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 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 spices 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 others with a serving tray in close-quarters combat.

**Key/Selling Features**