

GDD - Cartman's Diet

All characters and events in this game - even those based on real people - are entirely fictional. All celebrity voices are impersonated..... poorly. The following game contains coarse language and due to its content it should not be played by anyone.

High Concept

South Park is a small town located in the Rocky mountains of Colorado state, USA. The people of South Park are nice and generous, and they live their lives in peace. Four local 4th graders - Average Kyle, Jewish Stan, Poor Kenny and Fat Cartman, are the heros of our story. Those four nice boys have the one weakness that the people of South Park are known for - they don't like changes. One day, Fat Cartman decides to go on a diet...

Gameplay

Overview

Cartman has to run as fast as he can to burn as much calories as he can in order to lose weight. He runs from one side of South Park to the other, trying to avoid food and snacks scattered for him by his friends. Every snack he runs into lowers his calorie count. He can also collect weights and lettuce that helps him with his diet.

Cartman's enemies (formerly known as his friends) appear from time to time from the sky with fattening foods which they throw in his direction in order to make it harder on him. Whenever Poor Kenny appears out of the sky, Cartman can throw a cake back at him to cover his face (the only thing his parka hood doesn't cover), which makes him suffocate to death (but he always comes back to life).

Player Objective

- Learn to run
- Learn to jump
- Avoid fattening foods
- Collect diet aids
- Kill Kenny

Core Gameplay Mechanics

Player Character Abilities

- Run
- Jump
- Turbo Run
- Throw Cakes at Kenny
- Curse the chef

Enemy Character Abilities

- Throw food

Camera

Cartman's Diet game is a 2D game which is played from one side to another. The camera follows are hero, Cartman, wherever he goes.

Controls

Player Action	Keyboard
Move	Arrows
Move + Run	Shift + Arrows
Jump	Spacebar
Throw Cakes \ Curse	Ctrl
Menu	Escape



Characters

Playable

- Cartman

Cartman is displayed as a weak character who can't come in contact with fattening foods that can ruin his diet. If he runs into a snack he will eat it, and so he runs and jumps to avoid the feelings of guilt.

It's Cartman's first diet ever, so if on any point he returns to the starting point of burning 0 calories - he gets so angry that he dies.

On the other hand, for collecting healthy foods and drinks as lettuce and water he gets a bonus of faster calorie burn.



NPC

- The people of South Park which, at some point, join Cartman to help him with his battle

Enemies

- Stan
- Kyle
- Kenny

Cartman's former friends who scatters food on his way to glory and sometimes appear from the sky to take a shot at him.

- Chef

The boss who tries to destroy all Cartman's progress at the end of the game.



Items

- Weights
- Lettuce
- Water

Items that help our hero to achieve his goal

- Pizza
- Cake
- Ice cream

Items that ruin our hero's progress

List of scenes

Scene 1 - The Trigger

The gang eats at the chef's place when Kyle, Stan and Kenny starts laughing at Cartman's fat. Cartman, in react, yells at the gang "I'm not fat, I'm big boned!" and start running home.

Scene 2 - All for none

Cartman runs from one side of the city to the other trying to lose as much weight as he can. His friends try to ruin his progress but he stands still, persistent to achieve his goal.

Scene 3 - Run, Cartman, Run

The nice people of South Park notice Cartman's battle and start running with him to show solidarity and to fight back. His friends get more angry and put up a stronger fight.

Scene 4 - Chefmate

After successfully running from one side of South Park to the other, Cartman gets home and opens the door when suddenly he finds the chef standing at his doorstep, starting to throw a huge amount of food at him. Cartman doesn't give up and tries to avoid as many calories as he can. Meanwhile he's hurting the chef by curses, which eventually kill him. Cartman enters home, opens the fridge and eats everything in it.

The next day, the gang meets at school and continue with their lives - Average Kyle, Jewish Stan, Poor Kenny and Once Again Fat Cartman.

THE END