

Line Cook Game Design Document

Clayton Robertshaw

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Line Cook Game Design Document

Overview

Line Cook is a single player mobile cooking, resource management game being developed using Game Maker Studio.

Game Play Overview

Game play in Line Cook is divided into three sections: **Prep**, **Cooking** and **Upgrade**. These three sections entail one **'shift'** or game cycle.

The prep phase is completed during a set amount of time where the player has to accumulate as many ingredients as possible for the upcoming Cooking phase. In Line Cook prep is completed through one of three tasks. The prep task the player must complete changes depending on the ingredient to be prepped. The three prep tasks are chopping, grating and slicing.

Chopping is completed by rapidly tapping on the ingredient until it has been completely chopped. Moving the ingredient left and right across the screen until it is completely sliced completes slicing. To grate move the ingredient up and down across the screen until it is completely grated. Each successfully completed prep task adds to the player's total prepped items for Cooking. When prep time expires the player begins Cooking.

In each cooking phase the player must complete customer orders by dragging ingredients onto the target order until it is completed. All required ingredients must be put on each order to complete it. Each completed order will net the player money, which can be later used during the upgrade phase. Each customer order has a time limit, which the player must complete the order within or the order is deemed a failure. In each cooking phase the player must complete a set number of customer orders before they are sent to the upgrade phase. Each cooking phase also has a set number of failures the player is allowed before the player is sent to the upgrade phase. Reaching the failure limit a set number of cooking phases in a row will cause the player to fail completely and reach game over.

In the upgrade phase the player can use the money they earn from completing customer orders to increase their abilities in the prep and cooking phase. Upgrades currently include increased ingredient yield from completing prep tasks, increased total prep time, increased time to complete each customer order and increased money per completed customer order.

After completing a number of successful cooking phases the player will be able to explore employment at other restaurants displayed on a map. These restaurants will be ranked based on the challenge they present. New restaurants will unlock new types of cuisine to cook as well as new prep tasks to complete. Each new restaurant will require the player to learn new skills as well as complete new styles of orders.

Technical Overview

Development on Line Cook is being completed using Game Maker Studio game development Software. Using Game Maker's Device Input commands Line Cook is being developed to support iOS and Android mobile platforms. All game input will be handled with simple one finger touch and swipe gestures. The game is also compatible with mouse input for Mac or Windows support.

Art and Sound Overview

All art assets for Line Cook have been created using Game Maker Studio's built in sprite editor and Adobe Photoshop. Sprites are animated using Game Maker Studio's built in sprite editor and scripting tools. All sound effects and music obtained from FreeSound.org.

Monetization Overview

To make Line Cook profitable an in-game currency will be used to purchase upgrades in game. Player's will be able to purchase this currency via in-game transactions.

In game currency will be used to purchase player upgrades and new restaurants. This will allow player's to quickly progress through the game if they so wish.

Analytics Overview

To track player data and in game trends Game Maker Studio's built in Flurry Analytics will be utilized. Custom Events will be created to be tracked in Game Maker. Collected player data will be analyzed to optimize player experience over the life of the product.

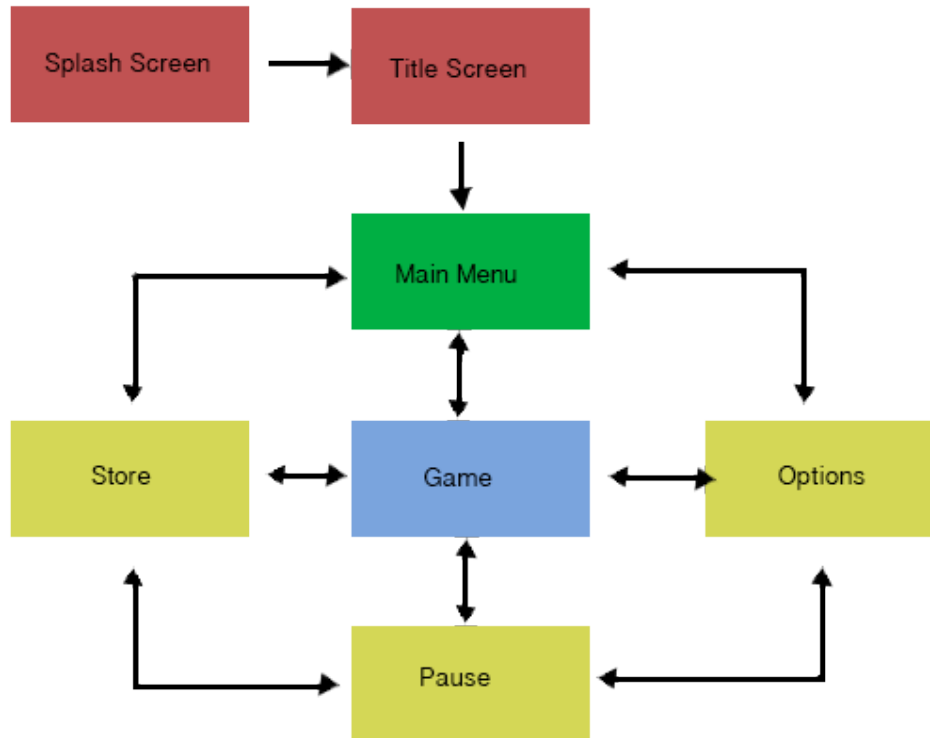
UI Design

Line Cook features a simple User Interface. Extraneous menus and options will be avoided to create a simple interface that allows the player to get into the game and start enjoying Line Cook quickly.

The Line Cook front end will include a splash screen, a title screen and a main menu. From the main menu players will be able to choose to play the game, go to the options screen or visit the in-game store.

All Front End screens and menus are navigated using buttons in the shape of ketchup and mustard squeeze bottles to fit in with the cooking theme.

Diagram of Line Cook UI Flow



Splash Screen

The splash screen will display the game company logo for six (6) seconds before automatically taking the player to the title screen.

Title Screen

The title screen will display the game logo. The player can advance to the main menu from the title screen by touching anywhere on the screen.

Main Menu

From the main menu the player will have three choices: Play, Store or Options.

Play

If the player selects Play they will be taken into the game and begin a new game cycle. From the game screen the player will be able to pause, from the pause screen the player will be able to select to go to the store, back to the game or go to the options screen.

Options

From the options screen the player will be able to adjust or mute the game volume. The player will also be able to adjust the game difficulty from the options screen.

The player may access the options menu from the game pause screen or from the main menu. If the player chooses the option menu from the main menu when selecting to go back they will return to the main menu. If the player chooses to access the options from the pause menu they will be returned to the pause menu when they choose to go back.

The game difficulty can only be adjusted when accessing the options from the main menu. Once the player has chosen to begin the game they cannot alter the game difficulty.

Store

The player may access the in-game store from the pause screen or the options screen. In the store the player may purchase in game currency, which may be used during the upgrade phase of the game.

If the player chooses to go to the store from the main menu when they select to go back they will be returned to the main menu. If the player chooses to go to the game store from the pause menu they will be returned to the pause menu when they decide to go back.

Pause

The pause menu is only accessible once the player has begun the game. The pause menu will allow the player to access the options and store menus. From the pause screen the player may un-pause and return to the game screen. All game functions are stopped when the player pauses the game.

Game

Once the player enters the game screen they enter into the game cycle. To exit the game screen the player may pause and return to the main menu. Additionally the player may return to the main menu from the upgrade phase of the game as no time limits are placed on the player at this time.

Game Play

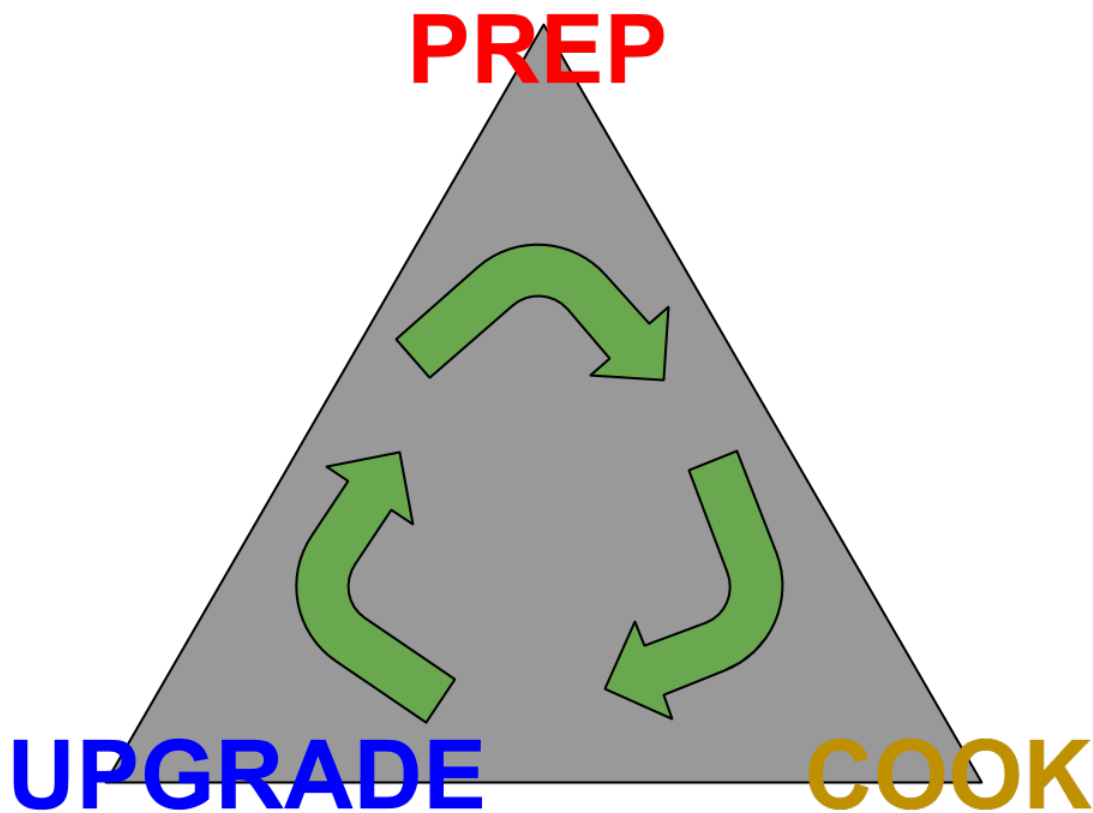
Each game cycle consists of three (3) phases: **Preparation**, **Cooking** and **Upgrades**.

Each game cycle will represent one **shift** in game. During each shift the player will have set amounts of time for Preparation and Cooking. Upgrade phases will not be timed. Only once Preparation and Cooking are completed can the player access the Upgrade phase.

Failure

There are an unacceptable number of failures totaled during the cooking phase. If the player reaches this number they fail the cooking phase and are sent to the upgrade phase.

If the player fails three cooking phases during a game they are fired from the restaurant and it is game over. From Game Over the player is returned to the Title Screen where they may start the game over again.



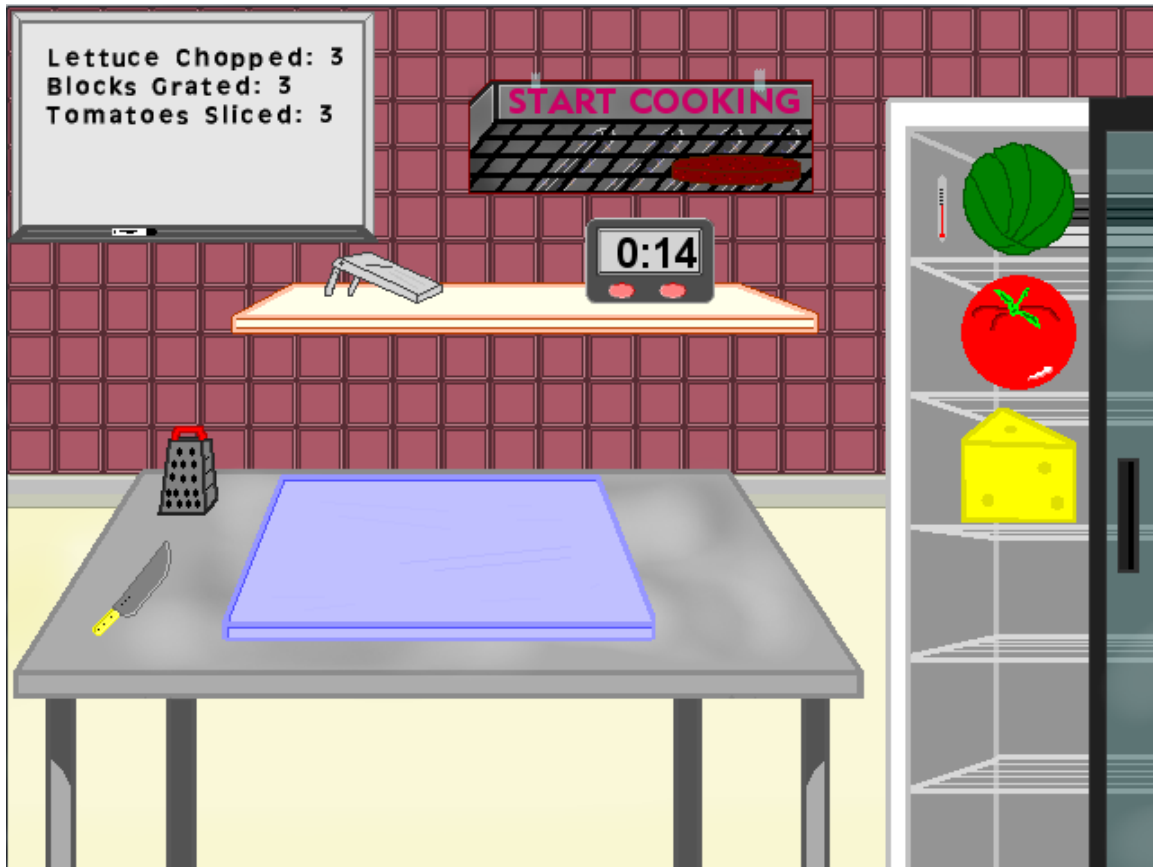
Preparation

Every shift will begin with Preparation. Initially there will be three (3) tasks the player can perform to build up their supply of **Ingredients** with this number increasing to five (5) as the player progresses. The player will begin with thirty (30) seconds of preparation time at the beginning of the game.

- During Preparation a timer will count down to show the player how much time they have left before they will be moved to the Cooking phase.
- Once the time allotted for preparation is over the player will view a transition and be sent to the Cooking phase.
- Ingredients prepped during the cooking phase will be added to the base amounts that the player will start each cooking phase with.

- Total ingredient amounts are displayed on as text on a white board with in the prep kitchen.
- The main goal during preparation is to prep as many ingredients as possible to be as effective as possible during the Cooking phase.

Initially there are three (3) ingredients the player must prepare with that number increasing to five (5) ingredients as the player progresses. The ingredients are lettuce, tomato, cheese, onion and bacon.



The Prep screen. Ingredient totals are displayed in the top left . Ingredients to be prepped are on the right. The timer in the center of the screen counts down the time the player has left. Ingredients are dragged from the fridge to the cutting board to initiate prep tasks.

There are three (3) different prep tasks the player must complete

Slicing - the player will drag the ingredient left to right through an image [4] times to slice.

Slicing is used for:

- Tomatoes
- Bacon
- Cucumber

Chopping - the player will have to rapidly click the image of the ingredient [8] times to chop an ingredient. This will yield 1 portion. Chopping is used for lettuce and onions.

Grating - the player will have to pick up the ingredient and move it up and down over the grater eight (8) times to grate an ingredient. This will yield 1 portion. Grating is used for cheese.

Ingredients will be displayed in a refrigerator on the right hand side of the screen during prep. The player will touch an ingredient and drag it to the cutting board to initiate the preparation of that ingredient. Initiating preparation of an ingredient will send the player to the preparation screen for that ingredient corresponding prep task. Once the prep task is completed the player will be returned to the prep kitchen where they can attempt more prep tasks until their time has run out.

If the player's prep time runs out while they are performing a prep task they will not earn the ingredients for that task.

Preparation Components

Ingredients - Ingredients are sprites displayed in a refrigerator on the right hand side of the prep screen. There are five (5) possible ingredients the player can select: lettuce, tomato, cheese, bacon, and onions. The player must drag ingredients from the fridge onto the cutting board to initiate a prep task. The prep task that is initiated depends on which ingredient is placed on the cutting board. If lettuce or onions, chopping will begin. If tomato or bacon, slicing will begin. If cheese, the player will be directed to grating.

Timer - The timer is displayed in the center of the prep kitchen and counts down until the player will be sent into the cooking phase. The timer is continuous during the entire preparation phase. Once the timer reaches zero (0) a transition is activated and preparation is ended.

Cutting Board - The cutting board is a trigger that activates a prep task when an ingredient is dragged onto it.

Prepped Ingredient List - The prepped ingredients that the player has currently accumulated are totaled on the left side of the prep kitchen. Using this information the player can make decisions about which ingredients they will need to prep before they move into the cooking phase.

Start Cooking Button - If the player believes they have accumulated enough ingredients before the prep phase has been completed they may touch the start-cooking button located in the upper center of the screen. Touching this button will cause the transition to the cooking phase to begin immediately.

Cooking

During the Cooking phase the player will drag and drop ingredients onto burgers to match the ingredients displayed on tickets above the burgers. Ingredients placed

completely onto burgers will give the player [2] dollars of in-game currency. Once all the ingredients are placed on the burger the player will ring the Bell and the ticket will be sold. When the ticket is sold the burger and ticket will disappear and the remaining tickets and burgers will shift right to fill the space left by the burger that has been removed.

Adding additional ingredients that are already on the burger will result in 0 points.

Ingredients will be kept along the bottom of the screen, with burgers in the middle and tickets along the top.

Each burger will have a time limit ([45] seconds) in which all the ingredients must be placed onto it before the player will get [0] points for finishing the burger. When time expires on a burger the bill will disappear and the burger will be removed from the line. The remaining bills and burgers will shift to the right filling the space left by the failed burger. A player receives no money for a failed burger.

If the player runs out of an ingredient during cooking they must return to the ingredients preparation screen to prep more ingredients. The time limit for the burgers will not stop while the player is prepping during the Cooking phase.

During each cooking phase the player will need to complete a required number of burgers to advance to the upgrade phase. As the player progresses through the game this number is increased to increase the game challenge.



The Cooking screen. Orders are displayed along the top of the screen. Ingredients kept at the bottom. Ingredients must be dragged from the bottom on to the burgers before the bill time expires. The right-most bill has expired.

Cooking Components

Tickets –

Tickets appear along the top of the screen during cooking. Each ticket has a unique random set of ingredients that must be placed onto the corresponding burger that appears with the ticket. Each ticket has a time limit that the burger must be complete within or the ticket is a failure and the ticket and burger are destroyed and the player will receive no score. Each time a required ingredient is added to a target that ingredient will be crossed off the ticket.

Burgers –

Burgers are the target for ingredients in the cooking phase. Each burger requires all the ingredients listed on its ticket to be placed on the burger before the tickets time expires. Once the tickets time expires the burger also expires and its sprite is switched to the rotten burger sprite. if a burger is finished before time runs out its

sprite it switched to the completed burger sprite and once bell is rung it will move across the counter decreasing its alpha until it disappears.

Bell - The bell is used to clear completed burgers from the play area. Each time the bell is rung any completed burgers and their associated tickets will be cleared from the play area.

Ingredients - Ingredients are kept along the bottom of the cooking area and must be dragged by the player onto the burger targets to complete burgers and earn score.

Upgrade

The upgrade phase screen will be where the player can purchase upgrades for the cooking and prepping phase using their money.

Increase Yield - prep will yield additional ingredients.

Longer Prep Time - amount of time during prep will be doubled.

Longer Bill Times - each burger will have a [1] minute time limit to be completed

Increased Wages - the player will receive a multiplier to the money they receive for burgers completed within the allowed time.

Once the player has selected any upgrades they wish to purchase they will be able to begin a new shift or save their progress and quit the game at this time. A new shift is begun by selecting continue from the upgrade screen.



The Upgrade screen. Touch the training manuals on the right to purchase player upgrades. Values of player statistics are displayed on the left. The player's total money is displayed above the statistics.

Upgrade Components

Upgrade Buttons - There are four upgrade buttons located along the right hand side of the screen displaying the possible upgrades the player may purchase. These buttons display the name of the upgrade as well as the current cost of the upgrade to the player.

Player Statistics Display - In the center of the upgrade screen the player's current total cash earned and the status of their upgradable variables. The variables displayed are prep yield, prep time, ticket time and pay multiplier.

Options Button - This button displayed at the bottom of the screen will allow the player to visit the options screen. From within the game the player may select to adjust the games volume options or to quit the game to the main title.

Continue Button - The Continue button will advance the player to the next phase of prep in their game cycle.

New Restaurants

After a certain amount of time has passed in the game the player will be given an option to work at other restaurants. This will unlock a map screen from the upgrade

screen where the player can access other restaurants in town. New restaurants will offer new types of food to prepare and new prep tasks to complete but will follow the same fundamental game cycle as described above.

The map screen currently allows the player to select from four (4) restaurants. Each new restaurant is locked until the player has completed enough game cycles in the previous restaurant to unlock them. Locked restaurants, if selected, will inform the player that they must wait until a later time to visit this area. Unlocked restaurants will display a short description of the restaurant and a button allowing the player to enter this area.

Once the player enters a new restaurant they will be greeted by the chef and move into the prep phase for their chosen restaurant. Each restaurant will have a different style of cuisine to prepare. The four cuisines are Burgers, Pizza, Sushi and Salads.

Each new restaurant will follow the same game cycle structure as described above, but with unique ingredients, backgrounds, characters and sound effects.

Sound

To create an immersive environment in Line Cook sound is used in a variety of ways. Line Cook includes background music and sound effects.

Background Music

Each restaurant in Line Cook will feature two (2) songs one for prep phase which features a more up-tempo beat to keep the player moving fast. The second will feature a quieter lower tempo beat more akin to the music that you would hear playing in a fast food chain. This second music track will play during cooking and during break.

Sound Effects

Sound Effects are used to create an atmosphere that resembles being inside of a restaurant and to relate feedback to the players actions during game play.

Atmosphere Loop – During the cooking phase a loop of various noises that can be heard in every kitchen plays. This loop contains the sounds of breaking glass, cutlery shuffling, customers chatting and bill printers printing.

Bell – The kitchen bell is used to sell orders when they have been completed. The sound is the classic kitchen bell that all line cooks have nightmares about.

Use a table for sound effects sound, effect name, object it is attached to, naming conventions

Monetization

Line Cook will be offered as a Free to Play game featuring in-game purchases. Players will be able to purchase in-game currency that they will be allowed to spend to purchase player upgrades and unlock new restaurants to cook at.

Social Media linking – send someone a burger. Persistent worlds cook at someone else's restaurant, create your own menus, avatars, be the boss of a restaurant and challenge your friends to work there.