

The Cafe HOT Web Game - Creative Document

Concept Summary

A doom-like level where the player explores Cafe Hot, picking up items and fighting food-based enemies.

The level would take place in Cafe Hot's Kitchen, basement, and main restaurant area. The goal of the level is to fight off the villains and reach the end – somewhere in the basement

- Idea To Run By:
 - Perhaps save Alan and Travis, who are trapped in the basement



Systems, Mechanics & Controls

- Movement
 - Walk (Forwards & Backwards)
 - Computer
 - W/S = Move forward and back
 - A/D = Rotate camera
 - Mobile
 - Up/Down Buttons (UI) = Move forward and back

- Left/Right Buttons (UI) = Rotate camera
- Shooting Sauces
 - Damaging enemies
 - Computer
 - Left Click
 - Mobile
 - Tap Screen
- Enemy AI
 - Different Villains (get Cafe Hot input)
 - The Breakfast Sandwich
 - Close Combat
 - The DIY Egg and Biscuit Sammy
 - Close Combat
 - The Number 8
 - Shoots Balls of Energy
 - Placed in Area, walks towards the player once in trigger box range.
- Power-Ups
 - Coffee - Speed Boost
 - Donut - Heal (cronut)
 - Sauce Bottle - Refills Ammo (possibly eat and fall asleep) (Hot sauce, Raven Sauce, Hot Honey)
- Health
 - Player's Health
 - Lowers when hit by an enemy
 - Raised by eating food around level
 - Player loses when health reduced to 0
 - Enemy Health
 - Lowered by getting shot by the player
 - Enemy dies when health reduced to 0
- Room Changes
 - Door (Animation)
 - Opens when the player runs into it
 - Elevator(to basement)
 - Goes down when the player steps on it
- Secret Room
 - Hidden somewhere in the level
 - Contains a hidden easter egg
 - God mode power-up

Level Design Doc



Art Asset List

- Items
 - Sauce bottle
 - Donut
 - Coffee cup
- Environment

- Restaurant Area:
 - Floor
 - Tables
 - Chairs
 - Pictures
 - Walls
 - Counter
 - Comic book stand
- Kitchen
 - Walls
 - Floors
 - Stove
 - Fridge
 - Needs More Based On Pictures I take of Cafe Hot
- Dungeon/Basement
 - Bars
 - Chains
 - Chest
 - Torch
 - Other things based on Cafe Hot Basement
- Characters
 - 2D models from Cafe Hot
- UI
 - Health bar
 - Ammo tracker

Narrative & World Building

Locations:

- Restaurant Area
- Kitchen
- Basement/Dungeon
- Secret Room

Characters:

- Villains
- Player
- Possibly Allan and Travis

Working Agreement

Final Deliverable:

One level of an FPS shooter game that takes place in the Cafe HOT, inspired by E1M1 from Doom. The game should feel cohesive with the Cafe HOT brand and incorporate their own characters.

Deliverables:

- Well programmed game that works on Mobile and Computer for their website.
- 3D modeled item assets
- 3D modeled Cafe Hot
- Update Emails & Meetings

Update Schedule:

Hale Walls and Ben Bradway should aim to update Travis and Allen every 2 weeks on their work, getting feedback and iterating based on it.

Product Rights & Distribution:

Travis and Allen have the right NOT to put this on their website at the end of the semester if it's not something they feel represents their brand/restaurant. The game should not be posted anywhere other than in portfolios or on the Cafe HOT.'s website.

Hale & Ben have the right to use this in their portfolios and list this work as an internship on their resumes. The game should not be posted anywhere other than in portfolios or on the Cafe HOT.'s website.

Other product and distribution rights are gone into more detail in the IP Agreement.