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GDD 210

21 October 2019

Kitchen Heroes: Attack of the Mutant Chickens Game Pitch

Game Design: *Kitchen Heroes* is a 2D platformer where the player will choose between Master Chef, Funguy the Fungi, and Ezio Panettone, to save the world from the evil chickens that they accidentally created. The player will have only a melee attack, which is different depending on which character they choose to play as. In each level, the player will notice that there are different paths to take. Each path will lead to a different room where they will fight different enemies and collect different loot. As the player progresses through the different levels, they will collect materials to build bigger and better weapons while also being able to upgrade the weapons they already own. The player will also come across secret areas that will include pieces of lore or funny pop culture references. If they are lucky, they will find a legendary weapon in one of these secret areas. At the end of each level, the player will have to face a boss to move on to the next level.

I feel like this game is different from other rogue-like games because it will include the same kind of randomness in level layout but will be a 2D, side scrolling platformer rather than a top-down, free-roam type of game. The melee system also makes the game unique because many other games made in this style include some sort of long ranged attack. Only having a melee system will force the player to strategize and plan their attack rather than being able to sit in a corner and shoot everything. I also like the idea of having the theme seem innocent on the

outside but really having a dark and rather viscous core. Having a narrative like the one I have created for *Kitchen Heroes*, which is considerably lighthearted and goofy, back up a more distorted and brutal world makes for a compelling and more interesting experience.

Visual Design: Since I am not the best artist in the world, I have provided some rough sketches of what a level of *Kitchen Heroes* would look like. However, I have also provided pictures and color swatches that will allow the audience to get a better visual of the colors and overall look of *Kitchen Heroes*.



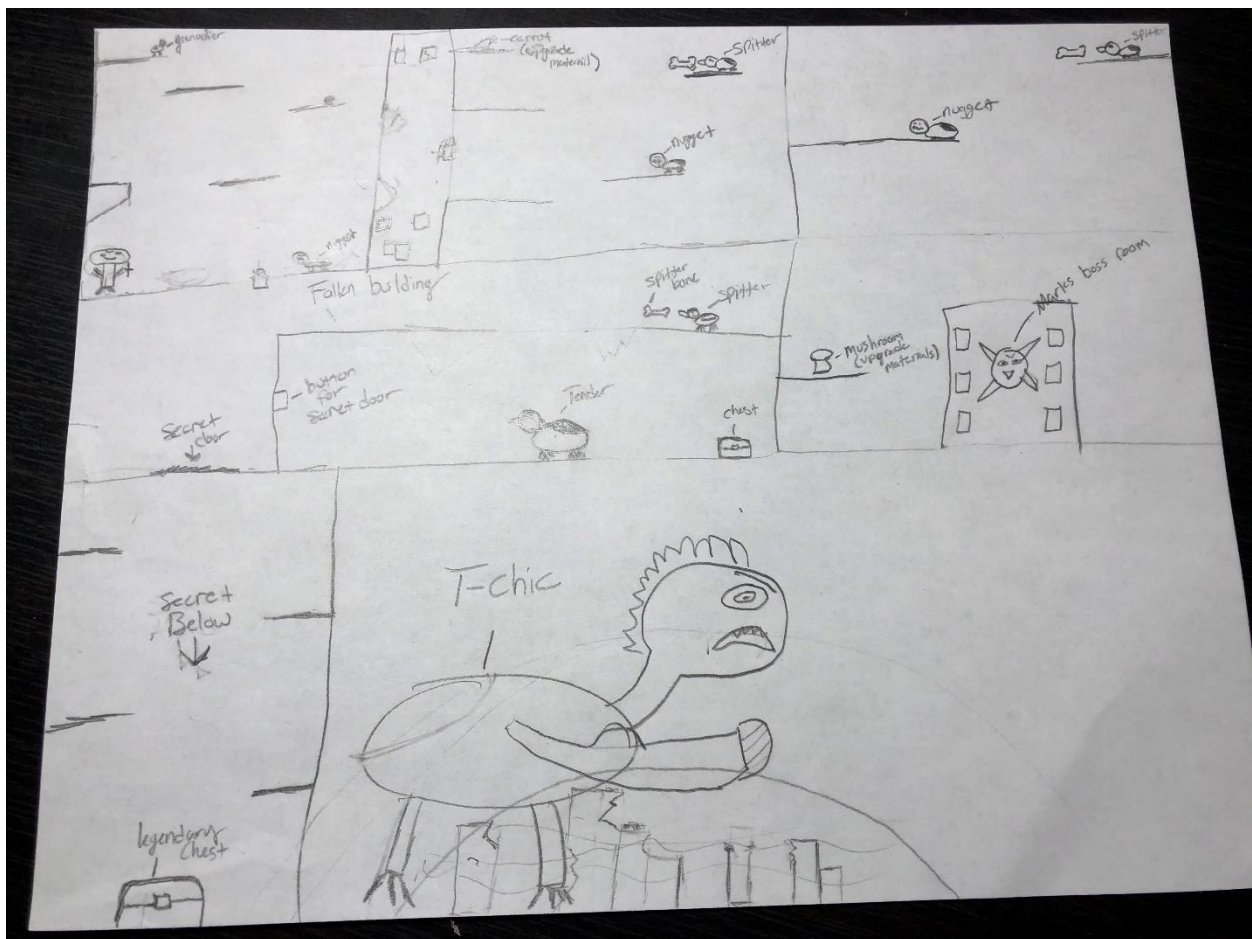
Each level will have a different look and feel. These two photos represent some of the different colors and designs I want to have in Kitchen Heroes.

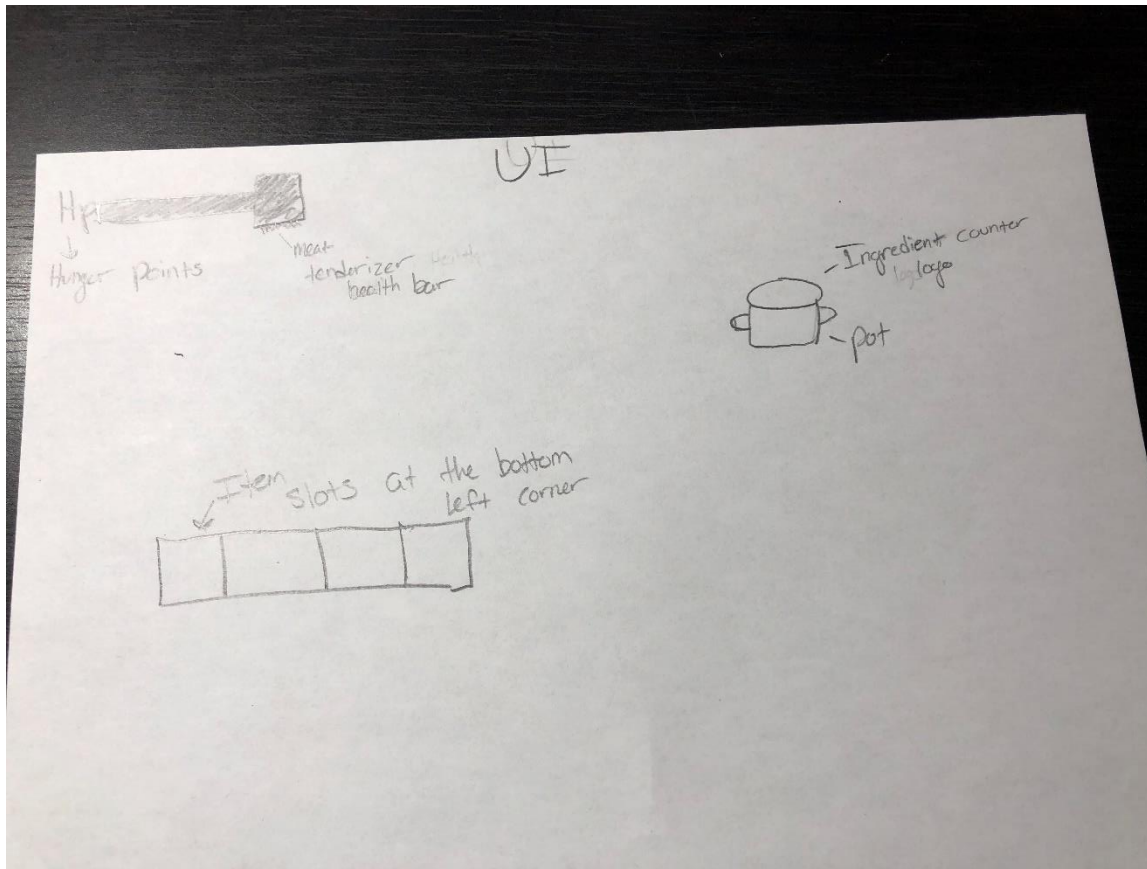


Many of the colors I want to include in *Kitchen Heroes* are similar to those we see in other apocalyptic games and movies. This includes oranges, reds, yellows, and the darker colors such as grays and black.



These color swatches show off some of the colors that I would like Kitchen Heroes to revolve around.





These next two pictures are very rough sketches of what some of the game would look like. The first picture is a rough sketch of a level from *Kitchen Heroes*. It includes at least one of every enemy type, which can also be found in the design document at <http://mywebspace.quinnipiac.edu/amdidiano/201/Kitchen%20Heroes%20Design%20Doc.pdf>. The sketch shows the different pieces of the level, but the camera will be following the player through each part. The player will not be able to see the entire level like the sketch shows. As for the second picture, these are some sketches of some of the UI features that *Kitchen Heroes* will have. The health bar is a meat tenderizer, the icon for upgrade materials is a pot, and the item slots will be in the bottom left corner, showing the player what they have.

My friend, Edward Reyes, and I designed *Kitchen Heroes* in GDD 201 and I wanted to try and bring it to life in the game lab. I think it could be a very fun, yet challenging task that can

teach me how to manage my time and will also teach me many new things in Unity and will expose me to a lot of code that I have never seen before.

Works Cited

Buhler, Brendan. "Summer 2014 Apocalypse." *Cal Alumni Association*, 19 June 2014, alumni.berkeley.edu/california-magazine/summer-2014-apocalypse.

Shurpin, Yehuda. "Does Judaism Believe in the Apocalypse?" *Judaism*, 22 Apr. 2018, www.chabad.org/library/article_cdo/aid/4006520/jewish/Does-Judaism-Believe-in-the-Apocalypse.htm.