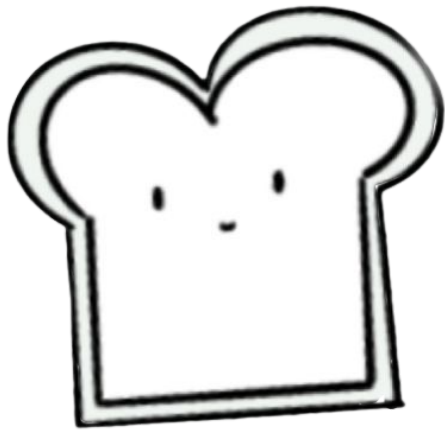


~~ Get The Bread ~~



By Carlysse Nycole Castro

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1. Game Overview

Title: Get That Bread

Platforms: PC

Genre: Arcade Runner

Rating: E (Everyone) ESRB

Target Consumer: Casual gamers

Release Date: 4/30/22

Publisher: Carlysse Nycole Castro

2. High Concept / Genre

- Arcade Runner that's goal is to reach a certain amount of points (aka bread collection) for each level

3. Unique Selling Points

- Original art
- Right amount of difficult to want to continue to play
- Good music choices

4. Platform Minimum Requirements

- PC, Windows/Mac

5. Competitors / Similar Titles

- Similar Titles:
 - Gameplay: Crossy Roads, Frogger
 - Artwork Inspiration: OMORI

6. Synopsis

- Player is traveling through the a forest and starts to get hungry. He finds that throughout the forest, he finds fresh loaves of bread that are ready to be eaten. As a result, he needs to gather all the breads in order to fulfill his hunger and continue to make his way through the forest. The only downside to his mission is that there are big ants trying to guard the loaves of bread!

7. Game Objectives

- Collect a certain amount of bread (depending on the difficulty level) to win the game!

8. Game Rules

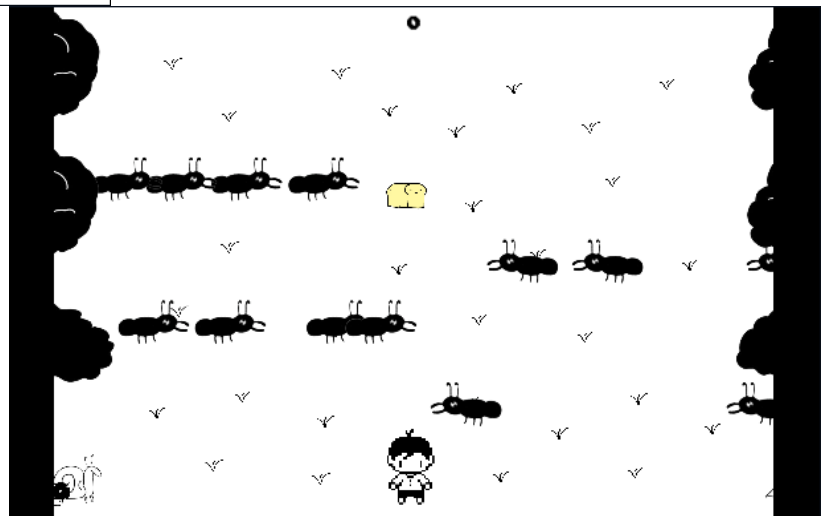
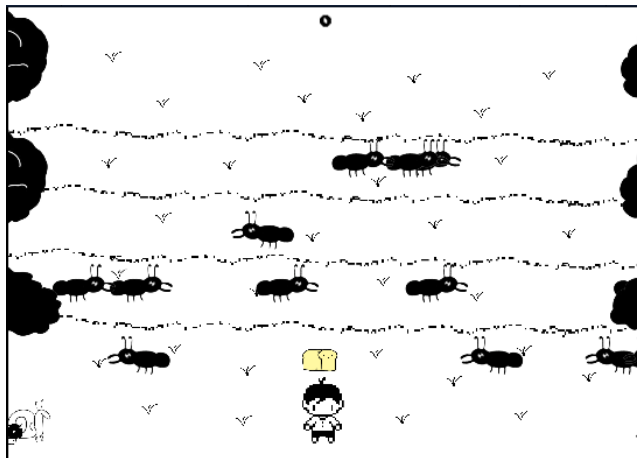
- Don't get caught by the ants or else your score (amount of bread collected) will reset back to zero.
- You must collect the loaf of bread that is spawned in order to move on to the "next area".
- Once the bread is collected, you must reach to the top of the map to account for the bread that was collected in that current area and be able to move on the "next area".

9. Game Structure

- At the customization scene of the game, the user must first choose the difficulty level they want to play, either easy, medium, or hard. They also must choose the bread “flavor” of their liking, which chooses the color of the bread asset when the game begins. The user must also enter a name that they want to name the character of the game.
- At the in-game scenes of my game, the user must control the character to collect the breads that are spawned at difference points in the area, avoid getting caught by the ants, and travel to the top of the area to progress through the game.
- At the end of the game, once the user collects the required number of bread loaves, the user is greeted with a thank you message from the player and a note indicating that the user beat the game
- Character customization/Difficulty choice -> Gameplay (endless) -> Winning Scene

10. Game Play

- Game Controls
 - W/ Up Arrow Key: Walk up
 - A/Left Arrow Key: Walk left
 - S/Down Arrow Key: Walk down
 - D/Right Arrow Key: Walk right
- Game Camera
 - HUD: Score of how many bread loafs were collected



11. Player



- Player States:
 - Idle: The character remain still, facing towards the camera when idle.
 - Move: The movement animation will cause the character to walk in the direction the user controls him. While moving, the character moves his arms and legs.

12. NPC

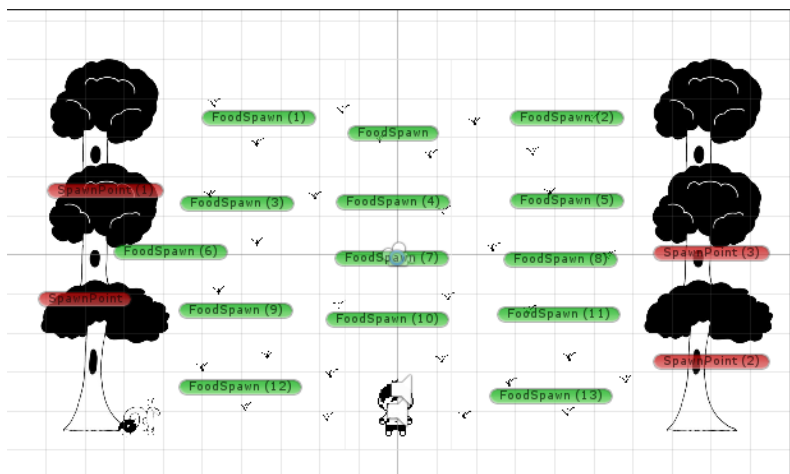
- Enemies

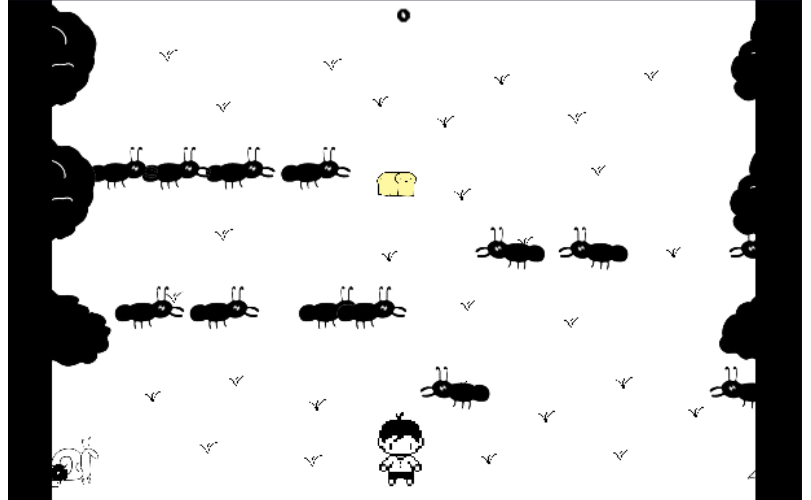
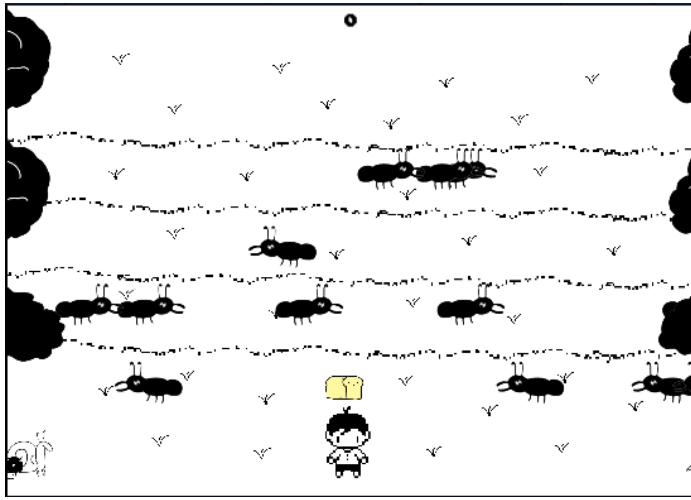


The red tags labeled at “SpawnPoint” are the spawn points of the ant enemies.

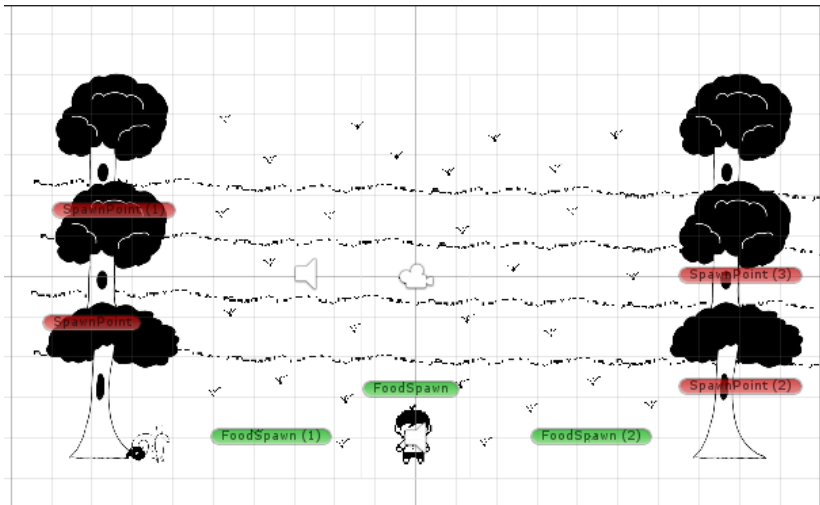
13. Art

- Setting



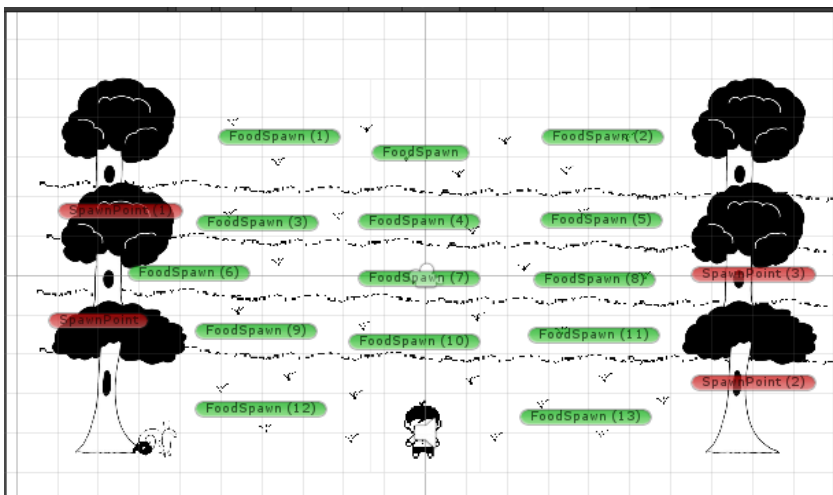


- Game Level Design



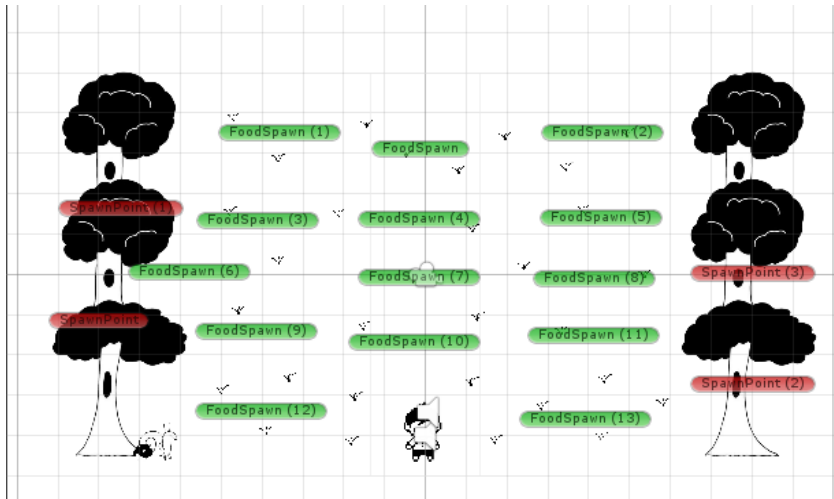
Level: Easy

For this level, the loaves of bread spawn close to the player so that it is easier to collect.



Level: Medium

For this level, the loaves of bread are spawned throughout the area, and the ants' rate of spawn is slightly faster.



Level: Hard

For this last and most difficult level, the ant path dividers are no longer placed. The loaves of bread are still spawned throughout the area, however, the ants' rate of spawn is even faster.

- Audio

Background Music:

- "Funny Bit" - by David Renda (in-game)
<https://www.fesliyanstudios.com/royalty-free-music/downloads-c/8-bit-music/6>
- "Life in 8it" - by Eitan Epstein Music (menu/character customization scene)
<https://www.melodyloops.com/my-music/longoloops/life-in-8bit/>
- "Coconut Beach Chill" - by Ionics Music (winning scene)
<https://www.melodyloops.com/my-music/longoloops/coconut-beach-chill/>

Sound Effects:

- "Fruit collect 1" - by JDWasabi (collecting bread)
- "Big Egg collect 1" - by JDWasabi (moving to next area)
<https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack>

15. MVP (Minimum Viable Product)

- One player character to choose from (Boy)
- Built for the PC platform

16. Wish List

- Volume Controller for audio
- Hurt animation for when player gets hit by an ant

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