Condiment Carnage

Created by:
KeJaMa Studios

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Game Title: Condiment Carnage

One Sentence Description: Condiment Carnage is a tower defense game where the player must move their food based character to refill and upgrade allied food which are placed manually while simultaneously fighting off five different condiment themed enemies from their home base.

Condiment Carnage Summary: In a world, where condiments run rampant and throw themselves onto poor innocent food, three very tasty heroes rise from the depths. You play as either the greasy Hambomber, the mystical Sandwitch, or the sneaky N.H.D. (The Ninja Hot Dog) trying to take out the condiment's clusters. Along with their guns, each character has their own special attack, the hambomber with it's grenades which it throws at enemies, sandwitch with it's lightning hands to shock and instantly kill enemies, and the ninja hot dog with its katana to slice through and decapitate enemies. To aid you in your defense of your house, you are provided three different types of allies to place in specific and set places and over three weapons. The allied sandwich shoots a rapid fire stream of bullets; the allied hotdog fires a precisely aimed sniper shot; the allied hamburger drops bombs on clusters of enemies as they run past the allies. Our heroes can wield a pistol, a shotgun, a machine gun, and a rocket launcher. The enemies will continue to come until the whole health of the base is depleted or if the round is over. The characters will go through three different and completely hand drawn levels which can all be completed with each of the characters.

Condiment Carnage Overview: Condiment Carnage is a tower defense game where the player has the ability to play as three different food-based characters fighting off six unique enemies, all with different abilities and skill levels. When the game begins, the player is greeted with a title screen with the options of playing or reading the instructions. The basic controls of the game are up to move forward, down to move backwards, left to turn the character left, right to turn the character right, space to make the player shoot his gun, the control key to use the characters special attack, the 'r' key when next to an ally to refill him with ammo that is picked up from dropped enemies, the '1'-'5' number keys to switch the player's weapon, clicking on allies to bring up a menu where they can be upgraded, and the escape key to pause the game. When the player selects the play button, it will bring them to the level selection screen. There are three levels in total, with the first of them unlocked at first and the others needed to be unlocked by beating the others with any of the characters. The levels are all replayable and can be played as many times after they are unlocked. After the level selection screen, it will then bring the player to a character selection screen with a choice of the three characters. The three characters are The Sandwitch, The Hambomber, and The N.H.D. (The Ninja Hot Dog). Each of these three characters have the ability of holding any of the purchasable guns but all have their own unique special attack. The Sandwitch has the ability to shoot lightning out of its hands which electrocutes the enemies that are hit by it, The Hambomber has grenades that it can throw at groups of enemies and will blow them back and damage them, and The N.H.D. has a katana used to slice through enemies. When the game begins, the enemies will start rushing in and the player will start with a standard pistol with unlimited ammo to kill enemies. When enemies are killed, they have a chance of dropping coins, which can be used to buy allies, upgrade allies, and buy weapons, and dropping ammo, which is used for the player's guns or to refill an ally's ammo count. The different types of weapons you can buy the shotgun, the rocket launcher, and the automatic machine gun. The shot gun has a buck shot that will send out a bullet

forward, diagonally left, and diagonally right. The rocket launcher shoots a high speed rocket at the enemies and will explode when it hits an enemy or a will also causing damage among enemies in it splash damage area. The machine gun shoots bullets very fast at the enemies and the bullets kill the enemies much faster than the standard guns.

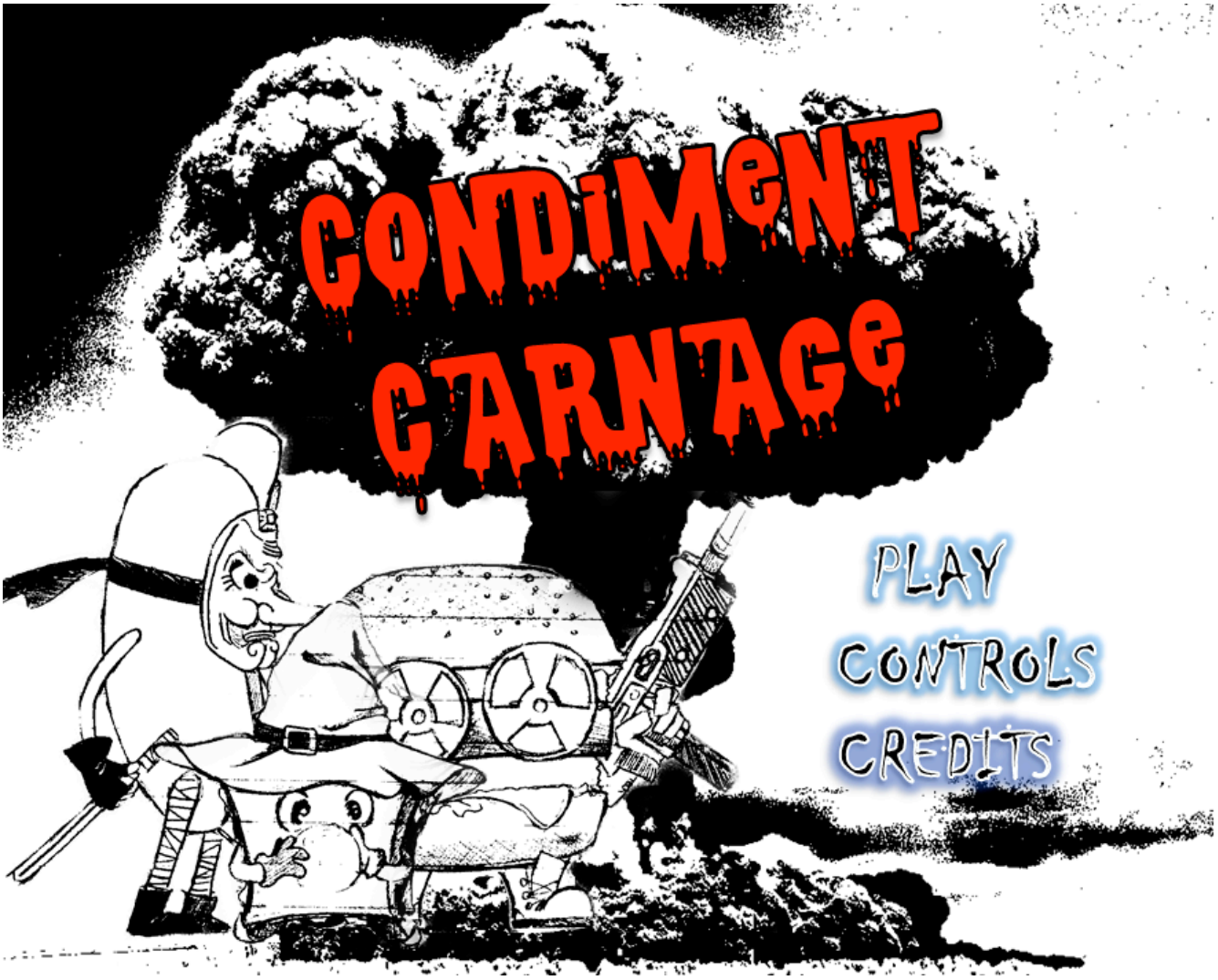
At the end of each wave, there is a standard thirty second break before the next wave where the player will be given the ability to buy more allies to set up and buy new guns to kill the enemy. There are three types of allies that can all be upgraded to have a higher range, higher rate of fire, higher ammo capacity, and higher damage. The Sandwich ally shoots fireballs at the enemies coming by it and the lettuce flying in the sky. The Sandwich ally causes the lowest damage, shoots the fastest, and can fire at a medium range. The Hot Dog ally throws very precise ninja stars at the enemies which cause a medium amount of damage, fire at a medium fire rate, and have the farthest range. The Hamburger ally fires a bomb at enemies that has a blast radius and causes the most damage, has the shortest range, and the lowest rate of fire. To place an ally, the player must climb stairs or a ladder to place them on a ledge which overlooks the enemy's path where they run. The allies only have limited amount of ammo that they can fire and the player must be standing next to them and repeatedly press the “R” key to give them extra ammo, which can be picked up from killed enemies. To add to the difficulty of the game, throughout each level, there will be strategically placed obstacles that will prevent the player from placing towers in the positions. The point of this mechanic is to make it so the player will not get the upper hand and be able to shoot around a corner where it will be able to get more enemies or similar situations.

The enemies in the game are The Ketchup, The Lettuce, The Tomato, The Onions, The Pickles, and The MUCHROOM. The enemies will run past the character and their main objective is to attack the player's base and try to destroy it. The house has a specific amount of hearts based on the level that is selected and will be lower in the more advanced levels. Enemies when killed will disappear from gameplay and will drop ammo and/or coins that the player has to run over to collect. Both of these will be on the screen for a short amount of time before they disappear and cannot be collected. Them being able to disappear allows for another sense of challenge in the game, giving the player a need to rush to the coins/ammo to buy/refill allies, while still worrying about defending their own base. The Ketchup is the basic enemy that runs at the house at a slow pace and has standard health. The Lettuce has the ability to fly above other enemies and can only be taken down by the Sandwitch allies. The Tomato runs at the player at a slow pace because of it's wide girth but has a higher health than The Ketchup. The Onions run at a medium pace faster than both The Ketchup and The Tomato with the higher health than the Ketchup and when shot and killed, it explodes and stuns the player if the player is in the onion's blast radius. The Pickle runs faster than all the other characters but has the lowest health of all the characters. The final enemy of the last fives waves in the level is The MUCHROOM which is slower than all the characters and has the highest health of all the enemies, also causing the highest amount of damage to the house. Each wave, more enemies appear, increasing the difficulty of the game and overwhelming the player more. In each level, more enemies come from the beginning round on and the coins and ammo will be more and more scarce. The point of making the game harder is to make the player use the skills learned in the first level and hone them to be able to defeat the harder levels.

Condiment Carnage Game World/Setting: Condiment Carnage takes place in a world a short time ago in a galaxy that happens to be right next to ours. In this galaxy, condiments run rampant and throw themselves at innocent food just trying to live their lives. Our three heroes, The Hambomber, The N.H.D., and The Sandwitch are sick of the condiment's evil ways and plan to stop them at any cost. They raid their local arms shop and they plan to take a bite out of the evil condiments. Our heroes must push the condiments back from the foods' house, into the candy cane forest, and back into the condiment's underwater eclair.

Condiment Carnage Gameplay Walkthrough: **(IMAGES ATTACHED)** Image 1 is the picture of the title screen for Condiment Carnage. On this screen there are three buttons that the player can click to move on to the different screens. The "play" button will bring the player to the character selection screen. The "controls" button will show the player a list of the controls. The "credits" button will show a screen with all the sources cited and credit to the developers. Image 2 is the picture of the character selection screen. The pictures of the characters are able to be clicked and will allow the player to play as the character they clicked on. Image 3 is the picture of the waiting period between waves of enemies. We see the allies being able to be clicked and the ability for them to be upgraded. Image 4 is the picture of the gameplay in progress. We see the enemies walking down the path along with the player moving around the screen. The health is shown on the top along with the coin count. We see some of the allies perched on their ledges and looking down at the enemies along with the ladders set up for climbing up to the ladders. The trees are placed at specific locations so that towers cannot be placed over them to give the player a significant advantage and allow the difficulty to become easier. These trees will become more abundant in the future levels increasing the difficulty even more.

Condiment Carnage Production Details: Jay and Kevin both plan on working on the technical aspects of the game such as path finding, enemy spawning, and all of the games main mechanics. Kedong plans on working on all the art for the game and backgrounds of the game levels. We all plan on working on the story and level design of the game. The finished prototype of the game is to be finished on Tuesday October 8th. This gives almost five weeks to complete the game and test it. The asset list is due September 17th so we are hoping to have all the art we need and to have gotten started on making the game in GameMaker. The first playable is due September 24th and we hope to have the basic gameplay done with a movable character, enemies that have pathfinding to the objective, have working guns, and have a GUI all set up for the game. The status report is due on October 4th and by then we hope to have all of the allies worked out and have all of the animation and death to be done with. When the prototype is due, we will have the complete game working with the whole game tested and menus completely set up.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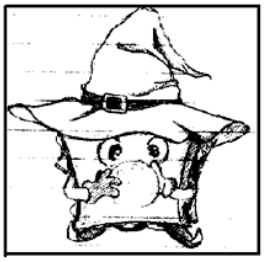

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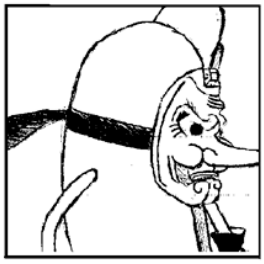
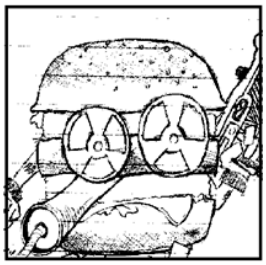
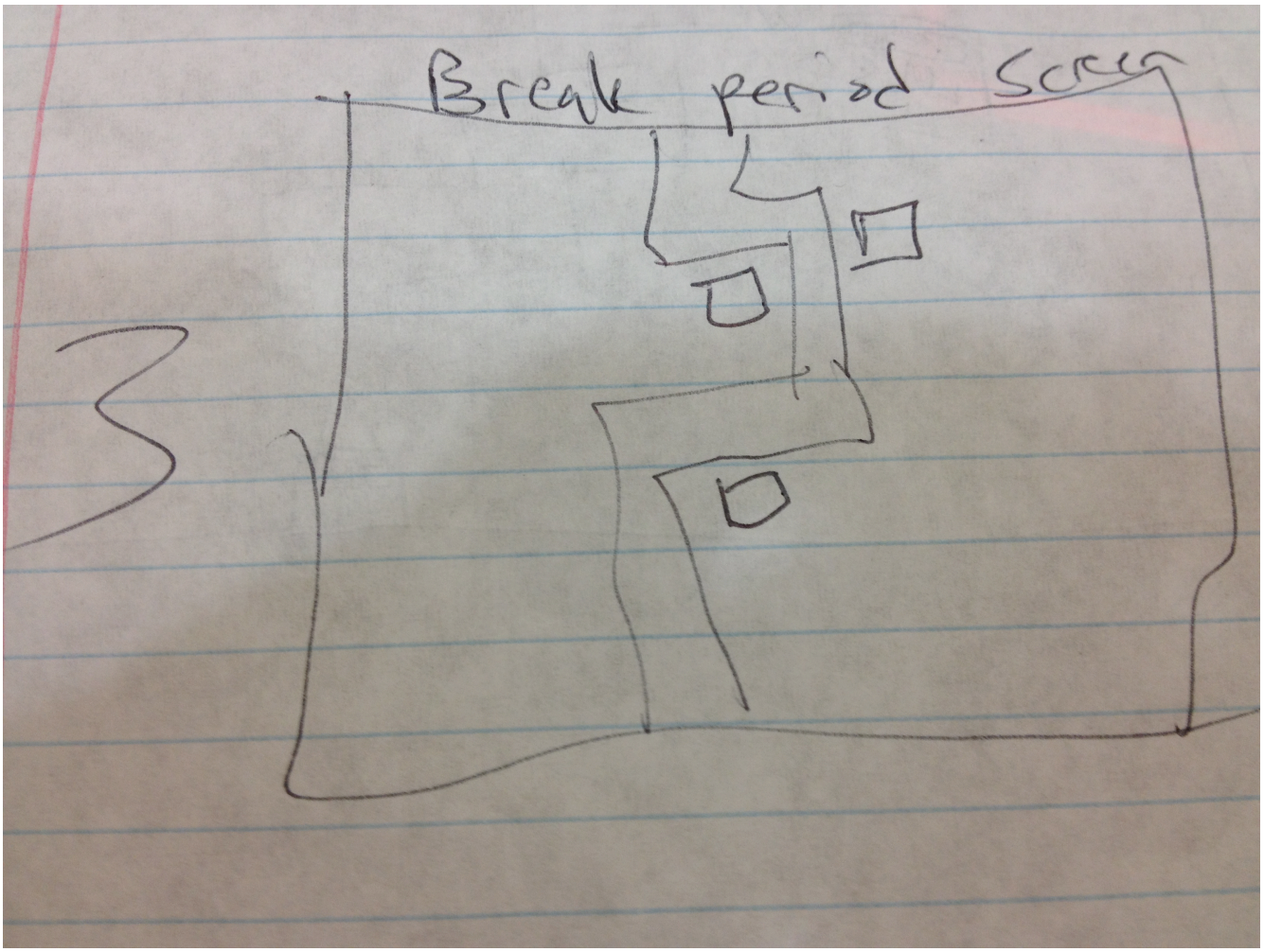
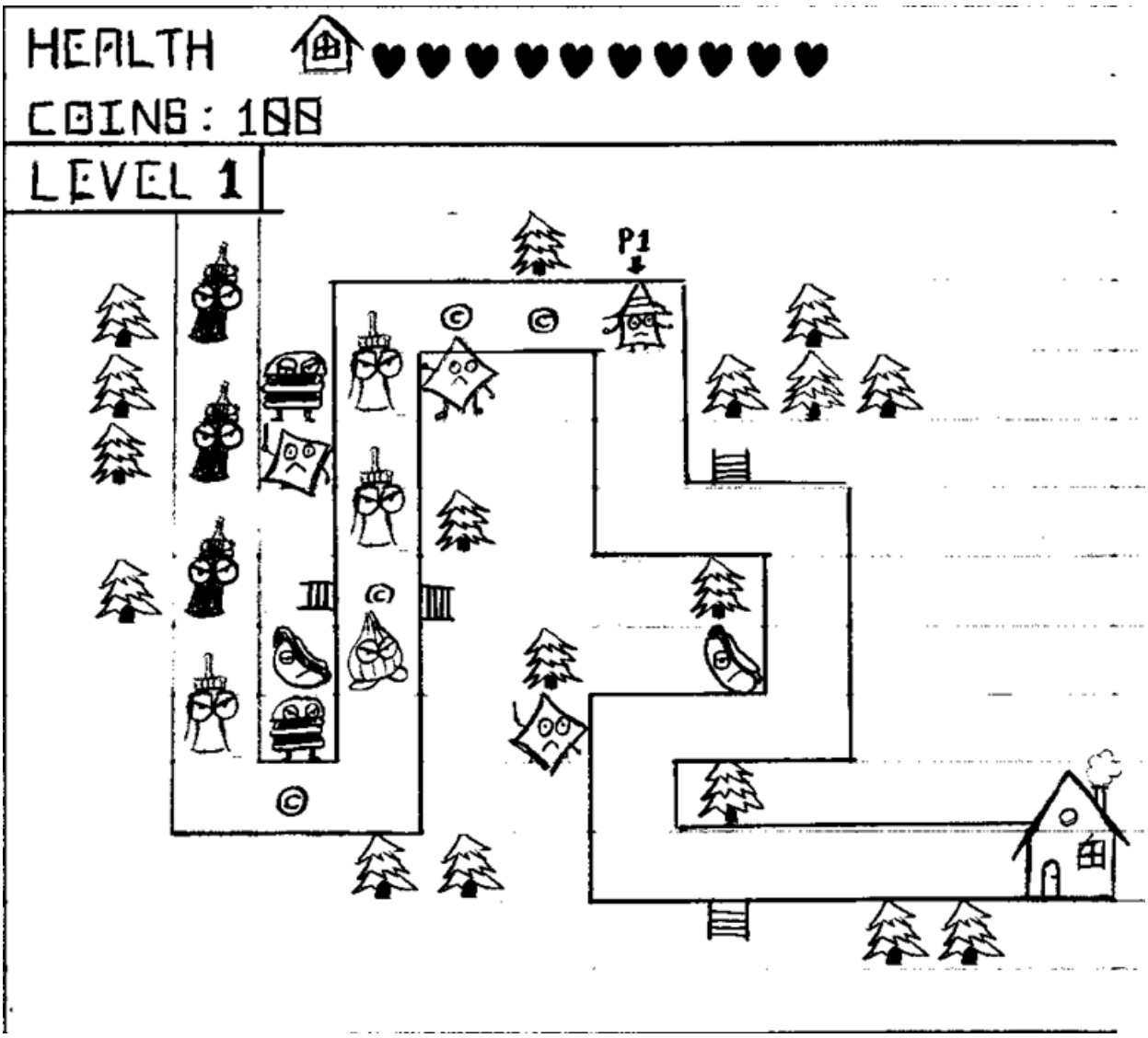


N-H-D



HAMBOMBER




HEALTH
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LEVEL 1
P1