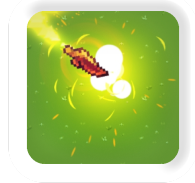


Game Design Document

Title: “Drag & Slice: Culinary Journey”



Description:

"Drag & Slice: Culinary Journey" is a dynamic gaming experience that fuses exhilarating drag-and-shoot action with the strategic intricacies of resource management and culinary simulation. Embark on a captivating journey through a meticulously crafted world, gathering resources, engaging in combat, and honing your cooking prowess to navigate the game's narrative and overcome diverse challenges.

Game Overview:

- **Category:** Action, Adventure, Culinary Simulation, Strategy, Casual
- **Reference:** Dunk Shot, Angry Bird, Overcooked
- **Platform:** Mobile (Android, iOS), Tablet, iPad
- **Target Audience:** Designed for gamers who relish a mix of action-packed gameplay, strategic planning, and culinary creativity, this game is appropriate for players aged 8 and above.

Gameplay Mechanics:

- **Drag and Shoot:** Master the intuitive drag-and-shoot mechanics inspired by classic pinball arcade games.
- **Material Collection:** Gather ingredients by dragging and shooting weapons at various ingredients.
- **Cooking System:** Cook dishes using a mini-game that tests your timing and resource management skills. Successful cooking rewards you with extra shots and continuous material collection to earn money for purchasing new items.

Features:

- **Progression System:** Purchase new weapons with unique effects and abilities.
- **Crafting and Upgrades:** Collect materials to craft food items and earn money.
- **Diverse Environments:** Explore different locations with engaging combat mechanics.
- **Engaging Combat:** Utilize exciting and unique ping pong-inspired mechanics to collect items.

Art and Visual Style:

- **Food, Ingredients, and Map Artwork:** Created by Beakumori (Phát Phan), ensuring a unique and vibrant pixel art style.
- **Weapons and Kitchen Tools:**
 - 2D Pixel Art Icons Swords: [Unity Asset Store](#) (Licensed under Free Standard EULA)
 - Pixel Mart Kitchen Tools: [Ghostpixmap](#) (Free for commercial use)

User Interface:

- **Dark Theme UI:** [Unity Asset Store](#) (Compliant with Free Standard EULA)
- **UI Buttons and Images:** [Sr.toasty](#) (Covered by Creative Commons V1.0 Universal)
- **Font:** [x14y20pxScoreDozer Free Font](#) (Available for commercial use)

Visual Effects:

- **Epic Toon FX:** [Unity Asset Store](#) (Accessed via Multi Entity License from Gameloft)

Audio:

- **Music Background:** Self-composed using SoundTrap Mixer.
- **Sound Effects (SFX):**
 - Utilizing the Epic Toon FX package (under Gameloft Multi Entity License)
 - Royalty-free SFX from [Pixabay](#).

Additional Development Tools:

- **Scene Change Custom Package:** [Dinh Quoc Hoa on GitHub](#) (Free To Use)
- **Circular Scrolling List:** [Unity Asset Store](#) (Free Standard EULA)
- **NaughtyAttributes:** [Unity Asset Store](#) (Free Standard EULA)
- **Milk Shake Camera Shaker:** [Unity Asset Store](#) (Free Standard EULA)
- **Firebase:** [Firebase SDK For Unity](#) (Backend)

Monetization Strategy: One-time purchase model.

Conclusion:

- **"Drag & Slice: Culinary Journey"**: is a captivating game that combines action, simulation, and puzzle elements. Players can drag, shoot, collect, and cook their way through a unique culinary journey. The game also features role-playing, educational, and survival elements, providing a diverse and engaging experience.

- Tailor the game description to highlight specific features, mechanics, and target platforms and audience.