Platformer Game Design Document

Game: *Ulm Fried Chicken* [Placeholder]

Outline/1st Draft

**Introduction**

*Ulm Fried Chicken* is a man-versus-nature platformer in which the player must fight and climb their way through a forest, a city, and mobs of angry vegans to get to their job at the local fast food joint, Ulm Fried Chicken.

**Game Analysis**

The main goal of the game is to reach the end before time runs out. Along the way, players can collect chickens for points and seasonings for power-ups. However, there are also angry vegan protesters that will try to stop the player from progressing.

**Game Description:** Genre, elements, content, theme, style, sequence, # of players

In a modern take on the classic adventure platformer, players will collect objects while avoiding or destroying the comical enemies in their path. Featuring two unique player attacks, a variety of enemies, and climbable terrain,

**Game Atmosphere**

**Game Play**

The player will have to climb lamp posts, jump on canopies, and dodge veggie-powered attacks from angry vegans to get to the UFC storefront. Using the pent-up rage every fast food worker carries, players can defend themselves by hurling chicken nuggets at all who oppose them or by whacking vegans with a serving tray in close-quarters combat. Chickens are scattered throughout the game, and, mimicking real-life, they will run away from the player at first sight. But they must be caught and turned into tasty fried chicken if you want to keep your job! There are also 11 seasonings to find and collect, but watch out—there *is* such a thing as too many seasonings…

**Key/Selling Features**