Group Platformer Project: Game Design Document

Game Title: *Adventures in Food Service*

Outline/1st Draft

**Introduction**

*Adventures in Food Service* is a single-player, 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. Based on the semi-fictional wishes of every fast food worker, *Adventures in Food Service* provides a unique perspective on the fast food industry from the eyes of a humble worker named Geffärm.

**Game Analysis**

The main goal of the game is to reach the UFC storefront before time runs out. Along the way, players can collect chickens for points and seasonings for power-ups. There are also angry vegan protesters that will try to stop the player from progressing. Luckily, they can be defeated with a swift smack from a serving tray or by firing chicken nuggets at them.

**Game Description**

In a modern take on the classic adventure platformer, players will collect objects while avoiding or destroying enemies in their path. The game features two unique player attacks, a variety of comical enemies, climbable terrain, and a linear storyline that will leave players laughing and hungry for chicken.

**Game Atmosphere**

Players will take control of a fast food worker named Geffärm. He is, in every definition, a generic fast food worker. Though he can be a bit of a blockhead at times, Geffärm knows when it’s time to pick up a serving tray and fight.

Angry vegans will rally to stop Geffärm from reaching the UFC storefront. The Vegan Charger politely—but painfully—bumps into you with his massively messy man bun. The Vegan Protester hurls bok choy and insults from afar, while the Vegan Brawler gets up close and personal with his Brussel sprouts bat.

**Game Play**

The player will guide Geffärm to his job by climbing lamp posts, jumping on canopies, and dodging veggie-powered attacks from angry vegans. Using the pent-up rage every fast food worker carries, Geffärm can defend himself by hurling chicken nuggets at all who oppose him or by whacking vegans with a serving tray in close-quarters combat. Chickens are scattered throughout the game, and, mimicking real-life chickens, they will run away from Geffärm at first sight. But they must be caught and turned into tasty fried chicken if Geffärm is to keep his job! There are also 11 seasonings to find and collect, but watch out—too much seasoning can have unintended side effects…

**Key/Selling Features**

*Adventures in Food Service* provides three fast-paced levels following the player’s adventure through the city. There are three enemy variants, each with a unique attack, and a boss to fight in the grand finale. Features include limited lives, power-ups, and primary and secondary player attacks. *Adventures in Food Service* is a short yet enjoyable adventure game for casual and experienced gamers alike.