Game Design Document

Gooch 3D

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4/11/23

Advanced Game Development SP23

**View:** First Person

**Style:** Platformer / level based

**Entities:**

* Map
* Player
* Enemies
  + Burgers
  + Fries
  + Boss

**Levels:**

* There will be a different map for each level.
* Level 1:
  + City
    - Start in Gooch’s restaurant.
    - Run through the city fighting primarily cheeseburgers.
    - End level fighting big burger.
* Level 2:
  + Countryside
    - Leave the city and enter the countryside.
    - Fight cheeseburgers as well as French fries.
* Level 3:
  + Mountains
    - Enter the mountainous terrain.
    - Fight more cheeseburgers and fries and end level fighting the master cow. He has been behind the entire influx of cheeseburgers and fries. Once killed, he will drop the golden spatula. This will save your Mongolian eatery from the tyranny of the fast-food world.