

Name: Muncher

Tagline: This food is mine now

Team: MGJJMRLS

Last Update: Last seen 5 years ago

Game Overview

Game Concept

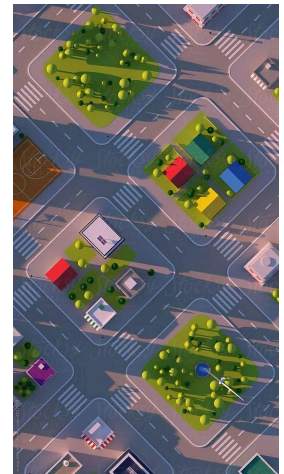
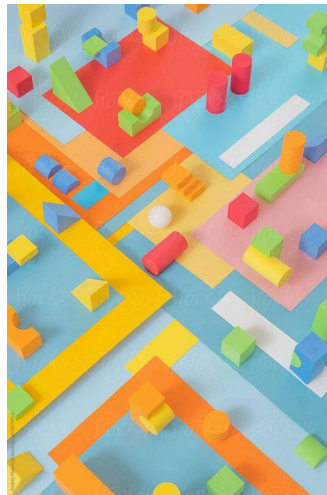
You are cursed with eternal hunger and must constantly feed yourself by stealing food in order to survive.

Target Audience: PG

Genre(s): Endless runner, puzzle-solving

Game Flow Summary – How does the player move through the game?

The player will move around by swiping in one of four orthogonal directions (the world will be rotated 45 degrees such that world space will appear diagonal)



Feel – What is the basic look and feel of the game? What is the visual style?

Chinese characters representing different city features. The characters make up the structure of the environment. Simple and colorful low-poly style.

Objectives – What are the objectives of the game?

Cross roads, invade homes, steal food.

Game Progression

3.3. Play Flow – How does the game flow for the game player

Challenge Structure

Homeowners will be wandering around their kitchen until you dash near them, which will

alert them. If you hit their line of sight or bump into them, they will lock onto you and start chasing you.

Mechanics (Key Section)

Touch screen - swipe up down left right to move around

Rules

The game is divided into two main parts:

- City Roads (Crossy Road Style):
Muncher must navigate busy city roads filled with various obstacles (cars, pedestrians, etc.) to reach different houses.
Collect coins or points along the way to use for upgrades or unlock new abilities.

- Houses (Tomb of the Mask Style):
Upon entering a house, the game switches to a puzzle-solving mode similar to Tomb of the Mask.
Each house represents a level with unique puzzles, traps, and challenges to obtain stolen food.
Solve puzzles by swiping or tapping to navigate through maze-like structures, avoid traps, and reach the food source.

Model of the game universe

Cityscape:

- Crossy parts:
 - Roads with cars and busses passing through
 - Train tracks with trains passing through
 - River with logs or leaves passing through
- Resting parts:
 - Bus stops
 - Train stops
 - Middle island for roads

Houses:

- Scattered around the city, each house representing a level in the game
- Kitchens or basement levels to steal food from
- Residents of the houses will chase if player touched them
 - People, guards, pets
- Food items will be scattered around
 - Fruits, breads, drinks, snacks

Physics – How does the physical universe work?

The character moves in a flat horizontal and vertical way, there is no jumping. There is no gravity.

Economy

Players can get more points and coins by going in and robbing food from houses. The further the player goes in the game, the higher the score. Having more food will add to the final score.

Character movement in the game

Up, down, left, and right.

Objects

Food items will be scattered around the house.

Actions

Swipe

Screen Flow

Camera will follow the character. Top down at a 45 degree angle.

Replaying and saving

The player has the option to restart the game, but the player cannot save progress. Will save the last highest score, so the player keeps wanting to beat their highest score.

Cheats and Easter Eggs

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lol

Story and Narrative

Back story

You are cursed with eternal hunger and must constantly feed yourself by stealing food in order to survive.

General look and feel of world

Busy street, asian cityscape



Areas

2 parts : Road and Houses

Connections to other areas

The roads lead to the houses, and from the houses' backdoor leads to more road.

Characters



Abilities

Running, Munching on food for energy and health in order to run away from people who chase you for stealing food.

Artificial Intelligence Use in Opponent and Enemy

Residents of the houses will chase if player touched them: People, guards, pets

Interface

Start game, pause menu, score menu

Visual System

HUD

Health Bar, score point, more money

Menus option, lightness, exit, sound

Start game, pause menu, score menu

Audio, music, sound effects

jump sfx, damage sfx, robber sfx, cars sfx

Game Art

Chinese characters representing different city features. The characters make up the structure of the environment. Simple and colorful low-poly style.