Cookin Up Spells

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Game Design Document

4-28-2025

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1- RUNDOWN

Elevator Pitch:

Cookin Up Spells is a fast-paced, side scrolling, job simulator co-op game where one player controls a beastly henchman of humongous proportions and the other player controls his tiny little wizard master who conjures the spells that his customers order through the henchman. Both have to work together to keep customer satisfaction high and try not to squish or get squished by one another while they operate the wizard's shop.

(think overcooked meets potion craft meets the color wheel)

Gameplay Mechanics - Player One, The henchman: Big Boy

As the henchman / big boy, your job is the same as an average wage slave. Your massive stature means you are the one to run the high counter here at the wizard's potion and spell shop, but you yourself aren't a very good spell crafter. You listen to the orders being given by each customer in the form of both colors and shapes. You quickly input their order onto a scroll that then drops down to below the counter. This means that the wizard can now begin making the spell or potion that has been asked for.

However, this isn't all you have to deal with! During this, you may get customers that are complaining about their previously purchased spells and potions, and you need to send them down with what changes need to be made, but this may happen DURING an

order! Customers are impatient and will only repeat their order ONCE, so you need to choose whom you pay attention to and send their order downstairs. Luckily there won't be too many customers at once, but they will get angry and leave if not helped soon enough.

While crafting potions, your small master may need you to adjust the heat on the cauldrons below in order to set whether their color is additive or subtractive, so watch for his communication.

Finally there is one last obstacle. You are gigantic, and your boss is not. You are strong and sturdy, and your boss is not. While moving around, you need to be very careful about where you step, as you may squish your master, and if he dies, you're out of a job. Also a life because his magic keeps you alive but that is besides the point. You are able to jump, just be careful of where you land.

Gameplay Mechanics - Player Two, The boss: Lil Man

As the boss / wizard / lil man, your job is to receive orders from your minion and begin crafting them! Each order you receive is made of different combinations of elements at your disposal, and each element corresponds to a color and a shape (shapes help the colorblind wizards among us). You must walk back and forth beneath where your minion works to each of your elemental cauldrons, dipping your spell or potion in whichever order the customer wants them in (as long as your minion got it right).

There is one problem! Each spell is made from additive colors because they are made from light, and the cauldrons must be set to hot in order for this to happen. On the flip side, to craft a potion, they need to be made from cooled elements, so your cauldrons need to be cooled beforehand. Each color combines the way you would expect, but you need to be careful not to use the wrong temperature on the wrong type of order, or it becomes volatile. Volatile orders explode in your face and enact whichever effect they currently have on both you and your minion.

You need to craft each spell in time according to the customer's wishes, but not let the haste allow you to fall victim to your heavy minion's footsteps, as you are very squishy in your small stature. When carrying spells or potions , if you are to bump into your minion, your order, whether it be good or bad, will be cast or splashed onto the minion, rendering him more or less powerful depending on what you ran into him with, so be very careful!

When you have properly avoided being squished and have crafted your spell, you send it through the item receiver under the counter, where it gets teleported to the counter, where the customers can receive them.

With both of your working together, you keep your business afloat by keeping the customer satisfaction bar above the minimum amount. Depending on the customer base, your customer satisfaction may have a higher minimum, so watch it carefully!

2 - HIGH CONCEPT

High Concept

Cookin Up Spells is a quick, co-op based shop simulator game where you and a friend work together to meet customer needs without impeding one another or being squished.

Player's role

As the henchman, the first player must operate the top half of the counter where he answers the customers and the second player is the henchman's boss underneath the counter who makes the actual "orders". You both operate this business and try to keep it from going under while simply trying to stay alive. As the boss, Lil Man, your role is the actual spell crafting which is done through several cauldrons underneath the counter. Your role is to help your henchman get these spells out before the customer gets angry and the leaves, dropping your customer satisfaction rating.

Camera Model

The game will take place entirely in 2D with the camera placed behind the characters while they work the counter. The game will be 2.5 D similar to games like Enter the Gungeon, and operate in a way visually similar to games like That's not my

Neighbor, Unraveled, or even Castle Crashers, just in the style of a game similar to Overcooked

Genre

The game falls into the genre of co-op simulation action rpg, as even though the job doesn't exist, it's still simulating a job environment through which both players role play as medieval workers.

Player Count

The player count will always be 2, no more, no less. If there is only one player, an AI will take the place of the second player. The characters are first come, first serve, but must swap out between rounds.

Distinguishment

While there are many RPGs and many games like overcooked, there seems to be a big lack of games somewhere in between. There are never enough co-op games or RPGs and CUS would fit right in with the rest, but stand out where it matters.

Requirements

CUS will be made with consoles that are easily accessible in mind. This would be consoles like the Switch, Switch 2, Xbox series X, and Playstation 5. When sales, or demand, are high enough, a version can be made for steam later on.

Basic Setting

The game takes place in the medieval times, in a fantasy RPG, there is not going to be any distinct year or setting, just the wizard tower potion/magic shop that you both run.

Levels

All levels will take place in your shop, but the layout may change. As the levels go on, the demand for new goods rises, and the shop will need to expand or even relocate over time in order to make accommodations for the customer base and their spellcasting needs. The shop may even change during the level, it is magic after all!

Victory Condition

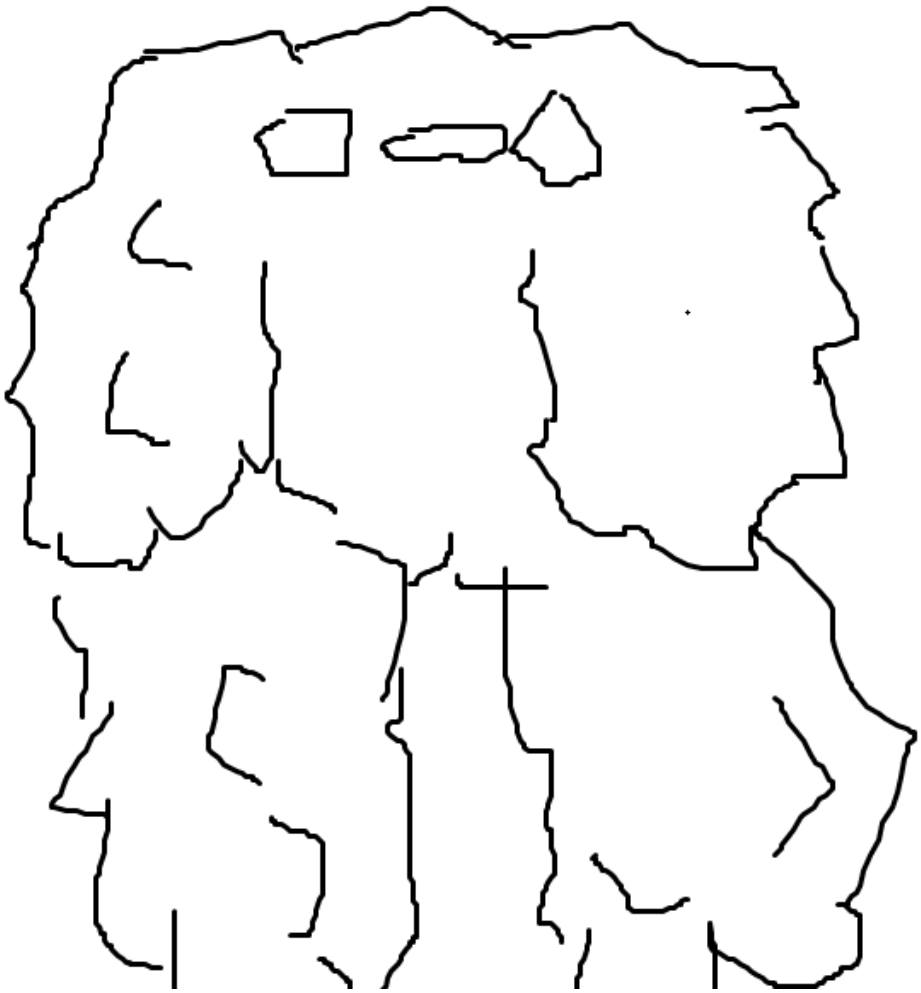
The game will end in victory when the satisfaction meter is kept above 25% for the entire day. The day is around 5 minutes, but could last longer or shorter depending on the level type or setting.

General Structure

Customers will enter the traveling shop, order, and await their order. Customers may also appear at the customer service side of the desk. Players work together to craft what the customers need, and keep satisfaction high.

4 - Characters

CHARACTER 1: BIG BOY



Big boy is a rock golem of gigantic stature. His thousand yard stare and large arms aren't very complementive of his personality, however. Big Boy is a very soft-hearted being that

just happens to live in a time scale that is slow to us humans. Big Boy just wants the world to live happier, and will spend all 10,000 years of his life making the world a better place, one accidentally squished person at a time.

CHARACTER 2: LIL MAN



Lil Man is a middle aged (looking) tired, small little wizard who is very tired, but damn good at his job. He loves his minion, but his small shop is built in a way that puts him in danger of being smushed by his own creation. He'll never admit it, but Lil man loves his job, and loves spreading the magic of spells across the world in any way he can. LIL man shows no joy in his face, but loves taking drags of cigarettes whenever he can, so he'll almost always have one in his mouth.

5 - SETTING

The story of CUS takes place in a magic-filled medieval world that requires people like Lil Man and his magical abilities

8 - CORE MECHANICS (in depth)

The counter: (the minion's job)

The player who operates the topside of the counter plays as Big boy, Lil Man's assistant. While working this desk, the player works a point-and-click interface with slow animations to show how slow the henchman is himself. Each action that Big boy takes is by existing his current menu and clicking on something else to start another task

Orders:

At all times, there will be a customer lined up at the counter. Each customer will have a combination of an amount of spells and an amount of potions. This number could be anywhere from 0 of one and 1 of the other, up to 5 of each depending on where you are in the game. At the start of the game, this number is more likely to be lower. These customers need their order within a level-specified amount of time before their

satisfaction lowers, and thus slowly lowers the shop's satisfaction meter on the top of the screen. With low enough satisfaction, the shop will be closed.

When the customer orders at the counter, it is the job of the henchman to try to match the color that they are asking for in their order, and copy this color onto a scroll, per each order. This is done through the menu where after seeing what the customer wanted, a scroll appears on screen, and using a quill and R Y B ink, the henchman must color in the order on the scroll, on the icons that appear for the order. The henchman can only ask ONE more time to see the person's order before their satisfaction drops from being asked a third time. After matching the colors of their best ability, Big Boy needs to drop his scroll through a slot in the desk by clicking on it.

When An order is teleported back to the counter, Big Boy takes the order and places it on the 'customer service' part of the counter for the current customer to pick up. HOWEVER! If a customer is waiting here for a complaint, problem, etc. placing an order here will result in this complainer taking your order, making both customers even more upset. See: customer service

The boiler:

While lil man is mixing, he may have to request that Big Boy changes the temperature of the cauldrons below. Big boy has to then stop what they are doing and click on the boiler interaction on the left hand side of the counter. They are then shown a pipe with a crank on it, where they roll the crank clockwise to turn the heat up and counterclockwise to turn it down. There is a meter that will show what temp is required

for each, BUT the crank slowly but surely sets back to a median temperature, that neither heats or cools the cauldrons, making them unusable for LIL MAN.

Customer service:

Finally, Big Boy will have to deal with angry customers. This interaction is on the right side of the screen, and becomes available when a customer is sitting at the counter. As aforementioned, this customer WILL take whatever is placed on the counter, even if it's an order. To counteract this, you may place whatever necessary to rid of the customer. Not that it's what is right, but any placed spells here will be enacted on the rude customer when they take the order, so if a spell were to 'rid' of this problem, the satisfaction meter doesn't go down because no one is left to complain.

If you don't want to risk the customer being left alive enough to complain and lower the satisfaction meter, you may adhere to their demands which may be money back or a single spell or potion. Spells or potions will be taken as an order like usual, but need to be prioritized. 'Money Back' opens another menu, where you, as Big Boy, slowly count cash to return to the customer via another point and click mini-game.

Underneath the counter (the boss' job)

As Lil man, you take on the responsibility of the wizard by crafting spells and potions in a similar style to the way a kitchen were to do so. Unlike Big Boy, your gameplay relies on you, as a tiny, tired man, to run back and forth with potions and books

that are the size of you and individually dunk them in cauldrons with an inventory only as big as your tiny hands (one item) When you receive orders, you may receive one of the two current craftable items:

POTION MIXING AND SPELL CRAFTING

After orders are placed by Big Boy, your job isn't to make an order accurate to what the customer has said, your order is graded based on accuracy to what Big Boy filled in on the order scroll. Big Boy's job is to be as accurate as possible to the customer, but you are graded on accuracy to his drawing.

When crafting spells, you run to your small library, located on the right side of the desk, and you grab a single, unmarked, standard library book. You then put in a request, either through the game or verbally to the player of Big Boy, who will then heat your cauldrons to be RGB, or light-based cauldrons. After each cauldron is heated, you can then add a small amount of each cauldron in order to match what the order is. **Black spells cannot be crafted due to the nature of additive color**

Crafting potions is similar, but each cauldron needs to be cooled in order to be subtractive-based, or CMY. Colors will combine in a way you would expect, but using a subtractive or additive color on the wrong type of order will result in you being coated in whichever spell you have crafted. Empty potion bottles can be grabbed from the right side of the screen. **White potions cannot be crafted due to the nature of subtractive color**

When you have properly transferred each spell and potion to the teleportation sigil on the left hand side of the screen, the order will automatically teleport to the counter for Big Boy to transfer. If you craft a spell or potion that isn't needed you can hit the button underneath the teleporter to automatically send it upwards. This can be used to use harmful spells on rude customers if needed.

Running into Big Boy will result in the spell or potion effect being used on him. Running into anything else hard enough results in Lil Man being coated in the effect,

SPELL AND POTION TYPES:

When each spell or potion is mixed, they will be automatically granted an effect based on what color or element they are the closest to. SEE ITEMS. When these potions are activated, they are applied immediately. Some effects may even be beneficial, so preparing beneficial spells or potions to use on you or big boy may be a smart idea.

Items (Spells and Potions)

Spells and potions are crafted based on color, whichever color they more closely represent will be what effect that it has. The darker a spell is, the stronger it is, but the lighter it is, the longer it lasts.

Red - Red potions and spells will enact fire on the subject, this increases the subject's speed, but when over, it causes 5-10 seconds of the subjects' recovery

Yellow - Yellow potions and spells are literally bottled lighting. While affected by lighting, the subjects no longer move normally, but they teleport in ways that could be sporadic. This may both help and hinder the subject

Green - Green potions and spells are just poison. Any subject affected is slowed and may be hindered entirely while affected.

Blue - Blue potions and spells are a form of time manipulation, if spliced open anything, both players will be able to move faster while the world around them is slowed.

Purple - Purple potions and spells cause flight or levitation, making it very hard for the subject to work, but easier to get around.

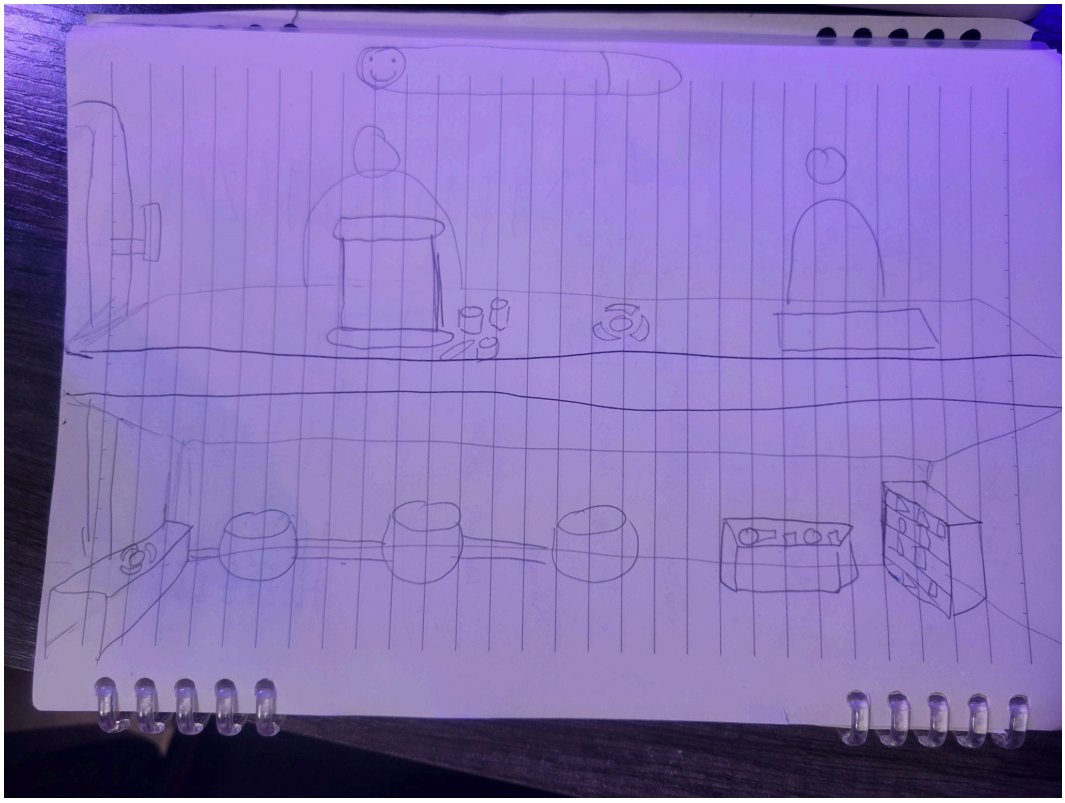
Magenta - Magenta potions and spells cause sporadic intangibility. This means the subject may move through other, unaffected subjects, but if oto strong, will not be able to hold any items at all.

Cyan - Cyan Potions and spells are ice magic, and thus cause slowness. There are no benefits to being slow, except replacing worse effects.

White - White potions cannot be crafted. White spells cause the user to be better at anything they do, but white spells are highly volatile and can only be held for a TOTAL of 5 seconds before exploding

Black - Black Spells cannot be crafted. A black potion will cause the subject to immediately explode, and can only be held for a total of 5 seconds before EVERYONE in the building is exploded.

14 - User Interface



16 - Control Scheme



1: Capture button

2: Home Button

5 and 6: Pause

7: (BB) Move hand around the screen (LM) Move character

8: interact (all buttons)