TEAM ELDER SQUIRRELS
PRESENTS:

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SUPER DAKA CHEF

FOOD. FIGHTS. BACK.

I.   **Summary**

Once, you were an ordinary cook, living an ordinary life, working in an ordinary kitchen … until one day something went horribly wrong: Step into the shoes of a SUPER DAKA CHEF, as you have to fight your way through a kitchen consumed by madness. Explore a world turned upside down, as you fight your way through the twisted kitchen, gain experience by battling gastronomic monstrosities, and discover upgrades for your culinary arsenal.

- Choose your culinary specialty and battle as an Italian, Japanese or American chef, each with their own unique strengths and cuisines
- Explore the vast depths of the kitchen and discover just how far the rabbit hole goes
- Defeat monstrous food and terrifying concoctions through a tactical turn-based gameplay style
- Level up your chef and upgrade your sauce pan, cutting knives, deep fryer, and other abilities as you progress through the kitchen
- Discover if love can really be found in a hopeless place…

II.   **Overview**

Concept:

SUPER DAKA CHEF draws tactical gameplay elements from Final Fantasy and tower defense games while preserving unique RPG exploration and dungeon crawler elements from games such as The Legend of Zelda.

The once normal, spiffy, and delicious kitchen of MOCO (at one time known as DAKA) has been transformed into a nightmarish realm of culinary monstrosities. With seemingly no way of escape, you take on the role of the Head Chef and attempt to battle your way through hordes of mutant food aberrations to fight the nightmare that has consumed your world. However, in this twisted plane nothing is at it seems, and darker fiends yet lurk in the depths of the kitchen…

Genre:

SUPER DAKA CHEF is a dungeon crawler RPG with Turn-Based-Strategy and Tower Defense elements. The game is played in a top-down perspective both during exploration and during combat. The game is first and foremost a dungeon crawler, similar to Zelda games, however there is no "hub"; instead, the game takes place mostly in the same continuous multilayered dungeon. RPG elements are preserved through a fun and intuitive leveling system, upgradable abilities, and inventory / equipment management. When enemies are encountered, gameplay shifts from exploration driven to strategy driven as the player takes turns with the enemy, attacking in different lanes that enemies are moving in. The concept of lanes and picking which attack to use in which lane is reminiscent of classic tower defense games.

Player Motivation:

The goal of the game is simple: Play in the role of a DAKA Chef and attempt to escape from your kitchen which has come alive and turned against you. You are placed in this hellish world and must find a way out by defeating enemies and bosses blocking your path.

List of Novel Features:

- Three chef specialties to select from, each with slightly different tactical styles

- RPG character advancement

    o Gain experience when enemies are defeated

    o Upgrade your abilities and equipment

    o Collect items and manage your inventory

- Exploration through a multilayered dungeon with several unique levels, each with multiple rooms, bosses, and different themes

- Enemies are encountered randomly while exploring the kitchen to keep each experience unique

- Save your game at rest points, instead of having multiple lives, to respawn

Target Platform:

The game will be released for the PC platform via the GameMaker 8.1 game engine and should be compatible with most Windows Operating Systems. Installation is minimal, only GameMaker need be installed, and the game will run off an .exe triggered with a loading screen.

Design Goals:

1. **Tactical Gameplay:** Button mashing and mouse spamming will not work when encountering enemies. You must carefully select abilities and items to use based on the given situation, such as enemy types, known weaknesses, and number of enemies.

2. **Character Development:** The player will look forward to defeating enemies and gaining experience so he can raise his physical skill level. This makes defeating past enemies easier, but enemies grow stronger to match the player's level.

3. **Exploration:** The player will be compelled to explore side rooms in the dungeon. There is no linearity and exploration rewards the player by finding upgradeable items and encountering more enemies that will give them additional experience.

III.   Game World

Setting:

As SUPER DAKA CHEF you find yourself transported to a twisted kitchen that appears dark and endless. It sprawls further and further, deeper and deeper.

The Soup Kitchen is where you begin, battling tomatoes, potatoes, and other malicious edibles. At first, your surroundings seem normal, with the exception of murderous vegetables, but as you continue onward you will encounter The Bakery, covered in acid frosting it is the domain of vicious pastries and evil sweets, and finally The Butchery, the deepest part of the kitchen and the true heart of evil. Your only escape from this nightmare is to continue on through these halls of madness.

Characters:

*   **MASTER CHEF, HEAD COOK OF DAKA–** the main character of the game. Master Chef has worked in the DAKA kitchen for years, long

MASTER CHEF
(concept art not final)

enough to see it change owners to the current management: MOCO. Through the years, Master Chef has had to compromise some of his ethics to retain his position, but his culinary skill, like his knives, have never grown dull.

- **JACQUES, THE SOCIAL LOBSTER** – the frequently talkative companion to Master Chef. Jacques is encountered by the player early in the game, and remains one of the only non-aggressive beings found in the kitchen. He acts as a guide and witty friend, a small light in a dark and unknown world. Jacques might possibly be a part of Master Chef's subconscious, trying to keep himself together by imagining a small friend in a lonely place.

- **FOOD –** BAD. In this game, food is NOT your friend. Do not attempt to hug. Do not attempt to run. It is a battle for the death. Tomatoes, potatoes, cakes, and even juicy cheeseburgers can turn against you.
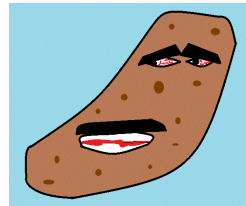
Story:

The game begins in the real world. You work in the kitchen of a cafeteria, once known as "DAKA". However, those days are over, and now the business has turned over to new management, who have turned the name into something strange and foreign: MOCO. You enter work one day, reminded that MOCO is supreme. Reminiscing on the days of old, you carry on

your normal routine, preparing dinner for the hungry undergrads that will soon flock to sample your tasty (yet somewhat altered) recipes.

One day you decide to return to your original recipe, and begin looking for your special ingredient to complete your ultimate dish. That ingredient… is love. Yet, searching the kitchen you cannot find any such thing. Instead, you stumble upon expired wasabi. Unable to tell how long it's been sitting in the bottom of the refrigerator, you inhale a whiff, causing you to pass out and feint. When you awaken, you find yourself in a world which is much different from the one you know. You find yourself in a kitchen, somehow similar, yet completely unrecognizable from the one you once knew. Trapped in this nightmare world, you gather your courage and carry on, bringing only yourself, your culinary appliances, and the skills of a SUPER DAKA CHEF.

Equipment (Weapons):

- **The Sauce Pan –** the weapon of choice for the Italian chef, it deals solid damage when thrown, typically killing the enemy that it hits. Has very limited uses per battle, as it must be retrieved once the battle is over.

- **Knives –** the weapon of choice for the Japanese chef, it target's enemies weak points to cripple them when hurled. Knives are lightweight and your apron has room for many, so this is the most common attack during battle.

- **Deep Fryer -** the weapon of choice for the American chef, it throws burning oil onto all enemies in a battle, crippling or killing them. The Deep Fryer has a recharge time during battle; the chef must refill oil and reheat the batch to use once more.

Equipment (Armor):

- **Chef's Apron –** the chef's first line of defense. The Apron cushions your blows and increases your Defense stat.

- **Chef's Hat -** unique to the class

    - Classic Chef's Hat – worn by the Italian chef, increases base Defense

    - Chef's Headband – worn by the Japanese chef, increases Precision

    - Chef's Hairnet – worn by the American chef, increases Dexterity

Other Equipment:

- Chef's Gloves – Increases Base Stats

- Chef's Belt – Increases Base Stats

- Knife Pouch – Increases Inventory Space

Items:

- Pebto-Bismol ™ - Restores health

- Lard – Instantly recharges deep fryer

- SuperMagnet – Retracts frying pan, allowing for additional use

- Lighter – damages vegetables

- Water – damages pastries

- More to come…

Monsters:

- Tomatoes – basic enemies, die in two hits from a basic (knife) attack

- Potatoes – second tier basic enemies, die in 3-4 hits

- Cookies – found in the second level, can stun the player with irresistible yumminess

- More to come…

IV.   <u>Gameplay</u>

The gameplay fluctuates between two states: Exploration and Battle

Exploration:

During exploration, no enemies can be seen. The player navigates around different areas of the kitchen. The kitchen is divided into levels and rooms. There are several levels, each with different themes and each level as many rooms. Rooms can be either "safe" or "inhabited" meaning they contain enemies that the player encounters randomly. Items can be found in closets and cabinets throughout the game, rewarding the player for exploring more of the game than is required. There is no set or straight path from one level to another. The first goal of the game is to reach the end by navigating through the levels.

Battle:

The second goal of the game is defeat the enemies that come between you and your escape. When an enemy is encountered, the player's perspective changes, remaining in top down format, but located in another instance to better visualize enemies.

Enemies appear in one of three lanes.
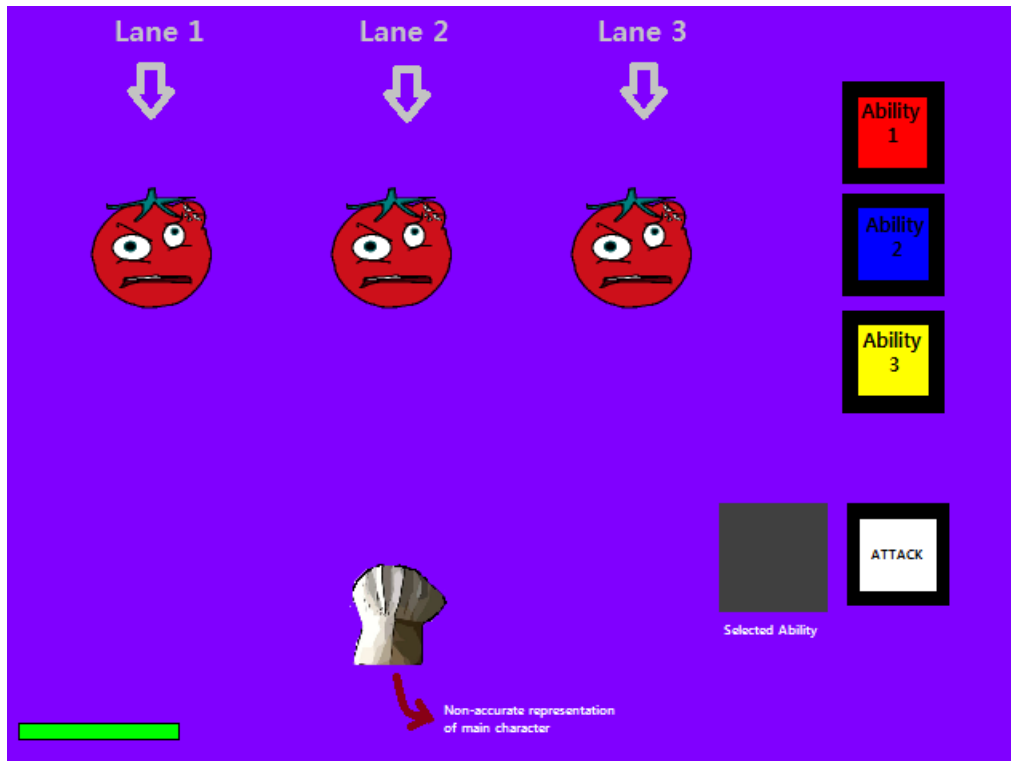
(Rough example of battle gameplay in the prototype)

In battle, gameplay is turn-based. Abilities strength is determined by skill-level which can be improved by gaining experience and leveling or upgrading equipment. During the player's turn he has three main choices to make, to determine how the battle plays out:

1. The player can choose to use either an ability or an item. Abilities are found across the right side of the screen, while items can be accessed through the inventory.

2. Then, the player must choose which ability or item to use. The player has three abilities to choose from and the amount of items he can use is determined by his current inventory

3. Finally, the player must select which lane to attack in by moving to the right, middle, or left lane. Some abilities, however, like the Deep Fryer, affect all enemies regardless of the player's current lane.

V.   Production Details:

Team Roles:

Christian Gonzalez – GameMaker programmer and lead designer

Evan Patten – lead artist, asset manager

Ceren Savasan – GameMaker programmer, propagator, sprite artist, and designer

Development Timeline:

September 11th – Treatment Document (*Designer Heavy*)

The majority of design features will be complete. Roles will be assigned and the layout of the game including concept, direction, depth, and gameplay will be resolved.

September 17th – Asset List (*Artist Heavy*)

The majority of assets for the prototype will be gathered and documented.

September 24th – First Playable Due

The first functional version of the game will be available. Only the first level will be done, and many mechanics will be functional.

September 28th – Status Report 1 Due

The second level of the game will be complete. At this point most of the mechanics will be implemented. The class system will be added in this phase and Alpha testing will begin.

October 4th – Status Report 2 Due

The game will be in Beta mode and will be ready for testing. All levels and mechanics will be complete and implemented. The inventory system will be running and new items will be added throughout the weekend as Beta testing commences.

October 8th – Prototype Due

The prototype will have been tested, polished, and ready.