

# **Overcooked: Sushi Shuffle**

Game Design Document

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## Game Summary

Sushi Shuffle is a fast-paced, Overcooked-inspired match-3 puzzle game where players craft sushi orders, tackle dynamic challenges, and master unique obstacles like burning ingredients and time crunches. The game blends the chaos of managing a kitchen with the satisfying mechanics of match-3 games, keeping players entertained and engaged.

## Game Design Pillars

1. ***Engaging Puzzle Mechanics:***
  - Players match ingredients to complete sushi orders, combining strategic thinking with a sense of accomplishment.
2. ***Dynamic Challenges and Obstacles***
  - Time-based levels, burning ingredients that spread and fires that spread give users a challenge and a sense of reward.
3. ***Immersive Theme and Visuals***
  - Satisfying animations and visuals make the game light-hearted, fun and entertaining like the original Overcooked game.

## User Experiences

When players talk about the game I want them to say...

- "It's so satisfying to chain combos and see orders being completed!"
- "I love how it starts easy but becomes a challenge when new obstacles and time constraints are introduced!"
- "The art style and animation are vibrant and fun - it feels like I am in a real sushi restaurant just like the original overcooked game!"

# Core Gameplay

## Aim of the Game

Sushi Shuffle aims to provide an entertaining, fast-paced puzzle experience that challenges players to think strategically and act quickly. Players will master the art of sushi preparation by matching ingredients and completing orders with exciting new powerups and challenges like ingredients being set on fire and spreading to other ingredients if not matched. The game combines vibrant visuals, cool funky characters and an addictive gameplay loop to intrigue players of all skill levels.

## Game Design Goals

1. **Addictive Gameplay**
  - Create a balance of challenge and satisfaction with mechanics that reward quick thinking and long-term planning.
2. **Memorable Visuals**
  - Deliver a vibrant, colourful art style that reflects a sushi restaurant's cheerful and chaotic atmosphere while staying true to the original Overcooked theme.
3. **Accessibility for All Players**
  - Ensure simple controls and clear tutorials to make the game approachable while offering deeper challenges for more advanced players.
4. **Replayability and Progression**
  - Keep players coming back with unlockable content, daily challenges and competitive leaderboards.

# Features

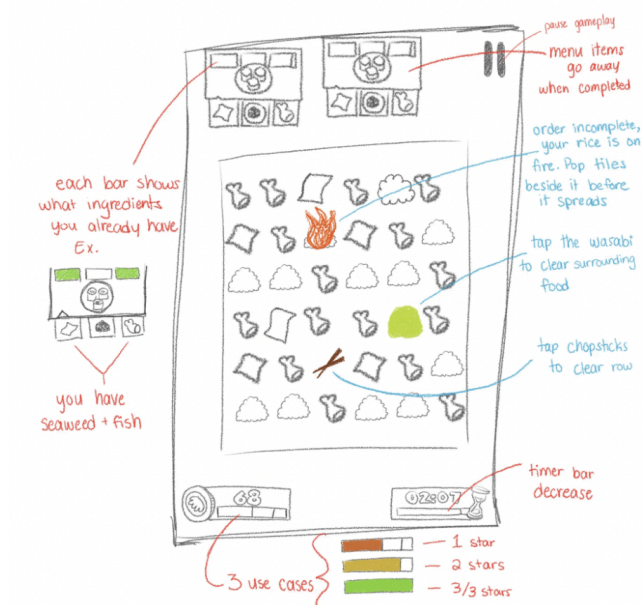
## Core Gameplay Mechanics

### Match-3 Puzzles

- Players swap adjacent sushi pieces to create matches of three or more identical pieces, Matching pieces clears them from the board, earning points and triggering combo effects.

### Special Sushi Pieces

- Matching more than three pieces creates special items like chopsticks that clear the whole row or wasabi that clears every ingredient touching it.



### Timed Levels

- Players race against the clock to complete orders and earn up to 3 stars for that level.

## Power-ups and Boosters

### Chopsticks Shuffle

- Chopsticks clear the row it is in when pressed, the ingredients it clears counts towards players menu items.
- Appears at random/ when a combo of five ingredients is made

### Wasabi Blast

- Wasabi clears all ingredients that it is touching, these ingredients count towards players menu items.
- Appears at random/ when a combo of four ingredients is made

## Progression System

### Levels and Stars

- Each level has three-star ratings based on score. Players must earn stars to unlock new levels.

- Stars let players advance to higher levels. If a player does not have enough stars they will have to replay levels to gain a higher score and earn more stars.

### **Social Features**

#### ***Leaderboards***

- Compete with friends or global players to see who earns the highest scores and gets to the highest levels.

#### ***Team Sushi Battles***

- Join or create teams to complete cooperative challenges.

### **Monetization**

#### ***In-App Purchases***

- Purchase extra lives, boosters, special sushi skins, new characters and outfits for them.

#### ***Ad Rewards***

- Watch ads to earn coins or additional attempts

# Player Mechanics

## Core Mechanics

### ***Piece Swapping***

- Players tap and drag one sushi piece to swap it with an adjacent piece to swap it with an adjacent piece. Swapping only works if it results in a match.

### ***Power-Up Activation***

- Players tap special sushi pieces to trigger their effects, such as explosions or row-clearing actions.

## Controls and Inputs

### ***Touch/Drag Interface***

- The game is designed for touch devices, using swipe and tap mechanics for ease of play.

### ***Haptic Feedback***

- Swapping pieces and activating power-ups provide subtle vibrations for an immersive experience.

## Player Feedback

### ***Visual Effects***

- Matches trigger animations, such as exploding sushi or cascading combos.

### ***Score Pop-Ups***

- Points from each match appear dynamically near the cleared pieces.

### ***Sound Effects***

- Sushi-specific sound cues, like "slice" sounds for special moves, add charm.

## Accessibility Features

### ***Color-Blind Mode***

- Unique patterns on sushi pieces ensure accessibility for all players.

### ***Customizable Input Sensitivity***

- Players can adjust touch controls to suit their preferences.

# Game World

## Overview of the Game World

The game is set in a vibrant, sushi-inspired world, with levels themed around sushi restaurants, bustling fish markets, and serene Japanese gardens.

## Key Locations

- **Sushi Street:** A lively market filled with sushi stands. The introductory levels take place here.
- **Chef's Dojo:** A serene space where players face challenging puzzles against the clock.
- **Underwater Sushi Lab:** An imaginative setting where sushi is made by sea creatures, introducing new mechanics like rising bubbles.

## Visual Style and Atmosphere

- **Art Style:** Bright, cartoonish visuals with detailed sushi designs.
- **Atmosphere:** Lighthearted and whimsical, with a mix of traditional Japanese motifs and playful animations.

## Environmental Interactions

- **Dynamic Elements:** Conveyor belts move sushi pieces in some levels, and bamboo obstacles block certain moves



# Characters

## Main Characters

### The Sushi Chef

- A friendly guide who teaches players new mechanics and provides helpful hints.
- An 'Onion' with a chef hat from the original overcooked game



### The Rival Chef

- The antagonist in later levels, creates challenging puzzles for players to overcome.

## Character Profiles

### The Sushi Chef

- **Personality:** Warm, supportive, and enthusiastic about sushi.
- **Role:** Helps players with tips and unlocks power-ups.

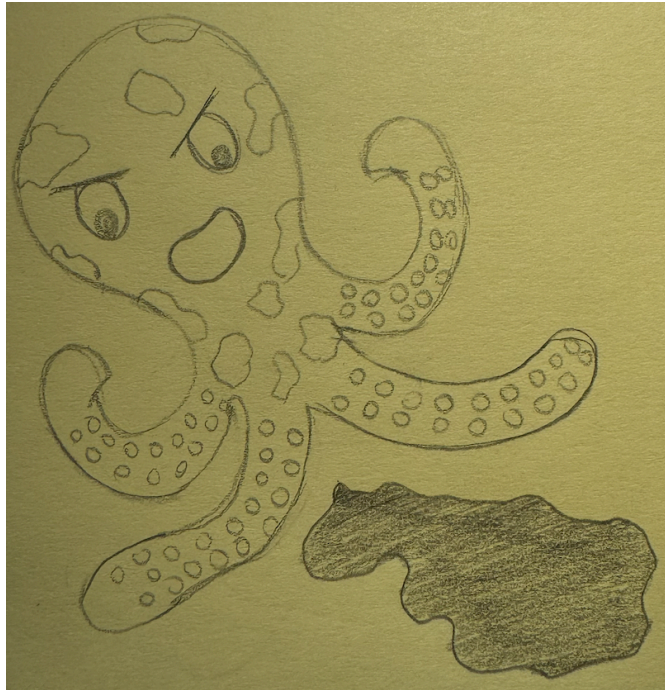
### The Rival Chef:

- **Personality:** Competitive and mischievous.
- **Role:** Introduces harder levels and sabotages progress with clever tricks.

# Enemies

## Overview of Enemy Types

- Fire: will spread until adjacent ingredients are matched and removed.
- Octo-Boss: A boss enemy that spreads ink across the board, obscuring pieces. Introduced in later levels.



## Behavior and AI

- Fire: Will spread if ingredients around it are not cleared.
- Octo-Boss: Targets high-scoring sushi pieces with ink, reducing visibility.

## Combat Mechanics

- Player Actions: Players must match adjacent pieces to clear fire or create a specific combo to eliminate the Octo-Boss's ink.

# Levels

## Tutorial Sushi Chef Lines

Tutorial Feature	Dialogue
General Goal	<i>"Serve sushi, chef! Match ingredients to complete orders."</i>
Menu	<i>"Check the menu for orders. Match the right ingredients!"</i>
Collecting Ingredients	<i>"Match 3 or more to gather what you need for sushi."</i>
Coins	<i>"Earn coins for completing orders. More coins, more stars!"</i>
Timer	<i>"Keep an eye on the clock! Finish orders before time runs out."</i>
Wasabi	<i>"Use Wasabi Blast to clear tiles in a small area. Perfect for tight spots—tap it when it appears!"</i>
Chopsticks	<i>"Chopstick Swipe removes a single tile of your choice. Use it wisely—it pops up when you need it most!"</i>
Fire	<i>"Uh-oh, fire! If orders take too long, burning ingredients appear. Match quickly to put them out before they spread!"</i>



### Level Design Philosophy

Each level is designed to challenge players with increasing complexity while introducing new mechanics gradually.

### Detailed Level Examples

**Level 1 – Sushi Basics:** Learn basic match-3 mechanics in a calm sushi street setting.

**Level 10 – Conveyor Chaos:** Sushi moves on conveyor belts, requiring players to plan matches ahead of time.

**Level 25 – Bubble Trouble:** Rising air bubbles carry sushi upward, creating dynamic gameplay.

### Art Style

- Vibrant
- Sushi-inspired environments
- Animated backgrounds

### Themes

- Seasonal settings, such as cherry blossoms in spring or snowy sushi stands in winter.
- Simple tablecloths and kitchen flooring.

## User Interface

### Overview of the UI

The UI emphasizes simplicity and accessibility, with intuitive layouts and thematic sushi designs.

### UI Elements

- **Main Menu:** Features large, colourful buttons for starting levels, accessing power-ups, and viewing leaderboards.
- **In-game HUD:** Displays score, remaining moves, and power-ups at the top of the screen.

### Functionality

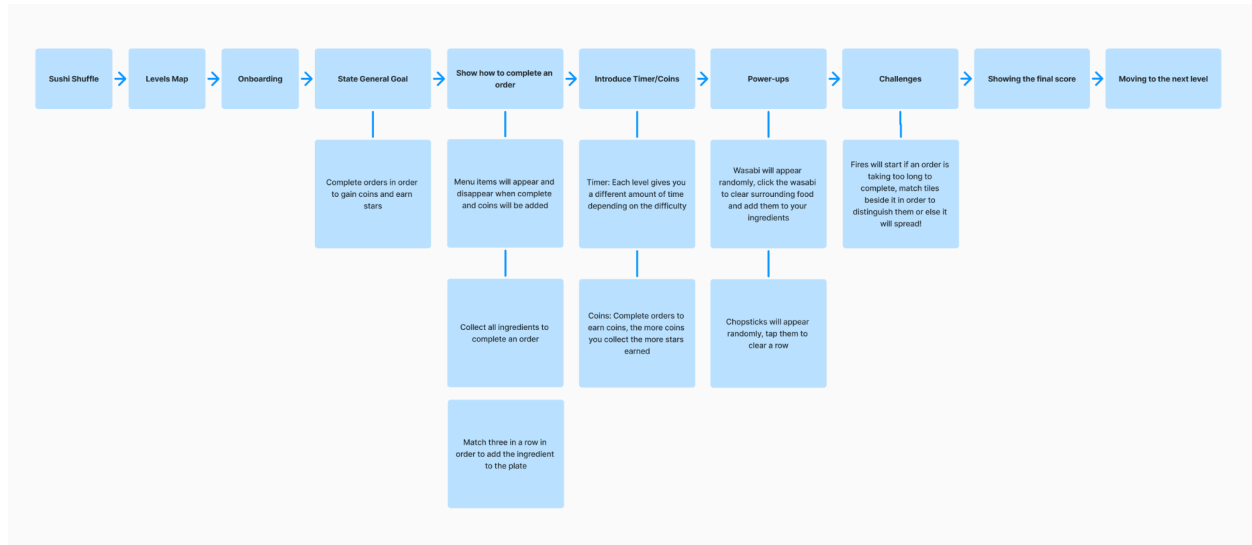
- **Pause Menu:** Allows players to restart levels, access settings, or return to the main menu.
- **Power-Up Activation:** Drag-and-drop or tap controls for activating boosters.

### Visual Design

- **Colour Scheme:** A palette of soft pastels with accents of red and gold, evoking traditional Japanese aesthetics.
- **Typography:** Playful fonts with clear readability for all ages.

### User Flow

From the main menu, players can navigate to levels, view achievements, or shop for power-ups seamlessly.



## Wireframes and Mockups

Detailed sketches illustrate the layout of the main menu, in-game HUD, and pause screens for developers.

## Player Experience

### Overview of the Player Experience

"Sushi Shuffle" aims to evoke a sense of delight, curiosity, and satisfaction. Through its whimsical sushi-themed puzzles and vibrant visuals, the game is designed to provide a relaxing yet engaging experience. Players should feel a mix of excitement when chaining combos, tension as they tackle challenging levels, and joy when unlocking new features and achievements. The lighthearted art style and fun sound effects create an inviting and cheerful atmosphere that keeps players coming back for more.

### Emotional Journey

The player's emotional journey in "Sushi Shuffle" evolves as follows:

- **Initial Excitement:** The tutorial levels introduce the mechanics in a simple, rewarding way, giving players confidence and sparking excitement to progress further.
- **Curiosity and Discovery:** As new mechanics and special sushi pieces are introduced, players experience the thrill of discovering unique gameplay strategies and effects.
- **Challenging Tension:** Mid-to-late levels offer increasingly difficult puzzles, creating moments of tension and determination. These levels are carefully balanced to ensure frustration is minimized while maintaining a sense of accomplishment.
- **Triumphant Satisfaction:** Overcoming tough levels or achieving high scores evokes feelings of triumph and mastery.

- **Relaxing Zen:** Optional modes like "Time Attack" and "Daily Challenges" offer a more casual, low-stakes experience for players seeking relaxation.

### Player Engagement

"Sushi Shuffle" incorporates several elements to keep players engaged and motivated:

- **Progression System:** Players advance through a series of levels, earning stars and unlocking new challenges, sushi types, and environments.
- **Daily Rewards:** A login bonus system provides incentives for players to return daily, offering coins, power-ups, or exclusive cosmetics.
- **Social Features:** Competing on leaderboards or joining "Team Sushi Battles" fosters a sense of community and friendly competition.
- **Narrative Hooks:** Interactions with characters like the Sushi Chef and the Rival Chef create light story moments that drive the player's motivation to progress.
- **Variety in Challenges:** Introducing mechanics like conveyor belts, burning ingredients, and Octo-Boss battles ensures gameplay remains fresh and dynamic.

### Interactive Experience

- **Control Scheme:** Players interact with "Sushi Shuffle" through intuitive touch-and-drag mechanics, perfect for mobile platforms. Swapping sushi pieces is quick and responsive, creating an effortless interaction with the game.
- **Feedback Systems:** Every match triggers rewarding feedback, including animations, sound effects, and score pop-ups. Combos and power-ups amplify this feedback with explosive visuals and unique sound cues.
- **Agency and Immersion:** Players feel in control of their success through strategic moves and thoughtful use of power-ups. The game's sushi-themed setting enhances immersion, making players feel like they're part of a vibrant sushi-making world.

### Sensory Experience

- **Visual Aesthetics:** Bright and colorful sushi designs are paired with whimsical animations, such as sparkling effects when power-ups are used. The environments are themed around sushi restaurants, bustling markets, and serene gardens, adding variety and charm.
- **Sound Design:** Delightful sound effects accompany player actions—a "slice" sound for matches, a "pop" for combos, and light background music featuring traditional Japanese instruments with a playful twist.
- **Haptic Feedback:** Subtle vibrations occur when matches are made, adding a tactile layer of satisfaction.

### Memorable Moments

"Sushi Shuffle" is designed to create memorable gameplay moments:

- **Epic Combos:** Watching an intricate chain reaction of matches and power-up activations is visually stunning and deeply satisfying.
- **Boss Battles:** Facing off against the Octo-Boss introduces high-stakes gameplay moments that leave a lasting impression.

- Unlocking Special Sushi: Discovering and activating new special sushi pieces, such as the Wasabi Bomb or Rainbow Roll, provides bursts of excitement.
- Seasonal Events: Limited-time levels and themes, like "Cherry Blossom Festival," immerse players in festive, unforgettable gameplay experiences.

#### Accessibility and Inclusivity

"Sushi Shuffle" is designed to be accessible and inclusive for players of all abilities:

- Colour-blind Mode: Patterns and unique shapes on sushi pieces ensure colorblind players can easily distinguish them.
- Adjustable Input Sensitivity: Players can customize touch controls for greater precision and comfort.
- Simplified Modes: Optional "Zen Mode" offers a relaxing, no-fail experience for players seeking low-pressure gameplay.
- Localized Text: The game supports multiple languages, ensuring accessibility for a global audience.
- Hearing Impairments: Visual cues and subtitles accompany audio elements to make the game enjoyable without sound.

By focusing on creating a fun, accessible, and emotionally engaging experience, "Sushi Shuffle" ensures players remain immersed and entertained throughout their journey.