

# Ultimaki

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# Title Page

## Core Gameplay Mechanics

- Rolling you will use rolling and Jumping to make gaps and solve puzzles to get to the next level
- There will be 4 enemy's types. Projectile, Patrol, Ground Hazards, and Flying
- 4 Power up drops. Invincible, Jump Float, Death Wave, Double Tap Bullet shoot.
- Combat you will shoot rice pellets that deal 1 damage.

## Targeted Platforms

- Xbox and PC

## Targeted Demographics

Ultimaki is targeted towards people who enjoy side scrolling games where you have a time limit to complete the level. Also, for people who enjoy cute animations

## Targeted ESRB

Rated E for Everyone



## Prototype / Release

Prototype will take 3 months to build.

Vertical Slice will take 3 months to build.

Release will be March 18, 2021

# Game Outline

## Game story summary

Maki will escape capture from the Sushi Chef and go on the adventure of it's dreams it's is because at the start you pick the Maki Gender there is not a huge story to this game since it's the game play and cute visuals that will tell the story of Maki a sushi roll who wants to keep on rolling.

## Game Flow

The Player will start off on level 1 after the cinematic escape from the Chef. The game levels will get harder as you make your way through the levels can you make it to the end. You will have to Dodge unkillable projectiles, jump over hazards, shoot patrolling enemys that stand in your way. You will jump and roll and push objects to get to the end portal that will take you to the next level.

## Game Challenges

- Level 1 will be the little test level what will introduce you to some of the games enemy's
- The biggest challenge of this game will be that you will have to be slow at times if you rush you risk falling off into the death zone and losing a life instant.
- The Player will have to figure out the puzzles to open doors and secret rooms.
- There will be 6 levels at the start and if I have time ill make more
- The Hazards will vary from each map some you will see from old levels and new ones introduced in the game in that level.

## Progression / Reward system

- Jump and Double jump and solve puzzles.
- Kills have a chance to drop a power up.
- The artwork I feel if I hit it just right it will be fun to see

## Ultimate Win Condition

Once you reach level 6 the game will end, and you will be asked to play again I might make a cool boss that comes up every level end with the chef being the final boss but that's if I have time after I get the normal AI working

# Hero

## Player Mechanics

### Level

- Player starts on level 1

### Movements

- Rolling: The player gets around by rolling and jumping.

### Combat

- Rice Shooter the player will shoot rice pellets that deal 1 damage.

# Character Controller

Xbox

# Power-Ups

## Wasabi

- Race: Power Up
- Effect: Invincible for 10 seconds
- Image: Look up a picture of wasabi
- Location: Random spots and can be dropped by an enemy

## Crab

- Race: Power Up
- Effect: Give's 1 health point
- Image: Blue Crab look it up on google
- Location: Random spots and can be dropped by an enemy

## Shrimp

- Race: Power Up
- Effect: Give's you a high jump for 10 seconds
- Image: Look up a picture of shrimp
- Location: Random spots and can be dropped by an enemy

## Rice

- Race: Power Up
- Effect: Give's you a double speed attack
- Image: Come on we all know what rice looks like
- Location: Random spots and can be dropped by an enemy

# Enemies

## Spicy Mayo Bottles

- Race: NPC.
- Attack: Using its full squeeze it will spray mayo sauce that deals 1 damage.
- Image: Think of those squeeze bottles you see at a fry chip truck.
- Location: They are like on the outside so the player can't shoot them since I want these enemys to be projectile enemies that the player must avoid.

## Soy Sauce

- Race: Hazard.
- Attack: deals 1 damage if stepped on.
- Image: A liquid spill that's like dark and brown.
- Location: Random spots on the ground.

## Seagulls

- Race: NPC.
- Attack: Attacks with swooping in and bites deals 1 damage.
- Image: Bird.
- Location: Patrols the Sky's and will swoop down at yeah.

## Tiny Chefs

- Race: NPC
- Attack: Attacks with its soy sauce gun. Deals 1 damage
- Image: a tiny chef
- Location: Patrols back and forth of the exit.

## Fire Spitter

- Race: NPC
- Attack: Shoots fire balls and chases you down dealing 1 damage every hit
- Image: Like a Fire Spirt that wants to eat this legendary sushi.
- Location: They are also a patrol type.



### Honey Hazard

- Race: NPC
- Attack: if you step in it you slow down for 10 seconds
- Image: Like a sticky Goo
- Location: On random spots

### Mice's

- Race: NPC
- Attack: will chase you down and eat you for one damage
- Image: Cute Little mouse
- Location: they are guard types they guard certain areas.

### Bee's

- Race: NPC
- Attack: Will sting you
- Image: A cute little bumble bee
- Location: they are patrol types

### Garbage Goo

- Race: NPC
- Attack: if you step in it you take damage every 5 seconds.
- Image: Like a sticky Gross Green Goo
- Location: On random spots

# Game World

## World 1

Location	Level 1 The Escape from the kitchen	Level 2 Great Outdoors	Level 3 Beach Side
Gameplay	Cutscene, Exploring, Fighting, Solving puzzles	Exploring, Fighting, Cutscene, Solving puzzles	Exploring, Fighting, Talking, Cutscene, Solving puzzles
Objective	Escape the Level	Escape the Level	Find the Secret Easter Egg Escape the Level
Enemies	Tiny Chef's, Soy Sauce Hazard	Bee's, Tiny Chef's, Honey Hazard.	Seagulls Tiny Chef's, Spicy Mayo
Mechanics	Jumping, Rolling. Switches.	Jumping, Rolling, Switch's	Jumping, Rolling. Weight Plates, Switch's
Level Mapping	Pots & Pans, Stoves, Black and White checkered floor, Walk in storage. Look at the Restaurant in Ratatouille for more reference.	Trees, Rocks, Bushes, Beehives Look at forests on google for More Reference	Sand, Red Wood, Water, look at Miami Beach retro I want neon lights in this level
Music/Art	I'm going keep to a classic 8-bit music track and for this level I'm going to look for a music set that sounds like a daring escape going on.	I'm going keep to a classic 8-bit music track. And for this level I'm going make is sound like a dreamy forest	I'm going keep to a classic 8-bit music track. And for this level I'm going make it sound like a retro 80's Miami

## World 2

Location	Level 1 The Town	Level 2 The Sewers	Level 3 The Suburbs
Gameplay	Cutscene, Exploring, Fighting, Solving puzzles	Cutscene, Exploring, Fighting, Solving puzzles	Cutscene, Exploring, Fighting, Solving puzzles
Objective	Escape the Level	Escape the Level	Escape the Level
Enemies	Rats, Tiny Chefs, Pop Hazard	Fire Spitters, Rats, Garbage Ooze	Karen's, Tiny Chefs, Rats,
Mechanics	Jumping, Rolling. Switches.	Jumping, Rolling. Switches.	Jumping, Rolling. Switches.
Level Mapping	Think of a big city like New York busy streets.	Like a dirty old dark tunnel level.	Like a good area with lots of houses
Music/Art	I'm going keep to a classic 8-bit music track and for this level I'm going to look for a music set that sounds like a busy city	I'm going keep to a classic 8-bit music track and for this level I'm going to look for a music set that sounds like a dark gross area	I'm going keep to a classic 8-bit music track and for this level I'm going to look for a music set that sounds like birds and cool music