Team WaffleBat

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Title: WaffleQuest

"Bob could kill for a waffle... literally."

Game Summary

In a world where food is imbued with mystical powers, the waffle reigns supreme. Creatures of horror, legend, and magic are dependent on the power imbued in food for survival. Bob, hideous and shunned by the humans of the realm, must consume waffles to survive... and he is all out of ingredients. Aid Bob in his quest to retrieve ingredients and craft the perfect waffle!

- Explore villages in search of ingredients!

-Fend off the villager horde... with a trusty waffle iron!

-Create the One Waffle to Rule Them All... or an ordinary waffle, or char it!

Game Overview

Concept

WaffleQuest has the feel of a Pokémon or older Final Fantasy game. Navigate rural villages as a monster by the name of Bob, in search of reagents. Defeat villagers in both fixed and random encounters. Health does not recover after battles; Bob must return to his cave and rest in order to heal. Kill or be killed in this epic quest to synthesize a waffle! Gather the ingredients to make one of two types of waffles... but be sure to use the right ingredients, lest you get a third type of waffle!

Genre

WaffleQuest is a 2D-RPG that utilizes a top-down view for world exploration (as in Pokémon). This game is laidback and geared more towards a casual audience. A combination of

sheer wackiness and simplicity of style promotes a relaxing experience. Combat will be turn-based like old-school RPGs.

Player Motivation

The player can decide how difficult to make the final boss fight. The more potent the waffle, the stronger the status boost. A homemade waffle requires the most ingredients and time, but yields the highest bonus. A waffle from a mix leads to a slightly more difficult battle. A botched waffle, either on purpose or by combining the wrong ingredients, leads to a boss battle to reckon with. The lack of a leveling system prevents one from bypassing the difficulty of a botch. At least two ingredients must be gathered in order to try cooking a waffle.

Novel Features

-Variable difficulty/time commitment

-Two main characters to choose from

-Old-school RPG feel

-Amusing combat with a waffle iron

-Two control sets, toggled via main screen

Game World/Setting

The game takes place mainly in rural village communities, similar to the smaller towns that the player starts out in with Pokémon games. There are a lot of trees and dirt paths, and the houses are small. Everything is very simple and quaint.

Bob starts off in his cave. Upon exiting his cave, he may proceed east or west to two different villages. It will be possible to enter many of the houses in the towns.

Gameplay Walkthrough

Bob wakes up in his cave, and prepares his life-sustaining waffles only to realize that he is out of ingredients. The player must then venture into town to gather the ingredients to make the waffle.

A sleeping mat and recipe book are located in Bob's cave. Bob can return to his cave and sleeping mat to recover HP, should the villagers damage him too heavily. In the recipe book, the player can view the two waffle recipes: homemade and normal. As an important point, the eggs must be separated in order to make the homemade waffle. If they are not, then the waffle will botch. If the ingredients are combined in any way other than the two recipes list, the waffle will botch. At least two ingredients must go into a waffle. To make a homemade waffle, the player uses: flour, baking powder, sugar, salt, eggs (separated), milk, and melted shortening. To make a normal waffle, the player simply uses water and mix. A botch is any other combination of ingredients, or the homemade recipe without the eggs separated.
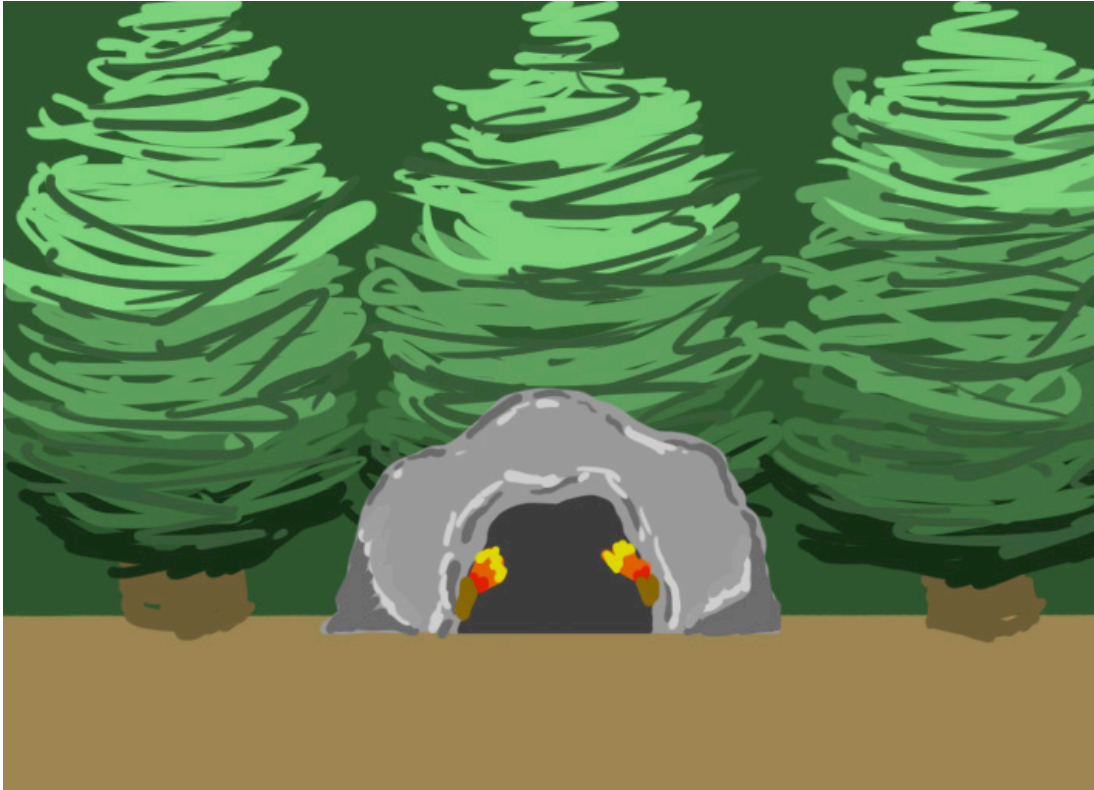
Upon exiting the cave, Bob can go east or west; there is a town in either direction. To gather ingredients for a homemade waffle, Bob must go to both towns. For a mix or a botch, Bob just needs to search the eastern town. Villagers in the western town are slightly stronger than villagers in the eastern town.

Upon entering towns, random encounters may occur. The screen will transition into a traditional turn-based fight against villagers. Bob wields a waffle iron. After the battle, Bob will return to where he was in the town before the encounter ensued if he is victorious. Victories in random encounters add to a player's score. If Bob is defeated, he wakes up in his cave with a penalty to his score. Since trolls and other monsters roam the area, many villagers stay in their homes; upon entering houses, Bob will enter combat with the residents. Upon victory, he may freely roam around and search the building and cupboards for ingredients.

After gathering ingredients, Bob may return to his cave to cook his waffle. By activating the magic symbol with at least two ingredients in his inventory, Bob can begin cooking. If the eggs are selected as an ingredient, he will be prompted on whether or not he wants to separate the eggs. If creating a homemade waffle, the eggs must be separated or the waffle will botch.

After the cooking is complete, one of three waffles will be made: homemade, normal, or charred (botched). The homemade waffle offers the most significant boost to stats, the normal waffle offers a sizable boost, and the charred waffle offers nothing.

Regular

The One Waffle

Botched
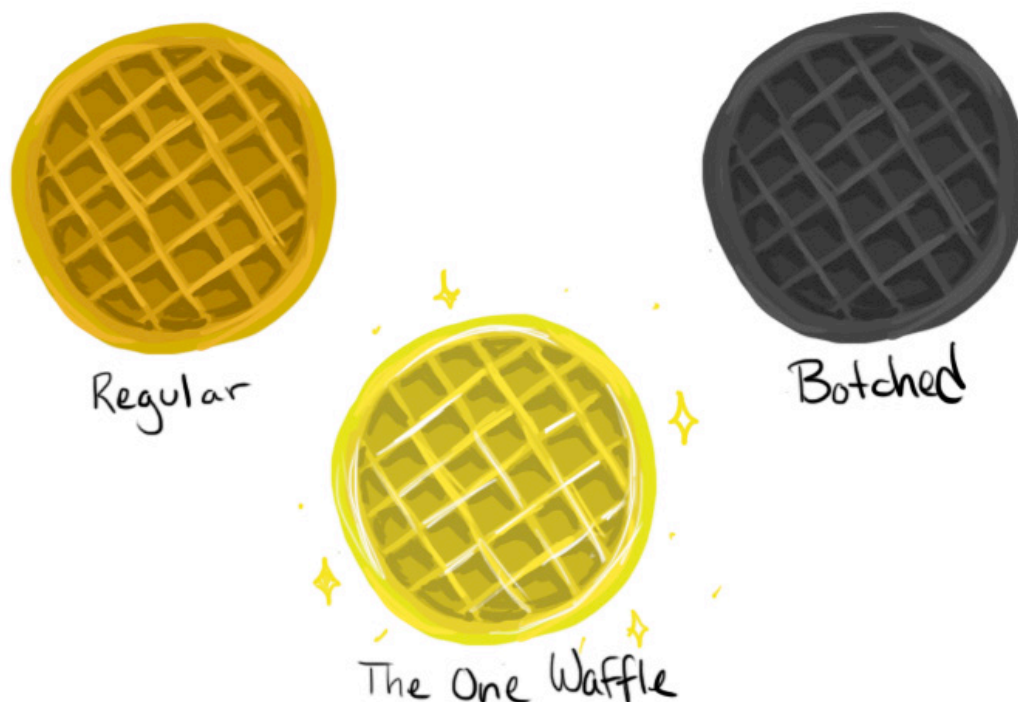
Bob will then hear a commotion and step outside to find its source.

A mob of disgruntled villagers, armed with pitchforks and torches, have decided to take things a step further with Bob. Opposed to shunning the monster, and forcing him away from their food stores, they intend to get rid of him once and for all. These villagers are significantly stronger than their earlier counterparts (they are better armed), and there are significantly more of them than in random and fixed encounters. The waffle makes a big difference in this fight, but even with a botch, the fight can be done.

Losing to the mob of villagers results in a game over, but victory brings the player to the leader boards.

Scoring

A player's score can be modified in the following ways:

Finding an ingredient: +50 points.

Defeating a fixed encounter: +40 points.

Defeating a random encounter: +30 points.

Losing to a fixed encounter: -120 points.

Losing to a random encounter: -90 points.

Fleeing a random encounter: -5 points

Clearing the game on a homemade waffle: +500 points.

Clearing the game on a normal waffle: x1.5 points.

Clearing the game on a charred waffle: x2 points.

Characters

Bob - The Main Character

Bob has always longed to make the perfect waffle. Since he was a young troll, he has heard stories of the legendary One Waffle to Rule Them All. Since his coming of age, he has made it his mission - his quest - to find the ingredients to craft this fabled breakfast.

Bob will stop at nothing to make this waffle; the villagers have always hated him, and if they stand in his way of finding the perfect ingredients, he will not be afraid to strike them down with his trusty waffle iron.

The player must play as Bob, but they have the option of making him a mountain troll or a cave troll. Mountain trolls are gray, cave trolls are a darker gray, reflecting their dimmer habitat.

Villagers - The Enemies

The villagers have long lived in fear of the crazed, waffle-craving troll that lives in the cave just outside of town. Now that they know of his quest, they know what must be done: he will come to steal their waffle ingredients, and they must put an end to him. Armed with pitchforks, they intend to drive Bob out of town... once and for all.

There will be two main villager sprites - one male and one female. Each sprite will have three color variations.

Mob of Angry Villagers - The Final Boss

As Bob's waffle is completed, the villagers fly into a rage. How dare he defy them and create this waffle?! Armed with their trusty pitchforks, they band together to attack Bob, no longer simply wishing to drive him out of town, but intending to make sure that he never makes another waffle... ever again.

Character Relationships

The relationship between Bob and the villagers is a bit tragic. As a microcosm of the world, a great misunderstanding exists between the two entities. Bob and the Villagers could easily coexist peacefully; Bob only kills the villagers because he needs the ingredients for life-sustaining waffles, and the villagers fear and fight Bob because they misconstrue his intentions.

If the sides two sides took the time to understand and enlighten one another, this conflict would not exist.

Equipment

The Waffle Iron

Both a cooking implement and a deadly weapon, Bob never leaves home without his trusty waffle iron. The waffle iron is a handy tool for dispatching those pesky, supply-hoarding villagers. Besides, how many games have a waffle iron for a weapon?

Inventory

There will be a basic inventory that displays Bob's ingredients. Every possible ingredient will be listed. Those that the player has not yet found will be grayed out. Items that have been obtained will be listed in green.

Combat

Bob will face random encounters, fixed encounters, and a final boss fight. Combat moves are as follows:

Bob:

Nutcracker: This move has very low accuracy, but has the chance to K.O. its target.

Gnaw: This attack deals minimal damage, but restores a few heath points.

Smash: This is a standard attack; it has average accuracy and deals average damage.

Burn: This move scalds the opponent with the waffle iron. Damage is dealt over time (after each of the villager's moves).

Flee: This move is a chance to exit combat. The player's score decreases by five points upon successfully fleeing an encounter. Flee cannot be used in a fixed encounter, such as inside of a house or the final boss.

Villager:

Slap: This attack cannot miss, but deals minimal damage.

Flail: This move has low accuracy, but also has the potential to deal massive damage.

Kick: This is the standard attack of the villagers; it has average accuracy and deals average damage.

Final Boss (Mob of Villagers with Pitchforks):

Stab: This attack has slightly below average accuracy, and deals slightly above average damage.

Rake: This is the standard attack of the final boss; it has average accuracy and deals average damage.

Blunt-Bash: This attack cannot miss, and deals minimal damage.

*These are all of the moves which will be available in the final version of the game. The prototype may not implement every move listed above.

Interactions

The player can interact with a handful of items in WaffleQuest. Cabinets are the key object, as Bob must rummage through them in his quest to make a waffle. Doors are also

interactive, as a means to enter houses of course. The recipe book of the cave can be examined

for the two waffle recipes. Bob's sleeping mat can also be used, as a means to rest and restore

health.

Controls

The user can select his or her preferred option on the main screen:

Set A*:

<up arrow key> Move upwards

<down arrow key> Move downwards

<left arrow key> Move to the left

<right arrow key> Move to the right

<enter key> Interact with objects

<right click> Select various interface buttons

<I key> Open inventory

<F1 key> Help/controls

<Esc key> Close Help/controls

Set B*:

<W key> Move upwards

<S key> Move downwards

<A key> Move to the left

<D key> Move to the right

<enter key> interact with objects

<right click> Select various interface buttons

<I key> Open inventory

<F1 key> Help/controls

<Esc key> Close Help/controls

*Control specifics are tentative and subject to change

Production Details:

Roles:

Amber [Tech] - Code, Combat System, Sound, General Gameplay, Dialog

Maeve [Art] - Concept Art, Art Assets, Backgrounds, Sound, Animation, Dialog

Max [Tech] - Code, Combat System, Sound, General Gameplay, Dialog

Timeline:

Thursday, August 30, 2012

    Treatment Document Assigned

Monday, September 10, 2012

    Treatment Document Due

    Asset List Assigned

Monday, September 17, 2012

    Asset List Due

    First Playable Assigned

Monday, September 24, 2012

    First Playable Due

    Status Report 1 Assigned

Friday, September 28, 2012

    Status Report 1 Due

    Status Report 2 Assigned

Thursday, October 4, 2012

    Status Report 2 Due

    Polish and Present Your Prototype Assigned

Monday, October 8, 2012

    Polish and Present Your Prototype Due

Tuesday, October 9, 2012 - Thursday, October 11, 2012

    Final Presentations