

Radiobread

DESIGN DOCUMENT

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(Credit to [Aizin](#) for creating the original GDD document, hope it's ok that we used it)

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Introduction

Game Summary Pitch

Radiobread is a rhythm-based cooking simulator about making sandwiches to the beat using your two arms.

Inspiration

Rhythm Heaven

Rhythm Heaven provides a diversity of tasks that the player **performs to the beat**. Many elements of the game, namely the characters, constantly move to the beat, allowing the player to **“feel” the rhythm at all times**. The game features swift animations paired with short sound effects which emphasize the intended timing.



Moving Out

Moving Out serves as a slight inspiration towards the style of the game with its **limited color usage**, featuring mostly **single-coloured objects, simple textures and gradients**. No surface is overtly detailed and the characters make use of a cartoony and expressive style.



Player Experience

The player experiences multiple days of working at the sandwich shop, each day more complex than the previous, featuring multiple customers with unique orders. They are challenged to not only **perform**

actions in the right order but also to the beat, requiring a sense of rhythm as well as an ability to plan on the fly.

Platform

The game is aimed towards WebGL but will also be released as a Windows standalone executable

Development Software

- Unity 2022 LTS
- Visual Studio Code
- Blender
- Microsoft Paint
- Photopea
- LMMS
- Audacity
- Codecks
- Whimsical
- Google Docs

Genre

Singleplayer, rhythm, casual, cooking

Target Audience

The target audience is casual gamers with an appreciation for a goofy art style as well as rhythm based games. Our game offers multiple challenge levels with optional mechanics which increase the complexity of the game.

Concept

Gameplay overview

The players controls each of their **2 arms individually but only one of them at a time**. By holding their hand adjacent to an interactable objects they will prompt an **action on the next beat**. Chaining such actions in the correct order allows the player to **create sandwiches**. The goal is to create sandwiches that match the **customers order**.

Theme Interpretation (It's Spreading)

'Spreading' interpretation - The player spreads condiments on the bread, good vibes by acting on the beat and customers spread the word of the shop after successful orders.

Our game is mainly a two way interpretation of the theme. First hand the very literal interpretation of spreading condiments on a piece of bread and then the more vague idea of spreading the word of the sandwich shop through satisfied customers. This felt like a fun idea which inspired us a lot. It would feel like a crime not to make it.

Primary Mechanics

Mechanic
<p><u>Arm Movement</u></p> <p>The player controls one arm at a time by moving their mouse to a target position whilst holding RMB or LMB. The arm will swiftly move to that position.</p>
<p><u>Action on Beat</u></p>

Mechanic
On each beat of the song an action can be performed if the player has their hand on an actionable position.
<p style="text-align: center;"><u>Orders</u></p> <p>Customers at the front of the line provide an order with instructions on what ingredients to include.</p>

Secondary Mechanics

Mechanic
<p style="text-align: center;"><u>“Radio” BPM</u></p> <p>By interacting with the radio the player is presented with a frequency slider, corresponding to the current BPM. It will snap to certain points changing the speed and soundtrack of the game.</p>
<p style="text-align: center;"><u>Customer Tip</u></p> <p>The customer holds money in their hand, upon completing a successful action they will add money and after unsuccessful actions they will remove money. When the order is complete the money is added to the register.</p>
<p style="text-align: center;"><u>Multiplier</u></p> <p>When chaining successful actions the player is rewarded with a multiplier. This multiplier gradually depletes but is recharged by new successful actions. The money rewarded from a completed order is multiplied by this value.</p>

Art

Color Usage

The game makes use of a limited color palette with objects in the game mainly featuring solid colors on flat shaded surfaces. We will also make use of gradients as well as painted details. Colors used in the game should be relatively saturated and bright to invoke a light-hearted and playful feeling.

Design

Assets in the game are simplistic 3D models without much detail, any and all details in the game will utilize a hand drawn cartoony style with thick black outlines.



Screenshot is not from final game version

Audio

Music

Music is core to the game and should feature a prominent bassline and beat to ensure that the rhythm of the song is as clear as possible. It is important that the genres of music inspire dancing / vibing to the music, inviting the player to immerse themselves.

Sound Effects

Each successful action needs a unique and distinctly positive sound effect whilst failed actions share a generic negative sound. Aspects of the environment which move to the beat can also feature discrete sound effects, to emphasize the rhythm even further. All sounds are to be “cartoony” / light-hearted to suit the visual theme of the game.

Game Experience

UI

The game features mainly diegetic UI elements, such as the current score being displayed on the register, the customers tip being displayed on their hand, the multiplier on the players wrist-watch and frequency selector on the radio being the difficulty selector.

Controls

Mouse

Mouse Movement

RMB + LMB