

Game Design Document for *Hash the Potatoes*  
Version 1.0 (11/20/16)  
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## 1. Introduction/general information

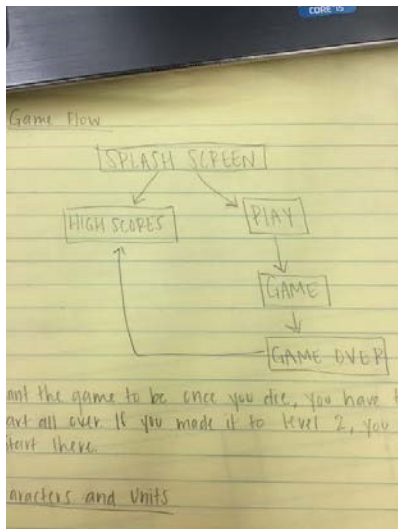
Who doesn't love dogs and food? Schneider is a fun loving pup that just wants to eat some buttery, sweet, and cheesy potato casserole. But Katelyn is the absolute worst. She doesn't think that butter and cheese is good for your body. But who cares??? She thinks it's okay to just steal it all away. You have to help Schneider get back the bowl of delicious ingredients to share the love of potatoey goodness.

## 2. Detailed game description

### a. Core gameplay and its elements

The dog will be able to walk and jump. Double jumping will be key to getting to different platforms. The player will use right, left, and up arrow keys to move around. They will be able to use the spacebar to make the dog shoot different objects. The enemies will simply be walking around. The only thing that will really be moving is the characters and the enemies.

### b. Game flow



### c. Characters and units

I want the main character to be a dog that is modeled after my own dog. I want the goal to be to make a hash brown casserole which is my favorite dish in the world. The dog will need to collect the ingredients in order to move onto the next level. They can score points by collecting frosted corn flakes. The more they collect, the better the casserole will be at the end. Will start with 3 lives and once they have gathered all the ingredients, they will get 3 more lives. Once you get to level 2, you will be able to get a bone, which the only way to destroy Katelyn. You will not be able to jump on her like in level 1 with the foxes. Once you get to the outside level, you will get a ball that you will throw to destroy the foxes, the dog toy and Katelyn. You will also be able to jump on the fox to destroy him but not on Katelyn. In level 2, you will need to find the block that will turn you into a puppy because as you can tell, the doggie door is not big enough to go in as an adult dog. Once you hit the block, you will climb up two stairs that will turn you into a puppy.

The enemies will be foxes and a girl named Katelyn. In level 1, it will just be foxes. In level 2, it will be Katelyn. And Level 3 will have both. In level 3 Katelyn will get a dog toy that she will throw at you to hurt you. Also the foxes will be moving way quicker in this level. They are all the same size, but the speed varies.

#### *d. Game physics*

There will be both moving and stand still platforms. The 'bullets' will be the bone and the ball the dog throws, and the dog toy that Katelyn throws. Once you collect the bowl again in the outside level, the moving platforms will start to move at incredible speed.

#### *e. Artificial intelligence*

As mentioned above, once you get to a certain point in the outside level, the enemies will gather speed and become more dangerous. Also, you will have to find the box that will turn you into a puppy so that you can get through the puppy door again.

### **3. Level requirements and progression**

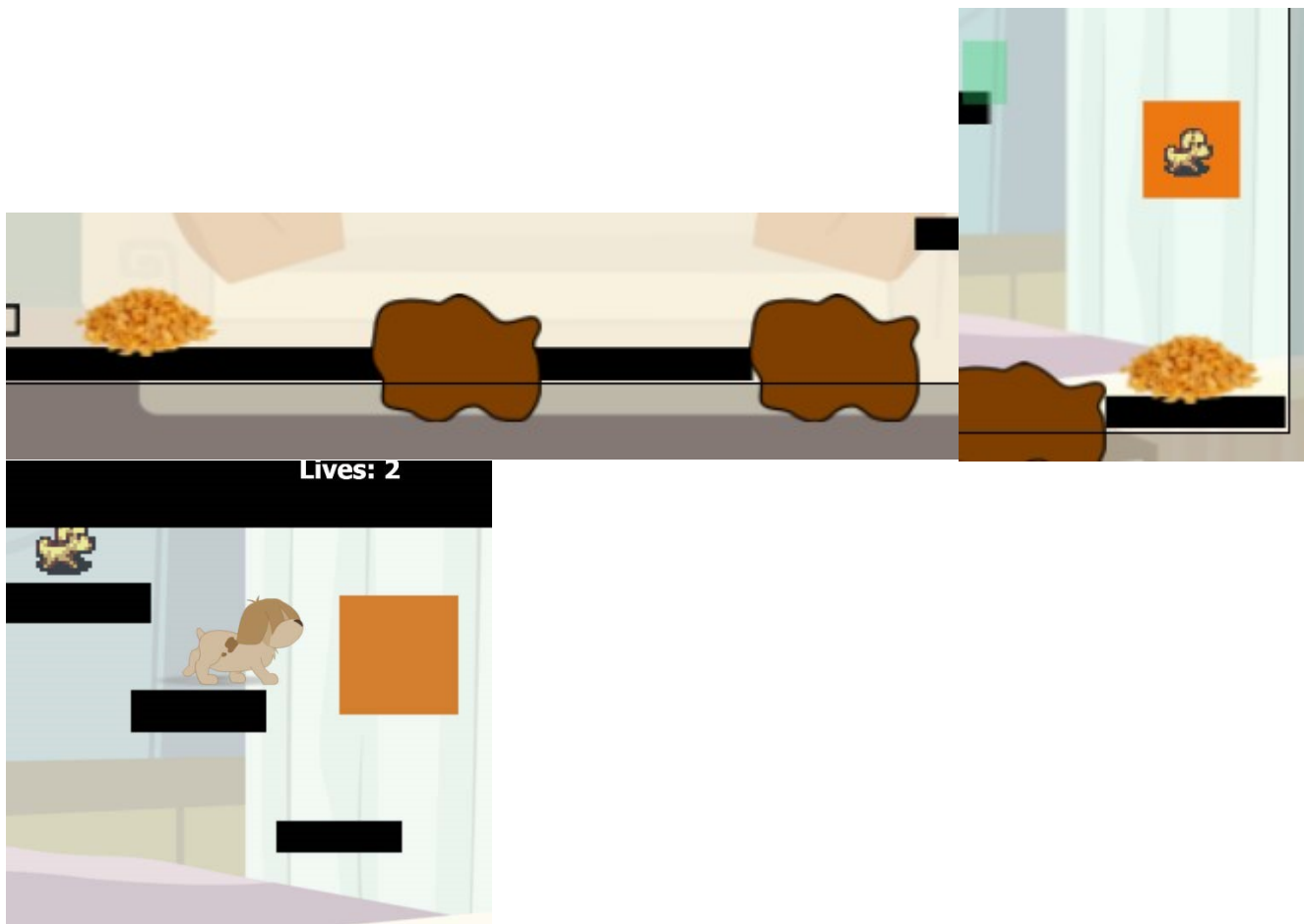
#### *a. Level diagrams and maps*



The top picture is level 1, the middle picture is level 2 and the third picture is level 3.

### *b. Environmental challenges*

Throughout your game, you are likely to use variations on some basic themes. For example, you might have several places in the game where the player can destroy parts of the platform by shooting objects at the walls. Or, you might have several places in the game where the player encounters moving platforms. Include rough sketches that demonstrate some of these key challenges.



The first picture, is an example of the chocolate puddles that will take away a life if the dog runs into it. The picture right next to it, is an example of the block that turns the dog into a puppy so that he can go to the outside level. The bottom picture shows what happens after you hit the block, how the stairs appear and the puppy comes out of the block to an easily accessible place.

*c. Description of game puzzles (if any)*

So you have to collect all the ingredients and put them into the bowl, which will be level 1. The ingredients will all be on the screen, so the player can gather them all at once, or one at a time. Once all ingredients have been found and put into the bowl, the bowl will be stolen! You will have to find the hidden bowl in the house but to find that you need to turn into a puppy to go outside. (level 2). Then you will need to collect it and go back through the puppy door (level 3). Once you have done that, you will go back to the kitchen and take the bowl to the oven and the casserole will be made and you will win.

*d. Assets*

<b>Player Character</b> For example: Animated player with following states: running, idle, jumping, firing.	Running and standing still. I was only able to find a sprite sheet for the dog running. So I used a stand still picture to make it when the dog isn't moving, he is just standing there.
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<b>Enemies</b>	The enemies will always be walking. Level 1 will be the fox walking back and forth. Level 2 would be the girl walking back and forth. Level 3 would be a mixture of both except that the girl is now throwing a dog toy.
<b>Objects</b> For example: Sword, coins, gems, power-ups.	Ingredients: cheese, sour cream, cream of mushroom soup, sticks of butter, shredded potatoes. Bone and ball to throw at enemies, bowl, oven, frosted corn flakes, dog toy.
<b>Environment</b> For example: Forest ground tiles, fence tiles, ice tiles, crate tile.	The background will be a kitchen background for level 1, then go to different rooms of a house for level 2, level 3 is a backyard. Then to finish the game you go back to the kitchen.
<b>Sound effects</b>	The dog makes an eating noise when he collects the hash browns. He has a little bark when destroying an enemy but also a little grunt when hurt. When you destroy the dog toy being thrown at you, it will make a little squeak.
<b>Background music</b>	There is a different song playing in the background of each level. It will be upbeat music for level 1 and 2 but when you get to level 3, it will be more dramatic.
<b>HUD and Interface Elements</b> For example: Start button, Next button	There will be a start button, something to show the amount of hash browns collected and how many lives are left. A button to see the high score. Buttons so that you can play it on a phone, maybe a place to see what ingredients you have already collected.
<b>Other</b>	

#### 4. Story

The story is that Schneider, the dog, really wants to eat some hash brown casserole. It is absolute favorite dish so he is very excited about making it. He needs to gather all the ingredients from around the kitchen and take them to the bowl so he can mix them all together. The sneaky fox also loves hash brown casserole so he's trying to get the ingredients too!! Once Schneider has all the ingredients, Katelyn the evil girl, takes the bowl away!! She thinks that hash brown casserole is very unhealthy and doesn't want Schneider to have it. Schneider needs to get it back but the bowl is outside in a treehouse! In order to get outside, Schneider needs to turn into a puppy because the doggie door is way too small. Once outside he needs to climb his way to the tree house and take the bowl back to the doggie door. As soon as he gets back inside, he takes it straight to the oven and the casserole is done. Yay Schneider!!

#### 5. Graphical User Interface (GUI)

high  
score

play



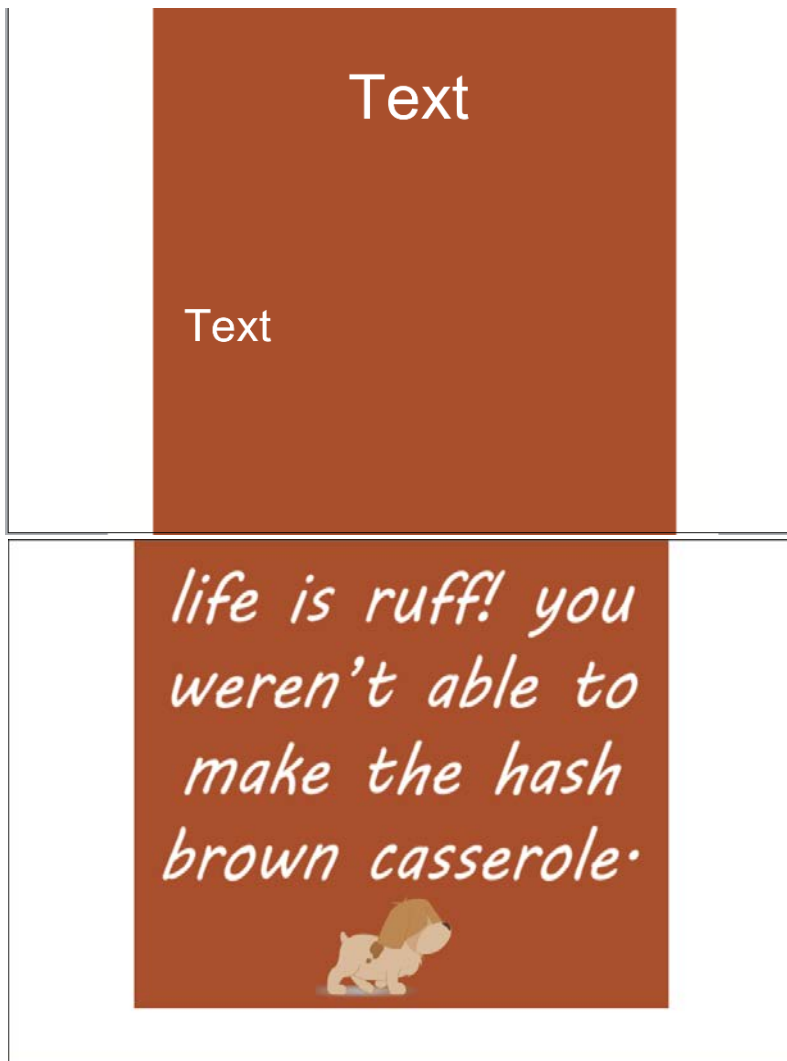
*Help Schneider make a  
delicious hash brown casserole!*

*hash the potato*

play

*oh no! the evil  
katylen has stolen  
the bowl full of  
ingredients, help  
Schneider get it  
back!!!*





The top picture is the start screen, the next second picture is what telling you what happens after you beat level 1, the third screen is high score screen. Lastly, the last screen is the game over screen. It will stay on the page for 3 seconds, go to high score for 3 seconds and then back to the splash screen.

## 6. Visuals and sound

### *a. Art style*

I would like it to be animated, similar to our coconut game but obviously very different characters. I want it to be bright and fun. It's kind of a silly idea so I want it to be seen a funny and a very easy going game that you can laugh about.

### *b. Background music*

Like I said, I want it to be fun, so at the beginning there will be a happy upbeat beat going on. Then when the bowl is stolen, the music will change to something scary but a funny scary. Maybe so ridiculous you are like why is this happening. Once we get to the last scene, taking the bowl to the oven, the song celebration will start to play. Even if the music is scary, it will be a fun upbeat scary.

*c. Sound effects (GUI)*

There will be no sound playing when interacting with the actually background elements.

*d. Sound effects (in game)*

When Schneider eats a hash brown, it will make a chewing noise. When he destroys an enemy, he will bark. When he is hit by something and takes away his life, he will make a little grunt noise. A little funny noise that might not be heard a lot is when the ball and toy collide to destroy one another, it will make a little squeaky noise.