TEAM INFORMATION

Game Design Document

Team Name	Volkwagen studios
Team Member 1#	Vasco Sarrico
Team Member 2#	Viorel Cojocari
Team Member 3#	Vanessa Brioso

GAME OVERVIEW

Game title

Cute Crash

Game description

This game is a party video game to play with friends in the same computer.
Cute Crash's tells the story of a jealous character of a slime tribe. In the tribe there's one being that wears the crown, our main character will do everything to obtain it. But the others won't make it easy, this is where the multiplayer part runs in. At the begining we will watch a small cutscene telling the story, after that there will be an exploration scene where we can walk around and explore the world or talks to the NPCs and jump intro character selection. We will play as the main character while our friends will chose one oponent character to play against us in a board game. The game itself will be composed of a squared board 7 x 7. Each time the character touches the floor, the square will obtain it's color, meanwhile it will randomly show on the board some jewels. The blue ones allows us to pick every square of our color, reset it and sum 10 points of each colored square to our score. The red jewel allows the character to jump much quicker for a small amount of time.
After 2 minutes, the game will end and a scoreboard will show up with the winner.

Audience

PEGI +6
This game is meant for children but also adults. The use of pastel colors, rounder shapes and more cartoony look was meant to make it more confortable for children.

Characters

Bunny - The smiley long ear slime, also the shyest one
Chubby - The real king, who Kingy, our main character, wishes to steal the crown from
Clovy - The angry slime with a small pair of leaves on the head, they never grew like Leafy's, it hates to see itself on the mirror 'cause of that
Helmy - The clumsy one, when it was young, it knocked it's head on a table and since then the tongue always sticks outside it's mouth, for that reason it wears a helmet
Kingy - Our yellow slime and main character, it has one goal only: Get the crown. We don't really know it's real name, Kingy is what it likes to be called
Leafy - The happy chubby slime with a huge leaf on it's head, good for the rain
Mewmew - A slime who wishes to be a cat
Rocky - The littlest one, Kingys younger cousin
Vicky - Obssessed with Vikings, he is always chanting for war!

Environment

The game has the following scenes:
- Main Menu
- Cutscene
- Exploration scene in the slimes village, where the player can walk around, explore and interact with NPCs
- Character selection
- Game scene, with the board for the actual game
- Scoreboard

GAMEPLAY/MECHANICS

Objectives/Goals

This game is a puzzle board game to play multiplayer.
The main objective of the game is to obtain the biggest amount of score until the end of the timer during the board game. Story wise, the main character aims to defeat the rest of the tribe to obtain the crown.

Perspective

Third-person isometric

Controls

WASD - Movement of the first player
Arrow keys - Movement of the second player

Reference Points/ Originality

Crash Bash was our main inspiration.
Other than that we inspired in cute kawaii japanese style of art, Dango Daikazoku animations were a big inspiration for the art and colors chosen. The purpose was to make something confortable,aesthetically pleasing and cozy, with a fun and soft story vibe that would makethe multiplayer experience much funnier.

TECHNICAL REQUIREMENTS

Platform

Browser

Development Environment

Unity Engine 3D and Blender for the game itself.
After Effects and Procreate for the cutscene 2D animation (hand drawn frame by frame)

System requirements

Computer that runs any browser.

Resourcing Capability

C# programming
3D modeling and animation
2D animation (cutscene)
We all did our share in each of these technical requirements.

CUTSCENE

Theres a different world from ours, where different beings exist, neither humans nor animals. We call them slimes, although we don't really know what or who they are.

In here exists a village, and in this village exists a small tribe, this tribe is made of 10 little slimes.

For a long time they lived in harmony, at least on the outside, but in the head of one of them that wasn't really the reality and it wasn't all that perfect. He had frequent agressive and possessive thoughts of the crown, desire and jealousy of the owner of it. He didn't accept he wasn't the chosen one, he thought he deserved it and none of them should have the chance to have it. But his people wouldn't make it easy for him, as they would fight to protect the king itself. That's why they decided to solve their issues in the game!

ARTWORK

Style

The visual appearance is inspired the the cute/kawaii japanese culture/animation. The shapes and colors help with making the light and more child friendly environment

TIMELINE

Deadline

31st of January

Timeline

The deadline (27th of January) allowed us to make some good construction around the base of the game, we managed to have the base game working, with scoreboards, exploration and a story, mostly explained in a cutscene.
There's some features that could be added if the deadline was bigger, like more jewels, players and animations.

OTHER CONSIDERATIONS

Submission Guidelines

We had in mind the possibility of having an interaction multiplayer with game rules. We also chosed simple and cute artwork for our game and avoided violence as a way to be appropriate to PEGI 6+