

GDD - Knock It Off!

Overview

Welcome to the cooking game show Knock It Off!, where your mission is to get the right ingredients into your stew and make sure no other ingredients gets in, and protect it from the hazards threatening to break the whole cooking pot. To your help, you will be using balls to throw at the wrong ingredients and dangerous hazards to knock them off the conveyer belts guiding them to the pot!

Genre

VR, area defense, cooking, game show.

Game flow summary

When you enter the game, you will find yourself on a podium on the stage. In front of you, you will see the game floor, where a pot is centered with two conveyor belts aiming towards it, going out from the walls. Above them, you see a monitor with the game logo. Behind you, you will see spotlights and the audience. You will hear a sound queue coming from your right-hand side. When you look down towards it, you will see a smaller menu monitor screen (arcade machine looking) with big letters saying "START GAME". You'll have to interact with the screen to start the game. On this menu monitor you will also be able to access the main menu where you can exit the game, choose between different options, and see the credits. Once you start, audience will applaud, and the game show host will introduce you to the game. Once you've chosen your difficulty, you will see a countdown starting on the monitor over the game floor, and you'll meanwhile get balls that are falling down from the ceiling onto your podium. 5, 4, 3, 2, 1, GO! and the conveyer belts will start rolling towards your pot. On the monitor above it, you'll see it saying "NOW: TOMATOES!", which the show host will also tell you, which means the stew is now accepting tomatoes, and no other ingredients. You'll have to knock off everything that isn't tomatoes from the conveyer belts by throwing your balls at them. New ingredients will show up on the monitor (e.g. now: potatoes!) and you will then have to shift your focus to get everything off except potatoes. Once in awhile, alarms will go off, and the host will start screaming about upcoming dangers. The monitor will show an image of the hazard that's spawning, and you'll have to make sure that hazard is knocked off the conveyer belt before it falls into the stew! If it does fall into it, the cooking pot will explode and it's game over. The song will stop, and the menu monitor to your right-hand side will let you either start the game again, or exit.

Look and Feel

The look and feel of the game will be that of a typical japanese games show with an arena like level, a bright pastel-ish colour scheme, and lots of pretty lights and fluff. Sound should be a upbeat, fun soundtrack with auditory feedback ranging from minor gameplay sounds to the game show hosts VA.

Feature List

Player

Movement - restricted to only upper-body movement.

Interaction and controls - Grabbing, picking up and throwing objects. Interacting with menu through pressing buttons and/or screens.

Additional artillery/Equipment - Ball gun; Shoots balls at fast rate with precise accuracy.

Win/Lose Condition - Win: Keep hazards from falling in your stew for the entire level. One level = one song = ~3 min. Lose: Let a hazard fall into your stew.

Scoring - Score dependant on right/wrong ingredient ratio. Ex. 100/0 = Awesome! 75/25 = Great! 50/50 = Okay... 25/75 = Eww... 0/100 = Disgusting!

Possible features - Placing cheese to distract "rats". Getting "downgrades", such as boxing gloves on your hands to impair grabbing objects. Using your hands to directly collide with ingredients and knock them off conveyor belts.

Mascot AI

Movement - Running around in a whimsical fashion on the game floor underneath the stew.

Animations needed:

- Idle - Standing and looking around
- Running - Running around at a moderate pace
- Cheer - Stretching up arms in a cheering fashion, maybe a little jump!
- (If we have time) Dance - A little dance for when the song's over

Spawn/Death - They should spawn from behind the player, running into the players view

Pot/Stew

Interaction - Recognizing the right/wrong ingredient based on information given by the gameplay monitor. Recognizing overlap by hazards and blowing up (either through being a destructible mesh, or by some particle effect and destroying the actor). (Holding variables for player score)

UI/Menu system

HUD - Monitor above the stew/pot. Dynamic information for which ingredient that goes in the stew, and a counter for right/wrong ingredient ratio (score). Heads-Up hazard alert when they have spawned. Show some extra visual feedback for when the right or wrong ingredient lands in the stew (ex. YUMMY ~^~^~ or EEWW X_X)

UI/Menu - Arcadey looking monitor on the players right hand side. Big red in-game world button to press for starting and pausing. (Then maybe using the touch controllers joysticks and buttons to navigate menus) Options; Brightness - Volume - Hazards.

Asset list

Targets

- Tomatoes.

- Potatoes.
- Onions.
- Carrots.
- Leeks.
- Cabbage.
- Cucumber.
- Eggplant.
- Meat chunk.
- Bomb.
- Nuclear waste bin.
- Garbage can.
- Poop.

Environment

- Simple different coloured walls.
- Checkered floor with different colours.
- !! “Arcade machine” with monitor for menu. --->
- Podium, like an elevated, hollowed out cylinder.
- Cooking pot, big and wide.
- Conveyor belts going towards the pot, from holes in smaller, inner walls.
- Camera rigs and cameras.
- Lamps and spotlights.
- Audience, preferable 2D planes or something looking like paper cut outs. Mostly silhouettes.
- Lightpillars (ljus pelare me lampor)



Mascots



- Humans in differing animal suits or kigurumis. Something reminiscent of gang beasts characters, with the same wonky, physics based animations.
- Other reference; Japanese Mascots.

Menu/UI Assets

- Game logo
- Standard bit styled font (this should just be a CC free font)
- “Clip art” looking 2D models of the targets (see Asset List)
- Reaction texts/icons in a more specifically drawn style (think of kawaii icons)
- Pixelated screen texture for menu and HUD monitor



Particle effects

- Confetti
- Fireworks
- Steam from pot
- Splash for ingredients landing
- Green (nasty) steam for wrong ingredient landing in pot

Sound effects

Gun

Throwing

Splash in the stew

boiling

Splat on/hit the food

starting/countdown sound

Losing sound

audience, happy/unhappy

grade sound

audience laughing

racket

grenade

ingredient change

hazard alert