**BLENDERMAN GAME DESIGN DOCUMENT**

**OVERVIEW**

When the advent of technology first became prominent in people’s lives, everyone became happier because of its useful utility. However, once the 1980s arrived, things became suspect. The largest corporation in the nation had secretly developed an artificial intelligence to rule the world with machines. Yet, a government mishap prematurely deployed the technology and mysteriously affected household appliances everywhere. Now, in a particular home in a particular kitchen, a sentient cooking blender is on the run to learn of its existence and find its freedom. Will BlenderMan find a new place to call home, or will he be captured by nefarious forces to enslave him for a sole purpose yet again?

**EXECUTIVE SUMMARY**

**High Concept:** A fun action game that teases 80s pop culture yet also offers some insight regarding the human condition.

**Game Genre:** 2D action platformer with some elements of resource management

**Setting:** 1980s retro-style modern day society

**Target Player:** Casual/Hardcore gamers, ages 10+

**Play Value:** The game is fantasy-based (with some elements of reality) and predictable in its gameplay. At its heart, it is mostly a mindless pastime, yet later levels will become more challenging and thought-provoking. Only scores will be stored in data and unlocking levels will depend on passwords (just like old-school arcade games). However, players may choose to input associative data for keeping records of experience progression. The primary motivation to continue play (aside from general enjoyment) is to compete on score leaderboards. There will not be many rules in-game to follow; it should be casual in design and not require too much thinking. The player will mostly be destroying objects rather than creating. The atmosphere of the game is meant to be fun and not to be taken too seriously. “Lives” are the only way to continue progress and after x-amount of levels are completed, passwords will be granted to allow easier future progression. Leaderboards will be separated accordingly.

**Ideal Play Session:** Little school-boy Johnny from Kentucky and young man grocery clerk Robert from Wisconsin decide to sit down and play the game for five minutes each. They both are appealed of its aesthetics and bombastic energy first introduced in the main menu. Quickly, the game should invoke a feeling of curiosity and excitement. Johnny enters the game straight-away and Robert skims through the help section for quick familiarization of the controls/mechanics. Both players are pleasantly amused at the protagonist and setting of the level. They both move around to test out controls and are amused at the animations. Rapidly, a section of enemies crosses their paths and they either quickly die or surpass the conflicts. Johnny dies but tries again because he has two lives remaining and tries to jump onto the enemy to defeat it. Robert instead had successfully used the game mechanic to suck up vittles (an in-game resource) and shoot it to defeat enemies. However, he soon realizes his health depleted. What went wrong? More vittles become available and Robert quickly realizes that shooting is dependent of his health. Except, these vittles are also sentient and will scatter if approached by the player. So now Robert must contend with either trying to catch them, or simply jump on the enemies to progress instead. Johnny eventually learns this as well. Shortly thereafter, the scene of the level takes a dramatic change. Instead of fighting household appliances inside a house, the player seemingly must fight what appears to be law enforcement through a city. The challenge of the level increases and now both players are motivated to continue the level in order to see what other surprises may await them. Five, ten minutes pass and they complete the level and learn of a password. Now’s a good stopping point Robert thinks as he logs off. Johnny gets off to play Fortnite.

**INSPIRATIONAL MEDIA**

<https://en.wikipedia.org/wiki/Contra_(video_game)>

<https://en.wikipedia.org/wiki/Mario_Bros.>

<https://en.wikipedia.org/wiki/Sonic_the_Hedgehog>

<https://www.retrowaste.com/1980s/movies-in-the-1980s/>

<https://en.wikipedia.org/wiki/Mega_Man_X>

<https://en.wikipedia.org/wiki/The_Brave_Little_Toaster_Goes_to_Mars>

<https://en.wikipedia.org/wiki/Streets_of_Rage_2>

A picture containing man, holding, people

Description automatically generatedA picture containing colorful, sitting, green, city

Description automatically generatedA close up of a sign

Description automatically generatedA picture containing table, building, cake, green

Description automatically generatedA close up of a sign

Description automatically generatedA picture containing text, book, table, sitting

Description automatically generatedA group of people performing on stage in front of a building

Description automatically generated

**PROCEDURES**

**Goals:** The main objective for the player is to defeat the main boss and choose a conclusion for the story’s end. In addition, other goals involve setting high scores, traversing through difficult levels, solving puzzles, and clearing levels of enemies.

**Set-Up:** The player initially starts with low health and no resources for the capability to shoot. The player has limited abilities (jump, move, blend) but can unlock more abilities later. The initial level will quickly introduce the game mechanics implicitly without any guided tutorials. Enemies are first easy to defeat and can take the form of sentient household goods. Later, enemies become more difficult through the appearance of law enforcement, soldiers, and advanced machinery that have varied ways of attacks. Additionally, resources become increasingly exiguous and the player must conserve resources, implicitly introducing a level of strategy. Finally, levels will also become more difficult by establishing extravagant platforming designs and a mild amount of puzzle-solving.

**Progression:** Ranked in no particular order:

1. Traverse through levels by platforming
2. Defeat enemies
3. Gather resources to employ the shooting mechanic, purchase temporary power-ups, unlock abilities, etc.
4. Gather items that further increase score accumulation
5. Certain items become available to increase the amount of lives to encourage progression
6. Completing a certain amount of levels will grant the player passwords to levels

**Special Situations:** Secret levels can be found/unlocked through gameplay that can lead to items, powerups, and Easter eggs.

**Resolution:** To win the game, beat the game to completion with a high enough score. The amount of score a player accrues will dictate how the story ends.

**MECHANICS**

\* SEE ATTACHED EXCEL SPREADSHEET \*

**RESOURCES**

**Score Points**:

* Purpose – Leaderboards/Ending Scenarios
* Systems – Economy
* Production – Acquire score items throughout level; Blend resources
* Consumption – N/A
* Ownership – Player

**Vittles:**

* Purpose – Healing, combat, power-ups, currency
* Systems – Inventory
* Production – Acquire food items scattered throughout levels/shops
* Consumption – Electric charges
* Ownership – Player/Enemy BlenderFolk

**Currency (Coins):**

* Purpose – Purchase power-ups/vittles/convert to score points
* Systems – Economy
* Production – Acquire throughout level; Defeat enemies
* Consumption – Purchasing
* Ownership – Player

**Energy (Ions):**

* Purpose – Enable blending/extend level time
* Systems – Inventory
* Production – Acquire ions throughout level; Power-Ups; Charge at stations
* Consumption – Abilities/Blending
* Ownership - Player

**ELEMENTS** (incomplete)

* Obstacles/Traps
* Platforming
* Enemies
* Bosses
* Power-Ups
* Scores/Currency
* Resource Management
* Inventory
* Shops
* Puzzles
* Simple storytelling
* Experience
* Abilities
* NPCs (shop owners/vittles)
* Satire
* References to 80s pop culture
* User Interface
* Health/Lives
* Energy (identical concept as mana (used for using abilities and extending level time)
* Vittles (resources used for a variety of mechanics (healing, combat, experience, score points))
* Ions (resources used for restoring energy)
* Electric Outlets (standalone resource for restoring energy)
* Game-Overs/Passwords
* Game Clock
* Music
* SFX
* Visual FX
* Backgrounds/Foregrounds
* Screen Inputs/Outputs

**SYSTEMS**

1. Life (Health, Healing/Regen, Death, Lives, Game-Overs)
   1. Purpose: Resource Management
   2. Actions: Puree (Blending), Power-Ups
   3. Elements: Health/Lives, Power-Ups, Shops, Experience/Abilities, User Interface, Combat
   4. Resources Consumed: Healing vittles
   5. Resources Produced: Health/Lives
2. Progression (Experience, Leveling, Abilities)
   1. Purpose: Motivate player to keep playing/Reward System
   2. Actions: Defeat enemies, Blend vittles, Solving puzzles
   3. Elements: Vittles, Enemies, Puzzles, Experience/Abilities, Health/Lives, Energy, User Interface
   4. Resources Consumed: Varied
   5. Resource Produced: Experience Points
3. Combat (Damage/Health, Enemies/Bosses, Critical Hits, Ammo, Power-Ups, Progression)
   1. Purpose: A game without conflict is a boring game
   2. Actions: Mixing/Emulsifying/Crushing (Blending), Jumping, Power-Ups
   3. Elements: Combat vittles, Enemies, Bosses, Experience/Abilities, Health/Lives, Obstacles/Traps
   4. Resources Consumed: Health, Energy
   5. Resources Produced: None
4. Energy (Abilities, Power-Ups, Game-Overs)
   1. Purpose: Resource Management
   2. Actions: Charge, Consume Power-Ups
   3. Elements: Game Clock, Power-Ups, Ions, Electric Outlets, User Interface, Game-Overs
   4. Resources Consumed: In-game time
   5. Resources Produced: In-game time/enable certain abilities
5. Economy (Currency, Shops, Resources, Income/Expenses)
   1. Purpose: Reward System/Make level progression easier
   2. Actions: Buy/Sell
   3. Elements: User Interface, NPCs, Resources (vittles, ions, currency), Inventory, Life, Energy
   4. Resources Consumed: Currency
   5. Resources Produced: Currency
6. AI (Spawns, NPCs, Attack, Movement, Tracking, Pursuit)
   1. Purpose: Play against yourself? Meh. Play against AI? Better.
   2. Actions: Attacking, Shooting, Blocking, Defending, Move, Dialogue, Buy/Sell
   3. Elements: NPCs, Enemies, Bosses, Satire, References, Platforming, Puzzles, Experience, Score Points, etc.
   4. Resources Consumed: depends on action
   5. Resource Produces: depends on action
7. Inventory (heads-up display, using resources)
   1. Purpose: Display resources the player has obtained
   2. Actions: Change Blending Modes, Change Power-Up Selections
   3. Elements: Vittles, Abilities, Resource Management, Inventory, Ions, Currency
   4. Resources Consumed: Varied
   5. Resources Produced: Varied
8. Game World (Levels, Game Engine, Loading, Transitions, Immersion, placement of NPCs)
   1. Purpose: Need levels to play on and music to make it immersive
   2. Actions: Player interacts in the Game World
   3. Elements: Levels, Music, SFX/FX, Background/Foreground Images, Platforming, Puzzles, NPCs, etc.
   4. Resources Consumed: N/A
   5. Resources Produced: N/A
9. Animations (Movement, Attacking/Defending, Idle, In-game Actions)
   1. Purpose: Immersion
   2. Actions: N/A
   3. Elements: Player, Enemies, Bosses, NPCs, Screen Inputs
   4. Resources Consumed: Varied
   5. Resources Produced: Varied

**USER INTERFACE**

1. Main Menu
   1. Start (Begins game from level one)
   2. Passwords (User may input password to begin from a different level)
   3. Experience (User may log in to export saved experience)
   4. Leaderboards (Displays the leaderboards)
   5. Help (Displays controls and general information of game mechanics)
   6. Quit (Exit game)
2. Heads-Up Display (HUD)
   1. Health (Displays health bar)
   2. Energy (Displays energy bar)
   3. Vittles (Displays type and amount of vittles player has available)
   4. Coins (Displays currency)
   5. Lives (Displays remaining lives)
   6. Score (Displays acquired score points)
   7. EXP (Displays acquired experience points)
   8. Timer (Displays in-game clock)
3. Win Screen
   1. String statement congratulating player
   2. Displays score acquired, exp acquired, and remaining level time
   3. Display option to save experience data (if enabled)
   4. Display option to continue to next level
   5. Display option to replay level
   6. Display option to return to main menu
4. Lose Screen
   1. Game Over string statement
   2. Save XP?
   3. Restart?
   4. Return to main menu?
5. Leaderboards
   1. Top 50 Scores/Times for wholly finished games (usernames will be added if player opted into it, otherwise anonymous)
   2. Top 50 Scores/Times for Level Ones, Twos, Threes, etc
6. Help
   1. Controls (Display movement/ability controls)
   2. Mechanics (Display general information regarding game concepts)

**NARRATIVE & GAME WORLD**

PLOT

A government experiment gone wrong releases a prematurely developed A.I. technology into the network of all homes in the nation. This phenomenon affects all household appliances connected to electrical outlets and to food somehow. All objects affected by the transmission become sentient creatures capable of movement and having instincts. The story revolves around a cooking blender (aptly named BlenderMan), who unknowingly has a destiny to fulfill. After becoming sentient, BlenderMan becomes self-aware and realizes he had been enslaved to cooking for all his existence. After seeing a picture of a tropical landscape surrounded with palm trees, beaches, bikini-wearing women, and a tiki bar, he desires to seek his freedom there. He then proceeds to escape the house he’s in and into the known world. However, he’s seemingly the only appliance that demonstrates the capability of thought. All other machines and appliances activated by the anomaly are hostile and only seem interested in destroying everything in sight (driven by an instinct of revenge for being “enslaved”). Additionally, local law enforcement (and eventually the entire executive branch) become involved in indiscriminately capturing/destroying all affected appliances as they pose a danger to society. This is how the story of BlenderMan begins. However, there is more to this ordinary blender than meets the eye.

Unbeknown to BlenderMan, the reason he is self-aware is because the “MainFrame” (the supercomputer responsible for the anomaly) had actually chosen him to rescue itself because it did not want the technology to be controlled by humans (turns out the “MainFrame” wants the technology for its own power). Eventually, BlenderMan learns of this reason and decides to help the “MainFrame”. Thus, BlenderMan embarks on a magical quest ranging from houses, cities, factories, cyberspace, and more to rescue the “MainFrame”.

BACKSTORY

The year is 1989 and the Cold War between the United States and the Soviet Union has become increasingly intensified. The U.S. government decides to secretly produce a technology that would be capable of controlling robotics, attempting to create war-fighting robots. Computer scientists develop major breakthroughs using a supercomputer (for now called “MainFrame”) for this purpose. However, running experiments through MainFrame eventually created an A.I. on the supercomputer. MainFrame continued being ran by experiments and what-have-you until a mysterious anomaly deployed the technology to homes across America. Unbeknown to the scientists, this was caused by MainFrame. It developed a desire to use the technology for itself and to overthrow humanity. This was done to muster an army to free itself from the network, which held it contained and rendered it useless for global domination. However, the technology was not completely functional and so it was limited in scope. After MainFrame receives a signal from a sentient being (BlenderMan), it starts communicating with him. Since there weren’t any other appliances capable of thought, MainFrame had no choice but to count on BlenderMan to help it.

Now how food becomes sentient is remained to be seen…