1 Game Analysis

This is a game where you get to be a flying carrot that has to shoot lasers out of its tip to kill cabbages and eggplant. After pulverizing enough veggies, you get more health which helps you stay alive.

1.1 Game Concept

The concept of the game is to fly a vegetable and destroy other vegetables for points. The game restarts if the player is killed. There are several types of mobs that the player must destroy, each with variable levels of health.

1.2 Game Goals.

The Goal of the game is to destroy the vegetables. The second goal is to stay alive.

1.3 Game Information

The game is a 2D side-scrolling shoot ‘em up. The graphics are styled minimalistically.

1.4 License/Brand Analysis

There is no licensing in the game

1.5 Target Audience

The audience is targeted at anyone with a hatred of disgusting vegetables.

1.6 Competitor’s Analysis

Since this game will raise such a storm, I predict that there will be more clones of my game than there are clones of Minecraft. I will have to push forward massive free DLC to keep my fans interested in the game.

2.1 Expanded Game Concept

The game features a nameless orange carrot which might be delicious were it not a vehicle for all of the gamers actions. There’s a food fight in the kitchen and legumes are flying everywhere. Fortunately, your food is laser-powered which gives you an edge over your low-tech opponents.

2.2 Game Structure

The level takes place in the kitchen. Restored levels of health can be achieved after the player gets enough points. Otherwise, when he runs out of health he dies and the game starts over.

2.3 Gameplay

The arrow keys can be used to move the carrot. Moving the carrot aims the laser which destroys the vegetables. Vegetables can also be destroyed by the player running into them but this causes damage to the player.

2.4 Expanded Gameplay

The game can never be completed; it is like a never ending battle between two foods. However, the core elements of the game can be mastered by being speedy enough to catch the mobs and destroy them before they escape across the map.

3.1 Key Game Features

1. Carrot

2. Lasers

3. Eggplantiness

4. Tomatoes

5. Cabbages

6. Kitchen

7. Health regeneration after acquiring 3000 points

8. V8 powerups

9. Shelves and stuff in background