

# Team Grape Jello

David Cornell, Ivan Leung, Jade Law, Keely Culbertson, Sean Kaat

WARNING: Many Jellos will be harmed in the making of this game.

## General Idea and Narrative

Goal:  
Massacre

You are a young struggling jam salesman on a mission to create the **ULTRA JAM**. Harvest ingredients from the jello inhabitants to create the tastiest jam ever known to mankind!

Massacre a population of jello creatures to collect the necessary ingredients.



Note: Images featured are not representative of actual gameplay. Any resemblance to any actual individuals, living or dead, is entirely intentional. No rights reserved.

# Gameplay and Core Mechanics

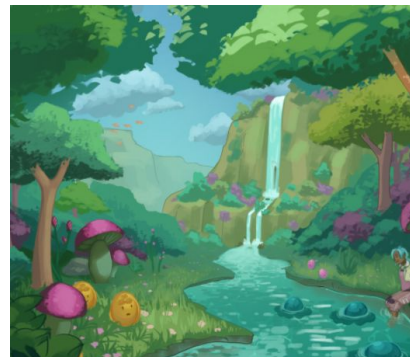
## Basic Gameplay:

- You play as a human(oid) who wants to gather enormous amounts of jello.
- There are jello enemies that are trying to prevent you from collecting jello.
- Various challenges around the map allow you to unlock more jello (and different jello types).
- You are trying to gather the necessary jello ingredients to craft the **ULTRA JAM.**

## Core Mechanics:

- Evil jello NPCs attack you in various ways, and when they die, they drop ingredients for your delicious **ULTRA JAM.**
- There are different types of jello NPC enemies that each behave differently.
- The player attacks by shooting projectiles (the exact nature of projectiles is currently undecided).
- The player is constantly killing jellos that are coming against the player. The jellos mainly perform contact damage, but there could certainly be a few jellos NPC types that have more tactical methods of guarding their territory and/or attacking the player.
- The player can collect ingredients to refill their weapon's storage tank.

# Formal Elements



## Rules:

- Do not touch the jellos (unless you are collecting their dead remains).
- Your gun has an acid jello tank, which holds acid (fuel) for shooting.
- Once the necessary ingredients are gathered, the final **ULTRA JAM** can be crafted and the game ends.
- Standard 3D platformer Physics and dynamics

## Characters:

- Player: Humanoid with standard movement capabilities. The player also has a gun.
- Jellos: Squishy cuboid with unique physics/particle components.
  - Each jello color will have different behaviors, attacks, health, etc.
  - Jellos will primarily attack with their body, but some jellos may shoot projectiles and/or spawn more jellos.

## Objectives:

- Kill jello enemies to collect jello ingredients.
- Craft the **ULTRA JAM** by collecting enough jello from enemies and reaching the life-blood (gelatin) of the jellies from the pool of gelatin at the end, guarded by a final boss.
- Kill more jello to improve self-esteem. It really improves one's mood and outlook on life, you know?

# Work plan

- Create the Player Controller (animations, physics, interactions).
- Build beautiful terrain with vast amounts of greenery (probably unity's terrain system?).
- Find a way to animate the jello.
- Deadly liquids (definitely use a pre-built system).



- Team specialties:
  - David: Enemy & friendlies AI behavior. A\* needed (use the existing Unity package most likely).
  - Sean: Player control and behavior.
  - Ivan & Keely: Level/terrain design and behavior. Liquids, interactables.
  - Jade: Interactions with the world (jello screaming sounds, particles, interactables, etc.).

# Demo

# Questions?

