**Game Design Document**

**Goop Soup (Name pending)**

A simple 2D aethestic game where monsters attack a witche’s cauldron, in turn she must turn them into soup to summon spells to protect herself.

**Features**

Character

Movement

Sprites

Pickup- drop/throw mechanic

Crafting System

Ingredients contain attributes (Alit, Damage, Force, Slows)

Random Gen Ingredients

Cauldron

accept ingredients

retrieve ingredients

Caudlron

Monster System

Attack the cauldrons

Hp/Death System

UI

**Risks**

|  |  |  |  |
| --- | --- | --- | --- |
| **Risk** | **Priority** | **Desc** | **Solution** |
| Low | 3 | Rand Generated ingredients |  |
|  |  | Map Generation |  |
| High | 1 | UI | minimalistic |
|  |  | N+ Players |  |

**Arch**