



NUGGET IS SOUP

Design Document

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INTRODUCTION

Game Summary Pitch

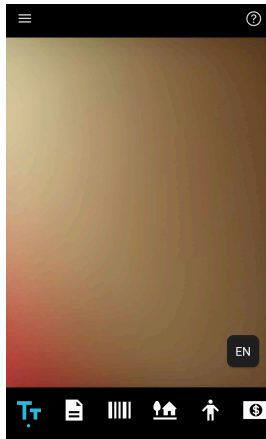
Alchemy is cooking, potion is soup. Cook nuggets, nugget is soup. Help two friends look for ingredients to make nuggets for each other.

With the power of a Venus Flytrap and a Mole-rat's friendship, hunt for the best nugget soup!

Inspiration

Potion Craft

Potion Craft is the inspiration for the style of the game. One of its main inspirations is how they make the potions, and how it feels satisfying to the player.



SEEING AI

Seeing AI - is a blind and low visioned accessibility app that has a talking camera which narrates what it's pointed to. The SFX and accessibility features are our main inspiration for the game.

Vampire Survivors

Vampire Survivors is the inspiration for the gameplay and feel for the "Hunt" levels.



Player Experience

Nugget is Soup is set in the garden of an abandoned house that's overgrown and invaded by pests. The player will be GON, a deaf venus flytrap who lives in the abandoned garden and stib, a blind mole-rat who lives underneath the garden. The two friends are shadowed by their peers because of their "yucky looks" and for being alchemists. They help each other to *craft* and *gain* food, which are nuggets that have different effects depending on the ingredients used. Consuming these will help them on their next ingredient hunt. They each have better access to ingredients that match the other's diet, hence the trade and friendship they have.

The game has 4 different levels with 2 different gameplays consisting of Garden, Garden but it's underground, GON go cook, and stib go cook. "Garden" and "Garden but it's underground" would have a hack and slash gameplay while "GON/stib go cook" will be crafting, which requires the player to plan, manage, and strategize. The player must learn how to fight through enemies and mini bosses to gain common, rare, or special ingredients to later craft into nuggets that can have good or bad effects.

Platform

The game was developed to be released on windows PC.

Development Software

- Unity for programming
- Visual Studio for programming
- Procreate for art and animation
- FL Studio 20 for music and SFX
- Garageband for music
- Audacity for music and SFX

Genre

Singleplayer, crafting, and horde survival.

Target Audience

Nugget is Soup is marketed to midcore and casual players who are interested in broadening their experience with video games. These players enjoy exploring for ingredients, are up to solving potion making puzzles, and facing enemies that may be complex for casual players but will find it an enjoyable learning curve.

The game is designed to be fun for everyone, made to be accessible for the deaf, hard of hearing, blind, and visually impaired.

Concept

Gameplay overview

On **Garden** and **Garden but it's underground** the player is required to *fight the horde* that will progressively get difficult as the player progresses by the minute. After killing a certain amount of enemies and bosses, they'll drop the ingredients needed to craft nuggets. These levels will have some differences due to GON and stib's different disabilities.

When playing *GON* in the **Garden**, the enemies will only be visible and have the default audio when the player is facing their direction. Enemies won't be visible if the player isn't facing them and the audio would be faint, forcing the player to rely on visual cues.

When playing *stib* in the **Garden but it's underground**, the screen will be blacked out while *stib* will have a centered light that's extended to a certain radius. Enemies and obstacles will have a faint glowing outline that'll only brighten once the player is nearby, forcing the player to also rely on audio cues.

On **GON/stib Go Cook** the player is required to mix ingredients that's limited by 3 to make different nuggets with different effects. There are nuggets with good, negative, or special effects.

All nuggets are required to be passed to the other character then eaten and/or packed before going back to hunt as the character you passed the nugget on. You can only eat and/or pack 1 nugget each run.

Theme Interpretation

Originally the theme was 2 characters with a different disability (blind and deaf respectively) working with each other to cook nuggets. Due to time and personal constraints, this is not evident in the current game.

Primary Mechanics

The primary mechanics of the game is to hunt for ingredients using 2 characters. These characters use these ingredients to cook nuggets that give different buffs and debuffs to the player.

Secondary Mechanics

The ingredients you have collected for the respective characters might be used for them to cook, but the resulting nugget is not for that character, but for the other playable one. Cooking nuggets then passing it to the other character for them to use

Art

Design

The design of all entities in the game is an inspiration from the "Pikmin" series, mixing Semi-realistic objects with cartoonish main characters. The UI also represents the Braille of the word.

Audio

Music

The music is a mix of old-school dungeon crawling and "chill" music to complement the game modes Hunting and Cooking respectively.

Game Experience

UI

The UI in the combat game mode is similar to 2D Roguelikes, with current health, mana, and experience on the upper right, and equipped items on the lower right of the screen. The UI in the cooking Game Mode shows three panels, all of which are interactable, and does unique things to give player information.

Controls

KEYBOARD

WASD, for movement
 Left Click - Light attack
 Right Click - Projectile Attack
 Middle Click - Heavy Attack
 E to use Equipped Nugget
 Mouse to control UI in Cooking

Development Timeline

MINIMUM VIABLE PRODUCT

#	ASSIGNMENT	TYPE	STATUS	FINISH BY	NOTES
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1	Game Design Document	Oth... ▾	Launched ▾	July 31	
2	UI	Art ▾	Launched ▾	July 17	
3	MOCKUPS	Art ▾	Launched ▾	July 17	
4	Player assets (GON)	Art ▾	Launched ▾	July 17	
5	Player assets (stib)	Art ▾	Launched ▾	July 17	
6	PLAYER ANIMATION	Art ▾	Launched ▾	July 28	
7	Level Design (GARDEN)	Art ▾	Launched ▾	July 23	
8	Level Design (GARDEN BUT ITS UNDERGROUND)	Art ▾	Launched ▾	July 23	
9	Level Design (GON GO COOK)	Art ▾	Launched ▾	July 23	
10	Level Design (stib GO COOK)	Art ▾	Launched ▾	July 23	
11	NUGGET DESIGNS	Art ▾	Launched ▾	July 29	
12	SFX	Aud... ▾	Launched ▾	July 31	
13	ACCESSIBILITY	Aud... ▾	Launched ▾	July 31	
14	Basic Movement	Cod... ▾	Launched ▾	July 18	
15	Inventory Design	Cod... ▾	Launched ▾	July 21	
16	Nugget Abilities	Cod... ▾	Launched ▾	July 29	
17	Adding Music	Cod... ▾	In prog... ▾	July 31	

18	Adding SFX	Cod... ▾	In prog... ▾	July 31	
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BEYOND (IF AHEAD OF SCHEDULE / EXTRA TIME)

#	ASSIGNMENT	TYPE	STATUS	NOTES
1	ADDITIONAL SFX	Aud... ▾	In prog... ▾	
2	IMPROVED ACCESSIBILITY FEATURES	Aud... ▾	In prog... ▾	
3	BACKGROUND MUSIC	Aud... ▾	In prog... ▾	
4	IMPROVED SFX	Aud... ▾	In prog... ▾	
5	ADDITIONAL GAME ART	Art ▾	In prog... ▾	