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Caloric Intensity

Logo

Description automatically generated

***‘Catchy Game Tagline’*** – Hunger? Not in my town..

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# 1 Game Overview

Title: Caloric Intensity

Platform: PC Standalone

Genre: Strategy shooter

Rating: (13+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: December, 2021

Publisher: GTMG (Guys that make games) -Just a filler for now

Description: This section describes the high level overview of your game. Put as much detail into this section as you can. This should contain your elevator pitch and more details to capture the attention and get the reader to want to play your game.

You play as the character Famés, a teenage boy working for the number one fast-food spot in town, Burger Block. – or just keep unnamed?

The object of the game is to feed the hungry people throughout the town of Crunchville. The game is arcade-style high score based, meaning that you will play the same scenario trying to achieve the fastest time and best score possible. Having limited amounts of ammunition (burgers and hotdogs), you must strategize an optimal path around the town to the hungry citizens while managing to restock your weaponry at the local burger joint as fast-food as possible. You are given a Burger-Blaster and a Dog-Dealer, the two fastest meal dealers in the retroverse.

Dishing out burgers and dogs has never felt so good! You won’t be left hungry in My Neighborhood!

Join Famés today, curing starvation with no hesitation!

# 2 High Concept / Genre

Shooter strategy. Run around the map in optimal patterns to achieve the best time and overall score. Manage ammunition by refilling at the local burger spot and not wasting bullets when possible. You will be shooting burgers and hotdogs at people that are hungry around town.

# 3 Unique Selling Points

* Arcade-style
  + High-score based
  + Fastest time
* Limited ammunition in weapons
  + Need to refill regularly by going back to the burger joint
* Static citizen placement
  + To enable the ability of planning the best path to achieve optimal score

# 4 Platform Minimum Requirements

**RAM:**

Recommended 8 Gigabytes of RAM.

**CPU:**

CPU (intel)- Intel core i5 5th Generation or newer

CPU (AMD)- AMD FX-6350 or better

Refer to <https://browser.geekbench.com/processor-benchmarks> for a score estimation

of the quality of your CPU, generally recommending a score of 600 or better.

**GPU:**

GTX-870 or better

AMD-Radeon RX 470 or better

Refer to <https://benchmarks.ul.com/compare/best-gpus> for a score estimation of the quality of your GPU, as well as finding the estimated price.

# 5 Competitors / Similar Titles

While we bring back the old-school arcade “shoot-em up style gameplay”, there are no current competitors, but similar titles consist of “Time Crisis”, “Metal Slug”, and “DOOM”.

# 6 Synopsis

Famés wasn’t the richest kid on the block growing up… he had a single mom working two jobs…he always tried to help with the bills, ever since he was a child. From building up lemonade stands to riding a bike on a paper route, he always wanted to help. Then he got his first gig at the local burger joint… and found his calling.

You always hated how hard it was for your mom to bring groceries to the house every week. Always feeling hungry and seeing how weak it would make your mom, not being able to have hot meals on a consistent basis. With those painful memories, you don’t like seeing your fellow citizens of Crunchville experience those hardships either, so you’ve taken action into your own hands.

“Hunger is a towndemic… It has to be stopped”

* Famés

# 7 Game Objectives

* Feed all the citizens of Crunchville
* Manage ammunition
* Achieve optimal scoring

# 8 Game Rules

* You have finite amounts of ammunition (food) to shoot (feed) customers, so don’t be wasteful.
* Feed only those who are hungry.
* Feed the citizen with the proper food-type.
* Feed everyone that is hungry.

# 9 Game Structure

3D Shoot-em up style arcade game based on highscore.

Highscore determined by time taken to achieve the game objective and resources used.

# 10 Game Play

Running around the town of Crunchville with two guns, the Burger-Blaster and the Dog-Dealer to feed all of the hungry citizens around town. You will only have a few meals in each gun at a time, so you have to make sure you don’t miss the “delivery” of the meal to the hungry citizen. You will be able to restock your meal-dealing weaponry at the local burger spot when you run out of ammo.

## 10.1 Game Controls

* Buttons for running around
* Mouse-movement for aiming shots
* Mouse-button clicking for “delivering” meals

## 10.2 Game Camera

First person perspective of the character.

### 10.2.1 HUD

Current ammunition count | Remaining hungry citizens.

### 10.2.2 Maps

Town of Crunchville.

# 11 Players

Famés- the teenage boy with a hunger drive like nobody’s ever seen.

## 11.1 Characters

* Famés
* Hungry citizen (burger/hotdog combo)
* Regular citizen (not hungry)

## 11.2 Metrics

* Time it took to feed everyone
* Ammunition used

## 11.3 States

* Hungry citizen
* Satisfied citizen
* Loaded-gun
* Empty-gun
* Non-hungry citizen

## 11.4 Weapons

* Flagship model - ***BB21 Burger Blaster***
  + Shoots | ”Delivers” Burgers to target
* Flagship model - ***DD583 Dog Dealer***
  + Shoots | “Delivers” Hotdogs to target

# 12 Player Line-up

Famés, known for his quick deliveries and Latin roots.

# 13 NPC

* Hungry citizen - upon examination: “Man i’m so hungry…”
* Satisfied citizen - upon examination “Life is good, what a beautiful day!”

## 13.1 Enemies

They’re not enemies! They’re hungry townspeople!

### 13.1.1 Enemy States

* Hungry
* Satisfied

### 13.1.2 Enemy Spawn Points

Throughout the town

## 13.2 Allies / Companions

none right?

### 13.2.1 Ally States

none right?

### 13.2.2 Ally Spawn Points

none right?

# 14 Art

Caloric Intensity logo- Joaquin IFN

Food assets - Kenney.nl

Town assets - Kenney.nl

Gun assets - Kenney.nl

## 14.1 Setting

Town of Crunchville:

1. Daytime
2. Sunny weather/ Clear skies

## 14.2 Level Design

Map layout of the town

## 14.3 Audio

* Gameplay music
* Burger blaster sound
* Dog dealer sound
* Satisfied citizen sound

# 15 Procedurally Generated Content

## 15.1 Environment

Initial: Daytime, Sunny weather

Procedural: Additional map, Nighttime/Moonlit town

## 15.2 Levels

Initial: Crunchville

Procedural: Hungerberg

## 15.3 Artificial Intelligence NPC

Initial: Static NPC placements (some of them moving)

Procedural: Dynamic NPC placements and NPC movement

## 15.4 Visual Arts

Initial: Citizen satisfaction render

Procedural: Gun animation upon firing, Citizen sounds before satisfaction/after satisfaction

## 15.5 Audio

Initial: Gameplay music, gun sounds, citizen satisfaction sound

Procedural: birds chirping, wind blowing, citizen hunger groans when nearby

## 15.6 Minimum Viable Product (MVP)

The minimum viable product shall consist of being able to:

* Shoot meals at citizens
* Restock meals in guns
* Game ends when no more hungry citizens
* Town layout complete
* Map of the town

# 16 Wish List

* Nighttime map of hungerberg
* Dog chasing Fames
* Additional character
* NPC movement
* Dynamic NPC placement
* Additional map to have different foods
* Cars driving in street
* more?
* add energy drinks
* jetpack
* finite amount of food
* score reduction upon missing a delivery
* score reduction based on feeding wrong food
* timed character hunger in certain locations of the city

## 17 Bibliography

* Town environment:
  + Courtesy of <https://kenney.nl/assets/city-kit-suburban>
* Weapons:
  + Courtesy of <https://kenney.nl/assets/blaster-kit>
* Citizens:
  + Courtesy of <https://kenney.nl/assets/blocky-characters>
  + not sure if that's still the citizen we’re going with