enjoys playing in mud and eating chocolate cake at the same time. She isn’t even worried when she drops the cake into the mud, as they both taste brown.
* Ham the Pig
  + Age – Young
  + Gender – Male
  + Onesie colour – Pink
  + Skin colour – Tan
  + Hair colour – Blonde
  + Personality – Anxious, Clumsy, Naïve
  + Bio – Ham loves to cook, despite nearly burning his house down every time. He really likes baked beans (because they make him toot).

**Setting**

* Unknown planet
* Modern period

**Key Features [USP (Unique Selling Point)]**

**Core Experiences**

* Strategy & Skill – Lining up punches and deciding who to target.
* Competition – Coming out on top of the other players.
* Social Interaction – Playing with others in person, banter.

**Goal**

* Reach the max gummy bears for instant victory.
* Or, have the most gummy bears when time run out.

**Overview of Play**

* Players compete against each other to collect the most gummy bears.
* Players force each other to drop their gummy bears by punching each other with their baby marshmallows.
* The first one to **‘x’** wins, otherwise, the player with the most gummy bears when time runs out wins.
* Power-ups randomly spawn throughout the game:
  + Cookies – When walked over it makes the player move at an increased speed for **‘x’** seconds.
  + Apple – When walked over, the player drops **‘x’** gummy bears.
  + Fire pit – When stood next to for **‘x’** seconds, the players marshmallows set on fire. This causes their punches to drop more gummy bears off their opponents. Setting the marshmallows on fire also causes Mama Marshmallow to strike the planet, targeting the player.
* There is also a chance that Mama Marshmallow will strike the planet in a random location. This is indicated by a shadow that grows bigger until she hits it.

Mechanics

* Move
  + Speed based on how much the analogue stick is pushed.
  + Slower when strafing.
  + Walking in a mud puddle causes the player to slow down.
* Punch
  + Knocks back opponents
  + Makes opponents drop **‘x’** gummy bears.
* Power-ups
  + Cookies – When walked over it makes the player move at an increased speed for **‘x’** seconds.
  + Apple – When walked over, the player drops **‘x’** gummy bears.
  + Fire pit – When stood next to for **‘x’** seconds, the players marshmallows set on fire. This causes their punches to drop more gummy bears off their opponents. Setting the marshmallows on fire also causes Mama Marshmallow to strike the planet, targeting the player.
* Events
  + Mama Marshmallow – There are two ways for Mama Marshmallow to spawn:
    - Fire pit – When stood next to for **‘x’** seconds, Mama Marshmallow will strike the planet, targeting the player.
    - There is a chance that Mama Marshmallow will strike the planet in a random location. This is indicated by a shadow that grows bigger until she hits it.
* Planet
  + Gravity towards a central point – Meaning players can walk along all parts of the planet (sphere) without falling off.
  + Rotation – The planet rotates, this is so the environment the players are in changes throughout the game.

**Content Details**

**Rules**

**Game Loops**

**Art Style**

**Characters**

**Environment**

**Colour Palettes**

**Effects**

**Audio Direction**

**Music**

Menu

* Cute
* Happy
* Medium-fast paced
* Loops

Game

* Cute
* Happy
* Fast paced
* Speeds up at end (signifies game ending)

Victory (Game End)

* Cheery
* Happy
* (Maybe) some cheering – “yay”

**SFX**

Menu

* Highlighting Buttons – Deep clicks
* Selecting Buttons – Higher pitch clicks (compared to Highlighting Buttons)
* Player Selection Sounds – Cute versions of kids making animal sounds
  + Pan – Roar
  + Liz – Hiss
  + Eli – Toot
  + Ham – Oink

Game

* Running – Pitter-patter
* Punching
  + High octave thud [if hits]
  + Whoosh [if misses]
* Collectable on Ground – Sparkling sound (quiet – background)
* Power-ups
  + Speed up (Cookie) – Crunch
  + Fire pit (roasting marshmallows) – Crackling fire
  + Drop gummy bears (apple) – Bleurgh
* Mama Marshmallow – Falling sound then a splat sound
* Collectable Picked Up – Shing
* Initial Countdown – Beep, Beep, Beep, Beeeeep (pitch rising)
* Final Timer (last ‘x’ seconds) – Beep, beep, beep… (lower pitch than Initial Countdown)

**Reference Music**

MapleStory, Temple of Time

<https://www.youtube.com/watch?v=RQKYyBm8s0o>

Wind Waker, Inside a House

<https://www.youtube.com/watch?v=b8v54ELG4LU>

Stardew Valley, Dance of the Moonlight Jellies

<https://www.youtube.com/watch?v=H-N1FVMaOYk>

Crazy Arcade Soundtrack

<https://www.youtube.com/watch?v=0aysffpX9c0&list=PLtdWdFWSYZKVrphexN_zLzWSkLqiy8sRS>

* 01 [Log In]
* 15 [KFC]
* 20 [Boomhill]
* 23 [Hidden Catch Rush Main]

Ocarina of Time, Lost Woods

<https://www.youtube.com/watch?v=-uInmFU6JkU>

Pokemon Alpha Sapphire, Verdanturf Town

<https://www.youtube.com/watch?v=UhVrX6a2LNs>

Pokemon Alpha Sapphire, Fallarbor Town

<https://www.youtube.com/watch?v=tGTlZe8EO20>

Pokemon Sapphire, Ever Grande City

<https://www.youtube.com/watch?v=17_UJMnMbrQ&t=33s>

**Software Being Used**

**Iteration History**

Initial Design

Iterations (PHOTOS TOO)

Outline

Results

**Narrative Planning**

Mechanics and Gameplay

Level Design and Gameplay

**Market Notes**

Impact on Design

**Bibliography**