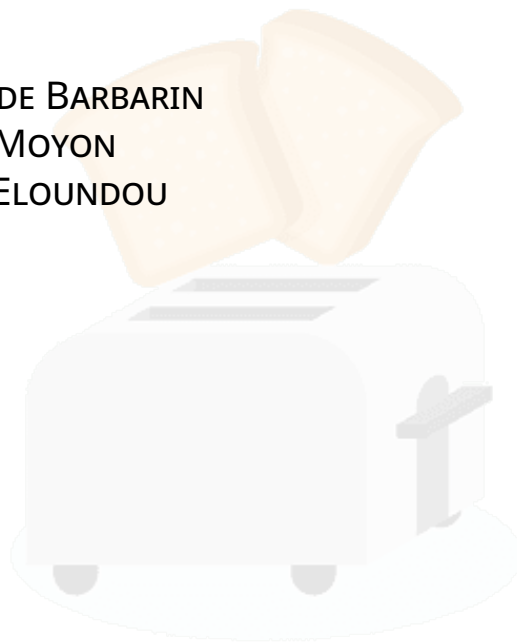


# Morning Rush

*Game Design Document*

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January 17th, 2025



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# 1

## Concept

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The player controls a toaster anthropomorphically equipped to cross a kitchen filled with obstacles. The goal is to navigate through the kitchen, avoiding cups, bowls, and mugs while jumping from surface to surface to reach the coffee maker to prepare the breakfast.



# 2

## Mechanics Overview

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### 2.1 Player Character: Toaster

The movement is controlled by the player, capable of jumping from one furniture to another.

### 2.2 Enemies

#### 2.2.1 Cups

Enemies that sprays water and can cause damage.

#### 2.2.2 Bowls

Enemies that sprays water and can cause damage.

#### 2.2.3 Salt Shakers

Enemies that sprinkles salt and can cause damage.

### 2.3 Objectives

Navigate through the kitchen without being hit by enemies.

Jump from surface to surface to avoid obstacles and reach the coffee maker.

Collect ammunitions to aid in defending and attacking enemies.



# 3

## Gameplay Flow

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### 3.1 Start Screen

Introduces the player to the game mechanics with basic controls and objectives.

### 3.2 Main Game

The kitchen is composed of several furnitures of different sizes and height, organized as to make a possible path for the toaster to reach the coffee maker.

Players must jump from furniture to furniture, going up and down, avoiding cups, bowls, and mugs.

Ammunitions are scattered throughout the level to help players defend themselves.

### 3.3 End Screen

Displays a message indicating whether the player successfully reached the objective.

Offers options to replay or exit the game.



# 4

## Game Elements

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### 4.1 Level Design

The map is a simple kitchen providing the user with an immersive experience for the "Morning Rush". The kitchen is viewed in an original perspective, allowing the player to change environment despite the familiar objects surrounding him/her.

The furnitures are distributed as to let a path for the player, but forcing him/her to take a long and perilous detour around the room.

The coffee maker, the objective, is situated at the opposite side of the kitchen, so it's easily spotted and quite far at the same time.

Ammunitions and enemies are distributed across the path to provide more thrill and animation.

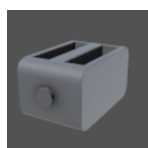
### 4.2 Controls

The player can move the toaster with the **WASD** keys (with a **QWERTY** keyboard layout) and the camera is moved with the mouse.

The view is in third person, so the player is able to see the toaster he/she controls and the camera moves around it always keeping the toaster in view.

When maintaining the mouse's right button, we enable the *aiming mode* in which the player is able to shoot up and down.

### 4.3 Player

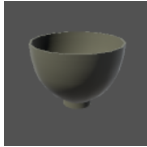


The player is a toaster that shoots toasts and can move and jump around.



### 4.4 Enemies

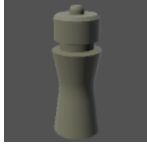
There are three types of enemies:



A bowl that sprays water to the player.



A cup that sprays water to the player.



A salt shaker that sprinkles salt to the player.

*The enemies are still to be implemented.*

### 4.5 Ammunitions

Toasts that can be launched with the mouse to defeat the enemies.

There are many to collect around the kitchen.

### 4.6 Graphics and Visual Design

The kitchen assets are taken from this asset provider for free.

Their style is naive and simple, but with enough details to provide the user a good experience.

### 4.7 Audio Design

The sound effects are original and provide a funny experience and a good immersion in the game.

*Yet to be implemented.*

### 4.8 Leveraging and Testing

We made our leveraging according to the different items and mechanics present in the main scene, for example, the jump must not be too powerful as to provide a feasible but not too easy challenge to the player when attempting to reach the coffee maker.

The tests have been conducted within the production team and another testing phase will be implemented with a broader public when all the details and features are completed.



# 5

## Conclusion

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*Morning Rush* is a simple yet engaging First Person Shooter where players must navigate through a kitchen filled with dynamic obstacles and collect power-ups. The goal of reaching the final objective adds an element of challenge, while the anthropomorphic toaster character provides a fun and relatable protagonist for players to control.