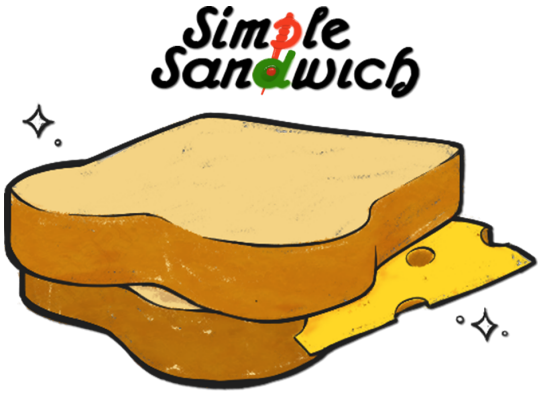
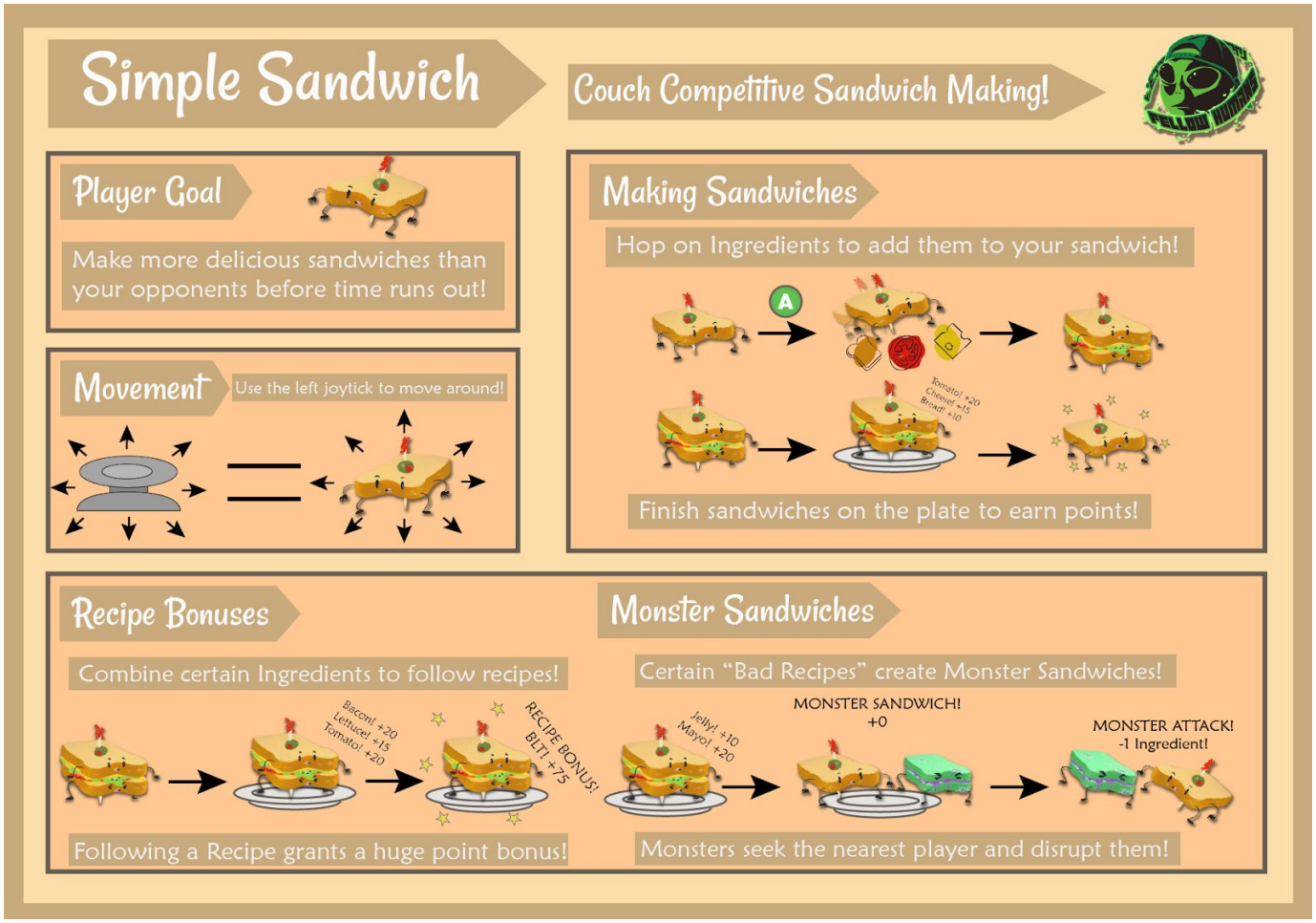


Game Design Document

Visual Design Overview:



Intent:

The intent of *Simple Sandwich* is to create a fast paced, frantic, and humourous couch competitive experience in which enjoyment is derived from the silliness of the gameplay and player interaction, i.e “screwing over your friends”. Players will experience hectic competition in which the tide can be turned easily at the last second as they disrupt and out-sandwich their opponents, resulting in lots of laughs at the end of a close game.

Concept:

Simple Sandwich is a 3D, top down "couch competitive" romp in which up to 4 players take control of a slice of bread with small arms and legs and compete to make the most, and BEST sandwiches as possible before the time runs out! AI creeps that wander around make up sandwich ingredients (slice of lettuce, tomato, burger, ect). When close to an ingredient creep, players can absorb them to add to their sandwich by jumping onto them. After stacking several ingredients, players jump onto bread creeps and move to the dinner plate to complete the sandwich and earn points. Different ingredients give different amounts of points. Following Sandwich Recipes by combining specific ingredients grants huge Recipe Points Bonuses. Monster sandwiches can also be made using unwanted combinations (think mayo and jam sandwich) these monster sandwiches then attack enemy players, this can be used as a distraction or for self defense. Monster sandwiches do not count for points.

Target Audience:

Simple Sandwich appeals to an audience of primarily casual players looking for a silly and fun competitive game to play against their friends for a few hours at parties or social gatherings. It is a game dependant on social interaction, meaning players only interested in single player titles will not find much appeal.

The game approach will be tailored to this audience in several ways. Firstly, a simple interface for adding controllers and players will be implemented to ensure players don't have to fiddle around to much with setup. Secondly, the game will have a satisfying feedback loop within several systems (scoring, sandwich making, etc) to make the gameplay feel as responsive and engaging as possible. Finally, the game will have a silly artistic direction and gameplay style to allow for lots of laughs and close games that generate the type of fun these players are looking for.

Content:

Dinner time is coming up faster than we expected and all leftover food will be thrown away! Only the fanciest and most dashing sandwich will survive the dinner onslaught. Compete to make the best / most sandwiches before dinner time!

Player Motivation:

Goals:

During a match, players have one major goal; to earn more points than any of the other players in order to win the game. Players must also complete several smaller goals to reach the

major goal. Completing sandwiches to earn points, stacking certain ingredients to earn recipe bonuses, and creating monster sandwiches to disrupt other players make up the bulk of these smaller goals that players achieve on a moment to moment basis.

Rewards:

There are two types of rewards in *Simple Sandwich*: gameplay rewards and experiential rewards. Gameplay rewards consist of the points system for each individual sandwich ingredient that provides lots of satisfying feedback, the recipe bonuses that grant lots of points when recipes are followed, disruptions monster sandwiches cause to other players, and winning the match. Experiential rewards are generated by the gameplay rewards and affect what players feel; for example, the reward of winning at the last second after a round that was neck and neck would make the winning player jump up out of excitement.

Challenges:

Simple Sandwich has a few challenges that players experience. The challenge of stacking ingredients asks players to get the ingredients on the map into their sandwich before other players can and requires physicality and timing in movements. The challenge of reaching and staying on the plate to complete a sandwich and earn points asks players to make it to a specific location without being disrupted by monster sandwiches or other players and requires physicality and logic. The challenge of creating recipes requires players to remember specific combinations to earn points bonuses. Lastly, the challenge of avoiding monsters requires awareness and physicality.

Game States:

Beginning:

At the start of a game session, players navigate the main menu and select “Play”. They are then greeted by an “Add Players” screen divided into four split sections. Pressing the A button on up to four controllers adds a player into the game. When all players are in, pressing start begins the match.

Once a match begins, a 3 second countdown begins to give players a second to get ready. After the countdown, the match has started. Players only have a single slice of bread at the start and proceed to stack ingredients as the timer ticks away.

Ending:

The match ends once the timer reaches 0. The name of the player with the most points is displayed as the winner before moving to a Score Totals screen that shows the points all players earned and the types of recipes they made. A “Return to Menu” button allows players to return to the main menu and a “Replay” button starts a new game with the current players.

Mechanics and Systems:

Movement:

Players control their bread slices using controllers and the left stick to move, all movement is physics based including jumping and creating sandwiches!

Making Sandwiches:

Sandwiches are the name of the game and the main goal. Players can choose when they want to finish their sandwich by gathering a bread slice which finishes the sandwich they currently have. When near an ingredient creep players can press a button to jump onto them and absorb them. When a creep is absorbed it physically appears on the top of the previous creep on the player’s sandwich, speared by the toothpick. This adds potential points to the players sandwich. After stacking multiple ingredients, based on a recipe or otherwise, players can top off the sandwich with another piece of bread. When this occurs the sandwich is considered “complete”.

Before points can be added to the player’s total score, the finished sandwich must move to the Plate in the game scene, while on the plate the ingredients on the sandwich are gradually

added up along with popping off the sandwich one at a time down the stack until the original bread slice remains. This process begins after a second or two of being on the plate, allowing for other players to competitively fight over the plate. The sandwich MUST be topped off with another slice of bread for this to occur.

Each ingredient popped off will earn the player a specific amount of point depending on the ingredient type. The longer the sandwich stays on the plate, the more points are earned with a “combo” multiplier. If all of the ingredients are removed and a recipe has been followed, a huge “recipe bonus” multiplier is added to their score. Audio cues that raises in pitch for each ingredient will play as this occurs.

Recipe Bonuses:

A recipe book contained within the game explains the various ingredient combinations that earn bonuses upon sandwich completion. If all ingredients on a sandwich follow a specific recipe and the bottom of the sandwich is reached while on the Plate, a bonus amount of points specific to the recipe will be added to the player’s score. Depending on the recipe followed players will gain bonus points when completing their sandwich for the difficulty and amount of the ingredients collected.

Specific recipes / combinations of sandwiches that would be considered unfavorable or gross are marked as “bad sandwiches” aka monster sandwiches. These ingredients for example would be mayo, and jam, tomato and jelly, ect. When created these monster sandwiches move towards and attack other players directly by following them until they are in range. When in range these monster sandwiches will attack by hitting another player thus killing themselves (by crumbling to the ground) and removing the most recently gained ingredient from the attacked player.

Roaming Ingredients:

Each level in the game will contain many different ingredients considered both good and bad. These ingredient creeps wander around the map and are spawned in through off-map animations and then thrown into the game scene. The type of ingredient spawned will also be

based around the specific map played and which ingredients players currently have to give the opportunity to create certain recipes.

Game Modes:

Varying game modes exist to keep players engaged with the game, game modes will replace the default way of simply playing the game. The basic game mode consists of a timed mode in which players compete to get the most points before the timer ends. There also exists a monster sandwich game mode where players are able to create monster sandwiches to attack other players. A game mode based around collecting the tallest sandwich.

Game Engine:

The game engine that will be used will be Unity, as it is the engine in which the original prototype was created in along with allowing for an easier implementation of the simple / low poly art style that we are pushing for. Audio will be implemented using AudioKinetic Wwise to allow the sound designer and programmers much greater ease when implementing audio assets.

Art Direction:

The art direction of *Simple Sandwich* aims to create a fun, casual atmosphere that feels inviting, whimsical, and silly in order to match the lightheartedness of the gameplay. Assets will have strong linework, soft colors, and simple, friendly shape language to create a feeling reminiscent of children's picture books. The game features brightly colored foods with noodle limbs and humorous facial expressions that will remind players of food and kitchenware while still being interesting to look at.

Sound Design:

Audio will be used in *Simple Sandwich* for several purposes. Sounds of the ingredients' limbs pitter-pattering on the counter, "swoosh" sounding jumps, high pitched squeals from

ingredients when they’re stacked, and other food and kitchen related sounds will provide an immersive soundscape. Satisfying and punchy explosion sounds will be used to indicate sandwich point combos, with the sounds increasing in pitch as ingredients are removed from the stack on the plate, culminating in a big blast at the bottom of the stack and an even bigger blast when a recipe is earned. Music is whimsical and upbeat, using a combination of pop horns, pop drums, jazzy bass, staccato guitars, and e pianos.