Bagel Boy

Game Design Document

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Game Concepts

High Concept Statement

Carb Town has been taken over by disease, everyone has turned evil. The toast and muffins and ginger bread rule the city. The Pillsbury Dough Demon resides at the center, watching and waiting for his time to strike.

Player's Role

The player controls Bagel Boy, who mission is to liberate his city from the bread Beasts.

Main Character

Bagel Boy is the avatar that the player controls. He has legs, but no arms, and stunning sunglasses. He launches cream cheese out of the hole in his body to eliminate opponents.

Gameplay

The gameplay is very lighthearted. This is a low stress, free roam game. The player can take it at their own pace and take multiple paths to the final boss.

Interaction Model

The player interacts with the world through the avatar of Bagel Boy, by jumping and launching cream cheese at enemies.

Camera Model

The camera is in the third person from behind the Bagel Boy avatar.

Genre

We propose that it be the creator of a new genre: Pastry RPG. The majority of the game is exploring at your own pace, so it fits well into the exploring feel of an RPG.

Type of Play

This is a single-player game, with no multiplayer option.

Target Audience

This is a game targeted to pastry enthusiasts who want equal representation in the gaming community. It is also targeted to those who want a stress-free, entertaining, random game.

Bagel Boy most closely relates to the Novelty domain of play. Because of this we hope to have a community of adventurous gamers who are looking for some fun.

This game doesn't have a target age, as the concepts are easily understood and has no mature content.

This game is not aimed at either gender it's just a bagel that fights beasts

Bagel Boy doesn't require extremely long playing sessions, as we will have checkpoints throughout the game. This allows players with varying schedules to find time for the game.

Platform

Windows 10 is the only supported platform.

Setting

A large city, Carb Town, with borders and boss in a large structure in the center.

Levels

No levels, the game will be based on free roam, but to unlock some areas of the game certain criteria must be met.

Story

Carb Town has been infected with a disease, and Bagel Boy must defeat the boss at the center to acquire the cure and save his city.

Game World

Physical Dimension

Bagel Boy does require a physical dimension.

This game has 3 dimensions, and player can move throughout all of them through walking, turning, and jumping.

The game is a few square miles large. It is large enough to be able to explore a lot, but not overwhelmingly large.

It will be mostly outdoor, and a little bit of indoor gameplay.

Most creatures move at the speed of a human's average walk, but the bosses are much faster and much bigger.

At the edge of the world the roads are blocked by construction sites, so it is slightly disguised.

Temporal Dimension

Time does not really exist in Bagel Boy, we tried to create the game with zero stress from time to create a more enjoyable environment.

We do have an idle animation of the Bagel Boy model resting if the player doesn't move him for a couple of minutes.

The game does stay permanently in daytime.

Environmental Dimension

We originally based the city on Paris, France, because of its intricate street layout.

There are no other people in the game, only enemy pieces of toast and baguettes.

The city gives off a peaceful vibe.

There are a couple religious buildings, but only basic churches and stuff.

The Toast and Baguette minions will chase you if you are in sight of them.

Does my game take place indoors or outdoors, or both? If indoors, what are the furnishings and interior decor like? if outdoors, what is the geography and architecture like?

The music is goofy electric guitar solo songs to make the player feel like a powerful bagel.

There is not a whole lot of detail in our game, as we mostly focused on making the city large enough to explore for long periods of time.

Emotional Dimension

The emotional dimension is not very deep.

The game is very lighthearted and is not intended to give the player any strong emotions

Ethical Dimension

Right is defeating the toast minions that have taken over the city, wrong is losing.

Ethics are minimal in this game. Destroy as you please.

Violence is the main mode of victory in this game, kill or be killed.

There is no nonviolent path to victory, though the violence can be minimized to only the bosses if you can dodge well.

No, saving the city is your goal and whichever method you choose is acceptable.

Killing is the only thing your player can do. There is nothing to steal and no dialogue so lying is impossible.

There are no ethical ambiguities in this game.

The portrayal of violence is very mild, through cartoons, and there is no blood.

Character Development

Character Style

The games characters are mostly art based, there is not a whole lot of story in the game to go on.

Bagel Boy is a very cartoony character and his strength is exaggerated through the music, making him sound much cooler than he actually is.

Stereotypes

Bagel Boy fits the stereotype of the tough guy that wears sunglasses. Bagel Boy wears sunglasses inside and outside, day and night.

The character is mostly designed to act tough but in a funny way, with more time we would have added cheeky dialogue.

Sidekick

No sidekick. Cream cheese only.

Player Interest

The avatar will intrigue the player from the very beginning. Why is there a bagel that shoots cream cheese and wears sunglasses? There is a lot to figure out and so much to explore that the players are instantly hooked.

Character Growth

Will be static, besides maybe some cheat codes will have secret content. With more time we would have added more cream cheese flavors and possibly level up options to wield new weapons.

Archetypes

The character doesn't exactly fit into any archetype, Bagel Boy breaks the mold of character development in most games.

Character Sounds

The only sounds that bagel boy makes are basic noises such as footsteps and a death sound. The music that accompanies bagel boy is epic solo guitar music that adds an epic but funny feel to the game.

Character Speech

Bagel boy has no speech, given more time we would have added cheeky dialogue but we did not have enough time in our schedule to work on this earlier.

Story

Actions

The story is based around pastries and breads, so bagel boy launching cream cheese fits into this. Although we used a perlin noise generator, we checked everything that it created to assure that it is not repetitive and continues to provide stimulating gameplay.

Type of Story

Our game will be linear. It only has one ending: saving the city

Granularity

The granularity in our game is not large, we sacrificed lots of small details to focus on creating such a large world.

Advancing the Plot

Events. Beating the bosses will advance the plot. There is no time constraint.

Prologue

The story would have a bit of a prologue, no gameplay, just some text before we play to explain the plot a little bit.

Narrative

The only narrative the game will include is the text prologue and some text after beating the final boss.

Non-Challenge Actions

There are none, everything the player does is combat or exploring.

Scripted Conversations

There is no dialogue between characters, only cheeky comments from bagel boy.

Story Parts

There is only one plot line, and it is a series. That is, until bagel boy remastered comes out in 2020.

User Experience

Controls

The game is in 3rd person, and is controlled with WASD to control movement and the mouse or the arrow keys to control the camera.

User Interface

The main elements of our game are overlayed over the screen, such as the health bar, loadout, and minimap. The game has a 3rd person camera and uses a standard view system for it. Because the game is an action-adventure, the 3rd person camera helps the player view larger areas more quickly.

Interface Details

Yes, the game includes menus. They are very basic and only provide things such as sensitivity and sound volume. There is no text on the screen, except for the label on the cream cheese the player is using.

The numeric values such as health and ammo are displayed by bars on the screen, and the player can unlock larger bars.

Style Support

The aesthetic style of the game is cartoony and goofy, not intended to be super artistic. The game will have audio cues accompanying death, respawning, finding ammo or health, jumping, and walking. There is also ambient sound in the background to add the feel of the city.

The music adds a happy note to the game, and is quite constant until boss music sets in for one of the fights.

Creative and Expressive Play

We considered adding a way to customize bagel boy, but that would have to be finished at a later time. It would be as simple as changing the color of his sunglasses.

The freeform creative play can be achieved after beating the game when all the cheat codes are given, which include becoming a lamborghini, creating buildings, and destroying reality at will.

We did not plan to have mods in the game, however, we would not be disappointed if the fan base made some fun mods. This would add some connection between players even though they cannot directly play together.

Gameplay

Types of Challenges

The game does not challenge mental abilities very much, only challenges physical coordination in being able to beat the bosses.

There is a mini game hidden in one of the basements that involves racing a guy for a prize, this is not usually included in action-adventure games and adds a fun twist .

The game includes implicit challenges, however, we do not state them. One of these is the fact that the player must explore a large city to find all the upgrades they desire.

Hierarchy of Challenges

The only form of levels that the game has is the set of bosses that must be defeated. The player has free roaming capabilities within their area of unlocked space.

The player can fight whichever boss they would like at whichever time, however, they must fight the final boss after defeating the other bosses.

Difficulty Levels

The game does not have a changeable difficulty level, but we discussed making the second playthrough (after beating the game) much more challenging than the first.

Actions

The actions that the player has access to are very simple, which are launching cream cheese, running, and jumping.

Saving

We plan to have 3 checkpoints, which are found after beating each of the 3 bosses.

Core Mechanics

Entities and Resources

The resources available in the game will be cream cheese refills that can be found around the map, to replenish your ammo supply. The entities in our game will only be enemies, because we have no friendly NPCs.

Entities Attributes

There are many attributes that define the entities in our game, most of which are numerical, namely health. All resources found will be tangible, unless we decide to implement a level up system.

Entities Mechanics

The entities do not interact with each other, and their only action is attacking the player.

Global Mechanics

There are no global mechanics in this game.

Source, Drain, and Conversion of Resources

The game world starts with everything in its starting position, there is no spawning mechanism for enemies and resources, and they all remain in the game world.
There are no trading processes in our game.

Equilibrium

The only way to get our game into a state of equilibrium is to defeat all the bosses and control the city with your cheat codes.

Mechanics Actions

The mechanics we have implemented cause a couple challenges for the player. For example, the cream cheese launching is accurate, but rather difficult at times, so it is up to the player to maintain their ammunition.

NPC Mechanics

There are no NPCs in our game.

Game Balancing

PvP or PvE

Our game is PvE. No multiplayer options.

Relationship Among Player Options

There are not exactly consequences for bad choices, and mistakes (such as an accidental level up in the wrong category) can be reversed. The choices that the player has to make are largely handled by the game.

Control of Units

The player only controls bagel boy, so there is not much micromanaging in the game.

Difficulty

The game remains fairly the same difficulty throughout, except that the bosses increase in difficulty. The player will feel rewarded slashing through the basic enemies with ease after defeating many bosses. After beating the game the difficulty increases exponentially and even veteran players will have a hard time.

Feedback

Positive feedback is the points system we are working on to show that you have made progress. The game is single player so it's okay if there is a runaway victor, and the game has no set pace, so the player can play it as they want.

Level Design

Setting

The city is Carb Town, and everything is made of bread.

Initial Conditions

The player starts with a city full of monsters and only plain cream cheese to fight them. The player can earn different cream cheeses to deal different types of damage.

Level Layout

The player can move in all directions (except into the ground) and will have to battle many AIs to clear areas.

Short-Term Goals

Checkpoints and mini missions for clearing out areas will help the player to know what they should do.

Challenges and Actions

There will be hundreds of toast and baguette minions to battle in the city, and the player can defeat them by launching cream cheese.

Rewards and Punishments

Clearing out areas of the city from the toast minions creates safe areas where buildings can be explored for new equipment.

Pacing

The player can take the game at their own pace, but the boss fights have a high skill and stress requirement to add challenge to the game.

Story

Beating the bosses is the only way to progress the overall story

Mood

The mood of the game is light and easy, and the ambient sounds in the game add to a fun feeling of being in a large city with tons to explore.

Schedule

1. **Functional Minimum**: World has a few models, Ui is barely functioning. No levels but the bagel boy avatar is complete. UI has has intro music. World Malachi, Ui leon, Kaden helped with programming, Bagel boy Ethan, textures from Cassie, intro music Sam, Game mechanics Teancom.

2. **Low Target**: world is half finished with one mission, Ui is simple, Cheat menus don't work. Malachi is world, Leon created the Ui, Teancom for cheats.

3. **Desirable Target**: Game can be considered working. With no game breaking bugs, UI is functional but un polished. Cheats working successfully.

4. **High Target**: game considered complete. No bugs, functional and friendly UI. Sounds and animations working as wanted, and elegantly. With 100's of backers for the sequel "*Bagel Boy Remastered*". Animations Jaden.