

GingerBread Bob

Revision: 0.0.2

Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

Overview

A 2D Videogame featuring Gingerbread Bob, Goal of the game is to help bob build his gingerbread house by making lines of gingerbread with the falling bits of cookie.

Theme / Setting / Genre

- 2D
- Cartoon
- Christmas??

Core Gameplay Mechanics Brief

- Falling Cookies need to be lined up
- Player can turn, move and instantly place Cookies
- Cookies fall faster as time passes

Targeted platforms

- Win32

Monetization model (Brief/Document)

- n/a

Project Scope

- 4 weeks
 - no cost
 - 4 weeks development time
- Teams:
 - 2Legit2Quit
 - Adan de la Pena
 - Logic Programming

Influences (Brief)

- **Dr Mario**

- Nintendo

- Falling pills need to be matched and it is very fun and addictive very quickly

- **Tetris**

- Nintendo

- Falling blocks must be strategically placed to match full lines

Project Description (Brief):

GingerBread Bob non-traditional take on classic falling block games where the whimsical character bob is trying to build a home. The player is in charge of properly placing GingerBread Bits to help bob finish his work.

Project Description (Detailed)

GingerBread bob is in charge of building a home. The player needs to help bob by stacking falling bits of cookie of varying shapes.

What sets this project apart?

- A whimsical and innovative game which features non-traditional falling block mechanics. it is unlike any other falling block game ever made with a charming and original take.

- Falling Cookies need to be lined up
 - Player can turn, move and instantly place Cookies
 - Cookies fall faster as time passes

Core Gameplay Mechanics (Detailed)

- Falling Cookies

- bits of gingerbread are falling from the cookie machine
- the player controls rotation and placement

- Walls

- the player is helping bob build a home the player is given an outline of one of the sides of the house and they must use the cookie machine to fill it up.

- Win Lose

- when there is a block on the top line the game is over.

Story and Gameplay

Story (Brief)

Bob is a gingerbread man who is in charge of rebuilding his gingerbread neighbourhood after the yearly winter natural disaster which tore through most of the gingerbread city.

Story (Detailed)

Bob is a gingerbread man who was tasked the rebuilding of hundreds of homes. Every year there is a natural disaster which eats through the entire village. Each year around winter the natural disaster strikes, leaving Bob with an endless wave of work each year. It seems like every year when he just about finished them all, the natural disaster strikes back.

Gameplay (Brief)

GingerBread Bob is a non-traditional take on classic falling block games where the whimsical character bob is trying to build a home. The player is in charge of properly placing GingerBread Bits to help bob finish his work.

Gameplay (Detailed)

GingerBread bob is in charge of building a home. The player needs to help bob by stacking falling bits of cookie of different shapes and sizes.

The goal of the game is to find is to keep the stack from reaching the top as long as possible.

Assets Needed

- 2D

- Gingerbread bit Sprites
- Gingerbread Bob Sprite
- outline basic shapes

- 3D

- GingerBread Home?

Schedule

-TBD