

GAME DESIGN DOCUMENT

“Poppy **Not The Popcorn!”**

Can You Hold The Pressure?

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Game Analysis

Poppy NOT the Popcorn, is a platform 2D game, it takes a Popcorn kernel through 9 levels of hell. If you were a popcorn, what would your hell would be?

With that in mind go to some delicious and hard levels where taking risk is encouraged, go through the levels as if it were a race because the map is being eaten, and you are heating up!

Mission Statement

In this adventure the player is a popcorn kernel that is put through 9 hellish levels that every popcorn fears, keep your cool and avoid popping!

Genre

2D Platformer.

Platforms

List or describe the platforms the game will be made for Steam, Android, iOS, Windows, Mac OS.

Target Audience

Our target audience starts from children from 8 to 16 years old for the fun color palette, for being also about candys, chocolates themed. and being challenging, boys would like the challenge for being a difficult game, but the girls would be more attracted to the theme of the game.



Storyline & Characters

The concept for these levels are in Dante's Inferno, as reference, poppy has too coarse to 9 levels of popcorn recipes (to fit the theme), after accomplishing that, the fiend will keep his part of the deal and let Poppy the little popcorn kernel go free, to a farm upstate.

In a popcorn machine when kernel's were being dumped to make popcorn one of them opened his eyes, poppy was his name, starting to feel the heat Poppy rushed into trying to escape, but to no avail, when his brothers starting to pop, the fear on Poppy's eyes was all to real, scream and beg all the god for salvation!

But then a portal of flames has appeared, and Fiend answer his call, he propose that poppy would show him his determination to live by going through the 9 courses of popcorn delight, from sweet to salty, if he were to pop the fiend would eat him, but make to the finish line unscaved Poppy would earn his freedom.

Poppy the character is a popcorn kernel, orange seed with a lighter orange at the top and has an oval shape, its eyes are black, one black monobrow and a small mouth, has to stick legs at the base with 2 white sneakers and stick arms wearing white gloves.

Character	Description	Characteristics	Misc. Info
Poppy Bob Cornel	It's the main character and he is a popcorn kernel.	Poppy is a strong minded character with a strong will to live.	He doesn't want to pop.
Fiend	This is the devil that makes a deal with Poppy.	Fiend is devilishly charming, dishonest and doesn't get angry when poppy passes a level.	The Fiend always has a card in his sleeve and tries not to laugh for not to give it away



Poppy Concept

Gameplay

Overview of Gameplay

This is a 2d platformer that was based on fast paces of speedrunners, where you have to make split second decisions, take chances, to get to exit, as fast as possible.

Players that stall for time are punished as the longer the player stays in the level the harder it is to beat it.

The key gameplay would be the heating system, for the body of Poppy to prevent from turning to popcorn and lose. (In level 9 there will be stomach acid doing damage Poppy Switching the heating system to a health bar, where if lose's the leg's he will be still able to go but slower)

You have to be careful and make tough choices. Do you go through the frying pan or take the long way around? Every choice you make has consequences because if you take too long you're going to fall because the scenery starts to dissolve if the player does not hurry.

Player Experience

Provide a with a stressful, fast pace, reaction time and delish environment, where the player will have to manage to survive long enough to get to the end of the map, to get past the level whiteout overheating the character for not to pop which will make the player lose or preventing overheating the legs that will make lose as well.

Gameplay Guidelines

The guidelines in terms of gameplay are simple, there is only one direction running from the left to the right side of the screen, there is only one line of course, the game starts at the beginning line and ends at the finishing line. The character can jump once and can only jump after it lands first, can slide when running for a second and crouche when holding still or to walk while crouched, if the player starts do delay, to react or doesn't get a move on, the scenery will start to will start to make a heat wave to make the game more fast passe.

Game Objectives & Rewards

As the player goes through the process of surviving in the course as reward it will appear a ice cube will appear to “cool off” the overheating character but how it’s used depends on the player.

Rewards	Penalties	Difficulty Levels
Items	Steam vents; pits of boiling liquids; tripping obstacles.	Levels would be more difficult depending on how high the level is from level 1 to 9.

Items:

- Ice Cube
 - a cube falls to the map in front of the character, to cooldown the character and ride on top of it, to the legs slide through the map until it melts.
- Skin Peeler
 - The character shed’s it’s skin. (that cooldown the character and move faster.)
- Ray of Frost
 - freze the floor in front of you. (to cool down its legs, and if the character slides through the floor it cools down its body.)

Gameplay Mechanics

You have to start and the finish line is, and where the player is located and as the player goes through the course the character cursor goes along the line.

The twin heating system one for the legs that if were to overheat the legs would pop off leaving Poppy standard and inevitable to overheat, and the second part would be the character seed to overheat it would just pop the character and that would be game over.

The ice cube that is cool of the character one way can be carried on its back to cool off the Kernel, but walks slower and can also jump on and slide through the course while cooling the character's feet but the ice dissolves more rapidly.

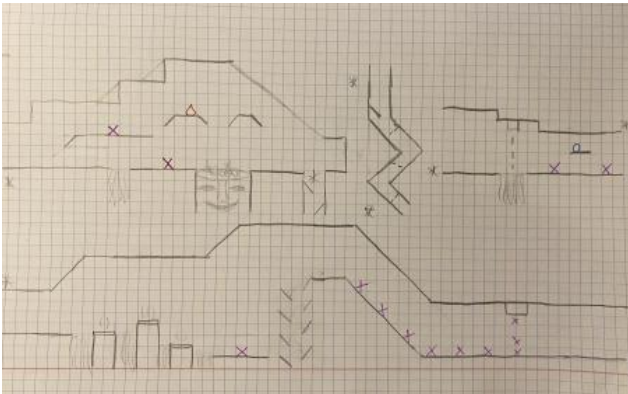
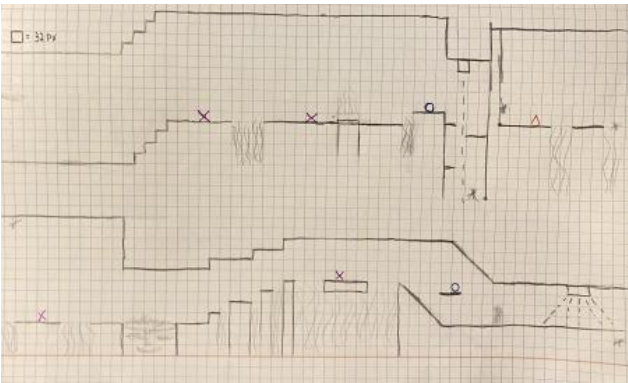
The map will be dissolved when the player starts to take some time, would be hit by obstacles, or slowed by obstracitions.

Character Attributes	
Character	Movement Abilities / Actions Available
Poppy Bob Cornel A Popcorn Kernel	Left Arrow to go left Right Arrow to go right. Up arrow to jump. Down Arrow to slide/ crouche. Space Bar to use items.
Game Modes	
Campaign;	The player has to go through Poppy story and go through the 9 levels of popcorn recipes. And win against the fiend deal.
Scoring System	
Points/Coins/Stars/Grades/Etc.	How it's Awarded & Benefits
List the scoring attribute	Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level.

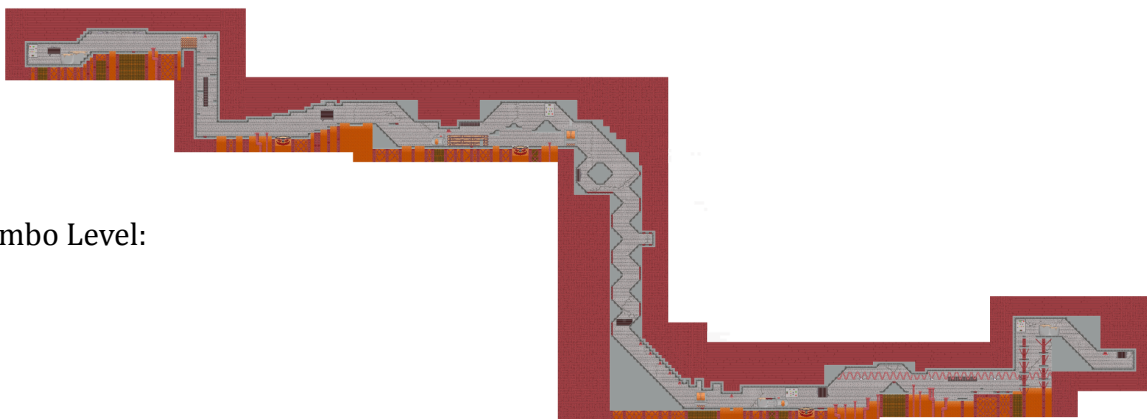
Level Design

- 1lv Limbo Pop popcorn (ways to heat the popcorn (frying pens, steam vents, steam pipes, aluminium bridges, fires)).
- 2lv Sweet popcorn (sugar, cottoncandy, unicorns ... pinky atmosphere and sweet).
- 3lv Chocolate popcorn (dark bubbling aesthetic,chocolate bars, chocolate spikes, dripping chocolate that solidifies)
- 4lv Caramel popcorn (buckets of caramel pouring, gold nuggets being tossed, white and gold atmosphere with columns and palace astetick).
- 5lv Oven roasted pizza popcorn.
- 6lv Smores popcorn.
- 7lv Sweet Chili popcorn Chicken.
- 8lv Cheese popcorn (buckets of cheese pouring, cheese wheels being used as treadmills)
- 9lv Treachery in 9lv there is a cutscene. In this level Poppy was swollen by a chicken, poppy has to hurry out of the, going to the thought the chicken digest sistem to exit through the backdoor (there will be stomach acid doing damage Poppy Switching the heating system to a health bar, where if lose's the leg's he will be still able to go but slower)

Levels	
1lv Limbo	On the first level, it's all about the heat and steam, where the player has to go through a stressful dyed red and aluminum environment, filled with pipes, steam vents, fire pits and fire elementals going through the level.



Limbo Level:



Control Scheme

Button/ Touch Input	Action it Performs
A	To go Left.
D	To go Right.
W	To jump, can't jump again until the character touches the floor, and cant jump with ice cube equipped
E / R	Use items.
F	To toss away the ice cube earlier
Esc	To press pause and freeze the game

Game Aesthetics & User Interface

As for the fiend his skin is an orangey red, uses facial hair, has yellow horns (use fururama's robot devil as reference) and is well dressed, wearing colorful suit, shirt and a red tie.

In the environment it's going correspond to the level poppy is in from the color pallette to the theme

Hud sistem:

Right inferior corner it's going to display the heat sistem, as Poppy's goes through the level the temperature rises and when it reaches its assigned temperature Poopy will pop and lose.

Left inferior corner is the item that can be used visually. Where the items float inside

