**Game Design Document**

**\**Project Breakfast\****

Chris Dye

Jake Boud

James Brown

Nick Elson

Tom Pendle

**Overview**

Introduction

This third person interactive role-playing game allows the player to experience the evolutionary cycle of a new species, from a single cell organism all the way to a fully evolved creature. Throughout this journey the player will make decisions about how the creature interacts with other creatures and mould its evolutionary path, changing its appearance and genetics.

**Detailed Game Description**

Concept

The high level concept for \**Project Breakfast\** is \**concept\**

Characters

The main character in the game is the player’s own creature and the player will see the game world from their perspective. This creature will be fully controlled by interaction from the player, and will become stronger and more powerful during the game.

All of the NPCs are other creatures in the game world. These creatures are on an evolutionary journey as well, and they will interact with the player’s creature as well as each other. There will be battles between creatures to decide who is the stronger, and creatures will also be able to breed. The player can choose to fight with the other creatures in the world as well.

Story

Starting off as a single-cell organism, our creature must evolve in order to gain dominance over rival creatures. Consuming other, weaker organisms will allow our creature to become stronger and bigger, until it becomes powerful enough to grow to the next evolutionary stage.

Once evolved, our creature will be able to observe the actions of its various rivals and decide how to interact with them. By battling with others, our creature will mutate and grow its own claws, legs, wings and more. Will our creature overpower all others and become the most feared? Will it survive long enough to reproduce and create an even stronger heir?

Objectives

The main objective of the game is therefore to make the strongest possible creature, by defeating other players and gaining core attributes. Whilst the general focus of our game is allowing the player creativity to mould their own creature, it must be a strong creature too, so the player must compromise style with practicality.

Alongside this is our secondary objective; for the player to survive long enough to reproduce. During the ‘end game’, the player will be given the chance to breed and produce a child, which will inherit some of its attributes. This player can then play the game through again with this child as their creature.

Due to the fact that our game is designed to be played again and again with subsequent generations of creatures, there is an over-arching tertiary objective, which is to complete subsequent generations better, or faster than you have before. The difficulty of the game will however increase each play through, so even though your creature should be stronger, its rivals will be harder to defeat too.

Gameplay

Our game is broken into two stages, the cell stage and the creature stage. At the start of the game, the player begins as a single cell organism. This cell has four key attributes: Health (Green), Attack (Red), Defence (Blue) and Speed (Yellow), which form the backbone of the whole game. Other cells which are of different sizes to the player will appear from the edges of the screen sporadically, and these will be colour coded to match the aforementioned attributes. Our cell is controlled by the player and can move around freely, until it comes into contact with another cell. If the other cell is smaller than ours, we consume it and 1 point will be assigned to the attribute it represented. However, if the other cell is bigger, we will be eaten and have to restart this stage.

The purpose of this stage is to allow the player to assign attribute points to their creature, which will carry through to the start of the next stage. The player has 100 points to assign any way they choose (by consuming other cells), and once all 100 have been assigned, the cell will evolve into our creature, and the second stage will begin. It is important to note that during this stage, the colour and appearance of our cell will change dramatically as a visual indicator of its attributes (a cell with 100 speed points assigned only would be yellow, more streamlined in shape and would move more quickly around the screen). Our cell does start with a speed advantage over the others to allow us to catch and consume them at the beginning of the stage. The other cells will also chase and consume each other.

Once we enter the second stage, we will be in full control of

**Game Structure**

Interface

--HUD—

--Graphics--

Controls

* Mouse (movement)
* Mouse (click)

Scoring

* Time taken to complete
* Number of enemies slain
* Number of generations completed

Levels

* Cell Stage
* Creature Stage

Audio

* SFX
* Background music