

# **Supermarket Showdown**

## Game Design Document

By: Wesley Elmer, Benjamin Operhall, Jade Edwards

Created For the Boston Global Game Jam 2021

1/27/2021

Courtesy of Canned Bean Crew:

Wesley Elmer, Benjamin Operhall, Jade Edwards, Michelle Nie, Amy Yang, Sophia White

# Table of Contents

---

## [Table of Contents](#)

## [Project Overview](#)

### [Quick Summary](#)

### [Minimum Viable Product](#)

#### [Programming / Features](#)

#### [Art / Animation](#)

## [Systems and Mechanics](#)

### [Groceries](#)

#### [Unique Groceries](#)

##### [Soda Bottle](#)

##### [Soup Can](#)

##### [Slushy Cup](#)

##### [Waffle Box](#)

##### [Banana](#)

##### [Tomatoes/Oranges](#)

##### [Slushie Machine](#)

### [Screen Map](#)

### [Throwing](#)

## [Narrative](#)

### [Mother Bark Lines](#)

#### [Passive](#)

#### [Noticed/Transition](#)

#### [Aggressive](#)

# Project Overview

## Quick Summary

- Project Title: Supermarket Showdown, Supermarket\_Showdown, SS
- Engine: Unity 3D
- Perspective: Isometric 3rd Person (Fixed Camera 3rd person)
- Tone: Comedic and Childlike

*Supermarket Showdown* is a 3rd person isometric action game where the player takes the role of a toddler running amok in a supermarket while their mother is shopping. The player needs to grab all of their favorite snacks and treats that are perched out of reach, all while being chased from aisle to aisle by their mother, trying to wrangle the little trouble maker. By grabbing and throwing various groceries from the shelves, the player can knock over the goodies into their grasp before their mother catches up with them.

**Win State:** The player collects all of their favorite foods/items.

**Fail State:** The player is caught by their mother.

## Minimum Viable Product

### Programming / Features

- The Mother pursues the player
- The player can launch groceries from store shelves in a specific direction by hitting them
- Groceries are knocked off of the shelf when an object hits the shelf (launched by the player for example)
- There are specific groceries in the world that the player needs to collect
- The groceries the player must collect are communicated to player (via UI or otherwise)
- Upon collecting all required groceries the player wins the game
- Upon being caught by the mother the player loses the game

### Art / Animation

- Model of mother with movement animation (running or walking tbd)
- Model of Child with movement and knocking animations
- Model of Supermarket Shelves
- Model of Supermarket environment
- 3x Models for different grocery items
- UI assets to communicate what groceries the player must collect (tbd)

Note: For more detail on required art assets, please consult the [Asset List](#) located in the Global Game Jam Folder.

# Systems and Mechanics

## Groceries

Groceries are the various items that line the store shelves such as Soda, Cereal, and Frozen Food. The player can pick these items up and throw them.

## Unique Groceries

Some groceries have unique interactions with the player.

| Soda Bottle   |
|---|
| A grocery that will explode if shaken up too much!  |
| Attributes  |
| <b>Detonation Distance:</b> Distance the player can walk before the bottle will explode.<br><b>Thrust:</b> Power the soda is pushed around when detonated.  |
| Behavior  |
| <ul style="list-style-type: none"><li>• When the soda is picked up by the player, start tracking the distance it has moved<ul style="list-style-type: none"><li>◦ Continue tracking, even after the player has put the soda down</li></ul></li><li>• After the soda has moved a specific distance, explode</li><li>• When the soda explodes, the soda bottle will leave the players hand, and fly around the store knocking over other groceries.</li></ul> |

| Soup Can  |
|---|
| Creates a mess that will slow down your mom!  |
| Attributes  |
| <b>Force Threshold:</b> Force at which the can will detonate.<br><b>Soup Radius:</b> Radius of the pool of soup.<br><b>Slow Amount:</b> Amount that the mother should be slowed by the pool of soup.  |
| Behavior  |
| <ul style="list-style-type: none"><li>• When the can receives an impact above a certain threshold, detonate the can. NOTE: That the player throwing a can should always detonate it.</li><li>• <b>OnDetonate:</b><ul style="list-style-type: none"><li>◦ Push away any groceries in the radius of the detonation.</li></ul></li></ul> |

- Create a radius on the ground of soup, which will slow the movement of the mom.

### **Slushy Cup**

Useful for acquiring slushy treats

#### **Behavior**

- When brought to the Slushie machine will cause the slushy machine to turn on, filling the cup
- The Slushie Machine does not turn off afterwards

### **Waffle Box**

Eggos

#### **Attributes**

**Waffle Count:** Number of Waffles in the Box

#### **Behavior**

- When the waffle box is dropped or thrown, waffles will spill out of the box littering the ground

### **Banana**

Slipping Hazard

#### **Behavior**

- When the banana is dropped it will leave behind a banana peel
- If the peel is walked over by an NPC it will cause them to slip, slowing them down from chasing the player

|   |
|---|
| <p><b>Tomatoes/Oranges</b></p> <p>Juicy Fruit</p>   |
| <p><b>Behavior</b></p> <ul style="list-style-type: none"> <li>• Tomatoes and oranges, when thrown or dropped, will cause a splatter on the ground</li> <li>• This splatter will slow down the mother when being chased over it</li> </ul> |

## Slushie Machine

Thought bubble if player doesn't have cup

## Screen Map

### Main Menu

- Play
- Settings
- Credits

### Pause Menu

- Resume
- Setting
- Quit to main menu
- Exit Game

### Game Over Screen

- Replay
- Return to Main Menu

### Win Screen

- Replay
- Return to Main Menu

Throwing

# Narrative

- Comedic, cute, and childlike tone reminiscent of *Untitled Goose Game*.
- Scenery and art assets reflect a child's view of a capitalistic world, where name brand, shinily marketed and packaged products are favorable objective items. Products that are not objective items are in drab, bland packaging.

## Mother Bark Lines

### Passive

1. Sharon told me there was a deal on milk...
2. Did the price of cereal go up again?
3. Oh, I have a coupon for that!
4. Well you can never have too many bananas.
5. What am I making for dinner tomorrow?
6. I should probably get us some apples, we haven't been eating well...
7. Oh, this is why you don't shop hungry.

### Noticed/Transition

1. Honey, what are you up to?
2. You better not be making a mess over there.
3. Come hold mommy's hand.
4. Honey, are you being nice to everyone else?

### Aggressive

1. What a mess!!!
2. Put that down! It'll rot your teeth!
3. When other mommy hears about this, you're so grounded!
4. You're going to ruin your dinner!
5. These things aren't good for you, honey!
6. Remember what I told you about "being considerate?" Well you're not being very considerate!!
7. I'm gonna take away your FunBox5!