Mama’s Little Witch(es)

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* Intro
* Game Scenes
  + Title
    - Animated background with 2-option menu: start | options
    - Options = “sfx volume, music volume”
  + Bedroom - Contains regesitries. Registries are a list of unlockable descriptions
    - Ingredients
    - Recipes
    - Familiars
    - Calendar – A record of completed stages, can see scores, can repeat stages
  + Stage
    - Contents
      * Cauldron
      * Recipes
      * Ingredients
      * Locations
      * Familiar
    - Execution
      * Specials – light up in order, the rest of the ingredients for this recipe, player must repeat light pattern
* Game Content
  + Stages – A linear progression tracked by a collection of 7-day calendars
  + Ingredients – Animal, magical , mineral and vegetable collectables of progressive rarity
    - Name
    - Description
    - Properties
      * Nature – What it feels like and does
        + Stickiness: positive stick, negative slip
        + Shininess: positive bright, negative dim
        + Heaviness: positive ton, negative feather
        + Heat
      * Origin – forest, mountain, ocean, jungle, magical…
      * Harmful – collecting this ingredient triggers a miss
      * Hidden – Replace graphic and name with ‘????’ in UI
  + Recipes – A list of ingredients and a brewing style
    - Name – The name, silly
    - Description – reference the origins, purpose and/or ingredients
    - Ingredients – A list of ingredients. Must be at least 1
    - Style
      * In order – enforce collection in list order. false to collect in any order
      * In time - impose a time limit (positive numbers) or a wait (negative numbers)
      * Harmful – collecting this ingredient counts as a miss
  + Familiars
  + NPCs
  + Main Story