

Save the Snacks!

Game Design Proposal

Property: Steven Universe

Genre: Endurance

Players: Single

Orientation: Portrait

Platform: HTML5

Engine: Phaser 2.7.6

1. INTRODUCTION

Crystal shrimp have infested one of Rose Quartz's gardens and it is up to Steven and the gems to take them on! Save the Snacks places players in a hedge maze of rose bushes with Pacman-like movement controls, where they collect snacks that spawn around the level and use swords to defeat enemies for coins with increasing difficulty. Inspired by various episodes of the original series, Steven Universe.

2. GAMEPLAY OVERVIEW

CONTROLS

Swipe to Change Directions

The player's avatar automatically moves in the direction they face. Players can swipe to change direction if there is not a wall blocking them. There are four swipeable directions:

- Up/Down
- Left/Right

Players can swipe in the opposite direction they are moving in if they wish to turn around.

Collide with Items to Collect/Activate Them

Collectibles and items are placed throughout the maze. Collecting items relies on player's automatic movement and their forward direction. Player can collide with items in the direction the player is facing.

Tap to use Sword

If players have collided with a Sword collectible, it will be displayed at the bottom of the screen as an interface element.

Players can **tap** the sword icon to activate the power for a limited time.

- If used, their sword will be removed from the bottom of the screen. Players can collect more swords in the maze to be tapped and used.

PROGRESSION

Collect, Defeat, Endure

Players must last as long as they can while navigating around a single maze arena collecting items and defeating enemies that spawn periodically. Swords allow players to defeat enemies for a limited time, rewarding them with coins. Paths along the screen edge may have shortcuts that allow players to move to opposite sides of the screen to avoid enemies.

Enemies Accumulate

The longer that player lasts in the level, the more enemies will spawn to make the level more difficult. This encourages players to utilize the collectibles they've gathered to defeat more enemies and gain more coins. The more difficult enemies are, the more coins are gained. More difficult enemies can be colored differently, and will incorporate some sort of additional combat mechanic that is TBD.

High Score

Collect snacks to increase high score - as you progress, new types of snacks add more points to your score.

Purchasing Upgrades

Using the coins gained from defeating enemies allows players to purchase upgrades via the store menu.

Players can upgrade:

- *Sword Duration* by 4 levels, each level increasing in cost
- *Lives* by 3 levels - adding characters to a chain behind one another and adding one more life
- **Stretch goal:** Replace lives system with stacking buffs after completing each wave of enemies

3. ECONOMY AND AD STRATEGY

COINS

Defeat enemies to collect coins - coins can be used to purchase upgrades in the shop. Progressing farther will award you more coins when defeating enemies, which will incentivize the player to continue.

AD INCENTIVIZATION

This will not be implemented into the actual game.

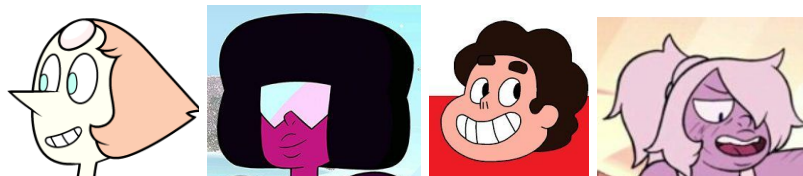
A pop-up window will display at the beginning of the stage that gives the player the option of getting the "sword of destiny" that has double the player's currently unlocked sword duration and doubles the coins collected when slaying enemies with it. You can watch an ad to immediately acquire it.

In the store, players have the option to watch an ad for x amount of free coins every so often. The player's incentive to click this ad will be to have enough coins to make their desired purchases.

4. ART/SOUND ELEMENTS

CHARACTER ART

Player Heads: Vector art sprite sheets of each character's head. with squash/stretch animation for movement. Zach suggested this could be stylized/framed as peridot monitoring the mission from a tablet.



Enemies: The Crystal Shrimp from S1E3. Enemies will have two states: Normal and vulnerable. Vulnerable enemies will be the same sprites flashing white.



ENVIRONMENT ART

Hedge Maze Map

The player will be able to move around in a single-stage environment on the paths between hedges/rose bushes that form a maze.

There will be exits on the edges of the maze that will transport the player to the opposite side of the screen. This stage will be inspired by Rose Quartz's flowers and is intended to be one of her gardens.



GAMEPLAY ART

Collectibles

Items act as an incentive for players to progress. Items allow players to defeat enemies, gain more coins to purchase upgrades and increase their overall high score.

- *Snacks*
 - To increase the player's high score, they can collide with different kinds of snacks. Towards the beginning, snacks will add a minimum amount to the high score. The further in players get, the more points are gained from snacks. Their point values will be determined using their base value x a multiplier that increases over time.
 - Snacks that have lower base point values will communicate this by being smaller in size/scale.
 - Minimum of three snacks, a stretch goal being to add additional snacks
 - Snack examples: Donuts, Hot Dogs, Cookie Cats, Fish Stew Pizza, Chaaps, Together Breakfast
- *Rose's Sword*
 - Players can encounter randomly placed swords in the maze that allow them to defeat enemies when they collide with them from the front, for a limited period of time. Defeating enemies gives them *coins*.
- *Coins*



- Players collect coins by defeating enemies with their *sword* collectible. Coins can be used in the **STORE** to upgrade their sword duration, and *health* pool.

INTERFACE/MENUS

Title Graphic: This will feature all of the playable gems (Steven, Amethyst, Garnet, and Pearl) in full-body character poses inside the maze area.

- CN SDK button (for appearance)
- Title Treatment
- High Score
- Play Button
- Settings Button
- Shop Button

Button UI: Two states: pressed or unpressed. Buttons: Play, settings, shop, pause, purchase, back, watch ad, mute sfx, mute music.

Settings Screen: Will include a volume toggle, SFX toggle, and build number.

STORE ART

Lives/Party Upgrade Tab: Add another character to your party that functions as an extra life, with the base character being Steven.

- Pearl: adds one life
- Amethyst: adds one life
- Garnet: adds one life

Sword Upgrade Tab: Increases sword duration from base (3 seconds)

- Increases sword duration to 5 seconds
- Increases sword duration to 7 seconds
- Increases sword duration to 9 seconds

GAMEPLAY SFX

Collect Sword: sword "chink"

Collect Coin: coin "ding"

Hit Enemy with Sword: sword "slash" noise

Enemy Collision (lose life): Steven's character exclaiming

Collect Snack: "crunch" noise of eating the snack

Player movement: pac-man inspired noise, but bouncier

UI/MISC SFX

Tap Button: Pop sound based on character transitions at the beginning of episode

Purchase Button: cash register cha-ching

Start Game Button: spy-theme stinger

5. BUDGET BREAKDOWN

ART

A large portion of the art assets can potentially be completed by me because of the simplicity of the animation style, but would probably look better if the art team did them or they were otherwise outsourced. Reference and examples pictured above in "Gameplay Art."

UI Elements: Icons and button art will be vector based.

These elements include:

- Start/Play Button
- Pause Menu button - pauses the game and opens a boxed overlay with main menu Button to return to title, back button to return to the game, shop button to exit to shop
- Exit Game Button - take user back to app
- "Yes" and "No thanks" Ad Buttons - watch ad or opt out of watching ad
- Sword button - appears at bottom of the screen if sword pickup is collected
- Shop Button - takes user to shop
- Purchase Button - purchase upgrades in the shop
- Achievement tab

Basic Collectables: Snacks (3 variations), Sword, Coins

Characters: Enemies (2 variations), Characters (4 variations)

Environment Art: Hedge maze layout - main level

Title Screen: Need to outsource

Shop: Need to outsource

SOUND/MUSIC

Music and SFX will be pulled from show assets/various episodes.

6. TIMELINE

This timeline is drafted to be an overestimation, where much of the gameplay coding will be developed outside of my working hours. CN SDK integration will not be necessary, which will cut out some work.

*Phaser's framework will minimize the time necessary for gameplay coding in comparison to previous HTML5 projects

Total Dev Time	3 Months
Art/Asset Production	0.5
SFX/Music	0.5
Gameplay Coding*	1*
QA/Polish/Optimization	1