



Game Design Document for Bilgi University Department of Digital Game Design

MUTANT CAFÉ SHAKE SHAKE

Revision: 1

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2023

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OVERVIEW

Theme / Genre / Setting

John owns a small cafe bar in his town. John must prepare the drinks he prepares with the fruits he collects from his huge backyard in his business, within the incoming order time. However, this is not as easy as it seems. Because in his backyard, fruits have kingdoms of their own, and John must enter and fight in these kingdoms to collect the items he needs. At the same time, this is not the only problem. When the business of the side cafe saw that John's business was going well, they planned a lot of bad things to sabotage him. In our game, the main logic of which is to keep up with the rhythm playing in the background, we blend many different elements and jump into a fun activity. We have limited time to please our customers, or we may face dissatisfied customers and a failed endgame. Join the action now to overcome all these difficulties and be successful.

It is the game that we started from the beginning by blending the Action-Rogue Like genres with Rhythm elements as the most dominant genres and offering improvements for the cafe and the player, in which we struggled with a lot of action to do this successfully. Although Rhythm has a great influence on the combat and action part of the game, it is also a very important factor when preparing drinks in the cafe. In the action part of the game, the mutant fruits in our backyard and the solutions we will produce against the sabotage created by the rival cafe owner constitute the main action. The game has a 2D view with a top-down view. The daytime drawings consist of brighter and lighter colors, while the night parts welcome us with the environment designed with a darker theme and darker colors.

Targeted Audience

The game is a game that is suitable for people over the age of 6 but contains action elements that require family supervision up to the age of 13 and includes people of all genders in its target audience.

Targeted Platforms

The game will be released for Steam and Xbox platforms first, and then the mobile version will be released. The game will be accessible on the Xbox Game Pass system the day it is released.

Monetization Model

Since it is the first game of the game developer company, it does not have too many profit motives to make their names known, and it can be purchased from the platforms for a small amount of 5 \$ (50 TL). In addition, a certain income will be obtained from cosmetic purchases that can be made in-game.

GAMEPLAY MECHANICS

Basic Controls (Keyboard or Gamepad)

Movement Keys: W A S D / Left Analog

Combat Keys: Auto Attack Left Click / A

Secondary Gun Usage Right Click / X

Perk Selection Scroll / Right Analog

Jump Space / B

Use Potion P / RB

Gameplay Mechanics (Detailed)

- **Movement Mechanics**

Character movement is provided simply with the w a s d keys. It is important that the movements are compatible with the rhythm and that they are done at the right time.

- **Rhythm Based Combat Mechanics**

The combat in our game is based on the music playing and the attacks made depending on the rhythm of this music. If you try to attack the opponents in accordance with the playing music, your attack will not damage the opposing character, on the contrary, it will cause you to take damage. Attacks will be classified as S - A - B - C based on

rhythm suitability, and your damage will increase or decrease depending on the tier you receive.

- **Time Mechanics**

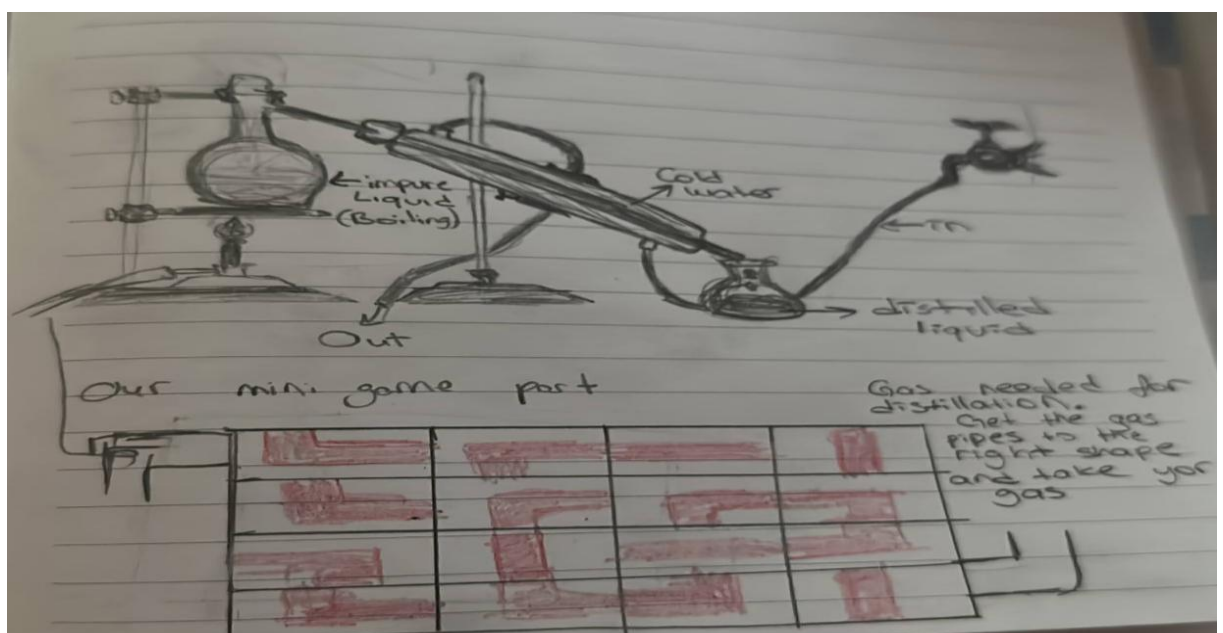
Thanks to the time mechanics in the game, a day and night cycle occurs. This loop also affects the rhythm-dependent course of the game. While you are fighting with the enemies you encounter during the day, a slower song plays, while at night harder songs are played. At the same time, while the enemies you encounter during the day are easier, things get harder at night, and you see more challenging enemies. This mechanic also affects rhythm mechanics.

- **Rogue Lite Mechanics**

In addition to the rhythm, there are obviously rogue-lite elements in the game. It is important to spend your money and improve as much as possible before you die in this game, where you are able to progress by being born stronger every time you are. If you die or if your customer satisfaction drops below a certain level, the game will start from the beginning, and you will continue with the improvements you have received. At the same time, the perks you choose and the secondary weapons you choose to use are also diversified, giving you a different and fresh game experience, keeping the game fresh for long hours.

- **Minigame Mechanics**

In the Distillation Minigame, we try to put the right pieces in the right place.



We are trying to chop and mix the food types that come to us in the Chopping and Mixing Minigames in appropriate ways.

There are people around us who we meet and who give us a job when we communicate. Doing these quests earns money and XP, and there are simple quests such as killing three banana soldiers.

There is also a minigame to collect alcoholic beverages from the table when the police arrive and hide the ones in the shop.

Various Atari games on the arcade machines in the shop can also be played as minigames.

- **Exploration Mechanics**

There are hidden chests in certain areas on the game map. To discover these chests, you have to carefully travel all over the place. When you get very close to the areas where the chest is located, the music playing to give a clue accelerates and changes.

- **Economy Mechanics**

The economy of the game is earned from money earned from missions and side missions, as well as well-prepared orders from incoming customers. With the money earned in this way, it can be used for character improvements, character cosmetics, cafe upgrades, new kinds of seeds, and bets given to the police. When you die, all the money in your pocket that you haven't spent is reset. But the improvements made and received stay with you.

- **Stealth Mechanics**

Although there are not many stealth specials in the game, you can hide in the bushes and in places such as tall wheat and tall corn in the combats in the field. Also, you can buy a perk that makes you invisible small times.

STORY, CHARACTERS, AND GAME WORLD

Storyline

After losing members of his family, John thinks that he has nothing left to do in his life and enters a depressive phase. Later, his biggest dream is to become a pilot and he decides to save money for it. To save money, he starts working in a small boutique coffee shop. But things are not exactly as he expected. There are strange creatures in the backyard of the place where John works, and his boss has not told him about this before. By overcoming these creatures, John starts to improve his savings and buys the shop. Shortly after buying the shop, he started to improve the shop, he secretly starts selling alcohol at night. When Ferret, the boss of the next-door cafe, finds out about this, he gets very angry and sets up various plots to ruin John's business. Will John be able to overcome these plots and satisfy his customers while achieving his biggest dream?

Main Characters and Enemies

John

The main character in the game John is our barista. Starting with different dreams, John is thrown into a life he never expected.

Ferret

Ferret, our main enemy, is the owner of the cafe next door. Seeing that our business is going well, the ferret begins to lose customers and tries to prevent us with various sabotages.

Strawberry Soldier (level 1)

The most common version of our strawberry enemies.

Strawberry Cannon Ball (level 2)

Improved versions of strawberry enemies.

Strawberry Boss (Level 3)

The strongest version of strawberries.

Grape Soldier (level 1)

The most common version of our grape enemies.

Heavy Grape Soldier (level 2)

Improved versions of grape enemies.

Grape Boss (Level 3)

The strongest version of grapes.

Orange Soldier (level 1)

The most common version of our orange enemies.

The Ranged Orange Psycho (level 2)

Improved versions of orange enemies.

Orange Boss (Level 3)

The strongest version of oranges.

Baby Apple Ambusher (level 1)

The most common version of our apple enemies.

Apple Soldier (level 2)

Improved versions of apple enemies.

Apple Boss (Level 3)

The strongest version of apples.

Banana Soldier (level 1)

The most common version of our banana enemies.

Rolling Banana Attacks (level 2)

Improved versions of banana enemies.

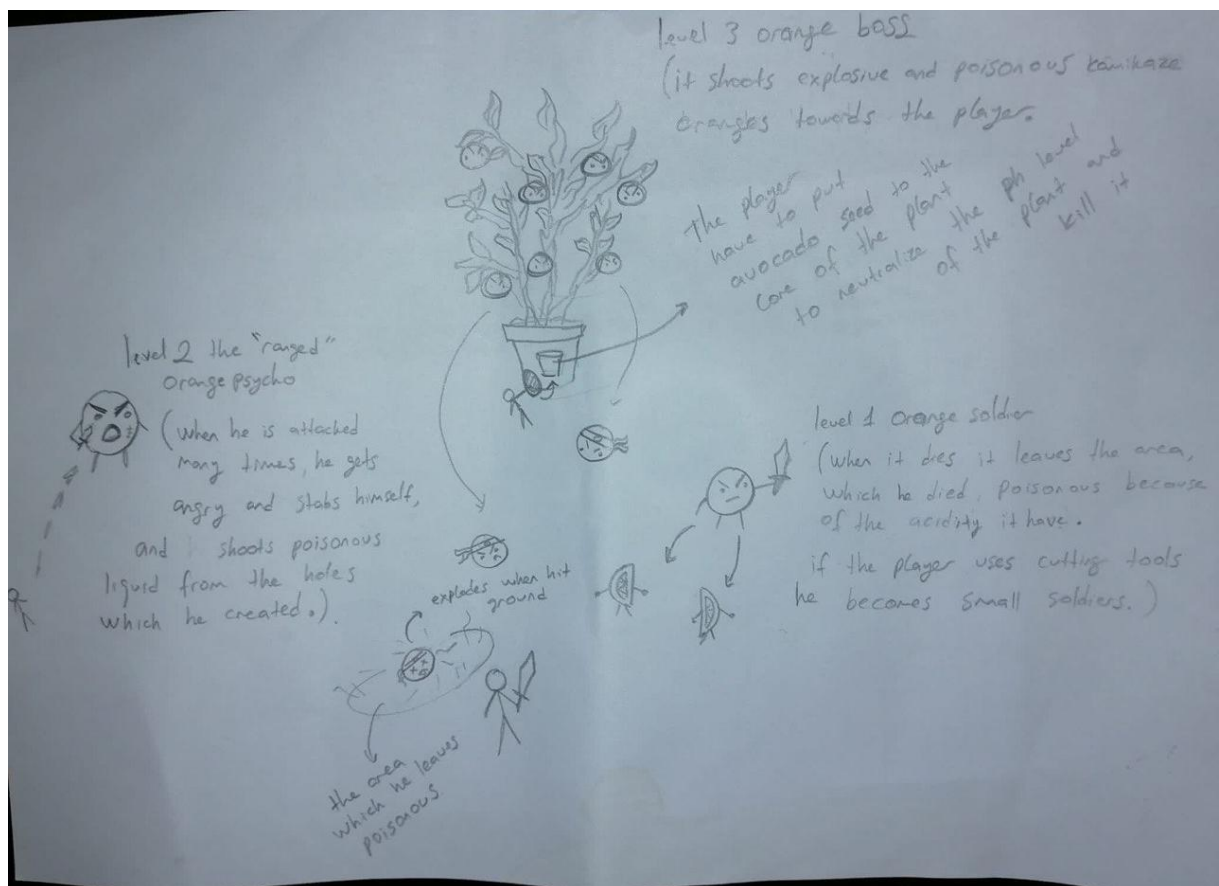
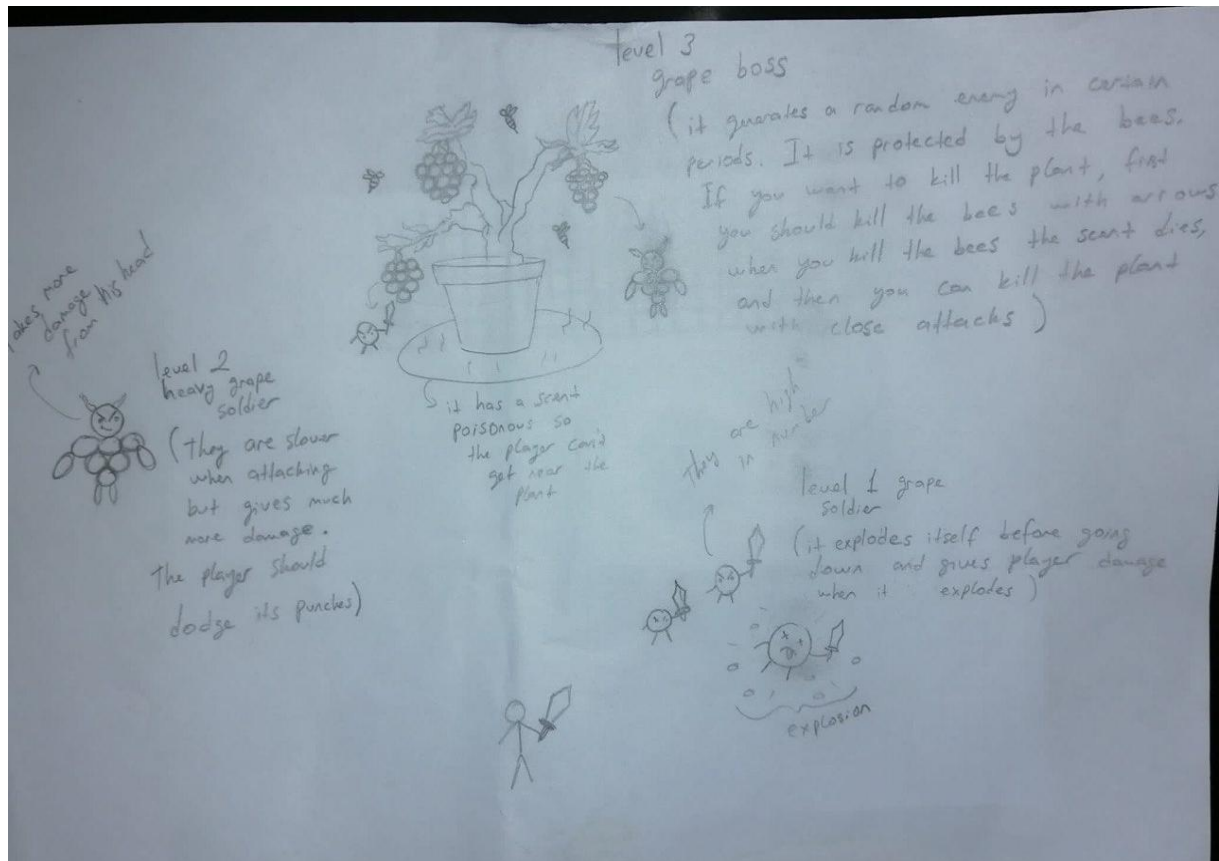
Banana Boss (Level 3)

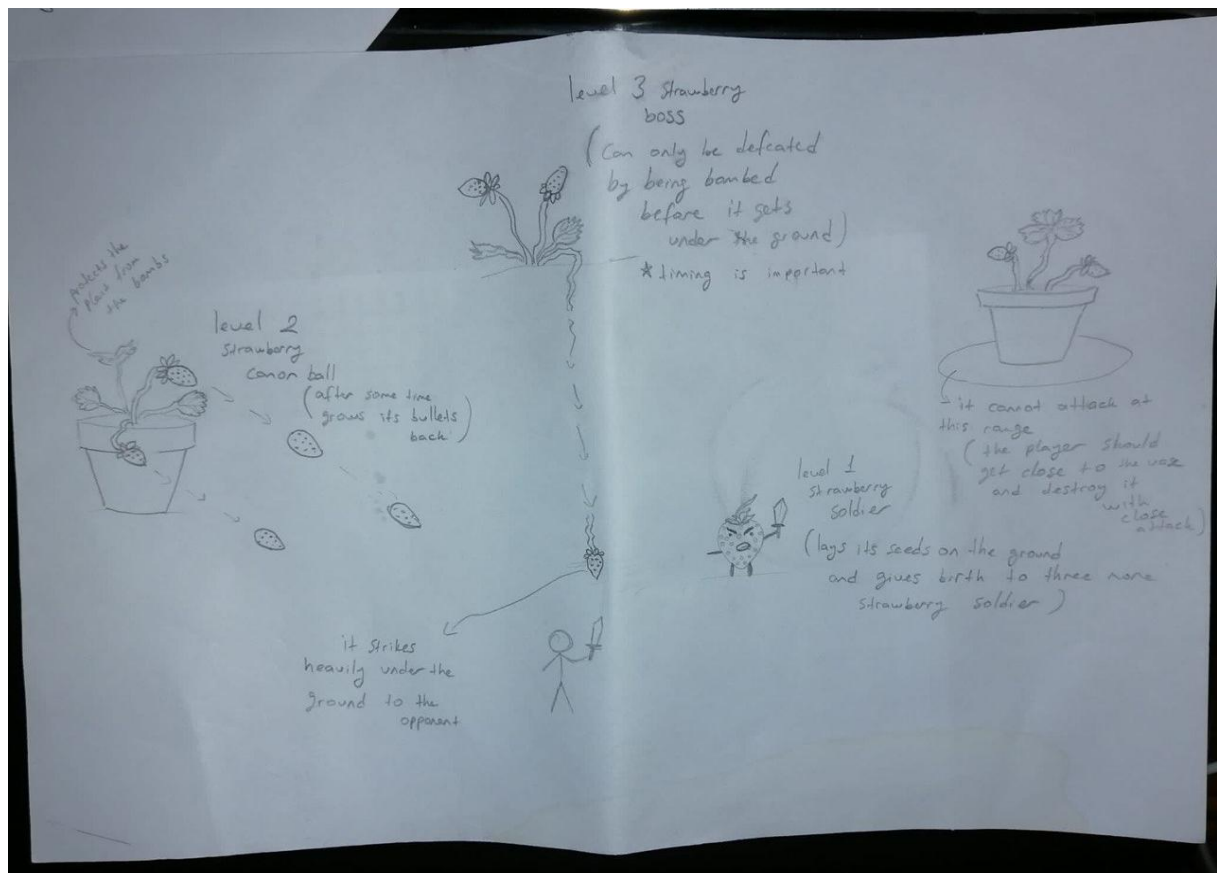
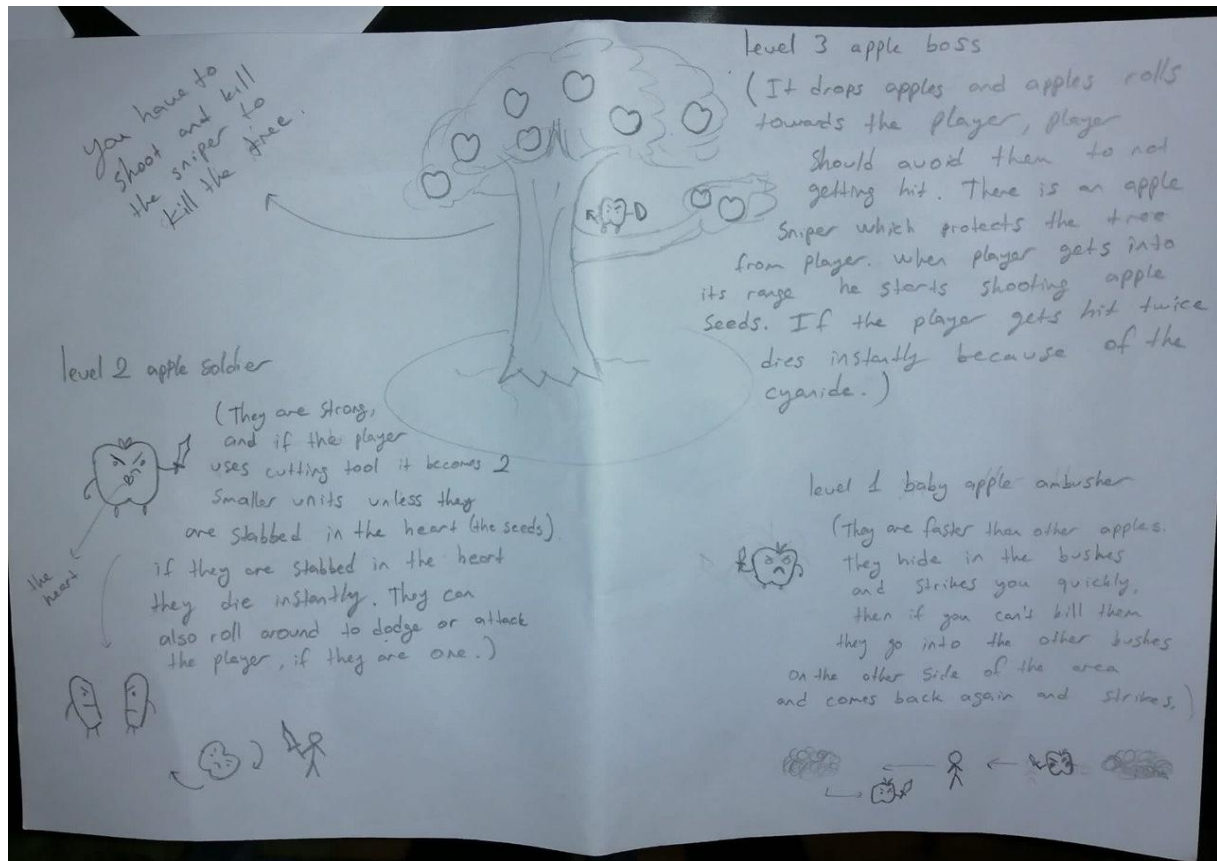
The strongest version of bananas.

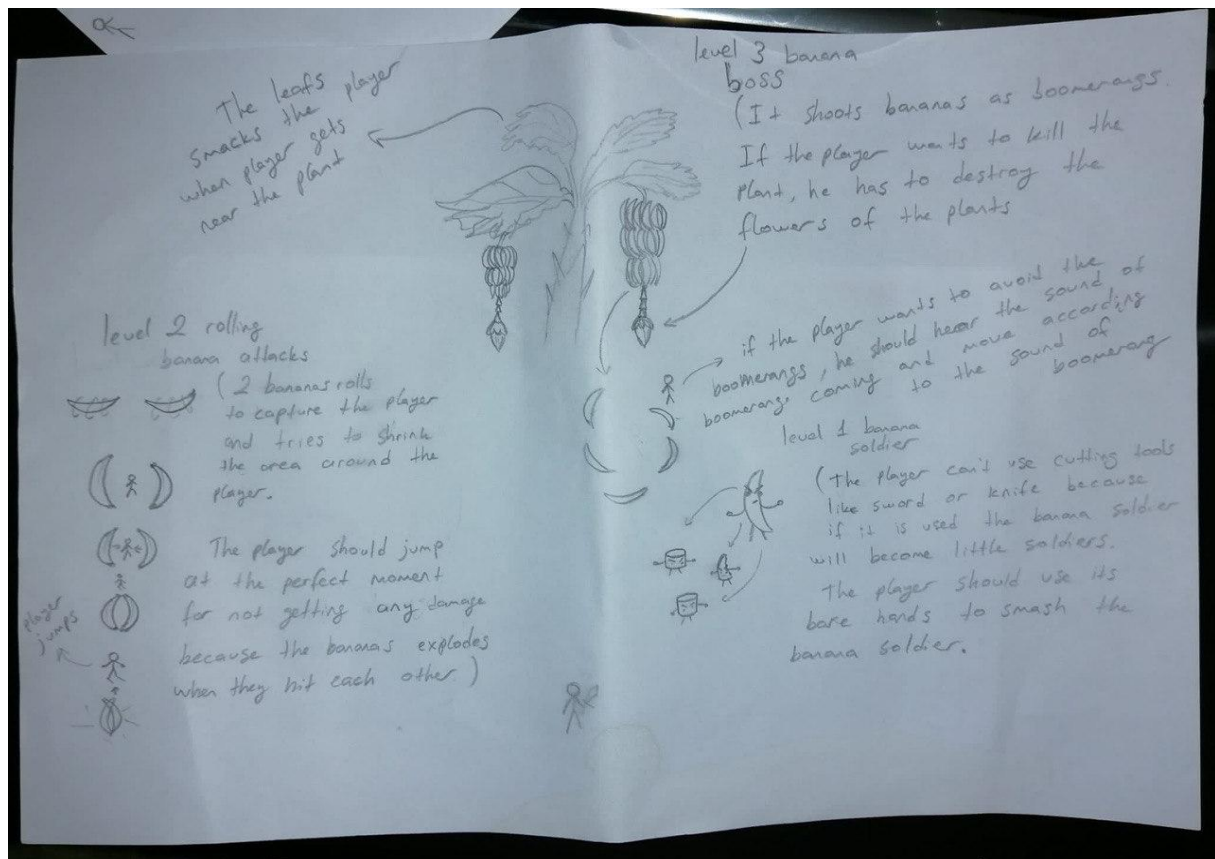
Ariana – Lana (Side NPCs)

Ariana and Lana are the NPCs that appear in some parts of the game and make requests from us. Their requests are added as side quests. If we do, it gives us extra experience and money.









UI

Start Menu

Contains start, characters, options, credits, quit to desktop elements.

Pause Menu

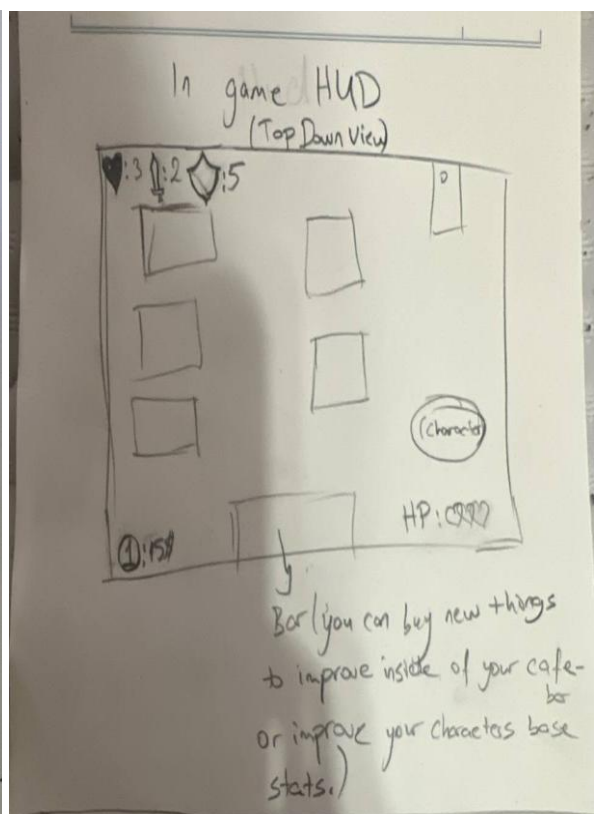
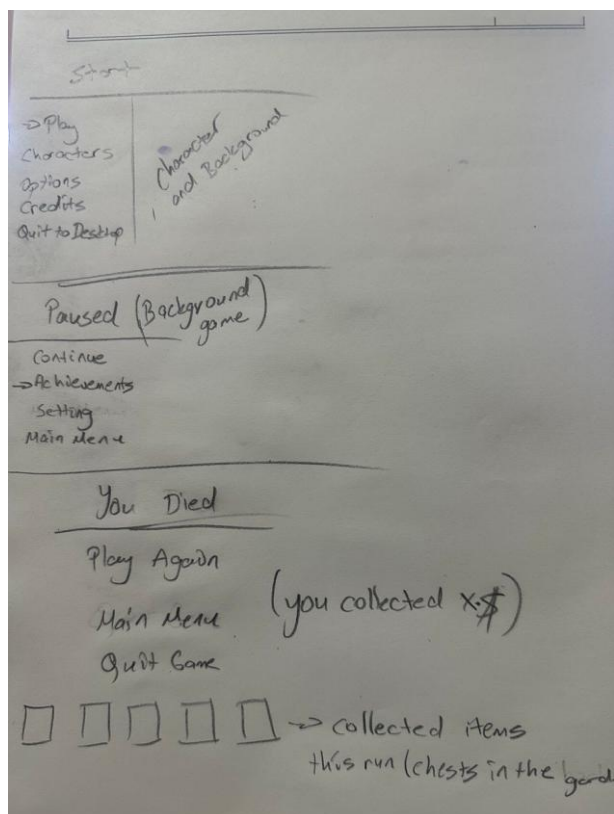
Contains continue, achievements, settings, main menu elements.

Death Menu

Contains play again, main menu, quit game elements. (Money and collectables)

In Game HUD

Contains health power, attack power, defense power, money, HP bar, guns, and perks.



AUDIO

Audio Design

Music in the game changes when you get in the combat, or the weather is bright or dark. If you are working in the café and playing chill part of the game slow and classical music accompanies you. While you are in combat, or action part music changes and dark metal harder music starts. At the same time, the music is shaped according to the items that are interacted with, for example, the music played when we open chests, etc. In addition, the red glow that appears on the screen when life decreases during the action moments, and the sounds of creatures, weapons, and damage that increase the sense of hit when they cause damage can be examples of audio design.

Guitar Plugin

It is possible to add a different dimension to the game by purchasing the electric guitar-shaped controller, which is sold as an extra option to make it fun to progress in the game.

LEVEL DESIGN

The game takes place in a small town. In this area, we have our cafe with which we interact, the fields behind our cafe where we grow products, and our rival's cafe. Customers come to our cafe and part of our game is spent preparing drinks in the cafe and serving the customers. The other part of our game consists of action-containing sequences. In these sequences, a design is presented to collect the products from the field and we have to fight the enemies that we encounter in the fields. In other words, the rival cafe owner sabotages us and causes various problems.

To progress in the game, we have to fulfill the requests of our customers within the limited time given to us, and if we are not successful, we fail when the number of our customers decreases and we get too many negative interactions.

Another factor that brings us back to the start during progress is the decrease in our health and our death in the fight we give in the field.

Another factor that causes the game to end unsuccessfully is that we sell illegal alcohol at night and there are sudden police raids. Although these police raids can sometimes be avoided by bribing, they cause us to lose the game in cases where there is no money or when an honest policeman is encountered.

There are also fun puzzle-style progression tools available as minigames in the game. Preparation processes such as cutting, distillation, and mixing in the bar were turned into minigames and contributed to the progress.

At the same time, perks that allow us to become stronger in combat are also available in the game. A mysterious customer who comes to our shop from time to time makes offers to us and tries to sell perks and stats. We earn perks or stats by fulfilling a task that he wants or in return for money.

Another progress factor is the small quests we get from the side characters. When a character we see in the field or outside gives us a task such as killing 2 strawberries and bringing their seeds to me, if we do this, we earn extra XP and money. Thanks to these XPs, our character levels up, and his base stats increase, and he can also get one of the attack, defense, or health stats that we choose per every level.

To protect the balance element in the game well, the number of enemies and the health of the enemies attacking you are adjusted depending on your level. The game becomes more difficult as you level up, and sometimes it forces the player with the boss battles. After progressing with the play-war- improving the character cycle of the game, and increasing the stats of our character, we are fighting the side cafe for the final battle. This fight forms the final boss fight.

There are different kinds of minigames, quests, and enemy characters to increase the replayability of the game. At the same time, thanks to its rogue lite-like structure, the game becomes different thanks to the improvements we make to our cafe and character, getting better every time you play.

As the game progresses, the number of items that we can interact with increases. When we interact with the items we have added to the cafe, they also offer different options to the player.

Changing the character design with cosmetics when you open the toilet, distilling alcohol when the distillation machine opens, getting new products by taking the seeds that do not grow in the field and planting them in the field, finding a helper to do the work in the cafe or field and making him do some work. You can buy arcade machines that we have added for customers by purchasing them and playing the games inside them (Pacman-Tetris-Pinball) and many things that we can interact with from the computer in the cafe. Although these purchases are mostly to satisfy the customers, sometimes they can only be for information and cosmetic purposes.







TECHNICAL REQUIREMENTS

Minimum:

OS: Windows Vista or Greater

Processor: 2 Ghz

Memory: 2 GB RAM

Graphics: 1 GB VRAM

Storage: 2 GB available space

OUR TEAM

Kaan Eskikalci - Game Designer

Ecenaz Sarpasan – Story Writer

Can de Meursault – Level and Character Designer

