

The Lamb Chop Show - Core Document



The Lamb Chop Show

Game Design Document

"Once upon a time, a young princess started her adventure in a magic mirror..."

Accompanied by the soothing voice of a loving father, the player starts a journey of fantasy in this bedtime story...

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Turn-Based Combat | Single player | RPG | Strategy | 2D

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Overview

The Lamb Chop Show is a strategy game in which the player solves puzzles and fights against monsters in turn-based combat, all with coins. The player will control both hero and enemy behavior and figure out the best outcome for combat, just like staging a puppet play.

Key Features

- Simple but elegant turn-based combat with coins and paper marionettes.
- Diegetic and tactile UI elements make everything playable and fun.
- “Cozy creepy” art style and storyline that keeps the player’s curiosity.

Gameplay

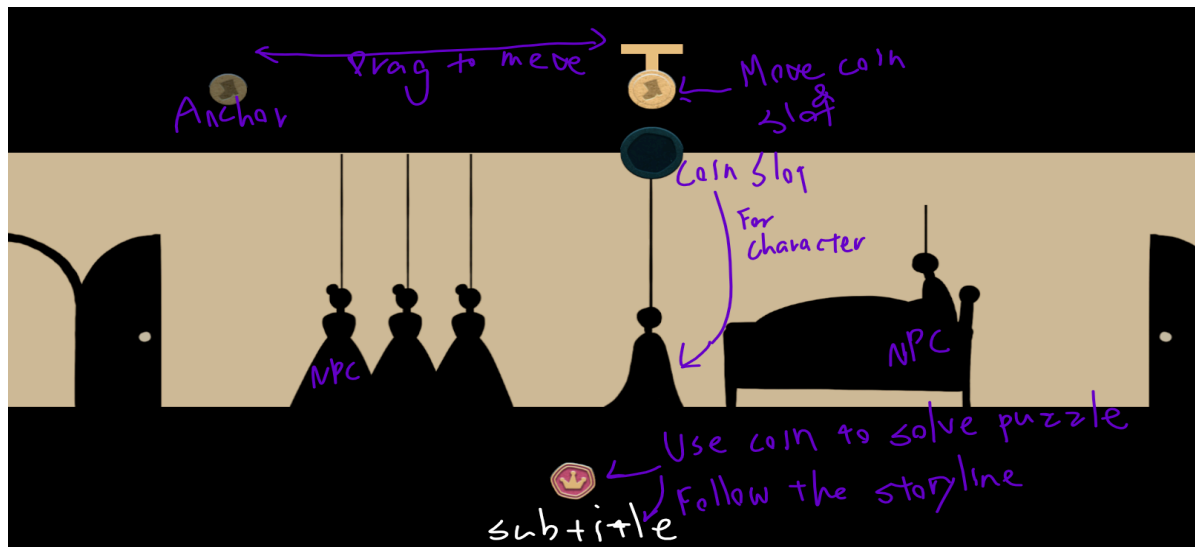
The player will experience the story through a series of plot puzzles and combat puzzles, in which similar core mechanics will be applied. In each scene, the player needs to control both movement and action of all characters by giving action point coins (AP coins) to units in the scene and then press play to apply the outcome. Using the coins, the player will go through the story, solve puzzles, enter combat, and if they defeat the stage boss, they win.

Background Story

This is a story inside a story, told by a father to his 12 years old daughter. The mother of this family passed away a few years ago, and they are remembering her through this bedtime story that she used to tell:

A young princess was kept in a big castle by her parents. She always dreams about the world outside, but the King is too worried about all the dangers out there. The only way for the princess to spend all her time is to stare at a magic mirror she kept in secret. It showcased the view out of this world, beyond her imagination. “Come and play with us!” one day, a flower inside the mirror spoke to her. The princess accepted the invitation, jumped across the border, and soon realized that this fantasy world is even more dangerous than the one she lived in.

Story Scene Mechanics



Core Mechanics

Story Scene

The story scene is scenes that connect every combat scene. The player needs to solve puzzles hinted by the narrator using Action Point Coins to push forward the plot until they can enter the combat.

Narrator's Puzzles

In the story scene, the narrator (father) will give out hints of the goal in the current scene and how to achieve it. For example, if the narrator says, “the princess begs the king, hoping to step outside the castle and start an adventure,” that means the player needs to utilize the coin provided to move the princess next to the king and interact with him. After a puzzle is completed, the narrator will start the next line.

Action Point (AP) Coin

A pool of AP Coins is provided to the player, showing the action they can apply in the current position. To set AP Coins, the player needs to drag them into coin slots connected to units. When one unit obtains a coin, it will move or act accordingly.

Secondary Mechanics

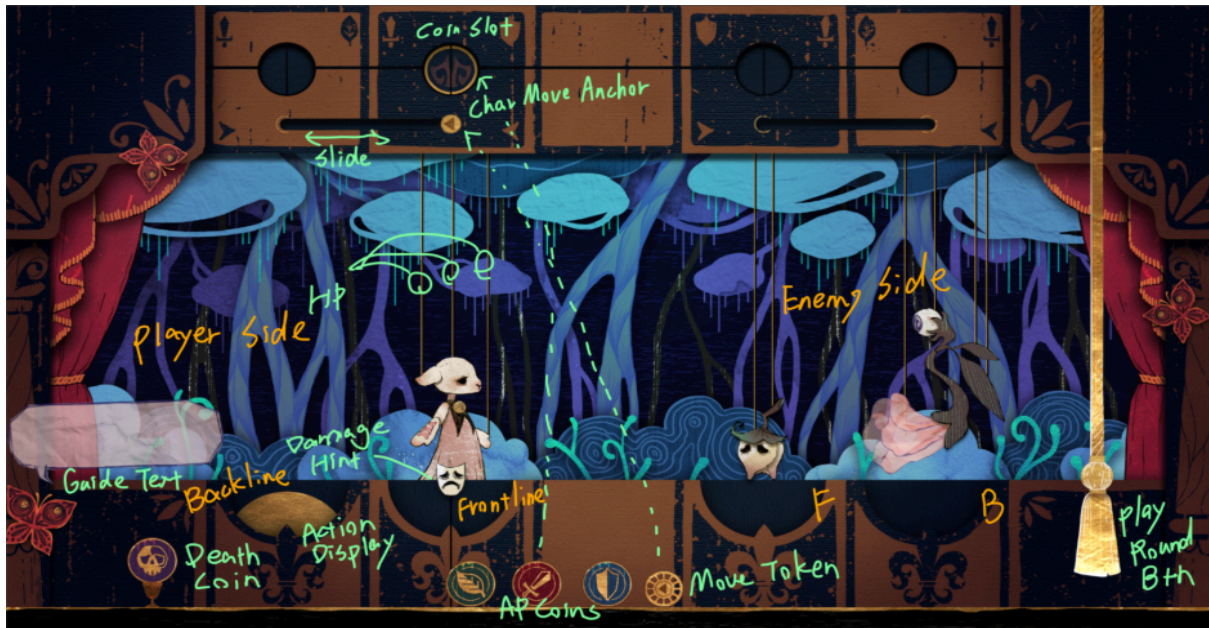
Position Anchor

When the unit moves, they always move from one positioning anchor to another. When the applied direction does not have an anchor, the unit will not move, and the coin will be repositioned into the pool immediately.

Coin Pool

"Move" coins will always be included in the pool. Other types of action coins will be provided when the unit is in an interactable position or is needed in the scene.

Combat Scene Mechanics



Core Mechanics

Combat Scene

The player needs to fight through the combat scene for the game to progress further. Each combat scene includes a few enemy waves and one boss fight. By defeating the level boss, the player can enter the next level.

Action Point (AP) Coin

Each wave, a pool of AP Coins will be provided to the player, showing the action can be applied in the current wave. To set AP Coins, the player needs to drag them into coin slots connected to units. Once all available Coin Slots are filled, the Play (Apply) button will appear for the player to click, run the outcome, and enter the next round. If the player runs out of the coins before they defeat the wave, they lose. A death coin is always provided for the player to restart the wave. Sometimes, part of the coins needed for winning the wave is held by the enemy. The coins will drop and become usable once that enemy is killed.

Secondary Mechanics

AP Coin types

5 types of AP Coin are provided in combat:

- Attack: Deal damage (Number differs for each unit).
- Guard: Take 1 damage for the unit placed behind when it receives damage in the same round. Guard can only be used by Frontline Units.

- **Heal:** Add health to all units placed ahead. Heal can only be used by Backline Units.
- **Attack/Guard:** Can be flipped to choose which side to use.
- **Heal/Guard:** Can be flipped to choose which side to use.

Death Coin

A Death Coin will always exist in the corner of the coin pool. Putting a death coin in any Coin Slot will kill all units in the scene immediately, therefore reset the wave. It is used when the player wants to start over or when they do not have enough coins to fill all the slots, meaning they cannot play that round.

Range

Range decides what action a unit can take. If one unit is at Frontline, it can either attack or guard, while a Backline unit can attack or heal. The range affects player units' attack, while the enemies' attack stays the same regardless of the range. If there is no character in one's attack range, the attack will hit nothing.

Move Token

To change the range for a unit, the player must use the Move Token. Move Tokens are provided in the pool for each wave with AP Coins.

Enemy Waves

Each combat scene includes multiple waves. The player must defeat all enemies to clear a wave and enter the next one. When entering new waves, all characters will be set to full HP. The last wave of all combat scenes will be the Boss fight.

Boss Fight

The last wave of each combat will be a boss fight. Boss enemies are harder to defeat with more HP and higher attack. They also have special attacks and rules. (See Combat Level Plans, Enemies.)

Combat Game Loop

1. Round start, a pool of AP Coins is provided. Use the Move Token on the unit anchor to decide on range, and the AP Coins into coin slots for action.
2. When all Coin Slots are filled, the play button will appear, press play to apply the action.
3. After the play button is pressed, the camera will zoom in, and the characters will act based on the coin they got. The player side always goes first. After all units finish their action, the round ends and the combat will either enter the next round or enter win/lose.

Story Level Plans

Act 0: Tutorial

Introducing core mechanics of AP coins, character movement, interaction, and the narrator's plot hint.

Plot

The princess is kept in the castle. She asks the king and the queen to let her out but gets rejected. She goes back to her room and goes into the magic mirror upon the flower's invitation.

Game Flow

Step 1:

The princess checks the front door, but it is guarded.

Step 2:

The princess enters the queen's room. She asks the sick queen if she can go out, but the queen says, "ask your dad."

Step 3:

The princess finds the king in the throne room. She walks through the people and talks to the king, but he says she cannot go out because it is too dangerous.

Step 4:

The princess goes back to her room to stare at the magic mirror. A flower shows up, talks to her, and invites her into the mirror world.

Act 1: The Garden

Easier puzzles for the player to utilize the control learned in the intro scene.

Plot

The princess joins the flowers' tea party. She helps the flowers with preparation, but soon, she finds out that the flowers are eating the animals. The princess wants to go back home, but the flowers trap her in the forest. The creatures point her to the way out: defeat the Flower Queen.

Combat Level Plans

Player Characters

All player characters can utilize both “Movement” and “Action,” while enemy units usually have only Action slots.



Princess (A/G)

The hero character of the game.

For Stretch Goals, there will be two more player units:

Animal Companion (S/H)

The stuffed animal came to life when the princess brought it into the magical world.

Flower (A/G)

The flower minions controlled by level 1 boss, 2 of them will follow the princess once the boss is defeated.

Goblin (A/G)

The goblin that lives in the cave with level 2 boss, will join the combat of level 2 boss fight.

Prince Charming (S/H)

Encountered in the level 3 mini fight, the hero will help him fight the horse that went out of control.

Enemies

The enemy units are affected by the range as well, and they also may take up more than 1 range of space. Boss units have multiple body parts that can attack the player and be attacked.

Minor Enemies



Act 1 - Bad Kid (2 HP, Cannot Attack)



Act 1 - Soldier (A/G, 3 HP, ATK1)

Elite Enemies



Act 1 - Seeker (A/G, 4 HP, ATK 3, CD every 1 round)

Boss



Act 1 – Queen Bee

- Head (A/G, 4 HP, Frontline, ATK 1*2, CD every 2 rounds)
- Body (A/G, 3 HP, Backline, ATK 3, CD every 1 round)

For Stretch Goals, there will be two more levels:

Minor Enemies

- Act 2 - Mimic (A/G)
- Act 3 - Horse (A/G)

Elite Enemies

- Act 2 - Hoard Gnome (S/H)
- Act 3 - Horse (A/G)

Boss Enemy

- Act 2 – Dragon
 - Head (S/H)
 - Wing (A/G)
 - Claw (A/G)
 - Tail (A/G)
- Act 3 - Prince Charming
 - Horse (A/G)
 - Prince Charming (S/H)

Act 1: (Scene Name)

Extend the basic mechanics of puzzle scenes to combat scenes. Introducing range, coin pool, unit health.

Plot

The princess goes deeper into the forest, fights her way to the flower queen, and finally defeats it.

Combat Variables

- Waves: 7
- Player Character: 1
- Control partially blocked in the first wave for tutorials.
- 1 controllable character and 2 positioning spaces.

Level Plan

Wave 1

- Coins: 1A
- Enemy: Bad Kid*1

Wave 2

- Coins: 2A
- Move: 1
- Enemy: Bad Kid*2

Wave 3

- Coins: 6A, 1G
- Move: 1
- Enemy: Bad Kid*1, Soldier*1

Wave 4

- Coins: 7A (1 Drop), 1A/G
- Move: 2
- Enemy: Soldier*2

Wave 5

- Coins: 4A, 1G, 3A/G (1 Drop)
- Enemy: Bad Kid*1, Seeker*1

Wave 6

- Coins: 8A (2 Drop), 2G (1Drop), 1AG
- Move: 2
- Enemy: Soldier*1, Seeker*1

Wave 7

- Coins: 8A (1 Drop), 3G, 2A/G (2 Drop)
- Move: 2
- Enemy: Queen Bee*1

Control & Camera * Put Image

Mouse Control

- Left Hold & Drag: Drag AP Coin, drag Move Token
- Left Release: Drop AP Coin, drop Move Token.
- Left Click: UI button interaction, set character range after dropping move token.
- Right Click: Flip AP Coin

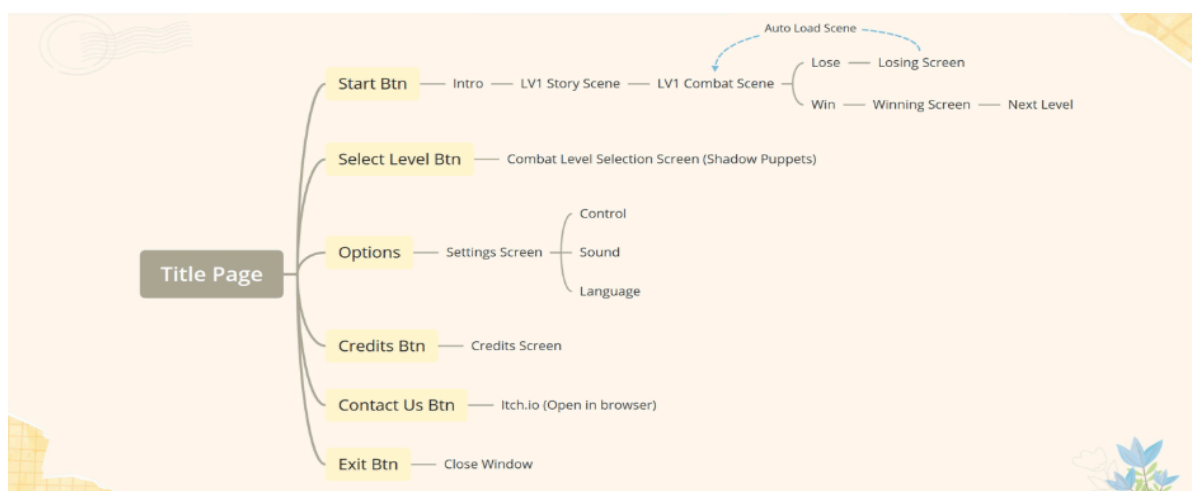
Mobile version for special events:

- Hold & Drag: Drag AP Coin, drag Move Token, drag character
- Release: Drop AP Coin, drop Move Token.
- Swipe: Flip AP Coin
- Tap: UI button interaction, set character range after dropping move token.

Camera

- 2D Perspective Camera (for parallax background)
- Sideview

UI Flow



Art Style

Story Scene

Shadow play, side scroll, use light to show depth.



Combat Scene

Paper theater, “stage” as UI and combat on stage.



Paper crafted texture as overall style.





Cute, cozy fairytail design but also creepy, have nails on joints.

