

Game Design Document for:
Supermarket Survival



"Mom?!?"

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Introduction and Logline

When a child finds itself lost in the store, you must navigate the store aisles, collect items on the grocery list, and avoid weirdos, to reunite with mom.

Platform and Genre

Single-player, puzzle/mission-based game.

Intended for PC only (Steam Store).

Target audience- teens/young adults due to childhood memory theme.

Game World

The game is played throughout various aisles in a grocery store.

It's a real 2D world.

Physical terrain affects the gameplay since it's constructed to be intricate in order to challenge players to figure out their way.

There are 10 levels in total which can be identified by the different store sections/pop-ups.

Boundaries include the distance of each aisle and time.

Characters & Story

The character played is a kid that represents your younger self and can be chosen between a little boy or little girl avatar. NPCs include "Mom" (seen at the start & end) and "Worker" (who are there for help), while "Weirdos" are considered bosses.

The main character is played from 3rd person POV.

The basis of the game is to navigate through the complete maze-like map of store aisles by dodging falling products, finish searching for and obtaining all the items on the grocery list, and run from/defend yourself from the Weirdos all while trying to locate your mom, which is the main objective.

In order to get a perfect score, you must do all of this, receive each item at the lowest price possible, and finish under a certain amount of time without any injuries.

Each level of the game is indicated by the store section, so once you walk through all the aisles in one area and achieve what needs to be done, you advance onto the other and your progress is saved.

Game Mechanics (Keyboard controls)

W: forward

A: left

S: backward

D: right

CNTRL: crouch

SPACE: jump

SHIFT: run

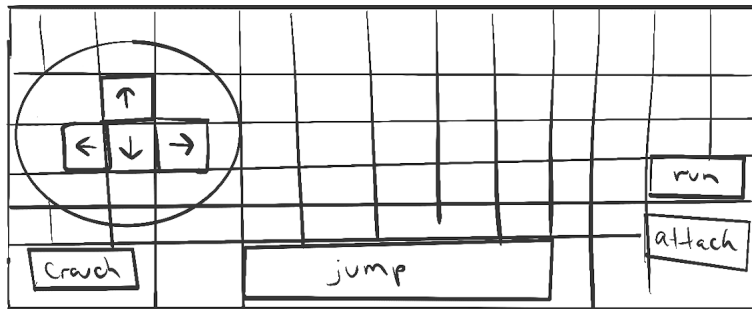
ENTER: attack w/pepper spray

(Use mouse to view the extent of the surrounding area)

Engage with NPCs by approaching them at a close enough distance or [clicking on them/tapping their shoulder](#) for Workers.

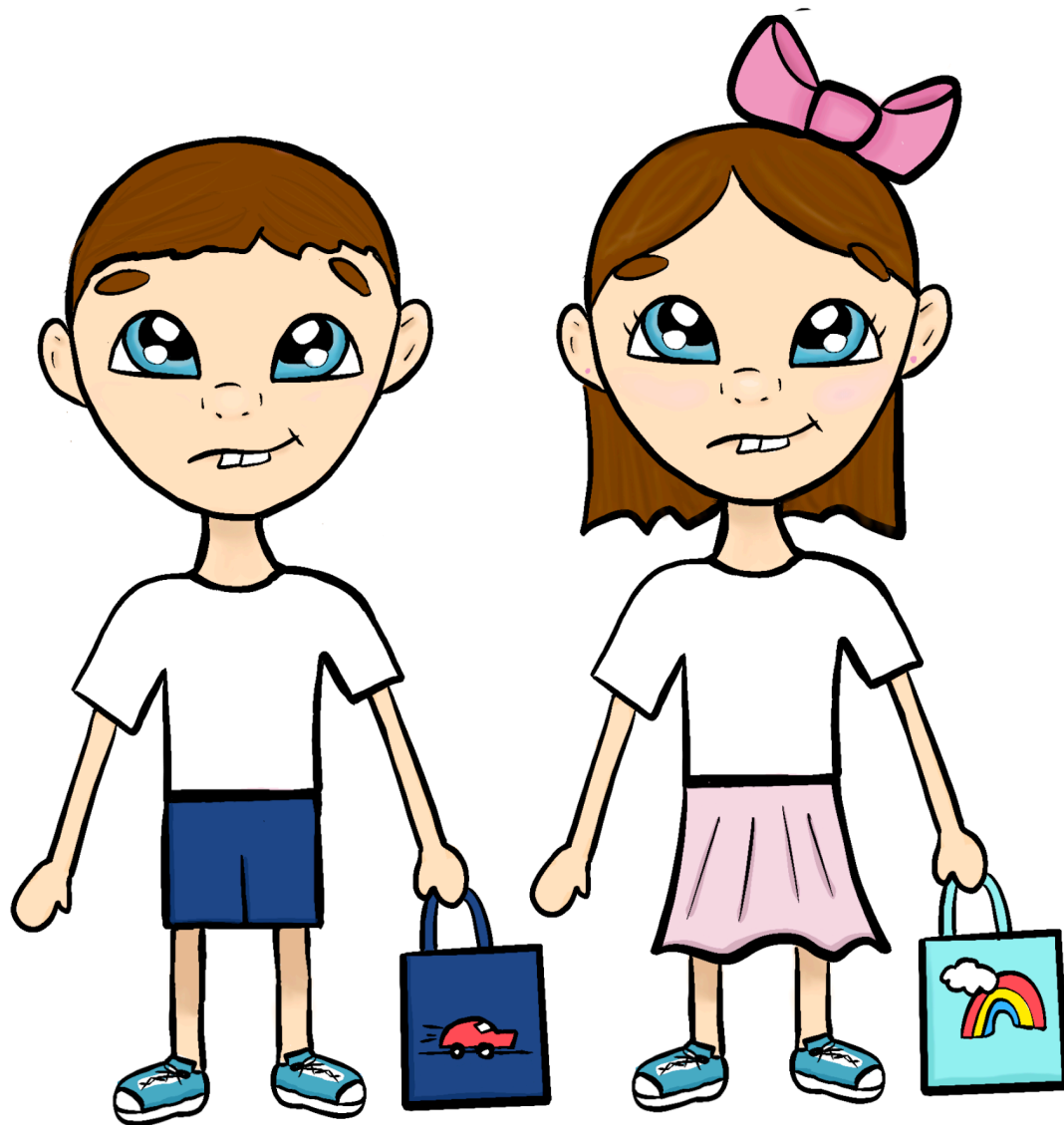
[Difficulty](#) of the game can be changed in settings (larger item prices which makes it harder to find the lowest price, more obstacles, and more products).

Saving is initiated when you approach the Worker at the end of the level.



Concept Art-Avatar

choose your avatar



1

2

Concept Art-NPCs

Weirdo



Mom



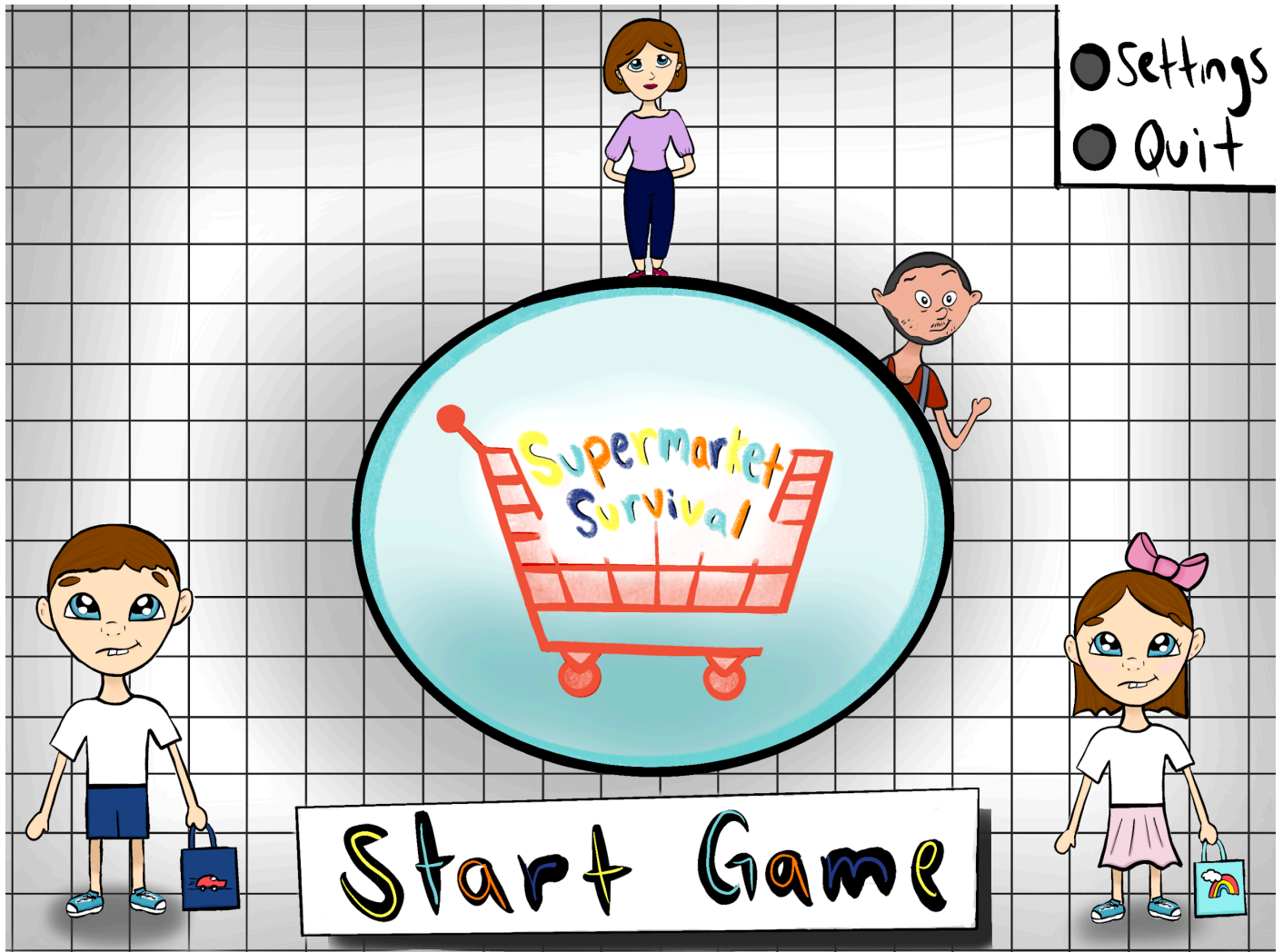
Concept Art-Assets

Assets



free sample station

Concept Art-Menu Screen



Concept Art-Screenshot



Concept Art-Game Map



XII. LEVELS

Level 1:Candy section
Level 2:Bakery section
Level 3:Bread section
Level 4:Snack section
Level 5:Produce section
Level 6:Meat section
Level 7:Dairy section
Level 8:Frozen section
Level 9:Canned section
Level 10:Cleaning section

Enemies are found in each level but the last level ends with a much more difficult match/boss.

XIII. BONUSES

If you spot and acquire the [food samples](#) placed around the store, the amount of [time you can run increases](#).

The coupons you find and pick up lowers the overall price.

Finally, [extra stars](#) (out of 5) are given when you complete the levels if they are done in a timely manner, you collect everything at the lowest price, and are unharmed (aka not kidnapped, injured from falling items, slipping, and more).

XIV. SOUND FX

Atmospheric distant [chattering](#) of people

Soft grocery [store music](#)

[Cash register](#) sound when coupons are collected

Soft boop when items are grabbed

Creepy "Hey there" when you approach Weirdos

Stranger Danger alarm when you are losing to the Weirdos

Food crunching sound when you eat the samples

XV. DECIDING FACTOR

This game should be developed because it is a layback game that constantly holds your attention and acts as entertainment for a wide range of ages. It will also spread joy into people's lives.

This game is different from most games because it is a concept many people can relate to as it is based on a real childhood experience rather than a fantasy concept.

This game will be successful due to its comedic and light-hearted basis.