

# Save The Snacks – Game Design Document

## GENERAL INFO

- **Genre:** Endurance / Arcade
- **Similar Games:** Pacman
- **Story & Setting:** Based on various episodes Steven Universe, Steven and the gems are lost in one of Rose Quartz's gardens and it's up to them to collect as many snacks as they can while avoiding the poisonous crystal shrimp that have infested the area.



## Description:

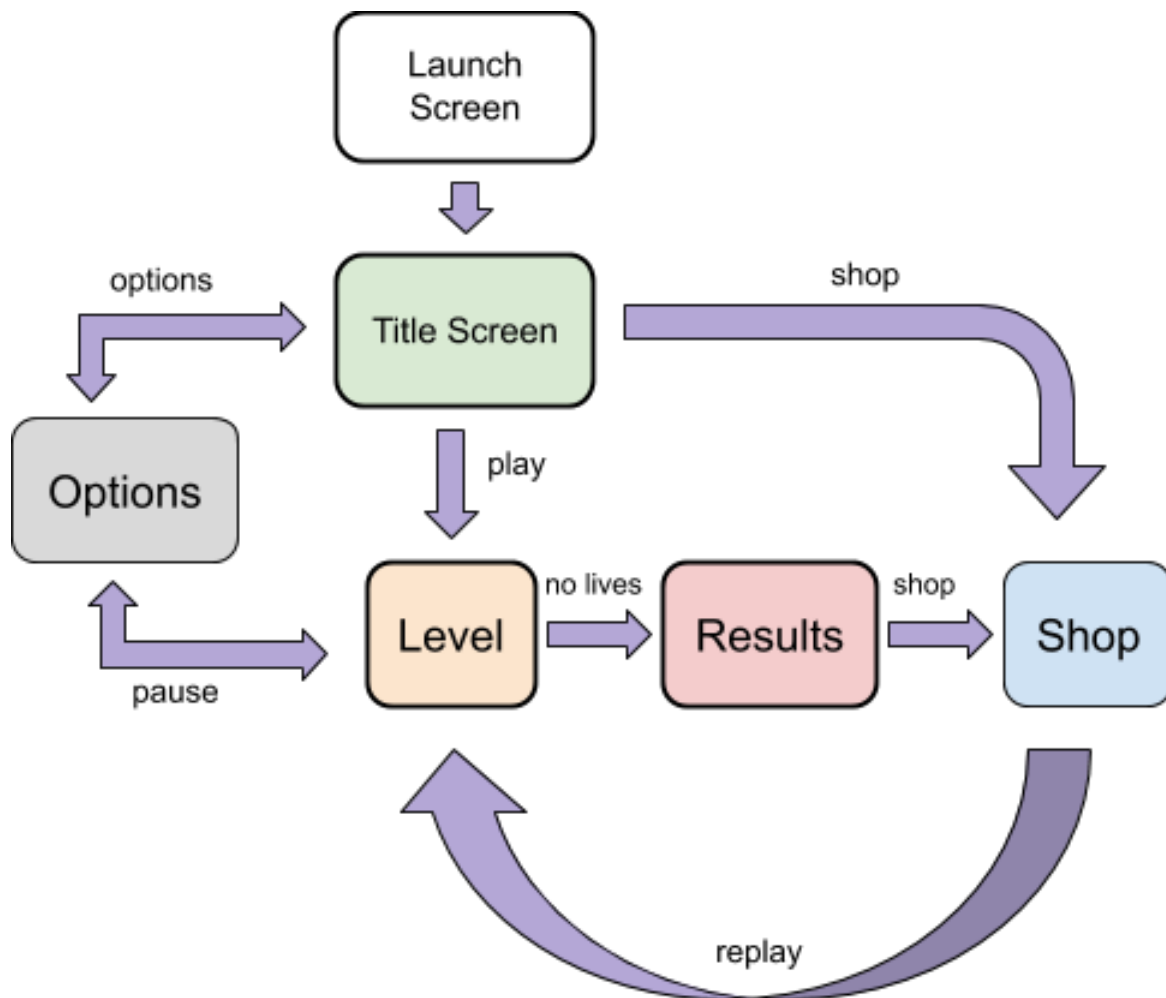
- The player's avatar automatically moves in the direction they face. Players can swipe to change direction if there is not a wall blocking them. There are four swipeable directions: Up, Down, Left, and Right. Players can swipe in the opposite direction they are moving in if they wish to turn around.
- 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.
- 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.
- Players must last as long as they can while navigating around a single-stage maze 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.

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

## GAME FLOW

Wireframe:



## GAMEPLAY MECHANICS & KEY FEATURES

- **Camera Perspective & Behavior:** 2D top-down perspective on the map. Characters' heads will be viewed from a front/side angle.
- **Player Controls:** The player moves forward automatically but can swipe to change directions and move down a new path.
- **Main Gameplay Mechanic:** Swipe to change directions to avoid enemies and collect snacks for points.
- **Special/Additional Mechanics:** Tap to use sword once one has been collected. Once sword is activated, collide with enemies to defeat them for coins.
- **Player Goals:**
  - Short term: Avoid enemies, collect snacks, defeat enemies for coins
  - Long term: Survive as long as possible to beat your high score; Save up coins to buy upgrades in the shop.
- **Win, Fail and Game Over Conditions**
  - There is no "win" condition. The player's goal is to try to survive as long as possible and collect as many coins and points as possible.
  - The player can reach a game over if they lose all of their lives.
- **Points & Scoring**
  - Points: accumulate by collecting snacks. Different kinds of snacks could be worth different point values.
- **Progression/Leveling and additional stats:**
  - Lives: player begins with two lives and can upgrade their health up to five lives by unlocking additional characters in the shop.
- **Currency:**
  - Coins: collected by defeating enemies with swords. Stronger enemies drop greater amounts of coins.
- **Consumables:** **This is a stretch goal that adds an additional shop category..**
  - Power-ups: single use abilities can be purchased at the end of each game.
    - Rose's shield: Tap to equip for a short period of time. Each life takes two hits to be lost (half hearts?)
    - Bagel sandwich: Tap to place. Crystal shrimp all move to one area of the map for a short period of time.
- **Other Items:**
  - Swords: spawn randomly on the map. Once collected, can be tapped to use to defeat enemies for a short period of time. Sword duration can be upgraded in the shop. Might add additional sword upgrades as a stretch goal: increase spawn frequency, increase coins gained, slow enemies while equipped increase.

## TUTORIAL & FIRST TIME UX

The tutorial will be addressed entirely through copy to save time in the development process. A pop-up window will display upon first starting the game that will list out what to collect, use, and avoid with pictures/icons and brief descriptions.

## CONTENT

- **Environments:** A hedge maze of rose bushes will be the single stage for the game. The player can move on the path along the maze, and collectables/enemies will spawn randomly on areas of the path.



- **Obstacles/obstructions:** The player cannot move on/through the bushes.
- **Playable characters:** Characters can be unlocked in the store and added to your “party” following the base character, Steven. Only Steven can collide with enemies to be “hit.”
  - Amethyst - adds one life
  - Pearl - adds one life
  - Garnet - adds one life
- **Enemies:** Crystal shrimp are the only enemy and the player will lose one life on collision.
- **Add-ons/Upgrades:**
  - Rose’s Sword can spawn on the map which can be collected by the player. Once collected, the player can tap to activate the sword which will allow Steven to collide with enemies to defeat them for a short period of time.
  - Rose’s sword duration can be upgraded in the shop
  - The player’s health can be upgraded in the shop by unlocking additional characters



## USER INTERFACE/MENUS

- **Title screen**
  - Play button
  - Settings button
  - Shop button
- **Options**
  - Mute SFX button
  - Mute music button
- **Gameplay HUD**
  - Score/points counter at the top of screen
  - Coins counter
  - Hearts for lives
  - Exit game button
  - Pause button
- **Transitions and Rewards screens**
  - Current score display
  - High score display
  - Shop button
  - Replay button
- **Shop**
  - Extra lives tab
    - Purchase Amethyst button
    - Purchase Pearl button
    - Purchase Garnet button
  - Sword upgrades tab
    - Upgrade sword duration button
  - Play game

## CHANGE LOG

**June 13, 2019** - Document template created

**June 19, 2019** - First draft of document completed

**July 8, 2019** - Added tutorial mockup

**July 16, 2019** - Updated wireframe

## CONTACT INFO

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