Fast Food Fight 2

Game Design Document

Tired of shooting at the same old Nazis? It’s time to take on the next challenge: the endless Burger Apocalypse! Keep your grenades ready in this fast-paced top down shooter, and get ready for a real Fast Food Fight!

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# Revision History

# Game Overview

## Summary

Fast Food Fight 2 is a top down shooter where the traditional enemies like zombies or Nazis are replaced with burgers and fries. The player will have to run, shoot, and throw grenades in order to survive the endless apocalypse. Limited on ammo and without any first aid, the player has to scavenge amongst the ruins of society to find the things they need. Eventually, they’ll collapse, but hopefully with a higher score than their friend got!

## Driving Principles

The industry as a whole suffers from a desire to make everything gritty. An M rating is almost a badge of honor. In an effort to make an experience that’s fundamentally different from what else is on the market, we’ve decided on a few points to guide our design. We’ve also came up with ways to put them into practice

1. Keep things moving!  
   This game is supposed to be fast-paced and exciting. Any lulls in the game should only be enough for the player to briefly catch their breath before being forced to move on.  
     
   Potential ways to apply:
   * Make enemies move faster than players
   * Force players to move
   * Surprise players when there’s lulls In the action
2. Embrace the absurd  
   We’re not making a dark action movie. We’re making a campy action-comedy. We aren’t just going to allow the wackiness, we’re making it a core part of our design.  
     
   Potential ways to apply:
   * Ridiculous enemies (ex. burgers)
   * Even more ridiculous weapons
3. Keep it fun  
   This feels a bit obvious, but it really is our first priority. If the game’s design conflicts with the fun of the game, then we’ve done a bad job as designers.   
     
   Potential ways to apply:
   * Constant playtesting  
     Every change is playtested to see if it actually improves the game or not

# Feature Set

## General

* 2D vector art   
  I believe that pixel art is a bit overdone these days, and would rather do something different.
* Multiple small-medium size maps
* Varied enemies
* Varied weapons
* Rebindable keys

## Art

* Slight cartoon feel
* Cel-shading
* Bright colors
* Flashy effects
* Particles
* Gibbing
* Varied visual styles for levels

## Sound

* Exciting pump up music
* Satisfying explosion, shooting, and death sfx
* Mild environmental sfx

## Gameplay

* Grenades
* Guns
  + Rifle
  + TriShot
  + MG
  + Pistols
* Dynamic camera
* Sprinting
* Limited on-hand ammo
* Frequent ammo/health pickups
  + Often placed in dangerous locations
* Enemies
  + Burgers
  + BLT
  + Fries
  + Shakes
  + The Burger Queen
* Increased difficulty as time progresses in the level

## Levels

* Crowded city
* City park/Zoo
* Suburban town
* Theme Park

## Bucket List

* Level Editor
* Multiplayer
* Full progression system
* More Levels

# Gameplay Specifics

## Player

* Abilities
  + Moving
  + Sprinting
  + Wields guns
  + Can throw grenades when not dual wielding
* Weapons
  + Rifle
    - High Damage
    - High bullet penetration
    - Moderate damage dropoff through penetration
    - 12 rounds/magazine
    - Standard movement speed
    - Slow fire rate, semi-auto
  + TriShot
    - Medium-High Damage
    - Low bullet penetration
    - Fires three bullets at once
      1. Middle one does most damage
    - 36 rounds/magazine
    - Standard movement speed
    - Medium fire rate, semi-auto
  + MG
    - Medium Damage
    - No bullet penetration
    - High fire rate, full-auto
    - 100 rounds/magazine
    - Slow movement speed
  + Dual wield pistols
    - Low damage
    - Each pistol has a separate ammunition count
    - Slow firerate on each pistol, but pistols can be alternated to achieve moderate fire rate
    - Infinite ammo
    - Fast movement speed
    - No bullet penetration
    - 12 rounds/magazine X 2 guns

## Weapon Table

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Damage | Fire Rate | Penetration (damage dropoff) | Semi/Full Auto | Rounds per magazine | Movement Speed | Other |
| Rifle | 100 | 2 / second | 7 (10) | Semi | 12 | 1 |  |
| TriShot | 100 (75 \* 2) | 6\*3 / s | 3 (30) | Semi | 36/3 | 1 | Shoots 3 bullets in a fan Centermost does most damage |
| MG | 50 | 7-8 / s | 0 | Full | 100 | 0.7 |  |
| Dual Wield Pistols | 30 | 4 \* 2 / s | 0 | Semi | 12 \* 2 | 1.3 | Pistols can reload separately Cannot throw grenades  Infinite ammo |