

# GingerBread Bob

Revision: 0.0.1

## Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

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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>

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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 to match a shape. The shape corresponds to a wall to the house (“outlined area”) which once complete the player will be assigned another wall of the house. Once the house is complete the player will have completed the level, and a new home will be assigned to the player.

Unlike traditional falling block games, the player is able to fill blocks outside of the “outlined area” but not above, however every square bit cookie outside of the “outline area” the player will lose points; A player may also lose points for every square bit of missing blocks within the “outlined area”. A player who has all cookies within the “outlined area” will be granted a extra points (“perfect wall bonus”).

When a cookie is placed above the “outlined area”(“cookie machine”) the wall is finished, and the player will be assessed on his job. Each level will have a minimum point requirement which will increase the difficulty as the player progresses, if the player does not meet the required points the game is over.

## **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. The player can fill outside or leave holes in the outline however each of those will cost the player points

### **- Win Lose**

- Each level has a minimum point quota that must be filled before progressing to the next level. After 4 walls the player will be tallied in their score and if the player does not meet the quota then he will lose.

# 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 with 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 to match a shape. The shape corresponds to a wall to the house (“outlined area”) which once complete the player will be assigned another wall of the house. Once the house is complete the player will have completed the level, and a new home will be assigned to the player.

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When a cookie is placed above the “outlined area”(“cookie machine”) the wall is finished, and the player will be assessed on his job. Each level will have a minimum point requirement which will increase the difficulty as the player progresses, if the player does not meet the required points the game is over.

## Assets Needed

### - 2D

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

### - 3D

- GingerBread Home?

## Schedule

-TBD