**GAME DESIGN DOCUMENT**

FAST FOOD

REGURGITATED



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# Game Analysis

A side-scrolling game where the player has to eat as many food as they can, and collect an increasing amount calories on every level in a limited time of 15 seconds. The protagonist of the game is a mouth that tries to catch all the different fast food types except the purple cucumber, and tries to avoid hitting the ground.

# Mission Statement

Fast Food: Regurgitated is a side-scrolling fast food eat ‘em up with arcade physics.

# Genre

List or describe the game’s genre/genres

# Platforms

List or describe the platforms the game will be made for.

# Target Audience

Provide information on the audience the game is targeted to. Add details and information on the intended audience such as their habits, behaviors, likes, and dislikes. Are you targeting your game to a specific age group or perhaps people that enjoy certain genres? Is your intended audience from specific communities or will their locale play a role?

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gamplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Mouth | Protagonist | It can fly and eat unlimited amount of food. |  |
| Purple pickle | Antagonist | Makes the mouth vomit and losing hard earned calories. |  |
| Burger |  |  |  |
| Hotdog |  | The bun is shooting the sausage on the mouth, and the player will get bonus by grabbing both the bun and the sausage. | The bun flies slowly the sausage flies faster. |
| Pizza |  | The pizza is shooting itself at the mouth in 8 slices. | For that the whole pizza has to fly very slowly, while the slices are flying faster. |
| Fries |  |  | Maybe it could shoot fries out of the container. |
| Cola |  |  |  |
| Donut |  | Rewarded for eating a burger, a fries, and a cola. |  |
| Ice cream cone |  | Rewarded for eating a hotdog, a fries, and a cola. | Creates an ice cream wall upon eating that stops the foods to leave the screen for a few seconds. |
| Ice cream bar |  | Rewarded for eating a pizza, a fries, and a cola. | Adds chocolate coating to every food on the screen upon eating that doubles their calories. |

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Week 1: Grand Opening | New food: Burger, Cola, Double Cheese Burger (unique)  New mechanics: Cheese lasso (unique) |
| Week 2: Donut Day | New food: Fries, Grande Burger (unique)  New reward: Donut for 1 Burger, 1 Cola, and 1 Fries  New mechanics: Rewards, wide bite (unique) |
| Week 3: Pickle Panic | New food: Purple Pickle, Green Pickle (unique)  New mechanics: Hazardous food, cure pickle (unique) |
| Week 4: Hot Offers | New food: Hotdog, Corndog (unique)  New reward: Ice Cream Cone for 1 Bun, 1 Sausage, 1 Cola and 1 Fries  New mechanics: Food splitting, sticky ice cream wall, ... (unique) |
| Week 5: Cheesy Day | New mechanics: Only Double Cheese Burger |
| Week 6: Buongiorno | New food: Pizza  New reward: Ice Cream Bar for 8 Pizza slices, 1 Cola and 1 Fries  New mechanics: Food scattering, bonus chocolate coating |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |