

# Tumbling Taco Game Design Document (GDD)



*'Dreams do come true.'* – Gravatron Studio

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# 1 Game Overview

Title: Tumbling Taco

Platform: PC Standalone

Genre: Casual Play Platform Game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 35)

Release date: December, 2017

Publisher: Gravitron Studios

**Description:** Tumbling Taco is a third-person casual play arcade game where the Player is a Taco whose goal is to navigate a series of platforms and collect several ingredients in order to satisfy their “deliciousness” meter. They accrue points by moving the taco around the game environment by utilizing the arrow keys on the keyboard. The game is won once their “deliciousness” meter is completely filled or lost if they either hit the bottom of the ground or run out of time before then.

## 2 High Concept

Tumbling Taco allows the Player to embody one of Southern California’s all-time favorite foods, the hard-shelled taco. While moving and “tumbling” around, precious ingredients fit only for a hard-shelled taco lie within the game just waiting to be picked up and added into your shell. Pick up enough ingredients and make your taco the tastiest taco ever eaten!

## 3 Synopsis

In a world where life is being a moving Taco, your one purpose in life is to make yourself more delicious than ever. You must stop at nothing to reach ultimate deliciousness! But be careful as tumbling off of a careless ledge will cause you to fall and break to pieces.

# 4 Game Objectives

The objective of the game is to collect enough food so that your deliciousness meter is completely filled. All while doing this before the timer runs out and not hitting the bottom of the level.

# 5 Game Rules

The game level is a closed environment set in a way that the only main direction for the Player to head towards is downward. The Player can move around the level, dropping down on individual platforms, in order to search for “pick-ups.” Each of these platforms have a certain number of “pick-ups” which are depicted as food and when the Player makes contact it automatically adds to their deliciousness meter. This acts as the scoring system. After a collecting enough “pick-ups” and filling up their deliciousness meter the game will congratulate the player in completing the current level. If the player runs out of time or falls to the bottom of the ground the game will announce that the player has lost and restart the level.

# 6 Game Play

## 6.1 Game Controls (PC)

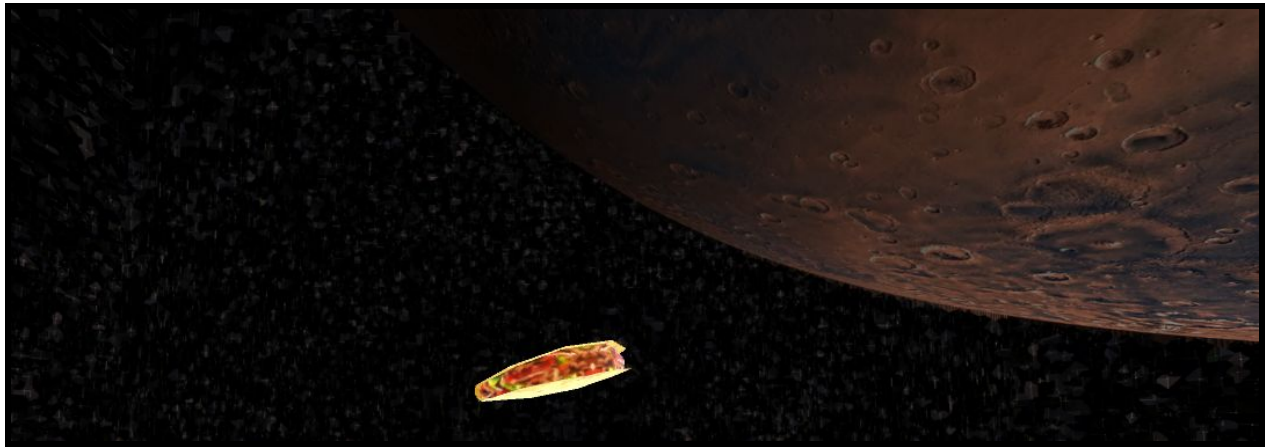
Left Arrow => Move Left  
Right Arrow => Move Right  
Up Arrow => Move Up  
Down Arrow => Move Down  
Space => Float Upwards

A Key => Move Left  
D Key => Move Right  
W Key => Move Up  
S Key => Move Down  
Click Taco To Make It Larger!

# 7 Player

## 7.1 Characters

The Taco lives in a wonderful world of freshness. They start off in a space station which is then transitioned into space where numerous planets soon follow. Right below them as they travel is a wonderful plethora of ingredients however there are many platforms that are tricky and might not be what you'd expect!



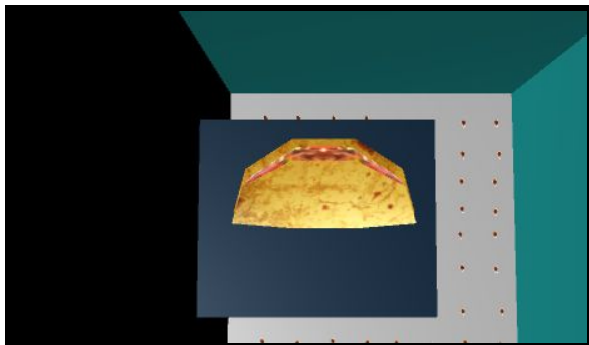
## 7.2 Metrics

**Delicious Meter:** (varies per level)

**Distance Meter:** Displays the distance the player has until they hit the bottom platform and lose the level.

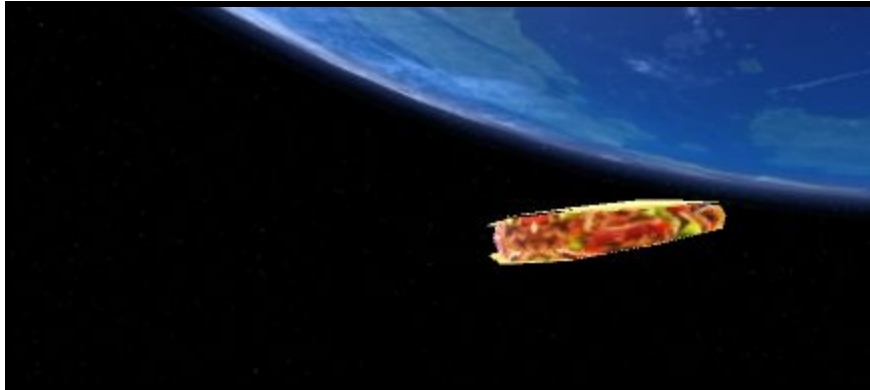
## 7.3 States

Idle:



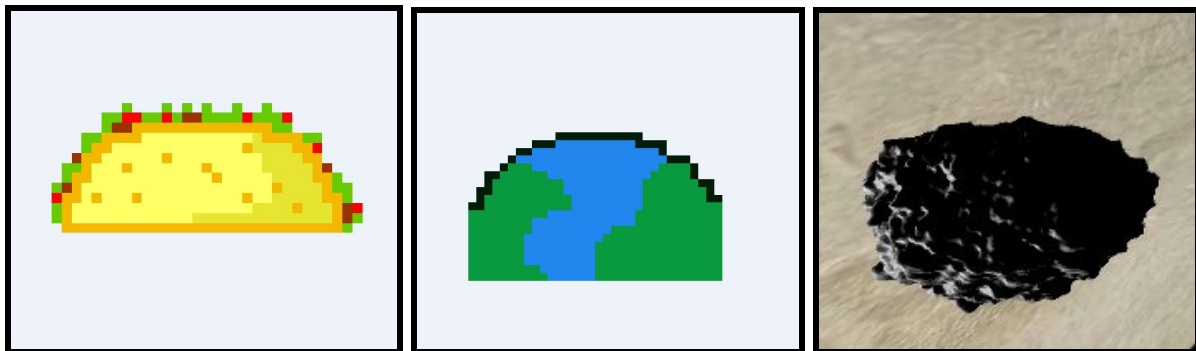
The idle state is where the Player is stagnant and the Taco does not move.

**Move:**



When the Player is moving there is a procedural animation where the Taco turns and rotates on its local axis based on the direction of which button is pressed i.e. up/down/left/right arrow.

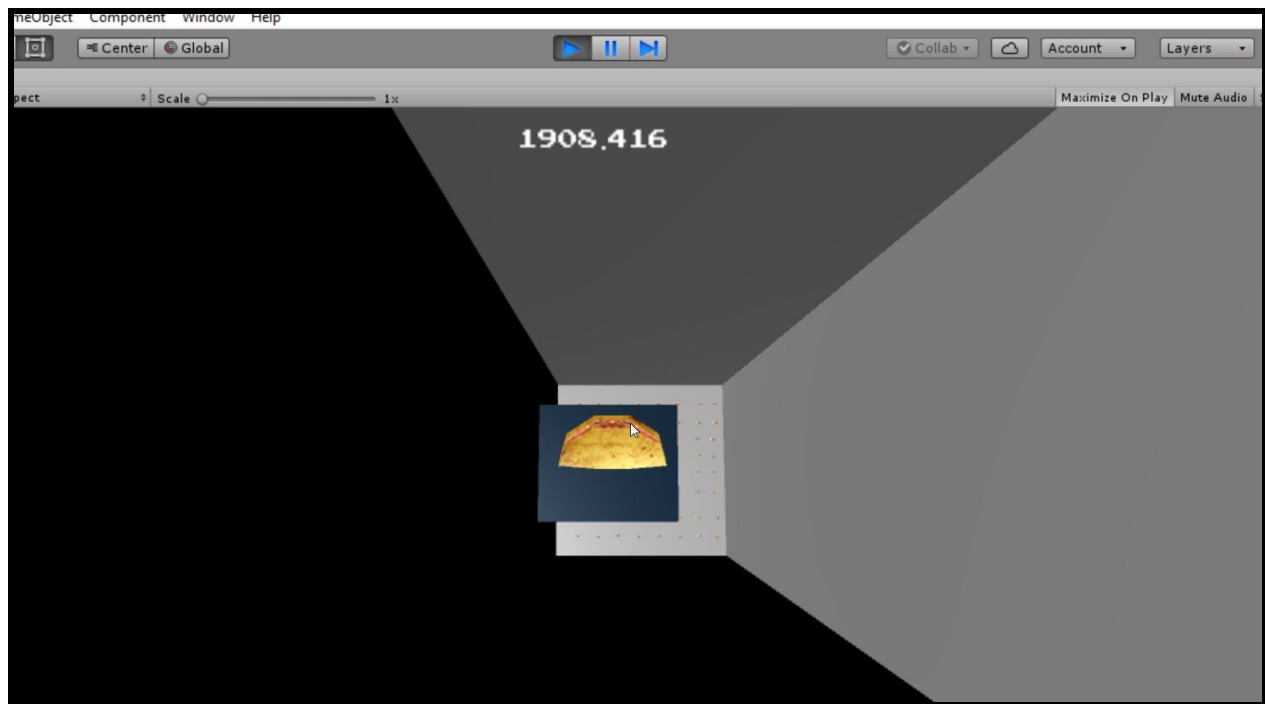
## 8 Art



### 8.1 Setting

The game takes place in a spaceship cargo bay and then outer space. The taco was being eaten by an astronaut on the International Space Station and it flew out

after that cargo section of the station broke off.

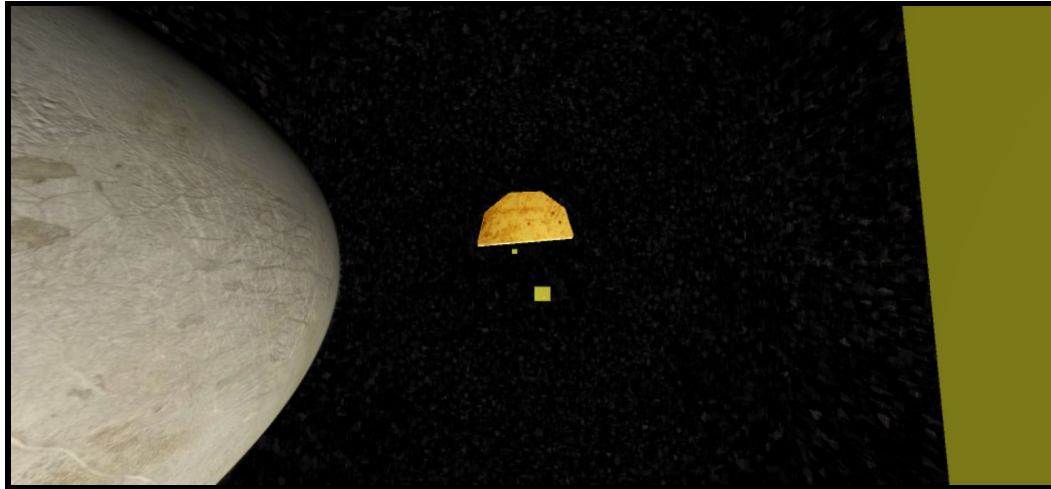


## 8.2 Level Design

The level consists of the giant space station (designed as a play area), with food (dispersed all around in different locations) that will act as pick-ups for the Player. The player cannot move the gameobject outside of this space station except downward once the platforms break. The platform are placed so that the Player can “stand” on something so as to reach and easily collide with the pick-ups. These platforms however can be tricky as certain events will cause the platforms to either appear, reappear or even fall to the ground.

### **Level 1: Jumping Jupiter**

Level One Begins near Jupiter and the player must tumble their way all the way toward Earth.



### **Level 2: Moving Martian**

Level Two leads the player as they tumble by Mars and continue to head towards Earth.





### Level 3: Endless Earth

Level Three is the final stage before the player must collect enough chicken to end world hunger before they collide with Earth's atmosphere.



## 8.3 Audio

<u>Name</u>	<u>Category</u>	<u>Description</u>
6StringQuartets_QuartetNo5	BG Music	Main Menu Music
Beethoven3 4thMovement--Allegro	BG Music	Plays Level 1
Sonata No. 4 in E Flat Major	BG Music	Plays Level 2
PMLP08167-FranckChoral3	BG Music	Plays Level 3
3406_dances_sacre_et_profane	BG Music	Plays for Credits
Crunch	FX	Chicken Pick-ups

## 8.4 What We Developed

bar\_1.png - is used as the background for the deliciousness meter background. This was made in Piskel

bar\_3.png - is used as the deliciousness meter itself. This was made in Piskel. The fill mechanic is done within Unity.

Earth.png - is used in the main menu as pixel art to show the taco falling towards Earth

Taco.png - is used in the main menu as pixel art to show the taco falling

Asteroid Model - these asteroids are used as random collidable objects throughout the stage. These were created using Blender

## 8.5 External Resources

**Initial Build Of Game Followed the Roll-a-ball tutorial:**

<https://unity3d.com/learn/tutorials/s/roll-ball-tutorial>

**Audio Technique for pickup:**

<https://www.youtube.com/watch?v=exxGqrJfUV0&t=1844s>

**FREE food pack** - These were obtained from the unity store.

<https://www.assetstore.unity3d.com/en/#!/content/85884>

**Skyboxes:**

<https://www.assetstore.unity3d.com/en/#!/content/53752>

**Fonts:**

<https://www.1001freefonts.com/from-cartoon-blocks.font>

<https://www.1001freefonts.com/arcade-classic.font>

**Music (All Free Under Creative Commons):**

Main Menu Song: Il. Largo Appassionato

<https://musopen.org/music/4185/charles-wesley/6-string-quartets/>

Level 2 song: Beethoven, Sonata No. 3 in C Major, Op. 2, No. 3--4th

Movement--Allegro assai

<https://musopen.org/music/830/ludwig-van-beethoven/piano-sonata-no-3-in-c-op-2-no-3/>

Level 2 song: Sonata No. 4 in E Flat Major, Op. 7 - I. Allegro molto e con brio

<https://musopen.org/music/312/ludwig-van-beethoven/piano-sonata-no-4-in-eb-op-7/>

Level 3: 3 Chorals for Organ - 3. Choral in A minor, FWV 40

<https://musopen.org/music/3493/cesar-franck/3-chorals-for-organ/>

Credits Song: Danse sacrée et danse profane

<https://musopen.org/music/3406/claude-debussy/danse-sacree-et-danse-profane/>

## 9 Wishlist

For a future DLC the following was explored:

Develop more intricate obstacles, animations and walls in order to make it look more dynamic and engaging to the audience.

Creating an AI of another Taco that is trying to capture as many ingredients as possible was also an idea that was being floated around the team.

Also creating a better lighting system would be another project for which certain platforms could be emphasized is another endeavor that was brainstormed upon.