

Game Design Document – Avoid the Chop

Overview

Avoid the Chop is an arcade-style survival game where the player controls a fruit attempting to dodge incoming blade strikes. Unlike Fruit Ninja, where the goal is to slice fruit, here the player is the fruit—rolling across a kitchen table and avoiding becoming food.

Genre

Arcade / Reflex / Endless Survival

Platform

Web (HTML5)

Core Gameplay

- Perspective: Top-down view of a kitchen table.
- Player Role: A fruit that can freely roll on a 2D plane.
- Controls: Keyboard (WASD/arrow keys) or mouse drag.
- Mechanics:
 - Red lines appear to telegraph incoming blade strikes.
 - After a short delay, blades cut across those lines.
 - Player must move into safe spaces before impact.
 - One hit results in immediate game over.
- Difficulty Scaling:
 - Start: few cuts, generous warning time.
 - Progression: more simultaneous cuts, reduced reaction windows, faster strike speeds.
- Scoring: Survival time = player's score.

Visual Style

- Minimalist but polished kitchen-table aesthetic.
- Cartoonish fruit avatars with subtle personality.
- Clear, bold red lines and sharp cutting animations for readability.

Replayability

- Endless mode with increasing difficulty.
- Leaderboard for high-score competition.
- Unlockable fruit skins for variety.

Key Differentiator

Classic arcade inversion: instead of slicing fruit, the player embodies the fruit, dodging to survive. This reversal creates humor, tension, and fresh gameplay.