

Shibuya Gyoza Dumpling Hunter

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1. Design Brief

1.1 Visual design

The game will be pixelated top down, in the style of a retro Pokemon game or Zelda adventure.

1.2 Gameplay design

1.2.1 Core gameplay

The player is in a 2D world where they have to collect items scattered around the land. The items to collect are ingredients required to cook dumplings. They have to return to the kitchen they spawned in in order to cook the dumplings.

1.2.2 Goal

Make the best dumplings ever by collecting all of the ingredients. Failure to collect all the ingredients within 3 minutes or getting attacked by dumpling bandits will result in a game over.

2. UI/UX

2.1 Controls

Key	Action
WASD	2D plane movement
J	Attack with chopsticks
C	Cook (requires player to be in kitchen with all ingredients in their inventory)

2.2 UI elements

The following stats will be displayed on screen during gameplay

- Checklist of ingredients in inventory
- Health bar
- Time remaining

3. Assets

3.1 Player

Average tourist. Maybe we'll call him Ben

3.2 Enemies

Dumpling bandits will try to chase the player to knock them out and steal their dumplings

3.3 Collectibles

Dumpling ingredients will be scattered throughout the map waiting to be collected

3.4 Map

The map is a 2D top-down rural landscape. The center spawn area is the kitchen

Design brief. Write a (at most) 1 page document describing your proposed game and key design elements. This is intentionally open-ended. Write down information that will be helpful to you in thinking through the elements of your design. This document is for your benefit, to have you think through your design before implementing it. Important things to think about are: What does the player do (which buttons do they press, and when), and how does the game react to that? How is the game presented to the player? What is the player's win/loss condition?

Rubric. Write a rubric to use for evaluating your final game project. That is, write a table which has three columns, and as many rows as you need. The total available points should add up to 10 points per student (7 for the group, 3 for each individual; make sure to clearly indicate which rows are which). The rows in the rubric should, in most cases, correspond with the major features of your game.

4. Rubric
