

Game Design Document Outline

Sickeningly Sweet Jam Sim

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9/1/24

Last updated: 10/13/24

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Design History -

Ver 1: 9/1

Ver 2: 9/3

Section 1- Game Overview

Game Concept

A cooking simulator where you make jam for weirder and weirder customers with strange requests.

Pillars

- Unsettling - unaddressed
- Relaxing vs stressed - more towards relaxing
 - At your own pace
- Cooking focused
- Rewarding the player for using weird ingredients
- Cutesy
-

Feature Set

- Finding ingredients
- Making jam
- Talking to customers
-

Genre

- (Cooking) Simulator

Target Audience

- 13 +
- Psychological horror fans

Game Flow Summary

- Starts a new day at the shop
- Customer comes in
- Asks for Jam
- Player looks for ingredients
- Picks up one ingredient at a time
- Puts ingredients in pot
- Turns stove on
- Stirs jam
 - Another customer walks in
- Poof of smoke and a perfect jam jar is sitting there
- Give jam to customer
- Talk to next customer

- Repeat above through 3 customers
- New day
- New ingredients and areas unlocked
 - Freezer
 - Garden
-

Short term game summary

- Making Jam
 - Find ingredients
 - Turn on stove
 - Stir jam
 - Poof of smoke perfect jam jar sitting there
 - Give to customer

Medium term game summary

- Whole day
 - Store opens
 - Minute (less than) of explore time
 - Talk to customer
 - Make jam
 - Talk to new customer x3

Long term game summary

- Whole week
 - 5 days
 - Last day a reviewer

Game flow loops

- Making jam
- Day
- Whole week

Look and feel

- Cutesy
- Warm Pastel for environment
- Warm Saturated for customers

Project scope (define your scope in a bulleted list)

- 5 days
- 3 customers per day
- 2 endings

Terminology

Any in game or out of game terminology definitions for clear communication
See game flow summaries

Section 2 - Gameplay and Mechanics

Gameplay

Game progression

- Fulfilling orders can lead to endings based on if you went weird or not
-

Mission/challenge structure

- Example interaction
 - Open sign flips
 - Player starts behind the counter (they can not get in front of the counter)
 - Player gets 30 seconds to explore
 - First customer (normal) comes in
 - Asks Very berry jam
 - Player can freely move around the kitchen
 - Player looks at recipe book
 - Book tells you the normal recipe (flavor combos) for that customer
 - Player picks up each ingredient one at a time
 - Player puts ingredients in the pot
 - Player turns on the stove
 - Player stirs the Jam
 - Player gets finished jar of jam
 - Did player make right jam?
 - If jam wrong - customer doesn't take it
 - If right, short interaction with customer
 - If right and normal - short interaction customer
 - If right and weird - short interaction with customer
 - New customer comes in

Objectives (what are the objectives of the game)

- Make jam and get that good review (by making weird jam)

Play flow (how does the game flow for the player)

-

Controls

- WASD to move
- E to interact
- Mouse / left click
- Mouse to move camera

Minigames

- Turn on stove
 - Press the on button with the mouse
- Stir Jam
 - Move you mouse in a semi circle once in the pot to stir
 - Top down view
- Find ingredients
 - Picking up ingredients and putting them in the pot 1 at a time

Mechanics

– What are the rules to the game, both implicit and explicit? This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This can actually be a huge section. the following entries are not exhaustive, you will have more sections than these.

Physics

- Items don't have physics

Inventory

- Player doesn't have an inventory. Items are stored in their hand.

Movement

- WASD
- Mouse moves camera

Actions

- Picking up
- Place item
- Stir
- Talk to customers
- Cook
- Click buttons with mouse

Character interactions

- Customer rings bell when they enter
- E to start talking
- They say something

Dialogue

- The customers will speak to you and you will need to engage them in conversation

- pick between options? 2 - 3 options with another piece of info and one more choice

Camera

- The camera moves with the mouse as the player moves around
- When the player looks at specific areas the camera will lock and they will be able to move the mouse around on screen
 - Cooking minigames
 - Fridge
 - Pantry
- When the camera isn't locked, players will have a reticle in the center of the screen. If that reticle is hovering over something they will be given the prompt to pick it up

Game options (what options do players have and how do they affect gameplay)

- Volume slider
- Music and sound effect separately
- Mouse sensitivity

Pause menu

- Exit
- Resume
- Main menu
- Options
- Start game

Section 3 - Story, Setting, and Characters

Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

You work at a Jammie's Jams. A jam shop that isn't doing great. I mean how many jam only stores have you heard from. Your customers keep asking for weirder and weirder jams. You really need some publicity to keep your business going. Maybe if you just fulfill their requests you'll get the good review you need to carry on.

"I have a toast tasting event after this, I NEED my jam!"

The weirder your jams the better the review

Normal jams gives you a bad review and puts you out of business

60% of jams need to be weird

Assigning jams point values and breaching a threshold gives you the "winner" ending

Game World

- General look and feel of the world
- Area #1
 - General Description
 - Physical Characteristics
 - Levels that use area
 - Connections to other areas
- Kitchen
 - Warm pastels, like a normal kitchen
 - Distinct areas
 - Fridge
 - Sink
 - Stove
 - Shelves/storage
 - Counter top/ put down items
 - Levels that use area
 - Connections to other areas
- Freezer
 - Complete opposite vibe of the kitchen
 - Walk in freezer
 - Hallway leading to it
 - Shelves on all sides
- "Outdoor" garden
 - Everything is fake and cardboard.

- It looks like it should be outdoors but it's just in the corner
 - Has rows of fake plants
 - And walkways

Characters/Customers

Normal

Will give the same happy/neutral response no matter if you give them normal or messed up jam

- Look like people
 - Some who's late for work
 - Regular attendee
 - Shopping for grandma

Weird

Will be excited for weird jam like it's a secret menu item

- Uncanny valley
 - Looking almost plastic
- Odd mannerisms
 - Looking everywhere except you
- Mythical characteristics that aren't fully grown in
 - Someone's arm hair kind of looks like feather but you're not sure

Section 4 - Recipes

- Recipes:

Recipes are devised of 3 different ingredients that can come in a range of 3 different categories and 6 different flavor profiles

Categories

- Normal - ingredients one would assume could go in a Jam
 - Odd - Not things normally seen in jam but why not the customer asked for it
 - Weird - Things never used in cooking that are unsettling
- Flavors
 - Spicy
 - Sweet
 - Sour
 - Salty
 - Umami
 - Bitter

Customers and the Order System

Customers come in the same three Categories as the recipes.

Normal, Odd, Weird.

Weird:

Human - they look normal, they have weird things with them,

Ex: Kid with baby teeth necklace (10 y/old) and a weird stuffed animal

Why do they want jam: I need jam for my toast to have a proper tea party. Ms. Martha is waiting for me outside (there's a shadow monster outside the window)

What happens if you give them a normal: Ok thank you!

What happens if you give them a weird one: I've never seen this flavor of jam at the store before. Ms. Martha will love this! I'll have the fanciest tea party ever.

Neutral to normal

So excited for weird

What?:

Questionably human

Is super disappointed for normal

Is excited (slightly less than weird) for what level jam

Ex:

Puppet pretending to be human

Appears cracked, a section of porcelain is missing

Has clear joints and a distinctly

Talks incredibly formally

Near invisible strings

Dressed like a doll

Ms. Martha

- Normal Customers - Have 1 Normal Solutions and Two Lvl 1 Weird Solutions
- Odd Customers - will have 1 Normal Solution, One Lvl1 Weird Solution, and One Lvl 2 Weird Solution
- Weird customers will have 1 Normal Solution, One Lvl 2 Weird Solution, and One Lvl 3 Weird Solution

The player will have access to the ingredients needed for each solution but which one they do is a choice left to the discretion of the player and using the ingredients they see fit

“Weirdness Lvl”

Normal and Lvl 1 Weird Recipes would go towards the bad ending while Lvl 2 and Lvl 3 Weird recipes would go towards the good ending.

Normal Order - 3 Normal ingredients

Lvl 1 Weird - 1 to 2 Normal and 1 to 2 Odd

Lvl 2 Weird - 1 Normal 1 Weird 1 Odd ingredients

Lvl 3 Weird - 1 Normal and 2 Weird ingredients

- When you pick something up it shows up in your hand
- Items don't have physics, there are certain places you can click to put things down, and they will auto go there. - counter space
- A messed up recipe can be put in a trash can
- Ingredients are an infinite resource, they disappear when you pick them up and appear in your hand. After a time limit (2 seconds) they will reappear where you found them

Recipe Book

- Static recipe book
 - Used for tutorialization
 - Shows normal ingredients and their flavor profiles
 - Shows the first recipe you need to make
 - Physical item, players will need to walk to see -
- Recipe Book Functionality
 - Accessed through the pause menu (takes priority over being accessible in the real world)
 - Pause - Recipe Book button
 - Pages can be flipped by clicking tabs at top of book
 - Tutorial Page
 - Goals, what you need to do
 - Controls
 - Show, Don't Tell - Diagram of a little stick man representing player collecting ingredients, placing them in pot, stirring a pot, and delivering jam to happy customer
 - Grabbing Ingredients
 - Putting ingredients in pot
 - Stirring pot
 - Giving happy customer their jam
 - Ingredients page - Wait until we see if we need it, probably a beta feature
 - Recipe pages
 - 3 tabs/pages available
 - Each tab shows one of the recipes a customer will ask for on that work day
 - Tabs change each day to match what the customer wants
 - This includes how many of each type of ingredient

Customers by day

Day 1

- Normal
- Normal
- Odd

Day 2

- Normal
- Odd

- Odd

Day 3

- Normal
- Odd
- What

Day 4

- Odd
- Normal
- What

Day 5

- What
- What
- Reviewer (make this character last, we want to bake a lot of lore in)

Characters available:

- Rollerskate
- Dentist
- Reviewer
- Doll
- Backpack
- Teddy bear

ALPHA

Day 1:

- Customer 1: Rollerskate
 - Jam: sweet x2, sour
- Customer 2: Dentist
 - Jam: Sweet x3
- Customer 3: Backpack
 - Jam: Bitter x2, umami

Day 2

- Customer 1: Char Mom
 - Jam: sweet x2, spicy
- Customer 2: Gym Rat
 - Jam: Umami, spicy, Sweet
- Customer 3: Vampire
 - Jam: Umami, sweet, salty

Day 3:

- Customer 1: Teddy Bear
 - Jam: Sweet, bitter, spicy
- Customer 2: Doll
 - Jam: Sweet, salty, sour
- Customer 3: Reviewer
 - Jam: Bitter, Umami, Spicy

BETA:

Day 1:

- Customer 1: Rollerskate
 - Jam: Sweet, Spicy, Bitter
- Customer 2: Business Guy
 - Jam: Salty, Sweet, Umami
- Customer 3: Same customer but 3 times 1
 - Jam: Sour x3

Day 2:

- Customer 1: Teddy bear kid
 - Jam: Sweet, sour, spicy
- Customer 2: Dentist
 - Jam: Sweet x3
- Customer 3: Backpack kid
 - Jam: Salty, Bitter, Umami

Day 3:

- Customer 1: Health nut
 - Jam: Umami x2, spicy
- Customer 2: Same customer but 3 times 2
 - Jam: Bitter x3
- Customer 3: Doll
 - Jam: Sweet, salty, sour

Day 4:

- Customer 1: Same customer but 3 times 3
 - Jam: Sweet, Bitter, sour
- Customer 2: Mom
 - Jam: Spicy x3
- Customer 3: Vampire?
 - Jam: Umami, spicy, salty

Day 5:

- Customer 1: Bunker
 - Jam: salty x3
- Customer 2: Disguise is skin
 - Jam: Sweet, sour, bitter
- Customer 3: Reviewer
 - Jam: Bitter, Umami, Spicy

~~Vertical Slice information~~

~~Recipes for VS:~~

~~Normal Customer~~

~~Recipe 1:~~

~~1 Strawberry~~

~~1 Sweet~~

~~1 Spicy~~

~~Weird Customer~~

~~Recipe 2:~~

~~1 Sweet~~

~~1 Spicy~~

~~1 Umami~~

~~Day one ingredients (these can also be on counter tops if that's the state we're in)~~

- ~~• Strawberries (Shelf)~~
- ~~• Cherrys (Shelf)~~
- ~~• Mushrooms (Shelf)~~
- ~~• Marshmallow (Shelf)~~

- ~~Pepper (Shelf)~~
- ~~Wasabi (Shelf)~~
- ~~Eyeballs (this one will be not obvious)~~

Ingredients

Sour

- Lemon - bowl on counter
- Sauerkraut - freezer
- Fingers - Plant in garden

Salty

- Salt - shelf
- Garlic - Shelf
- Tears - fridge

Sweet

- Strawberry - freezer
- Orange - bowl on counter
- Cherries - Fridge
- Marshmallow - shelf
- Heart - freezer
- Eyeballs - plant

Bitter

- Cranberries - freezer
- Dark Chocolate - fridge
- Brain - freezer

Umami

- Tomatoes - garden
- Shiitake Mushrooms - shelf
- Tongues - garden

Spicy

- Peppers - shelf
- Wasabi - freezer
- Gallbladder - fridge

Section 5 - Interface

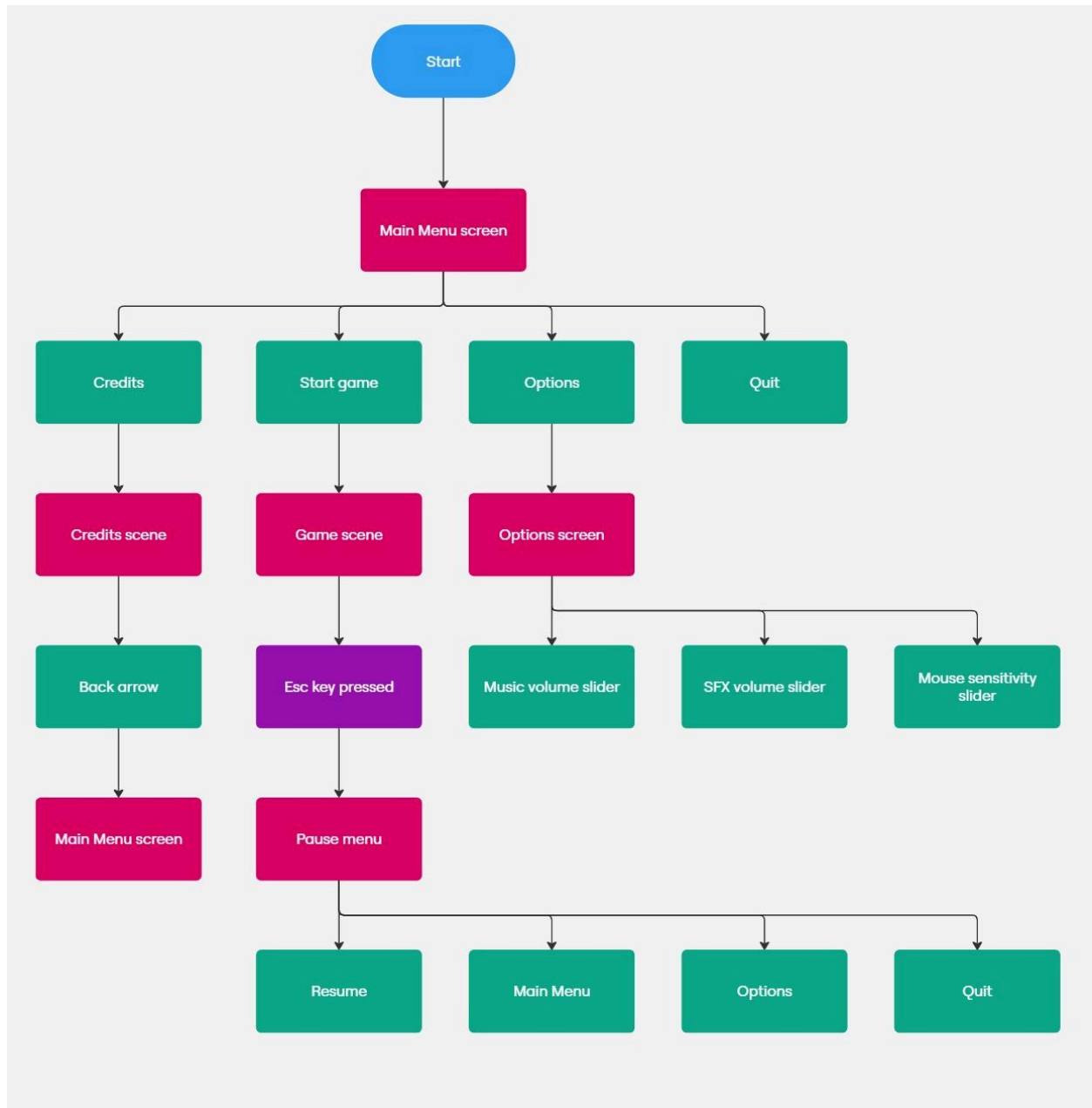
Screen flow

Screen Flow Chart – A graphical description of how each screen is related to every other

Screen Descriptions – What is the purpose of each screen?

What buttons connect to what other screens

What screens are needed



Visual System

HUD - what controls?

Section 6 - Assets

Asset list

Art

Sound

Music