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Game Design Document Chefline's: Journey

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Section 1: Project Description	3
1.1 Pitch	3
1.2 Theme	3
1.3 Project Description	3
1.4 Influences	4
1.5 Design Rules	5
1.6 Design Goals	5
1.7 Player Experience	5
Section 2: Mechanics	6
2.1 Movement	6
2.2 Camera	7
2.3 Weapon	8
2.4 Life management	9
2.5 Input	13
2.6 Variables	Bookmark not defined.
Section 3: Infection	13
3.1 Design	13
3.2 Mechanics	15
Section 4: Main Character	18
4.1 Design	18
4.2 Concept	19
Section 4: Story	21
Synopsis	21
4.1 World Backstory	21
4.2 Prologue / Zone 1 Crater	23
4.4 Zone 2 Desert	24
4.3 Zone 3 Swamp	26
4.5 Zone 4 Mountains	29
4.6 Zone 5 Jungle/Forest	34
4.7 Epilogue	Error! Bookmark not defined.
Section 5: UI	43
5.1 Intro	43
5.2 Main menu	43
5.3 In-Game	43
5.4 Credits	43
Section 6: Audio	44
Section 7: Targeted Platforms	45
Section 8: Monetization model	47
Section 9: Project Scope	48
Section 10: Marketing	49



Section 11: Assets	50
Section 12: Schedule	51

Section 1: Project Description

1.1 Pitch

Food themed open world game in which you play as a chef and fight ingredients and dishes.

1.2 Theme

Cooking, Food, Open world, combat

1.3 Project Description

Project Description (Brief)

Chef line's: Journey is a 3D open world game in which you play as a chef and cook your way to the end to solve a murder mystery. You have to complete quests and fight ingredients and dishes in a mix of real time and turn based combat, to find new recipes and fill your magical cookbook. Your cookbook is your helping hand in combat: as you're able to make more varying dishes, you'll also be able to defeat bigger and stronger food.

Project Description (Detailed)

What sets this project apart?

- A mix of real time and turn based combat
- A living and connected world built around food.
- The world is your cooking ground
- The game world's story is told through the environment and animals that inhabit that world instead of UI and dialogue.

Story (Brief)

You worked in a fast-food restaurant as a chef, but you knew you had more potential than you could show in your current occupation. This led you to a hidden cookbook that you found in your grandma's attic(?). The book spoke of a world consisting of only ingredients and dishes, no humans. The moment you read the first sentence, you get teleported to the world.

There you find out that the mythical beast, who had been referred to as a god by the food regions, has been killed. This brought the food regions in disarray, blaming each other for the death of their god. It's your job as part of the prophecy to solve the murder mystery and bring the regions back together.

Gameplay (Brief)

Open world in which you walk around and find ingredients and full blown dishes. But in this world all food is alive, so you have to fight them to earn the items you need to make better dishes.

Combat consists of real time and turn based combat, with the option to prepare beforehand. You'll fight against sentient food, big and small, in different ways.

Smaller enemies can be hunted in a one sided manner, where you slap them or slice them to their demise in a real time order. Bigger enemies tend to be tougher to fight and require you to best them with a cook off.



1.4 Influences

Games:

The Yakuza
Cooking mama
Pokemon
Final fantasy 13

shows:

Adventure Time : Art style

The game had inspiration from different games and a show as art style. The gameplay about turn -based cooking and fighting is inspired by cooking mama/The Yakuza. The world is also inspired by the pokemon Open world system. Adventure time was used to decide the artstyle. The black outline and cell shading makes the perfect combination between a good environment and meeting the deadline.

The creatures are inspired by different ingredients like fruits, fast food and desserts. Together they form a food themed game with their religions. These religions are inspired by real world religions and cults.



1.5 Design Rules

For the development of ' Chef line's: Journey ' we have set specific rules. Everything related to this project must abide by these rules. Setting up these rules will help us guide the project towards the direction we want it to go.

- Player actions involve cooking and fighting
- Living organisms are made of anything food related, from ingredients to full blown dishes
- Player will face enemies in a hybrid combat manner, real time x turn based
- The story is told through the environment and in quests throughout the world
- Mechanics are linked together
- Each zone has a unique theme

1.6 Design Goals

Besides design rules, we also have set some project goals. These goals are things we would like to achieve with this project. Designing elements for the game should reflect the objectives.

- The world feels like a working ecosystem
- The player feels the need to hunt ingredients and prepare for battles
- The world has different cultures in different regions
- The world has to feel vast and open
- The world must show chaos and a hint of mystery in the background

1.7 Player Experience

The player feels like a hero. Players enter a different ecosystem world. An alien-like world. Player feels like helping. Player feels lost in the end. The world is in chaos. In a linear story. He feels left out because he is the only human. He solves a mystery

The player experience in our demo playthrough must be a clear example of what the main game will bring. The demo must feel fluent and smooth in its gameplay with enough of a questline to avoid leaving plot holes and causing confusion. The world has to feel new and confusing, but peaceful at the same time.

The player experience in the prototype must be a clear small scale example of what the main game will bring. Therefore the prototype must feel fluently and smoothly in its gameplay. Furthermore, there must be enough choices with as few tools as possible to avoid getting lost in what to do. Consider the terms "Deep but not complex". Every interaction with the world promotes the player's goal. The players always choose to go where they want within the desert level, but they are constricted by the corridors that act as boundaries for the player.

For us, the players themselves must draw a conclusion from the story.

But the most important thing is that we do not give away the entire metaphor before our game is released, but rather hint at it. We show the players that they are destroying a world. However, we are not telling them that this is wrong. We want the story to make the players reflect upon their actions and feel responsible for them. We are hinting towards the metaphor of the main game.

The player passes through the level at different locations, through the corridors we can put camera compositions with which the player can get the "beauty" of the world.

We use the desert zone to set the beginning of the metaphor. The player sees the world as a dry, dead place. The player will make this broken spot better with the infection. However, the player will sometimes come across beautiful oases, which must plant the first seeds of doubt in him.

The player experience in the prototype should be a small example of what the



Section 2: Mechanics

2.1 Movement

The player can walk, run, jump,

- **Walking:** Player accelerates into a direction until the WalkingSpeed is reached.
- **Running:** Player accelerates into a direction from walking speed till RunningSpeed is reached.
- **Jumping :** Player can increase his height by 1.25x and move up with JumpingSpeed.

2.2 Camera

The standard camera pov of the player is third-person.

The camera rotates by the mouse input or right analogue stick. Horizontal input will translate to the x -axis and vertical input will translate to the z -axis.

“**while he is cooking.** ” The camera goes in to **first -person mode**

The camera is located at the back of the character in the air, with a slight rotation pointed down.

The camera has two modes.

1. **Player Controlled:** The player has control to rotate the camera. To look around
2. **Combat cooking mode** : The camera goes in to first person and you will see a menu to cook with

The mode **Player Controlled** uses the inputs 'LookUp','LookDown','LookLeft', and 'LookRight' to control the camera.

If the player starts cooking by pressing a button to open the cooking menu. The player can switch between the first person and third person mode. At any point in time.

Besides the player, the camera rotation is also affected by other influencers.

- **Camera Shake:** A bounce in the offset of the camera based on the direction of an impact

2.3 Weapon

The player starts with one weapon, which is their trusty frying pan. With this frying pan, the player can attack and ambush enemies or cook in battle.

Melee Attack

When you use your melee attack on enemies depending on which enemy type it is, the melee impact will have different actions.

1. To start a cook-off battle with the enemy. These enemies all have names displayed above their model.
2. To beat the enemy and get its resources. These enemies just roam around with no special indicator. And are smaller.

2.4 Combat

The main mechanic of this game will involve cooking dishes to use in and out of combat. In this game you will have enemies that are used to gather ingredients from for the player. And you have enemies that are there to try and stop and eliminate the player. This will be done in a different combat encounter and environment.

Combat in our game will be chaotic, just like cooking can be in real life. When you encounter an enemy that is there to stop and eliminate you, the domain starts, and you enter a combat encounter. The kettle will be essential during combat.

Enemy: The enemy's behaviour is as follows: it shoots projectiles at you in different patterns, and as a player, you need to try to avoid them. The enemy also moves toward you, and when it is in range for a melee attack, it deals significant damage. Therefore, as a player, you need to make sure the enemy doesn't get too close. The player can stun, slow down, or push the enemy away.

The enemy is also able to attack the kettle if the kettle is cooking. When the enemy damages the kettle its ingredients get scattered around the kettle. And if the enemy is close enough to the ingredients it can pick them up and heal itself.

Kettle: The kettle is the player's way of inflicting significant damage against the enemy because the kettle's task is to cook dishes. When a dish is cooked enough, it shoots the dish they cooked to the enemy. Every different dish has different properties like debuffs. The kettle also sends random tasks into the playing field that the player must perform, such as chopping carrots on a cutting board. After completing such a task, the player must bring the ingredient to the kettle. When the kettle has enough ingredients, it can deal significant damage to the enemy, as explained earlier.

When the kettle is attacked and has its ingredients it loses the ingredients and the player must pick them back up and put them back in the kettle. If the ingredients are on the ground too long let's say 5 seconds the ingredients disappear.

Player: The player's goal is to keep the enemy restrained at a distance because if it gets too close, it inflicts a lot of damage, and the player dies. The player can achieve this by using crafted recipes, each with different abilities, such as a knockback ability or a slowness effect. The player also needs to attend to tasks sent by the kettle, like chopping carrots. These tasks are not too complicated, just something simple like pressing 'E' three times. The enemy also shoots projectiles at the player, and getting hit causes damage, so the player must also dodge them.

Tasks: The tasks get sent by the kettle to a random position in the domain. These tasks are specific to combat encounters. These tasks will be small cooking related things to do to prepare the ingredients to get cooked in the kettle. The idea might be to cut carrots or peel potatoes. The way this gets done in the game is very simple. There will be mini challenges like pressing 'E' 3 times or holding down 'E'. While the player is doing them he is locked to his position and can't move therefore he is vulnerable to attacks. If the player does get hit during a task he will have to do the tasks again but note that this will not happen often. When a task is complete the player now has this item in a separate little inventory and he can now bring the ingredient to the kettle so the kettle can prepare their dish.



Abilities: The Abilities are basically your dishes and will be very useful in combat but they can also be used outside of combat. The way you get these abilities is by making them with the mini games where you use different ingredients to create a dish. These dishes will be stored in your inventory.

You will have a specific hotbar which you can fill with recipes that are in your inventory. You can select these abilities from your hotbar and then use them with your mouse button.

All recipes will have different abilities. A few examples are: throwing a pot of soup on the ground that will slow anything that walks over it. Or sponge cake that when you use it you get launched in the air like a super jump. Or when you throw Jello you basically throw a launch pad. Or a meatball that when you throw it it pushes the thing it hits backwards.



Attack

Success conditions	Pressing the action <u>Attack</u> <u>IsAttacking</u> is false <u>PlayerHealth</u> is greater than or equal to 0% of <u>MaxPlayerHealth</u>
Success results	<u>IsAttacking</u> is true User damages <u>TargetHealth</u> with <u>AttackDamage</u> Target Receives <u>AttackDamage</u>
Axis Mapping 'Attack'	PC: <u>Left Mouse Button</u> Controller: <u>Gamepad Right Trigger Axis</u> (RT/R2)

Cook

Success conditions	Opens up the cook menu Select a recipe Start Mini Cook Game
Success results	New recipe added to attack with Good dish result End turn
Fail conditions	Fail Mini Cook Game
Fail result	No extra recipes Bad dish result End turn
Axis Mapping	PC: <u>Left Mouse Button</u> Controller: <u>Gamepad Right Trigger Axis</u> (RT/R2)

Item

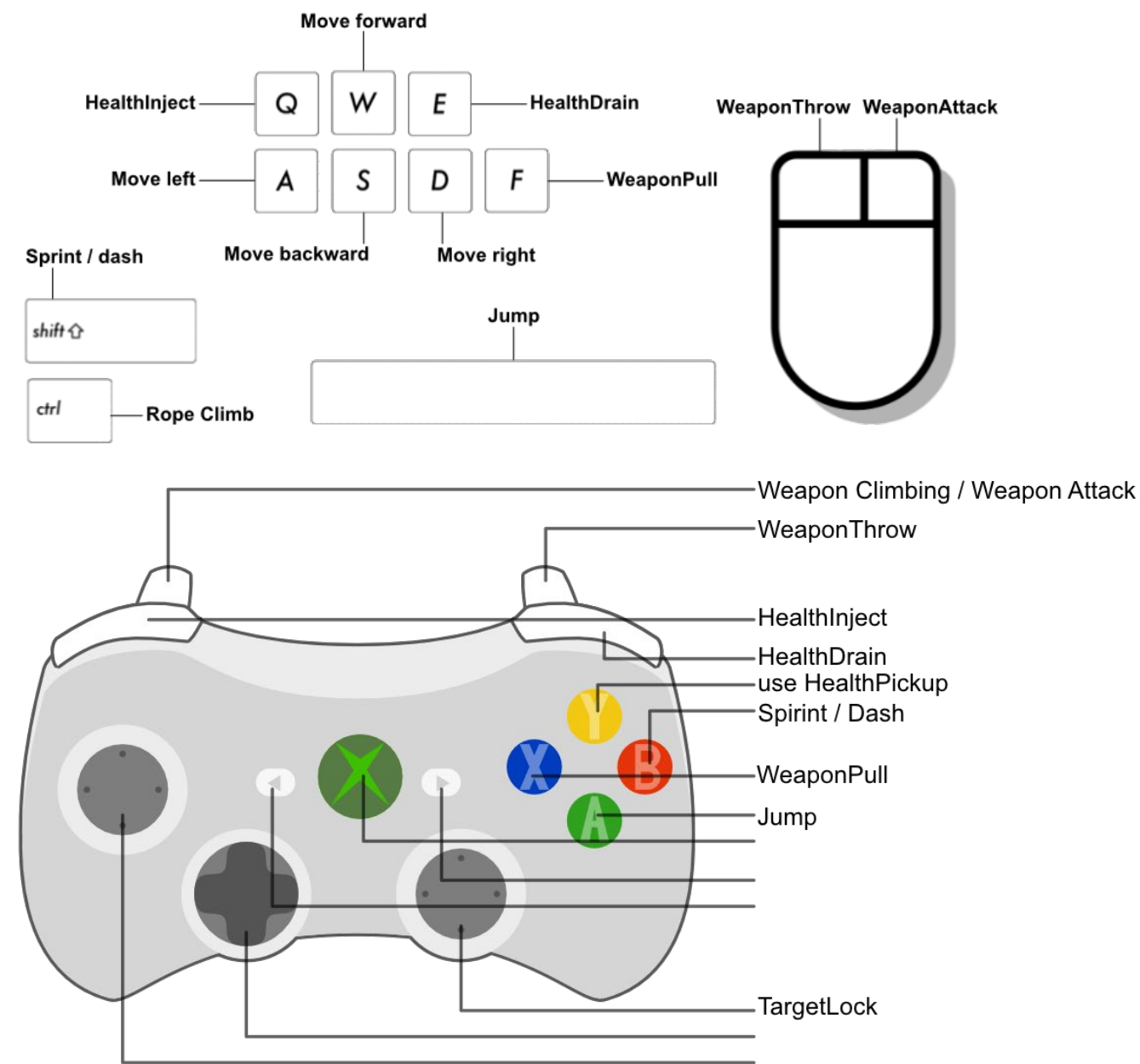
Success conditions	Opens up a item menu Select an Ingredient
Success results	Gain ingredient buff End turn
Fail conditions	False
Axis Mapping 'HealthDrain'	PC: <u>Left Mouse Button</u> Controller: <u>Gamepad Right Trigger Axis</u> (RT/R2)



OnDamage	
Success results	<u>HealthChange</u> is set to <u>Damage</u>
OnHealthChange	
Success conditions	<u>PlayerHealth</u> is greater than 0% of <u>MaxPlayerHealth</u>
Success results	<u>PlayerHealth</u> is set to <u>PlayerHealth</u> + <u>HealthChange</u>
Fail result	<u>IsDead</u> is set to true
Respawn	
Success results	On spawning, <u>PlayerHealth</u> is set to <u>MaxPlayerHealth</u> Spawn player at <u>SpawnPoint</u> <u>IsDead</u> is set to false



2.5 Input



Section 3: Cooking

3.1 Design

Dishes that have been prepared beforehand will count as your ammunition in combat.

But be careful not to make too much before you enter combat, cause dishes expire! The longer the fight goes on, the less food you previously made you'll be able to use. Not to worry! Ingredients don't spoil.

Even ill-prepared players may fight in a cook off however! As this is a mix of real time and turn based, you can use your turns to prepare ingredients and cook them into a dish, beware though dishes made during a battle can only be used on your next turn! U **CAN'T Cook** and **Attack** in the same turn: P use the dish as your turn to damage the enemy.

Cook mode

2D UI opens up with ingredients and recipes. The player can look through known recipes and ingredients they have. Ingredients can be pressed to select them. When ingredients are pressed, known recipes that use those ingredients get highlighted. Same goes for when you press on known recipes: they will light up the ingredients needed. Players can select x amount of ingredients that will result in a recipe. Once the “ **cook** ” button is pressed minigames based on those ingredients in that recipe start. If minigame s are done u will acquire a dish which u can use in combat. Depending on how well they are done they will have different results.



3.2 Mechanics

Cooking outside of combat

The player may prepare dishes before combat to save turns in the actual fight. However, as in real life, dishes expire after a while. So, the player mustn't cook too much before they engage in a fight or they'll lose too many ingredients and risk losing.

Cooking inside of combat

The player can use a turn to prepare a dish, which can later be used to attack the enemy. Some dishes take more than 1 turn to prepare so be wary of preparing that legendary dish, once the dish has been made though it'll go into your attack menu.

Food

You collect food by eliminating named enemies in a turn based combat encounter or eliminating normal (unnamed) smaller enemies by hitting them with your frying pan (think of killing a cow in minecraft).

Usages of food:

Dishes can only be used offensively, during combat.

Ingredients can only be used to regenerate / give buffs to the player inside and outside of combat. Players can reach this by going through their items.

Offensive: Dishes will be thrown if they connect they will deal damage in addition to special effects (If they have those) to the enemies.

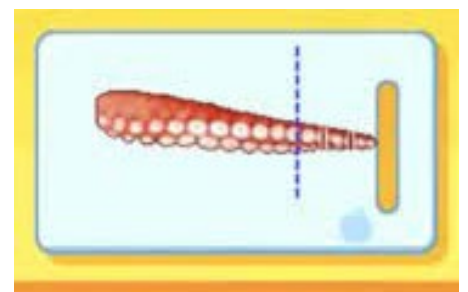
Defensive: ingredients can also be eaten and restore health and or certain effects .

Recipe Book

The player will cook recipes throughout his journey. And these recipes get added to a recipe book. It is a sidequest to make every possible recipe the game has to offer. It'll contain all recipes that are known those will be shown and have details about the dish shown such as: AttackDamage, SpecialEffects and or other details. Unknown recipes will remain blank.

Mini "Cook" Games

The start cooking button for the Mini "cook" games is unlocked after the player has chosen their ingredients in an order that results in a working recipe; if these are previously unknown they will now be unlocked in the recipe book. These mini "cook" games will be based on a simplified version of real life cooking and cooking mama. Depending on how many ingredients are in a dish you will have multiple tasks like cutting food or stirring a pot. **See Reference.**



Get cooked

If the enemy is low health you can use the **“get cooked”** ability which means you can immediately create a new recipe with the enemy that you are fighting, since you are fighting a food. This recipe does however need to be created in a certain amount of time.



Cook Off

The cook off will be against big and or powerful creatures in the world. When a cook off starts you have to complete a 3 course meal. You do this by completing minigames in under an x amount of seconds and you have to perform well. The enemy is also cooking and you have to do it faster and better than it. We can say that the enemy did the 3 course meal minigames in 90 seconds. So you have to do it in less time. If you did it better and faster than the enemy you won the cook off, else you failed. The idea is that you convince the enemy that you did it better.



Section 4: Main Character

4.1 Design

At the start, the Infection is too weak to spread throughout the world. Therefore it uses multiple 'children' who are sent out to collect resources for building up strength. The children are created with only one purpose in mind, find and infect the most nutrient-rich places of the world. The player experiences the world and story through one of these 'children'.

From the beginning the player is told to safeguard the Core and protect it from the dangers in the world. In the opening sequence, a child is born with very weak senses (*narrow sight and weak hearing*). Slowly these senses strengthen and the player notices an attachment to his body, connecting him with something and following the cord he is faced with the Core for the first time. These actions are meant to bond the player and the Infection to each other, and let us set goals as the Infection for the player to follow and complete. Another reason is to explain the role of the player in the story as a protector and part of the Infection. During the story the player is kept from the other children in order to enhance the relationship with the Core.

In the first area we slowly start to introduce the mechanics of the game to the player. The player's movement is still a bit sluggish and slow due to the inexperience of the character (*representing a newborn creature*). While exploring the world all the creatures act very hostile to this new threat in their domain and they will quickly attack the player. If a creature manages to kill the player, he will wake up at the last safe station or the Core while his corpse quickly decays into the environment, leaving almost nothing behind.

When the player is in need of health he can return to Core and regenerate health in the safe area without any cost, where he is always greeted with grace. To strengthen the bond even more, we reward the player for achieving the objectives of the Core and it reacts with graceful movements and soothing sounds.

When the player is familiar with the main mechanics, the world starts to react to the presence of the Infection and the creatures will start to act more aggressive towards the Core. The player must hold off a horde of creatures trying to eliminate it. During this encounter the player fights side by side with the Core to hold off the intruders, because of the healing grounds around the Core we make sure the event can never be lost. With this event we bind the Core through battle and indicate a turning point of the Infection. The Core is now strong enough to defend itself and has more strength to spread further and quicker. The rate of infecting for the player is also increased and his movement slowly becomes smoother and faster, making the player feel more powerful and having growth in the world.

When the player reaches the most nutrient rich area in the zone, he must fight and defeat the main guardian in order to complete the zone. Infecting the guardian requires a lot of resources from the player and during channeling the character starts to faint and wakes up in the next zone.

When waking up in the second zone the player is reborn into a new child, as if he has died. However the player's child is born after the battle near the Core and is greeted by it as if it has saved the player. The movement actions and the Infection rate are thereby also slightly decreased, because this child doesn't have the same experience yet as the previous one. This will make the new area feel fresh and challenging. However the child's demeanor starts to change and with the current power of the Infection the bond between the player and the Core also starts to shift.

Due to the amount of infected grounds near the Core it has become too difficult and threatening for creatures to attack. The focus of the attacks shifts to the Safe stations, which have a greater chance of being attacked due to its placement and vulnerability. To communicate this to the player we increase the regeneration near a Safe station and decrease it at the Core. This indicates that the main focus of the player should be creating more Safe stations and spreading the Infection further out instead of defending the Core.

The world also starts to react differently to the Infection. For example certain small creatures are deterred when encountered by the player (*the player is seen as a hostile predator*). The levels become more open and have multiple different pathways compared to the previous zone which encourage the player to explore the world. The result is to induce more curiosity from both the player and the child. We want to induce curiosity in order to give the players the opportunity to experience the world and their role in it.

To communicate the act of curiosity in the child to the player we have several these methods:

- Passive head tracking (*looks at specific interest points in the world*)
- Active world interaction (*inspects unknown objects while player idle*)
- Shorter attention span in new areas (*the player enters idle phase faster*)



- Posture changes to a less aggressive stance in new and peaceful settings
- Changes his posture according to the situation, for example a threatening situation ahead the character will try to become more stealthy (*danger assessment*)

To induce curiosity even more we also present the player with several indicators of the existence of more children. The main indicator we present to the player is, where the player looks in the distance towards the previous zone and sees an area slowly being Infected. This hints towards the intertwined timelines the player follows through indicates the existence of multiple children, some controlled by the player.

Demeanour

- End:
 - Goalless (has no purpose to fulfill)
 - Lonely and betrayed
 - Experienced

Bonding

- Mid:
 - Rewards become less frequent and previous rewards start to decay (telling the player he is doing a good job, but the Core isn't yet satisfied with his accomplishments)
 - The Core guides the player less (the player has more freedom in exploring the world)
- End:
 - The player stops regenerating near the Safe stations and the Core
 - The Core doesn't reward the player anymore for his behaviour (stops it's communication towards to player)

Child

- Mid:
 - While exploring the player comes across several indicators of more children like him.
 - The corpse of the player decays slower
 -
- End:
 - While wandering around the player stumbles across the remains of other children

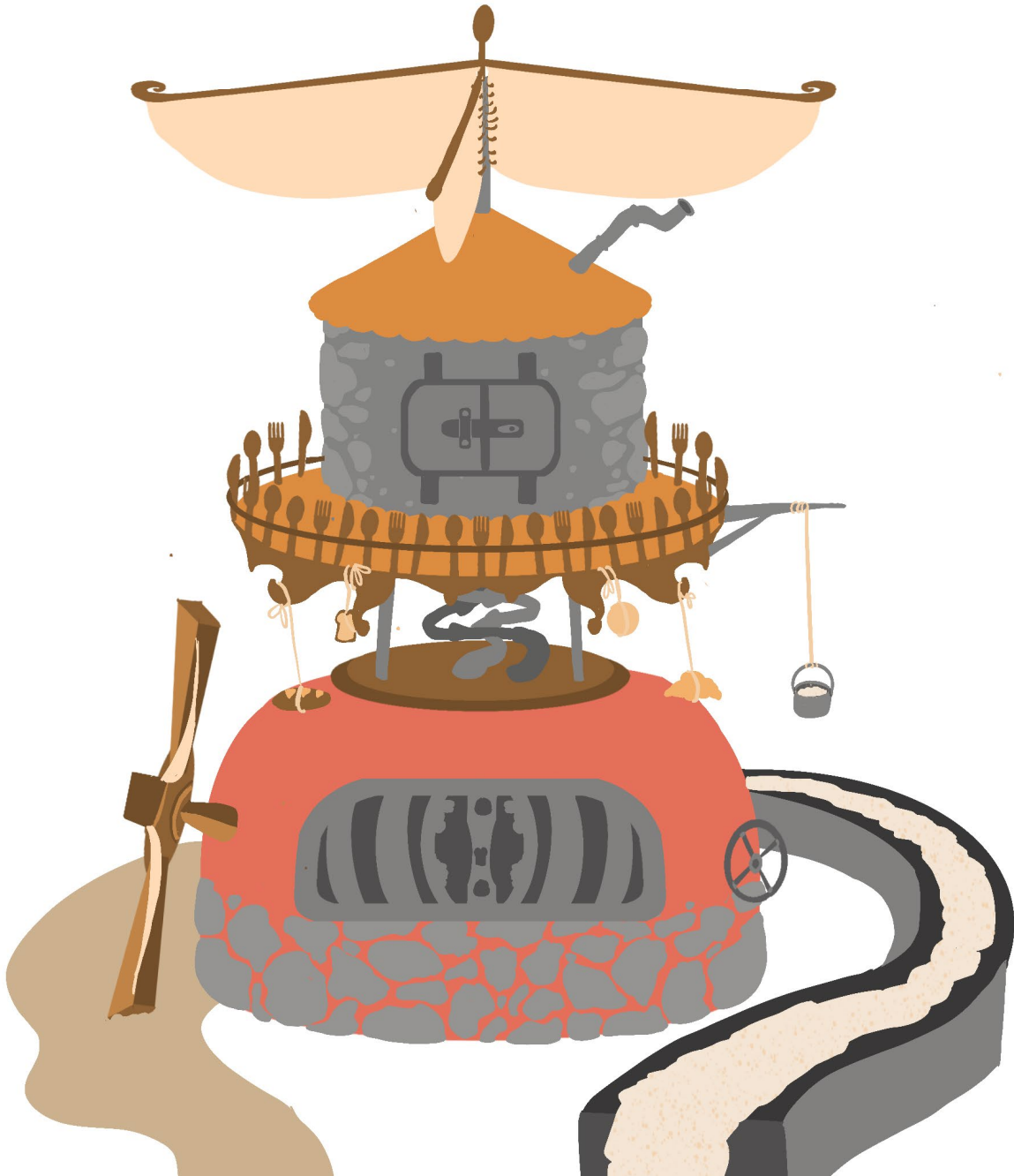
Player Power

- Mid:
 - On player deaths the effectiveness of the Infection is matched to the spreading of the Safe stations (Infection spreads faster and damages more)
- End:
 - Medium sized creatures are also deterred when encountered by the player (the character is seen as a predator)
 - Movement actions become faster and more fluent (player is more experienced in the world)

Story ending



4.2 Concept



Section 4: Story

Synopsis

Marcel works in a fast-food restaurant. He doesn't feel fulfilled. He feels he has the potential to become something more. A master chef.

It was a day like any other when he found a door hidden behind the kitchen appliances. He opens it up and finds a book sealed inside a small room. Filled with curiosity, he opens the book. The book speaks of a magical world made of food. Living and sentient ingredients and dishes roam the land. Having made a working ecosystem. Overcome by enthusiasm he reads more, until he turns the last page and a beam of light emerges from the book.

He gets blinded and moments later he finds himself in the world the book spoke of.

In this world he finds out that the god of this place had been killed and Marcel was written in prophecy to solve the murder mystery and bring peace to the land.

4.1 World Backstory

How does the world work?

The world consists of 3 regions: Dessert Desert, Veggie Forest and Deep-fried Valley.

Dessert Desert is a desert-like landscape with some areas made of the sweetest candy, desserts and toppings. Sand of cookie crumbs, rivers of syrup, etc. The food-people that live here are all inspired by real desserts, candies and toppings. They're generally very sweet and energetic.

Veggie Forest is the region of peace and calm. A forest filled with vegetables, fruits, nuts, etc. Anything related to vegan food lives here. The food-people over here are peaceful and generally content with little things.

The landscape is much like a normal forest, with some areas inspired by vegetables and such: hills of broccoli, rivers of normal water, etc.

Deep-fried Valley is the worst of the three regions. The food-people that live here are always tired and greasy, moving like zombies through the land. Their king is a burger tyrant, always bringing out the worst of the food-people he reigns over.

The landscape here is all kinds of junk food mixed with real materials like stone and wood: Trees with grease spilling from the trunks, normal stones, Hamburger hills, Sizzling Swamp (which borders the Veggie Forest), etc.

All 3 of these have their own cultures and rules, and none of them can really live with the other.

Deep-fried valley despises the veggie forest for its healthy manners and peaceful attitude, most times oppressing them when they get close enough. They see the veggies as weak.

Dessert Desert isn't safe either. They hate the colourful food-people. They're too energetic and sweet, too much to handle for a near dead zombie like food. They don't like dealing with them so they set off a border to keep them out.



What happened in the world?

The 3 regions all worshipped the same deity, a hydra made of the 3 opposing food cultures. They all did so in their own way.

Veggie Forest believed in harmony and peace, believing that actions speak louder than words. They used to be a very forgiving community.

Dessert Desert has a more "go-with-the-flow" mindset and hasn't settled into a specific religion. They believe in what's in front of them, which is the hydra.

Deep-fried Valley used to believe in the good in people, and any sinners would turn into spoiled food and merge with the soil beneath their feet. While the good would ascend and join the hydra's body in the afterlife.

The Hydra's beauty mesmerised the food -people and brought them a little closer together. However, never fully. There were always some minor conflicts between the lands, but the hydra maintained peace for the most part.

The problem with worshipping the hydra was the fact that it was borderline obsession. Food -people from all over the world tried to convince the hydra to only stay in their region, helping them prosper and oppose the other foodies.

The hydra never gave in to one of them though.

Although the 3 regions had their own way of worshipping the Hydra, they all ended up offering the same things. A sacrifice. The hydra would keep the peace in the land and continue to make every region prosper in their own qualities.

As a token of gratitude, the 3 regions made a tradition in which the finest ingredients would join in a dish, to be fed to the hydra.

Each year the tradition would be held, and the finest ingredient from each region would be selected by vote. They would vote on the freshness, flavour and appearance.

But then one day... all this changed. Another being of similar status to the hydra, but polar opposite to their beauty, made their move.

This being appeared of spoiled, burnt and failed food. An abysmal creature.

It cursed the way it looked and blamed it on the hydra, claiming it kept all the good food to itself, instead of sharing. Out of jealousy and hatred, the Other Being conducted a plan to end the hydra. Killing the hydra with food poisoning by feeding it a dish made of the Other Being's own body.

The land erupted in chaos and panic. The neighbouring regions pointed fingers at each other, claiming the other had killed the hydra out of jealousy and wanted it for themselves.

The Other Being had brought chaos and despair, the beginning of wars and real conflicts. But no one would know that the Other Being was behind it all.

It hid back into the shadows, watching everything unfold. Enjoying every last bit of pure chaos.

This is where the player gets in. According to some, a prophecy talked about a human being with extraordinary culinary skills. Who would bring peace back to the land and resurrect the hydra.



4.2 Prologue / Marcel's discovery

Backstory

Marcel has been working in a fast -food restaurant for as long as he could remember, but never really felt like he belonged.

He loved cooking and always came up with different recipes to try, but his boss would never let him prepare them for the customers. That didn't stop him.

One day, while preparing another one of his own recipes, he noticed the stove had slightly moved from its spot. At first he thought nothing of it and shoved it back in its place. But later he got curious. No one besides him actually used the stove, so how could it have moved on its own?

He pushed the stove away from the wall, to see if anything was wrong and to his surprise there was a small door. Eager to open it and find out what lies behind the curious door, he pushed the stove further away. A key fell from a hidden compartment behind the stove. Convenient.

He unlocked the door and opened it. Behind it he found a book. It was a strange book, with drawings of all kinds of food on the cover, but no explanation on the backside.

Out of curiosity he opened the book and saw blank pages. Confused, he flipped through each page, hoping there would be something to explain what he found.

When he got to the final page, he finally found something written down.

"You are the chosen", he read out loud.

As soon as the words had been spoken, a beam of light emitted from the page, blinding Marcel.

Few moments passed, Marcel opened his eyes and saw an entirely different environment surrounding him.



4.3 Deep-fried Valley

Backstory

The kingdom of Deep-Fried Valley had always been a bit of a weird place.

The food-people used to be quite easygoing, but once the hydra died everyone got scared. Even more so with their king acting strange.

The Burger king always ruled with an iron fist, but never to hurt his own food -people. He set strict rules and made sure anyone breaking them, would be punished accordingly.

The food-people lived by this and didn't have too much trouble following the rules. But as time went by, the rules changed and got harsher.

With the death of the hydra, the king became inherently evil. Forcing food-people to work an ungodly amount of hours, wearing them out in the process. Some even died of overworking.

Most food -people fled the city to the outskirts: Sizzling Swamp, Crispy Canyon.

The ones who remained in the city were locked in and forced to keep working. It never became clear what exactly happened to the king and what made him turn to this path.

Eventually not even the outskirts were truly safe.

Whatever was happening in the city, was finding its way to the outside. Food -people saw others walking outside at night and some of their own went missing.

It's up to the player to unravel what exactly is going on in Deep -fried valley.



Goal: The player must free the land of the Burger king's tyranny and unravel part of the mystery of the “murdered” food hydra.

Synopsis: The player spawns at the centre of the 3 regions, right in the holy part. This is where the player first encounters the border of the 2 zones: Crispy Canyon and Sizzling Swamp. The first landmark the player will find is a small village near the swamp, marking a safe station. The first quest of the main questline will be unlocked here and the player will be led to the first hurdle of this zone.

Duration: 30-45 min

B0 Holy landmark:

- The player spawns in the centre of the 3 bordering regions, where the hydra used to be. It's a patch of land with diverse flora and fauna which spilled in from the borders. It's harmonious but leads the player to the heat of the first land: Deep-fried Valley.

B1 The landscape:

- The player finds himself in an open, heat-filled landscape and sees the border between the swamps and the canyon. They will encounter diverse flora and fauna of the 2 zones combined, mixed with a path of destruction leading to the first safe haven for the player.

B2 Village Safety:

- Following the path of destruction will make the player discover a small village at the border of the Sizzling Swamp. This is where the player encounters the first real quest of the main questline, which will lead them to further delve into the swamp.

B3 Introduction to hunting:

- Accepting the quest will lead the player to a farm near the village. The player will encounter small critters along the way with different approaches. Some get scared and scurry away from the player, while others are unbothered by their presence. A few will even try to attack the player, dealing minimal damage. The player will meet an introduction screen to “Hunting”. This will tell the player that the small critters they encounter will help fill their backpack with ingredients to prepare for battles against bigger opponents. Foreshadowing the combat that will happen soon after.

B4 The Farm:

- Once the player has collected enough ingredients through hunting, they will follow the path to the farm once again. The player will encounter a ruined little farm with destroyed fields and tools. The path of destruction here will lead the player to a shed behind the farm. This is where the owner is trapped and being attacked by zombie-like food. The food will turn to the player as they approach the shed and start attacking them.

B4 The Attack (Initiated):

- Using the knowledge the player previously gained from hunting, they will smack the zombie-like food with their frying pan. Initiating turn-based combat by triggering a domain expansion. The player has advantage over the opponent by being able to start their turn first. Finishing combat in this manner will trigger a dialogue with the farmer, awarding the player with a small bag of ingredients and compliments for their strength and bravery.

B4 The Attack (Ambushed):

- Using the knowledge the player previously gained from hunting, they would try to smack the zombie-like food. But failing to smack the enemy first will lead to the enemy attacking the player first. Initiating an ambushed turn order. The enemy now has advantage over the player by starting the turn order and attacking. Finishing the battle will lead the player to open the shed door and trigger a dialogue with the farmer. This will reward the player with a small amount of ingredients and directly lead the player to the next quest.

Surrounding the village and the farm will be diverse flora and fauna (critters), inspired by all kinds of junk food.



4.4 Zone 1 Sizzling Swamp

Backstory

Keywords: Cool atmosphere, soggy/mushy ground with sturdier riverbanks, barely moving thick oily rivers , gross, messy, not as expected .

This zone used to have an incredibly hot and dense atmosphere. Loved by the local food- people, with small sizzling lakes that worked as spa's. However the murder of the hydra had caused the land to change for the worse and lose its original properties. The sizzling swamp had now been cooled down to nearly uninhabitable conditions. Causing locals to drive back to the borders to stay well and alive. The flora of this zone is droopy and soggy, opposed to their normal sturdier appearance. Hanging trees hanging lower than they're supposed to. Grass drooping lower to the ground, instead of thriving.

In the swamp itself will be small villages containing deserted and slightly sunken houses. Due to the cooler atmosphere of the swamp the ground had become soggy, causing houses to collapse and sink into the ground. The houses were built near riverbanks as the heat of the oily rivers used to harden the ground there. Now the rivers had become a thick barely moving oil, taking away the properties it had before.

At the centre of the swamp stands a massive tree that's drooping low. The oil surrounding this tree is slightly hotter than the rivers nearing the border of the swamp. The tree had been made into a temple for locals to worship the hydra. Inside will be a mismatched ground. Some patches hardened by the still slightly hot oil, while other patches sunken deeper by the soggy mess of the cooled down oil.



Moodboard Swamp



Plot

Goal: The player has to find out what's causing the swamp to be uninhabitable to the locals and find a way to make it inhabitable again.

Synopsis: The death of the food hydra had caused an imbalance in all the lands. In the swamp this meant that the usual heated and sizzling rivers were cooled down to a disgusting thick oily mess. The rivers all lead to the centre of the swamp, into a massive tree forming a gigantic landmark for the player to follow.

Duration: 30-60 min

C0 Riverbank Ruins:

- Ruins along some of the riverbanks along the way. Collapsed and slightly sunken houses and camps.
- Environmental story-telling of what used to be.
- Drained food corpses (slight introduction to another being)

C1 Thick Oily Rivers:

- Causing difficult terrain for the player to traverse
- Leading to the centre of the swamp (the massive tree temple)
- Rivers near the border are cooler than the rivers near the centre, but never sizzling..

C2 Marshlands:

- Food-person stuck in the mud
- Highly aggressive zombie-like food
- Environmental hazards (drowning pits)

C3 Centre Tree Temple:

- Massive landmark of the swamp
- Hotter atmosphere
- Multiple enemies (Possibly encounter a duo fight?)
- Solution to swamp problem
- Environmental hazards (all)



4.5 Zone 2 Crispy Canyon

Backstory

Keywords: magnificent, canyon, large views, mountain peaks, wild west, desert wasteland, low vegetation

This zone works as a transition from Deep -fried Valley to Dessert Desert, consisting of large mountains and a grand canyon. The area feels large and open with low vegetation, such as cacti, tumbleweeds, low grass, spread over the landscape.

There aren't as many critters here as there were in the swamp, due to the canyon's conditions. Medium temperature, low vegetation and the harsh wind, makes it hard for most food -people to survive.

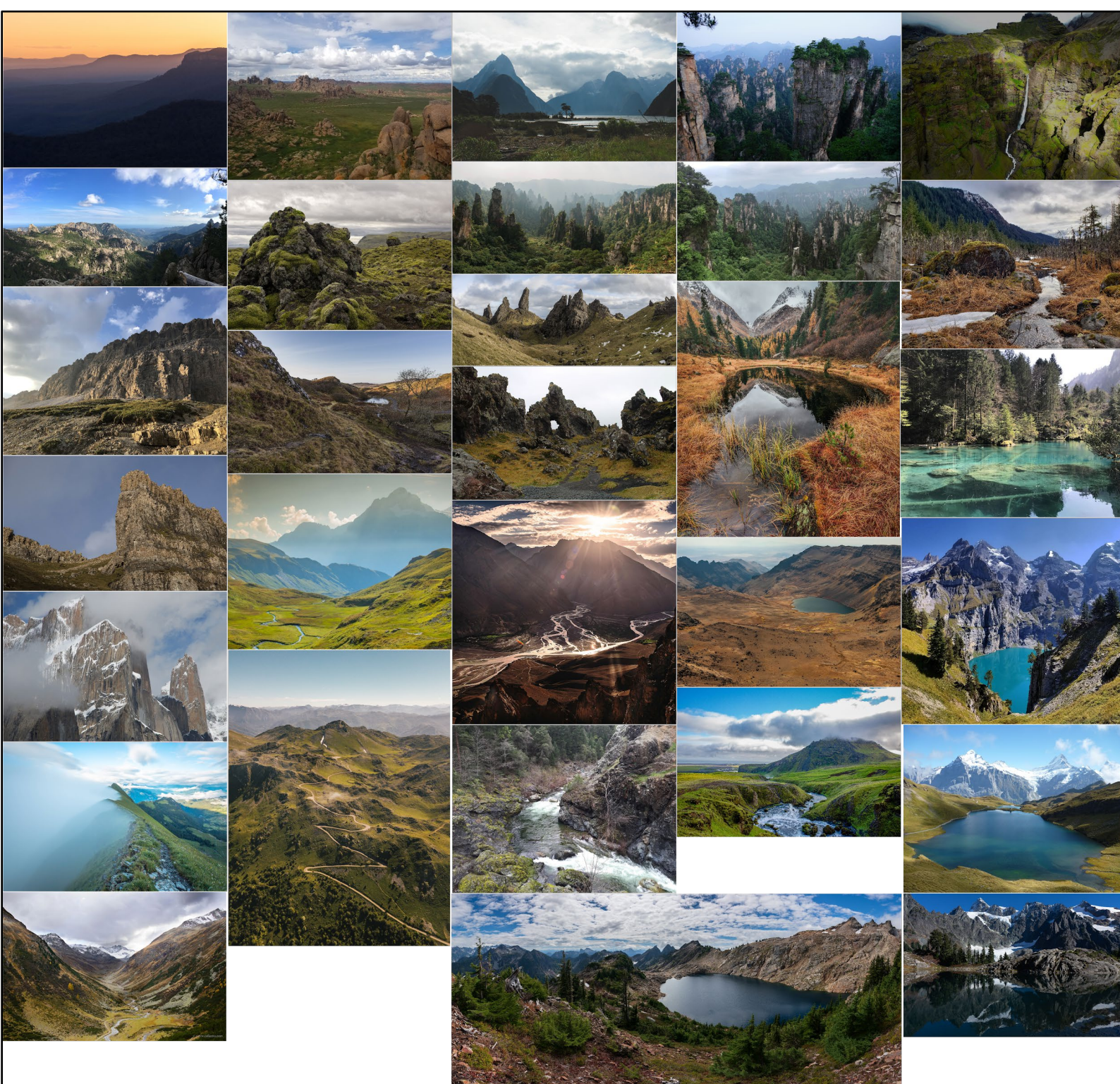
But there's a few villages spread over the land with a train track right next to them for supplies.

Opposite to the mushy and dense swamps, the air here is far crispier and harsher. The ground crackles beneath the feet and tears form from heavy impacts. Not one drop of oil meets the land here, making it incredibly brittle. There used to be a supply of oil coming from the Sizzling Swamp to the villages. Due to the changes of the land and the cooling of the swamp, the supplies have been decreasing at a rapid speed.

Villages have grown thinner, food -people dying from starvation. Their farms barely function with what little oil they have left to grow their crops. Many houses in the villages had been abandoned for a long time. The few foodpeople who remain have tried to survive by combining their supplies and living closer together.

The canyon itself is a deep cliff marked inside the land. Food -people don't dare come too close to the edges or find out what's hidden beneath. It used to be a passageway for freight trains from Dessert Desert to Deep -fried Valley. However, the passageway had collapsed due to the changes of the land. No one had cleared it out since, because the neighbouring regions had been blaming each other for the death of their deity.





Moodboard Mountains



Plot

Goal: Find a way to restore the train's supply route from Sizzling Swamp to the villages of Crispy Canyon.

Synopsis: As the player enters the canyon 's area, they are met with an incredible view of the landscape. Small villages spread across the land, far away from the gigantic tear in the ground that appear to have broken down train tracks and trains lying below. The player is led by their companion to one of the villages and encounters what horrible conditions the food-people live in. The train had stopped delivering oil from the swamp to the villages and from the looks of the villagers and their buildings, it had been a while since they last had a delivery.

Duration: 30-60 min

D0 Grand Canyon:

- Gigantic tear in the ground, forming the basis of the landscape
- Broken down trains and tracks at the bottom of the cliffs
- Higher levels of vegetation at the bottom (bushes, grass, trees), as opposed to the surface level

D1 Clear open area:

- Low levels of vegetation
- Few critters but more wandering zombie -like food
- Harsher winds and lack of moisture
- Abandoned/ruined buildings spread across the land

D2 Wild West Village:

- Abandoned houses
- Small communities living closely together
- Centre farm embraced by the remaining houses

D3 Freight Train:

- Large train at quite a distance from the villages
- Drained food corpses (murdered by zombie -like food, drained by other being)
- Mini boss fight (?)
- Solution to supply problem

Possible Miniboss Design

?



4.6 Zone 3 The city

The lively city of deep fried valley has multiple layers. It works just like a factory. And it looks like one too. Most of the people who live in the city work for the city factory. The owner of the factory is of course The burger king. The workers must work in poor conditions and get little pay. The one who complains is immediately fired or worse never to be found again. Nobody knows how much the King gets from the factory But they do know that the one who asks too many questions about it, will never be seen by family again. But if you look at the castle which stands in the centre of the city, you will see that he makes enough.

The outer layer of the city is the most gross. This layer is the closest to the sizzling swamp. Strange things are happening over there and most of the inhabitants are gone. Because it is so empty it is a haunted part of the city. Nobody wants to live there but most have no other choice. To connect the next layer off the city a large gate is the only entrance.

The Entrance is always guarded. Not everyone gets in. if you go past the gate you can walk freely to the last two layers. The second layer contains mostly little houses and parts of factory's. The third layer is much cleaner and contains a few stores, houses and warehouses. The warehouses are also always guarded.

The next gate will separate the king's castle and the city. All the factory tubes will end in the castle. That means that all the supplies also only enter the castle. That means that only the king and his servants can have access to the food supplies and dishes the factory produced. In this way the king has all the economical power of his city.

Some will say that this city has an underground temple just for the king. In this temple the king desperately sacrifices his poor listing citizen to the food Hydra. He hopes to get a more deep connection with the Food hydra. Because the closer the Food Hydra is towards the King the more power he should have. But the Hydra Ignore his calls and barbaric sacrifices. In anger the King dumps his sacrifices in the sizzling swamp without seconds thoughts. You can surely say this king is obsessed with power and always wanting more.

Most residents of the city are unhappy. They're burnt -out and haven't done anything fun in a long time. They only get up to work. But the city is one of the safest places to be around the kingdom and definitely when the Food Hydra died. More and More people are disappearing or found dead. In the evening every resident locks their doors, windows and frigid because the worst things happening in the dark. The city is overcrowded and a lot of people end up in the street or the outer layer. The city isn't the cleanest either and the houses of the first two layers are mostly poorly constructed. Only if you are friends with the king or you can offer something he really wants, you can live a nice life in this city.

Layer 1:

This is the first layer the player enters. It is gross and mould grows everywhere. The people look unhappy and most of this little town is abandoned. It is a mess if you look at all the collapsed buildings. The residents here are friendly and will talk to you. Trough this layer there is a big sewer pipe which goes directly towards the sizzling swamp

Layer 2:

This layer contains much from the working class. This is the second layer you enter if the player passes the gate. The residents are not really friendly to talk to. They are working and don't care what you want. A lot of the houses are close to each other and it is a little gross. There are constructed pipes everywhere and you see working factory buildings between the houses.

Layer 3:

This layer is the last layer the player enters. This contains most out sky rocking warehouses and a lot of guards. If the player is lucky you spot some rich resident walking down the streets for a talk. But keep out for the guards! All the construction pipes ends here in the castle

Castle:

You only may enter the castle on invitation. The only thing you see when you take a peek is the massive castle garden. When you enter the castle. You automatically enter the throne room where you can find the king. If the player is lucky he may see his underground temple covered in gold, next to the dungeon the player will end if he doesn't obey the rules.



4.7 Main Story Act 1

Introduction to the world

After Marcel had been transported to the other side of the portal, he fell unconscious. A short amount of time had passed, he felt a strange sensation coming from right in front of him.

As he opens his eyes, he meets a creature he'd never seen before. A boar but in the shape of a kitchen appliance. This "pot boar" stared at him and nudged him to get up from the ground.

As Marcel stands up he sees a fairy-tale-like world in front of him. His eyes are met with diverse flora and fauna of varying types, flooding in from 3 sides. At the centre of all this stood a massive temple built from materials he didn't deem possible to build with. A temple made of varying types of food.

But the food had been slowly rotting and the temple was on its last leg. Barely standing straight up.

Marcel decides to approach the temple. Inside he sees ruined furniture and rotting food walls. At the end of a long and grand hall he sees an altar. Above the altar appears to be a crest. A three -headed hydra appears on it, each head in a different shape. It seems to suggest it was made of food as well. Each head corresponds to the three types of vegetation flooding in from the border of this secluded place. Fried food from Deep -fried Valley, Vegetables and fruits from Veggie Forest and Deserts and sweets from the Dessert Desert.

However, something was off. The crest with the three heads was glowing a dark purplish -red. The pot bear that had awoken Marcel, nudged Marcel to **grab the crest** and leave the temple.

As soon as Marcel set foot outside, the temple collapsed and the spoiled food structure was scattered upon the, what once was, holy land.

Eager to go back home, but also curious to find out what exactly happened here and what world he found himself in, he was set on a mission to find someone who could explain everything and lead him to a way home.

The entryways to the desert and forest were blocked off by vegetation, so the only way he was able to go was towards the Deep-fried Valley.

The Hunting/Living Dish

As soon as Marcel sets foot past the gate, he comes across a smaller open space in between three mountains. There's not much going on here except for the weird oil pipes and food related cacti and bushes. In front of the large middle mountain stands a pole with an arrow pointing to the right. The board reads "Crispy Canyon". Marcel follows the direction of the arrow and makes his way to a pathway between mountains that leads to another vast open place.

On his way he sees more oil pipes and an occasional tumbleweed rolling by. But then, in the distance, he sees someone, or something. He decides to get closer and find out who this is, maybe they know a way out of wherever he got himself teleported to.

As he gets closer, the silhouette of the person changes into a more rounded shape, like an onion...? In front of the onion-shaped thing stands a smaller creature seemingly frightened by its presence. Marcel gets even closer and sees that the person he saw standing here moments ago, was actually a living... dish? How peculiar.

Not a moment goes by as the food-person smacks the smaller creature and it bursts into smaller chunks. The food-person walks up to collect the pieces, but as soon as he collects all of them, they turn around and meet eyes with Marcel. Confusion strikes both Marcel and the living dish, but before Marcel could ask any questions, the dish ran away as fast as they could, in the direction of a village.

Marcel decided that the village might have some answers to where he is, and more importantly how to get out of here. So, he continues his path and follows the route the mysterious living dish took, to the village.



The Crispy Village

Once Marcel finally reaches the edge of the village, he notices that it's completely empty. Like no one has been living here. Doors were locked, windows were closed and not a soul was spotted outside. But he couldn't shake off the feeling that he was being watched.

He continued his way through the village, hoping to find someone or something that could help him. Eventually he sees something standing in front of a large building, appearing to be the village's jail. Must be the sheriff of this town, they have to have some answers... right?

The presumed sheriff turns around and faces Marcel, but they don't look amused. They tell Marcel that he has scared the entirety of this town with his presence, as no one has ever seen a human being in these lands before.

"Look, you don't seem bad from what I can tell", the sheriff says as he glances at the potboar at Marcel's side. "Otherwise this lil fella wouldn't have followed you all the way here".

"How about this: our oil pipes haven't been working as well as they could but everyone's too afraid to check the main pipe. It stands at the edge of the rift in the land, just a little away from the village", the sheriff says as he points in the direction of the large rift.

"If you could fix this problem of ours, maybe the townsfolk will trust you a little more. And who knows? Maybe one of them has some answers to your problems, human".

The Oil Rift

So, Marcel followed the path which the sheriff had pointed him to. A line of what looks to be oil pipes connecting to the village's oil tank continues across the vast land besides the village. A little distance away, Marcel comes across small creatures, the same kind of creature that the dish he met before had killed. They must be a source of food for these things then. Marcel decides to hunt a few of these creatures down to have a supply of food for himself. If he wants to find a way out, he's going to have to stay alive right? So, food is needed.

Eventually Marcel finds the massive oil pipe the sheriff spoke of. The pipe stretches down into the rift that's in front of Marcel. Something was off however. For something this important to the village, there's not many "people" working on keeping it stable. And then there's the sheriff mentioning that people were too afraid to fix it themselves.

As Marcel thinks about it, something emerges from behind the pipe. It's another one of those living dishes, but it's like there's chunks bitten out of it. It doesn't appear as civilised as the other dish or the sheriff. And it holds a valve in its hands. It's the valve that's missing from the pipe, so they must have broken it.

It doesn't seem that this could be solved the civilised way, so Marcel got ready to attack. Potboar was steaming already and ready to help Marcel in this.

During the fight it seemed that the attacks from Potboar were far more effective than Marcel's attacks... strange. He also noticed that the dish burst into chunks of ingredients. The same way the smaller creatures burst into chunks of themselves.

After fixing the main pipe by installing the valve and turning it, Marcel sees the oil being pumped back into the network of oil pipes leading back to the village. But, out of curiosity, Marcel follows the path of the main pipe at the bottom of the rift and sees it leading to an area far different from the one he's standing in right now. It seems more dense, hot and moist compared to the dry open land over here.

Marcel follows the path back to the village to tell the sheriff that he has fixed the pipe. This time the village is far more crowded and it seems as though there's another problem being discussed.

The townsfolk fail to notice Marcel as he makes his way next to the sheriff, but once he stands next to them the townsfolk gasp and start running away. But the sheriff urges the people to calm down, as Marcel has fixed the main pipe, making it a little easier to live around here once again.

The townsfolk calm down and inspect Marcel closer. Between them all a smaller dish emerges from the crowd. It wears a little hat and the townsfolk all make way for it. Must be someone important.

It introduces itself as the mayor of this village and thanks Marcel for the help. Marcel finds the time to ask the mayor about this place and asks for a way out, to which the mayor answers that he does not know of a way out. But he knows who



might. The king, who sits in his castle all the time ordering food -people to do as he pleases. It doesn't sound like a nice guy, but he owns the royal library, filled with knowledge of the lands and their history. So, there must be something written down about a way out.



Pointing at the Centre of swamp.
Solving the problem of swamp.
Pointing to Crispy Canyon.
Follow train tracks.
Find canyon view
Find deserted villages
Encounter village circle, surrounding a larger farm
Encounter village problem
Fix village problem
Take train to city
Arrested by knights at the city border
Taken to dungeons
Escape with companions help
Come across underground city temple
Sees King for the first time (king sacrificing one of his citizens)
Escapes through sewers and finds himself in the lowest layer of the city
Meets the difference between the layers of the city
Player walks into the 2nd layer of the city
Meets the working class of the city (unbothered, unfriendly food -people)
Tries to get into the 3rd and last layer before the castle but blocked by guards
Find another way in through a crack in the walls, which is guarded by a single guard
Fight the guard to knock m out
Encounter gigantic warehouses and factory buildings
Sneak past guards or try to fight your way through (incredibly hard)
Find your way to the throne room
Get apprehended by guards at the throne room
King talks about the prophecy and his plans with his possible new power
Player fights guards then proceeds to fight the King
After finishing the battle, the player pulls the plug of the factory freeing the entirety of Deep -fried Valley of its evil king.



Moodboard Jungle/Forest





Plot

Goal: The player starts to know he is doing more wrong than good and his actions start to reveal the consequences far quicker. Nevertheless, the player is not able to fight the advancement of the infection.

Synopsis: The player sees a thriving environment filled with life and beauty. A butterfly like creatures plays a big role in keeping this zone thriving. The player fights the queen of the butterflies using her children as minions in or to take over the final zone.

The player awakens at the core once again and is guided to the last zone, the jungle.

The player travels through the beginning of the jungle.

The environment becomes denser and denser.

The player stumbles upon a clearing.

In the clearing, the player sees a lot of butterfly-like creatures flying around.

Some of the creatures fly towards nearby flowers.

The player encounters a cocoon from which the creatures are born.

After leaving the clearing, the player sees a creature feeding on a cocoon.

The creature starts attacking the player.

When the creature is low health, he retreats to another cocoon and feeds on it and thus healing himself.

After the fight, the remains of the butterfly creatures in the cocoons are lying exposed on the ground.

The player explores the jungle further.

Comes across an open area with the top covered in capillaries.

The player sees more cocoons like before, but they are all torn open.

A herd of the same creature he previously fought suddenly surrounds the player.

The creatures start to attack the player.

Slowly the creatures accumulate more infection and they start to react more aggressive to each other.

The player can escape or fight this event.

Closing in on the centre of the jungle, the vegetation becomes denser and taller.

The player sees more cocoons.

The player comes upon a huge nest of butterflies. (Boss area)

Upon entering the player is attacked by some butterflies.

After killing a few creatures, a large creature appears from the shadows. (Zone boss)

When she reaches the light, she spreads her wings and charges towards the player.

The player can the health of the boss the spread the infection to nearby cocoons. These cocoons will hatch infected creatures and they aid the player fighting the boss.

When the boss is defeated, the player uses the remaining health of the boss to infect the remaining cocoons.

All the cocoons hatch and the creatures spread across the jungle.



Boss Design

The player comes in a lair with a lot of cocoons. Player infects the cocoons one by one. The BOSS butterfly appears after 2 to 3 cocoons. The goal is to infect all the cocoons while keeping the BOSS butterfly away from you. You do not have enough blood to infect all the cocoons. That is why you must also use the blood of the BOSS butterfly to infect the cocoons. During the fight, the small butterflies come out of the infected cocoons and immediately fly to flowers for nectar/pollination, thus spreading the infection. The BOSS ultimately has little or no blood left and can only watch helplessly as you infect the small butterflies and spread the infection.



4.8 Veggie Forest

Intro:

Veggie forest is for outsiders a peaceful and calm region. The inhabitants named "Veggie Hippies" know their business very well and trust their leader "Bittersshade" completely. With their beautiful farms and extraordinary harvest their landscapes are something else. Rivers floating through their land give the farms big fruits and vegetables. Every single Veggie looks and acts perfect. As it should be. In their environment everyone is equal. Except for outsiders.

Relationships with the regions:

Because of the high bar the Veggie Hippies set for themselves, they think there's better than Deep-fried valley and Desert desert. They show it off in all kinds of ways. For example not talking to them very often or not at all. In their region they spread all kinds of bad gossip about the other regions and sometimes that gossip goes over their border to their neighbour regions. Whoops! They hate the sugary cheerful Donut Nomads. They think they're dumb. And they hate Deep Fried Valley inhabitants because they are lazy and messy. No one is as perfect as The veggie forest so why bother interfering with the other regions?

The problem:

Well everything seems so perfect. Deep down there it is exactly not so perfect. Some rebel Veggies have some questions that go beyond their isolation. Questions their Leader can not answer with his charming words. Since The Food Hydra died they want to know more about the outside. But that's forbidden. The world outside of Veggie forest is too dangerous! At least that is what they thought until a little human -like chef came into their world. Are they trapped in their own home with lies from their beloved leader?

4.9 Desert Dessert

intro:

The Desert desert has a busy group of inhabitants. The inhabitants named "Donut Nomads" are always on the move. The Donut Nomads travel all over the desert to prevent their whipped cream oasis from drying up. Also, the lava cake volcano, which wakes up once a year, is a problem for the Donut Nomads. This hot chocolate lava melts the entire landscape to the plain, including their precious whipped oases. As a result, these nomads are always busy tightening up their supplies before the lava cake volcano explodes.

Relationships with the regions:

With their sparkling and sugary pressure these inhabitants never stop talking and moving. That's why they can't bond with their neighbours from deep fry valley. They just don't keep up! With their relaxed and laid back behaviour there is no connection between those two regions. But there is one thing the Donut Nomads found more annoying, The "Veggie Hippies" from Veggie Forest. They are the opposite of each other. The veggies think they are so much better than those Sugary Donuts. How dare they? The veggies are boring and shelter themselves from the Donut Nomads. Did they ever even have a Party? Not like they ever will be invited by the Donut Nomads anyways. There is only one thing that keeps all of these regions together. The Food Hydra.

The problem:

When the Food Hydra disappeared, so did the whipped cream oases. There is less and less overtime and it's almost time for the Lava cake volcano to explode. How can these busy Nomads possibly keep up? Hopefully when Marcel ever visits them, Marcel can help them.



4.10 Epilogue

Plot

Goal: The player sees an overview of what he has done in the previous zones. The player realises this and should react with 'Whoops'. And he should feel abandoned and used by the infection, which leaves him behind on the now dying planet.

Synopsis: The core is draining all the nutrients from everything infected and the surrounding area. The player is instructed to travel back to the core from each zone and must face the consequences of his actions. Arriving at the core, the player sees the core leaving and is left behind.

After the player infected the jungle, his character doesn't die like before.

The player sees light pulses on the infected environment travelling towards the core.

Along the way the player sees the infection draining all that is infected even the character himself.

Upon reaching the first clearing of the jungle, the player sees nothing but destruction and the character dies.

The player spawns in the mountain zone going towards the core.

He comes across a high peak and sees other mountain tops crumbling down into the valley below.

In the distance, the core begins to brighten up and then the character dies.

The player spawns in the desert zone going through the skeletal graveyard.

The player follows the infection through the empty cracks and silent canyons.

All the sparse life which used to live here is now gone, leaving scar tissue behind.

Closing in on the edge of the desert, the player sees remains of what used to be the swamp and dies.

The player comes to life one more time in the remains of the swamp.

The swamp is almost completely covered with the infection and is very hard to recognize certain areas.

Traversing the difficult terrain, the player slowly makes his way to the core.

Reaching the core, the frequency of the light pulses decreases and stops when the player is at the foot of the core.

The character reaches out to the core.

Suddenly the core emits a bright light, blinding the player.

After the player's vision is restored, he noticed that the core is gone.

The roots of the core and everything connected disintegrate, leaving nothing but barren ground left.

Afterwards, the player watches how his character becomes weaker and weaker.

Until he finally collapses and dies.



Section 5: UI

5.1 Intro

5.2 Main menu

5.3 In-Game

5.4 Credits



Section 6: Audio

Setting:

In the fascinating world of Gastronoma where whimsy and magic collide, ingredients come to life as people. From a forest to dazzling rivers filled with oil, players embark on a culinary journey through a bright, ever-changing universe. Explore the secrets of this strange nation as you, a daring chef, strive to restore order to the chaotic culinary realm.

Mood and Atmosphere:

The game exudes a lighthearted and humorous atmosphere. Players will experience a mix of culinary chaos and magical wonder as they navigate through colourful landscapes filled with living food.

Audio Vision:

Imagine a lively and enchanting soundtrack that complements the game's cartoony aesthetics. The kalimba, with its cheerful and melodic tones, takes centre stage. Its magical sound adds a playful touch, enhancing the overall experience.

Instrumentation and Style :

The soundtrack features a blend of upbeat orchestral arrangements, incorporating the kalimba to convey the magical essence of the world. Quirky and catchy tunes underscore the humorous nature of battles with living food.

Key Moments:

The music intensifies in sync with the chef's courageous acts during intense culinary showdowns. The kalimba weaves its mesmerising tunes while players explore the enchanted nations, making for an engaging and unforgettable experience.

Interactive Elements:

Dynamic music adapts to the gameplay, intensifying during boss battles and flowing effortlessly between exploration and battling. The kalimba reacts to the the player's actions, bringing an extra element of involvement to the music experience



Section 7: Targeted Platforms

7.1 Meso and macro research

What's happening in the gaming industry?

1. Gaming was on the rise during the corona times, Players around the world turned to gaming as if to connect with friends and family or make new friends while various social distancing mandates were in place around the world. After covid, game usage only grew more. (*Topic: Video Gaming Worldwide, 2023*)
2. It is estimated that the global gaming market will reach \$268.8 billion annually by 2025, up from \$178 billion in 2021. North America will continue to be the highest -grossing gaming market globally, despite strong growth in the Asian region. In-game purchases are estimated to account for the more than \$74 million worldwide by 2025. (Statista, 2023)
3. The global number of users in the "Video Games" segment of the digital media market was expected to continuously increase by a total of 0.2 billion users (+15.27 percent) between 2024 and 2027. After the fifth consecutive year, the indicator is estimated to reach 1.47 billion users and thus reach a new peak in 2027. (Statista, 2023)

Game users in the gaming industry

4. Shooting games and action -adventures are most commonly played in (almost) all age groups. (*Topic: Video Gaming Worldwide, 2023*)
5. 90% of U.S. teens aged 13 to 17 who say they have access to a laptop or computer at home (*Internet, Digital Device access among US teens, by demographic traits | Pew Research Center, 2024*)
6. Popular platforms for teens are mainly Youtube, TikTok, Snapchat and Instagram, the image with all platforms is in the attachment. (Atske, 2023)
7. Top 5 games van 2023 zijn Puzzles: 63%, Arcade & Other: 52%, Skill & Chance: 44%, Shooter: 42%, Action: 41%. (Sarah, 2023)
8. Most gaming devices: Mobile 64%, Console 54%, PC/Laptop 45%, Tablet 24%, VR Headset 10%. (Sarah, 2023)
9. Player engagement: 75% play games for at least 4 hours per week across all platforms, 12.8 Average hours played per week, 12% of players only play on smartphones, 58% of video game players use multiple platforms. (Sarah, 2023)
10. 96% of Americans who consider games to be beneficial and 80% of gamers play with others (Sarah, 2023)

7.2 Identify target audience:

1. Teens (13-17 years):

Action, adventure, and social interaction are usually important elements for games that appeal to teenagers. Multiplayer functionality and competitive aspects are also popular.

2. Young adults (18-24 years):

A wide range of genres can appeal to this group, including action, adventure, simulation, and role -playing games (RPGs). Multiplayer and social features are often important.



What should be focused on?

It is important that the game contains action/adventure with many interactions, multiplayer is also an important aspect.

7.3 Competitor research

What category does Lineup fall under?

Indie games refer to video games that are produced by small teams of developers, usually without the support of a major game publisher. As of 2022, the entire video game industry is worth an estimated \$196.92 billion. And since 2021, indie games have risen from 13% of the market to 17% in 2022. The question is, why are indie games so popular? (Marriott - Smith, 2022)

Benefits of indie games

3. Indie games are often considered fun games. This is because Indie game developers create a game that they want to play themselves, with the sole purpose of having fun creating it.
4. Indie games have a wide appeal because they are accessible to most people.
5. Indie games exhibit remarkable diversity. The spectrum of indie games is extremely broad and encompasses an immense variety of artistic expression. This makes indie games appealing to gamers with diverse preferences and those looking for new and unique gaming experiences.
6. Indie games are generally affordable, mainly due to the lack of financial backing from major publishers. Many of these games are offered at prices that are under \$10.
7. Indie games are distinguished by their originality, compensating for any shortcomings in technical proficiency.
8. Indie games have fewer restrictions than many regular games. Often, mainstream games have limitations in how and where they can be played.

Conclusion

So, why are indie games so popular? Well, for developers, indie games represent freedom of creativity in an interactive art form. For consumers, Indie Games offer fun, innovative, and diverse experiences in an affordable package. (Marriott - Smith, 2022)



Section 8: Monetization model

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro -transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

- Early access
- Episode release
- DLC (not on release, a year later)
- Playable demo
-



Section 9: Project Scope

- <Game Time Scale>
 - Cost? (How much will it cost?)
- Time Scale (How long will it take to make this game?)
- <Team Size>
 - <Core Team>
 - Team Member name?
 - What does he/she do?
 - <Cost to employ them full time or part time>
 - etc.
- (List as many core team members as you need to)
- <Marketing Team>
 - Team Member name?
 - What does he/she do?
 - <Cost to employ them full time or part time>
 - Etc.
- (List as many marketing team members as you need to)
- <Licenses / Hardware / Other Costs>
- <Total Costs with breakdown>

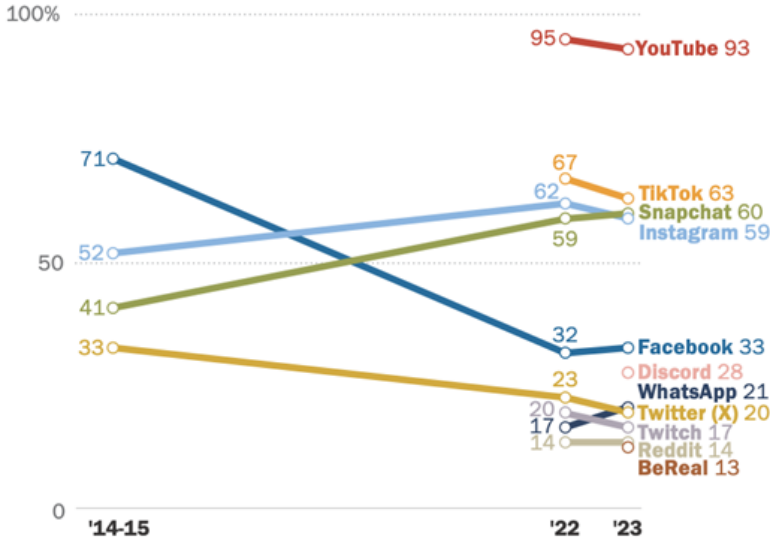


Section 10: Marketing

Used platforms Teens:

YouTube continues to be top platform among teens, followed by TikTok, Snapchat and Instagram

% of U.S. teens ages 13 to 17 who say they ever use the following apps or sites

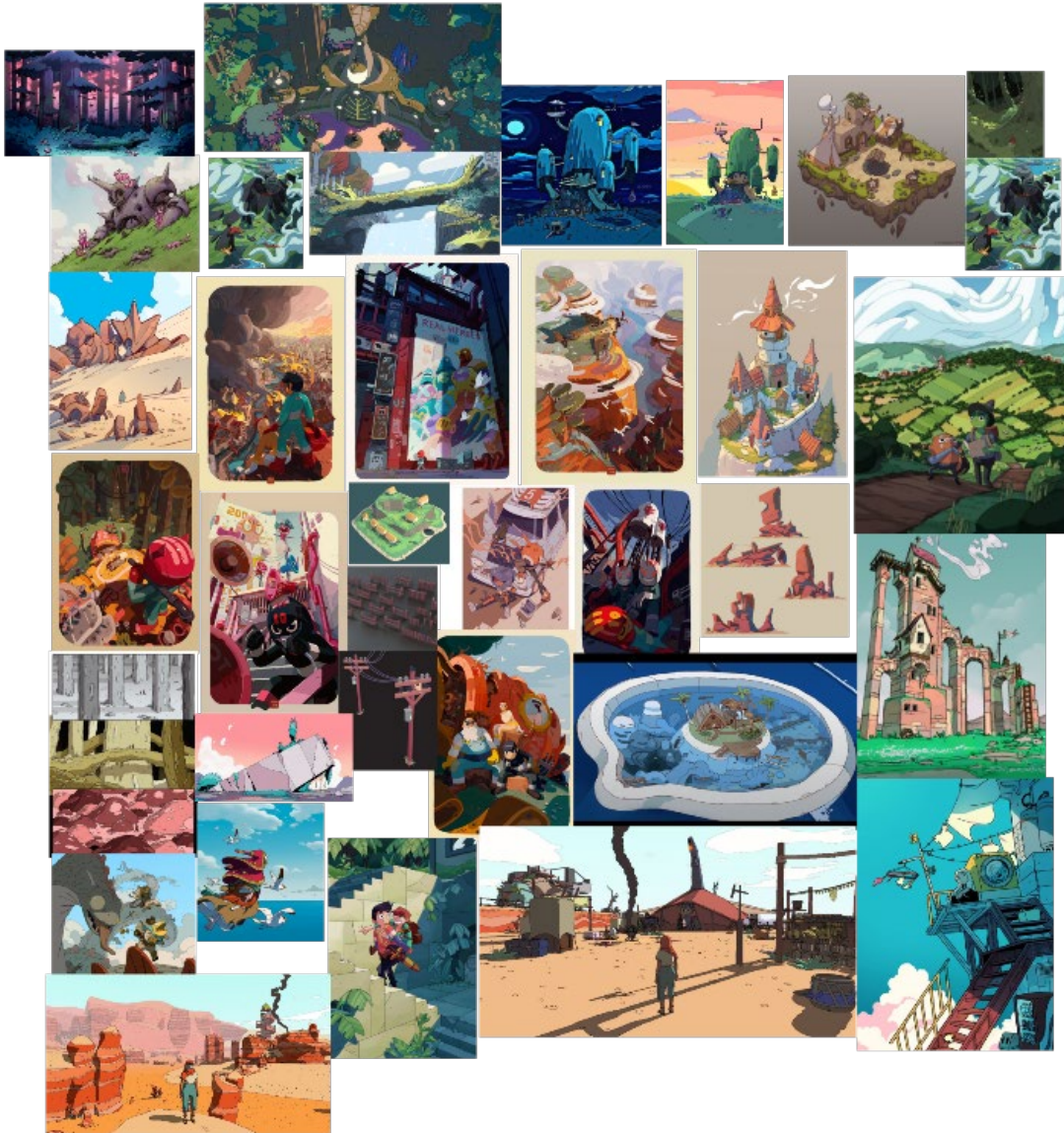


Note: Those who did not give an answer are not shown.
Source: Survey of U.S. teens conducted Sept. 26-Oct. 23, 2023.
"Teens, Social Media and Technology 2023"

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Section 11: Assets

Insert assetlist



Section 12: Schedule

Insert planning