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*by Oliver Altissimo*

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Your Game Idea: Game  
Design Documentation (GDD)

QUEST OF THE GOLDEN BEAN:  
A Barista Journey



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## SECTION 1: TITLE PAGE

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Title page

## QUEST OF THE GOLDEN BEAN:

### *A Barista Journey*

#### INTENDED PLATFORMS

The game will be developed for handheld consoles (Switch, Steam Deck) and for "Xbox series x" and "pc".

#### TARGET AGE / DEMOGRAPHIC OF PLAYERS – COMPETITORS

Our target demographic are gamers that like adventure story alongside with various challenges, it's also attracted people passionate about coffee.

This game should also attract both side of male and female since it offers two genders to choose.

The demographic is also for people that like to personalize their character to the player style which adds to the game immersion.

The Game "Quest of the Golden bean" is inspired by various titles and is going to compete:

**Uncharted** known for its exploration and Narrative

**Coffee talk** for its coffee making and interactions.

Our game should be standing out from these two titles as it made for cozy game with an adventures coffee theme world and coffee making.

#### INTENDED PEGI / ESRB RATING

"The Quest Of The Golden Beans" is intended to be enjoyed for people of all ages as the game portraits mild violence towards Imagery character, should be accepted as a PEGI 7

#### CONTRIBUTING TEAM MEMBER:

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## SECTION 1: TITLE PAGE

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Game outline

## *SECTION 2: GAME OUTLINE*

### *SECTION 2: GAME OUTLINE*

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 2

### GAME STORY SUMMARY

"The Quest of the Golden Bean" follows the story of **Mark or Ruby (Baristas)** where they find a passion for coffee making. **Mark and Ruby** are looking for a way out of their life ordinary by trying to achieve their life goal, and to do this the Golden bean might holds their answers. The golden bean can be found in the imaginary land of Brewin and is protected by the 4 Coffee Making Champions in each state. The barista will have to defeat each champion by learning new coffee making skills and using beans that grants temporary powers.

### GAME FLOW

"**The Quest of the Golden Bean**" is a **third person** adventure that finds Mark-Ruby (Baristas), exploring the **4 imaginary states of Brewin: Caffucino, Restro, Latelsa, Flateria**. In each of this states there is a coffee making champions that keeps locked the entry into the Cafi Shrine; hidden inside lies the Golden bean which is the key for creating the perfect cup of coffee. To defeat the champions the barista must learn new coffee making skills by challenging and Interacting with other Baristas. The Barista is not only going to be making coffee, but they can also take part into fast mini games creating various non coffee related drinks. They can also explore various dungeons/caves hidden in the lands of Brewin where hidden inside is the history of the coffee.

*(Briefly describe the flow of the game's action.)*

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## SECTION 2: GAME OUTLINE

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The Characters

## *SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS*

*SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS*

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### CHARACTER APPEARANCE

The player in “The Quest of the Golden Bean” can choose between two characters: Mark or Ruby, each has their own personality and traits.

Mark is a 24-year-old man, tall 1.7 meters, with brown hair and a box beard. His physical appearance come with broad shoulders, big legs and a belly coming out.



Figure 1[1], [2], [3], [4]

Ruby is a 21-year-old woman, tall 1.6 meters, with red hair and a ponytail. Her physical appearance is short with small shoulder, thin legs, small chest.

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 3

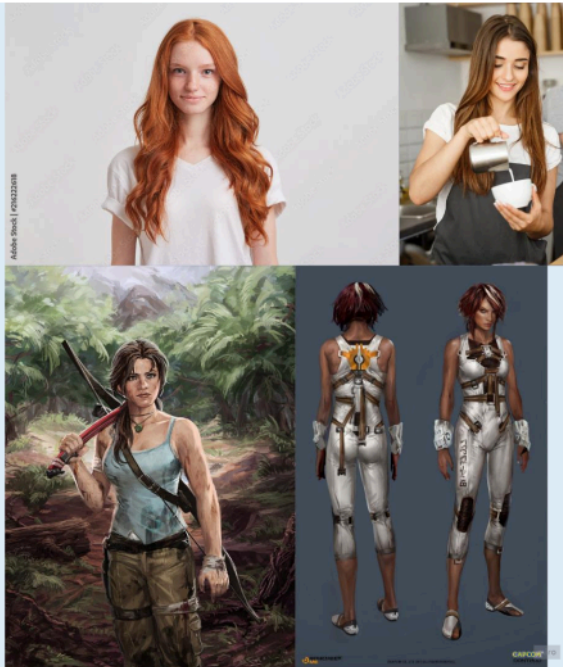


Figure 2[5], [6], [7], [8]

### CHARACTER DOSSIER / DETAILS

NAME:	Mark
GENDER:	Male
SPECIES:	Human
AGE:	24

### CHARACTER DOSSIER / DETAILS

NAME:	Ruby
GENDER:	Female
SPECIES:	Human
AGE:	21

### CHARACTER'S BACKSTORY

#### Mark:

A college student who dedicated his studying years to learn the history of films and photography *and always had a deep love for video games*. His dream was to become a game designer but couldn't afford the tuitions fee and decided to start looking for a job. Looking everywhere Mark found a job in a coffee shop, where he started by washing the dishes and cups. With determination and hard work,

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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he grew up and made his way through the coffee shop and learned the skills to create coffee. With this new obtained skill and new income, he still couldn't afford the university. As word come to Mark about the Quest of the Golden Bean; where legend says the golden bean can create the perfect cup of coffee.

With the golden bean Mark would be able to sell it and afford the tuition fee and join the Course. With his new mission and determination, he gathers his stuff and heads to the land of Brewin, where it waits coffee challenges and mysteries.

Mark is a calm guy, but when operating with the coffee machine he can come across stubborn as he likes to follow his own process, by analysing the most efficient way to brew the coffee. This helps Mark to get the cups and coffee shots ready, but it takes time as it doesn't take in consideration multitasking between coffee brewing and steaming milk.

### **Ruby:**

Ruby when growing up had a passion for ancient history and wanted to pursuit that carrier, but the parents would not let her have that future, as they want her to go to military school. As she turns 18 years old, she escapes from her house and moving with her boyfriend Lewis. In the meantime, as she is staying with him, she finds a job in coffee shop, where she is washing up the dishes. As the time passes, she starts to learn the ropes of coffee making, working herself to the top, but deep inside she knows this is not what she wants. As the word come around to her about an ancient Cafi Shrine where there lies the Golden bean, she sees an opportunity to explore and document the mysteries of the golden bean, sparking her old dream again.

With this new hope she packs her bags and heads off to the imaginary continent of Brewin.

Ruby is collaborator and always optimistic when working in the coffee shop which is an advantage in coffee making since it allows her to multitask in coffee brewing and steaming the milk but takes longer to set up the cups and shot of coffee.

## CHARACTER CONTROLS / PLAYER CONTROLS

### **Basic Movement:**

#### ➤ **Left Analog/W-S-A-D (Character movement):**

- Up-W: The Barista Moves Forward.
- Down-S: The Barista moves Backwards.
- Left-A: The barista moves to the Left.
- Right-D: The barista moves to the Right.

#### ➤ **Right Analog/Mouse and Scroll Wheel (Camera Movement):**

- Up-Scroll up: The Camera tils zooming away upwards.
- Down-Scroll down: The Camera tilts zooming closer.

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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- Left-Mouse: The Camera move to the left around the players.
- Right-Mouse: The Camera moves to the right around the player.

### Interaction/Actions:

- =- (Right Button)/+/- ESC: Pause the game and access various menus
- []- (left Button)/-/ Map-Journal: Access the Journal to see previous coffee types.
- A/Space Bar: The barista jumps
- B/CTRL: The Barista Crouch
- Y/Tab: The barista accesses his journal.
- X/left Mouse Click: The Barista can interact with other characters or objects.



## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

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# 3



Figure 3[9], [10], [11], [12], [13]

## SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS

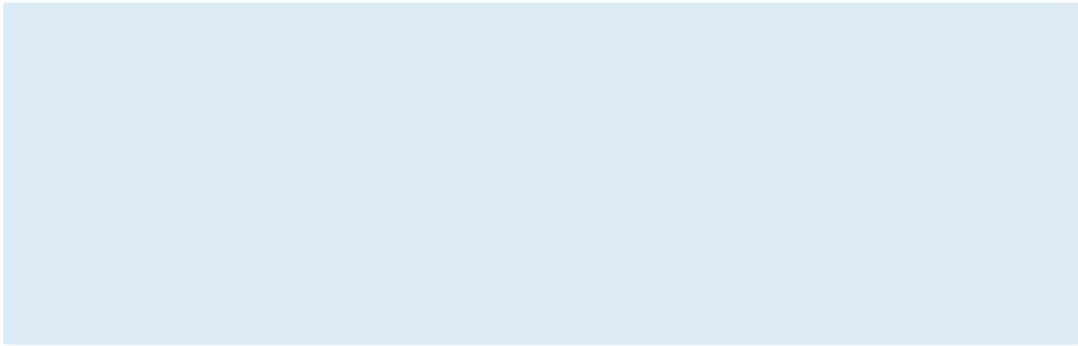
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### *SECTION 3: MAIN CHARACTER(S) & PLAYER CONTROLS*

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The Gameplay

## *SECTION 4: GAMEPLAY*

### *SECTION 4: GAMEPLAY*

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## SEQUENCE OF PLAY

### Gameplay:

"The Quest of the Golden Bean" follows the adventure a Barista, exploring the 4 states of Brewin: **Caffucino, Restro, Latelsa and Flateria**. In each of these states there 2 Barista Maestro and 1 Coffee champion which block the barista pathway to unlock the Cafi Shrien. The key to defeat the Champions is to learn the various coffee brewing style, and to do this the player has to interact various barista and challenge them to coffee making challenge.

The challenges are composed of brewing coffee and steaming milk. This process can be achieved by timing the duration of the brew by performing a series of buttons combination; steaming the milk by positioning the steam wand inside the milk jug and gain the perfect texture. But when the barista is up to the neck with customers and coffee, they can use the special coffee beans that grant the barista temporary powers, giving a chance to bring the line of people down.

When the Player is not challenging other Baristas, they can go on an exploration in the lands of brewing where they can find in coffee temples. Hidden inside are artifacts about the coffee beans and how they have been used for their benefits and powers, but all protected with hidden booby-traps.

### Barista Maestro:

Before the player can go and compete against the Coffee champion, they will have to defeat various Barista Maestros. This shows that the player is ready and prepared to go against the Coffee champion by testing their skills. In each state there are 2 Barista Maestro.

### Barista Champion:

After the player defeats the barista maestros, the barista can go and challenge the Barista Champions. This will put the players new skills under pressure as the champion will be using their powers to stumble the players coffee making. The Barista will have to use the beans to gain an advantage, keeping the coffee brewing and the milk frothing.

### Various coffee brews

The barista is not limited by only one style of brew, depending on the state the brew style change, varying to 4 different styles, each representing their state:

**Cafetiere/French Press, Espresso machine, Turkish Brew and Pour Over**, which have their style and mechanics and can vary the difficulty.

### More Coffee Beans

During the challenges the barista can use 4 different types of coffee bean: **Arabica, Robusta, Excelsa and Liberica** (Each one represents their state of origin), which have their own flavour and special properties. The barista can use this to gain advantage during the coffee making challenges.

### Points system:

As the barista is making coffee, the player gains points depending on the quality of the coffee before the time runs out.

The player has a chance to multiply their point if the barista finished the queues of people first.

For each customer there will be **timer showing** and if the time runs out, the player gets lowest points.

At the end of the coffee making contest the Barista with more point will be declared the winner.

## SECTION 4: GAMEPLAY

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 4

### Coffee Token:

As the barista is trying to get inside the Cafi Shrine they will have to get the Coffee Tokens which will grant the barista entry inside.

### Coffee Coins:

From challenging other baristas and the champions, winning the challenges the player will be rewarded with coffee coins.

The coffee coins can be used to buy more coffee beans.

### UNIQUE SELLING POINTS (USPs)

#### Mini games:

As the player explores and interacts with other barista, they can take part into mini games that are not brewing coffee, but alternative drinks:

- **Hot Chocolate Deluxe**, a hot chocolate with various toppings where the player must follow an order:
  - 1) 3 scoops of marshmallow inside the cup
  - 2) Pre-heat the hot chocolate and pour the hot chocolate in the cup (Not too much!!!!)
  - 3) Shake the cream machine (Button mashing/Shake the controller "Nintendo Switch") and apply the cream on the top of the drink
  - 4) add more marshmallows and chocolate powdered on the top of the cream



Figure 4[14]

- **Milk shake:**
  - Add the right amount of milk and ice cream into the blender.
  - Keep the lid down (Button mashing) to prevent the milk shake going everywhere!!
  - Pour in the cup.

## SECTION 4: GAMEPLAY

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Figure 5[15]

## PLATFORM-SPECIFIC FEATURES

"The Quest of the Golden Bean" is improve for the controllers Xbox and keyboard/Mouse.  
The player can use the motion controller of the Nintendo Switch the controllers to move the and tilt milk jug (Right red controller) and to correctly position the steam wand (Left Blue Controller).

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## SECTION 4: GAMEPLAY

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Game world

## *SECTION 5: GAME WORLD*

### *SECTION 5: GAME WORLD*

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## GAME WORLD

**"The Quest of the Golden Bean" is divided into 6 chapters:**

### **Coffee Shop:**

A quirky and welcoming vintage ambience with various leather seats and vintage decorations. This will be the start of the barista coffee making experience where the player and the barista will learn the basic moves.



Figure 6[16]

### **Caffucino**

In this state has a vast countryside, where farmers work hard to keep the Arabic beans trees growing. The land has vast expansive coffee plantations and farms animals, with all the population living on the scenic seaside cliff. This environment is perfect for growing Arabic beans alongside a community driven by a strong work ethic and agricultural tradition. This will be the first location that the barista will be exploring and finding out the powers of the beans.



Figure 7[17], [18], [19], [20], [21], [22]

### **Restro**

In this state they embrace the warm tropical weather, making it ideal for growing Robusta beans. The location is a field with various houses and shops. As the players start to interact with the locals, they

## SECTION 5: GAME WORLD

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 5

will quickly notice the population's energetic and fast-paced lifestyle. Among the other state they call it "The city that never sleeps" a given name because of the high caffeine in their beans.



Figure 8[23], [24], [25], [26], [27]

### Latelsa

In this state they are known for their vast landscapes with very intricate rivers system and stretching wetlands, giving the perfect condition to grow the Excelsa beans trees. As the player approaches the city they notice the local are very welcoming, showing and taking pride in their craft of coffee making. In the city is always lively with streets always playing with music and coffee related activity.



Figure 9[27], [28], [29], [30], [31], [32]

### Flaterica

Flaterica is renowned for its delightful architecture and high-quality coffee making. In this state coffee holds high value, so much that coffee beans and plants are represented in their architecture and most painting. In this state the local population takes pride in their beans considering other states beans lower standards.

## SECTION 5: GAME WORLD

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Figure 10[33], [34], [35], [36], [37]

### Cafi Shrine

After defeating each of the state champions the Barista will take all the tokens and can unlock the gateway to the Cafi Shrine. As the barista makes his way deep into the mountain cave, they will notice huge piles of coffee beans leading deeper into the cave. While on this journey the barista will notice various Hieroglyphs which show the story of how coffee where discovered, how they roasted it and how they used it for its benefit. After this brief introduction, the barista led to the first set of challenges and puzzles. In the Cafi Shrine the Barista will have to use their gain knowledge from previous experiences to surpass various riddles and puzzles to unlock the golden bean.



Figure 11[38], [39], [40], [41], [42]

## SECTION 5: GAME WORLD

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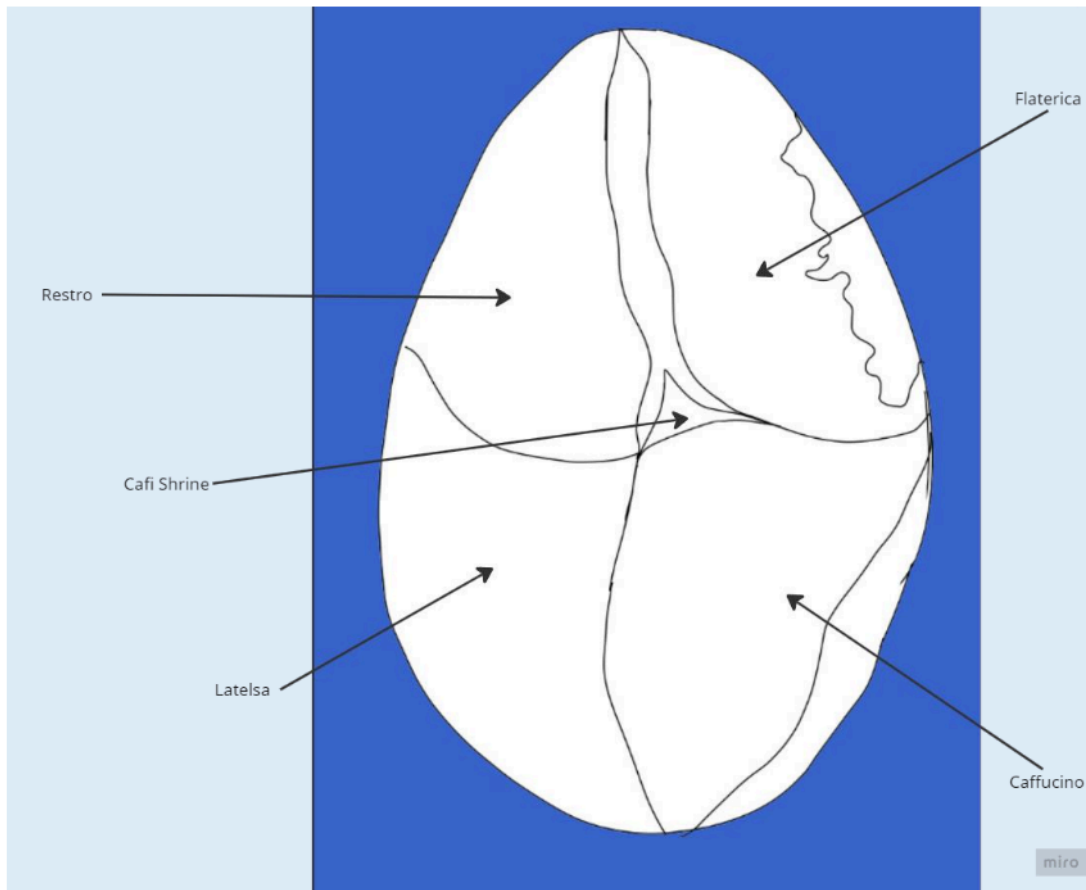


Figure 12 The continent of Brewin.

## GAME FLOW

This chart of how the player will be progressing the sotry in Brewin



## SECTION 5: GAME WORLD

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# GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE

# 5

Beat Up	Beat Up	Beat Up
Level: 1	Level: 2	Level: 3
NAME Coffee Shop	NAME Caffucino	NAME Restro
TIME OF DAY Day	TIME OF DAY Mid-Day	TIME OF DAY Night
STORY Mark/Ruby adventures inside the coffee shop where they discover the love of coffee making. This leads them to ask to work in the same coffee shop and to his surprise he gets hired. This is the start of his adventures as a Barista	STORY Mark arrives at one of the four states of Brewin: Caffucino. With his new determination he starts asking around about the golden bean challenge and learning to gain the golden bean he has to defeat the 2 Barista Maestro and after the Coffee champions that state	STORY The Barista arrives to Restro he will have to learn the various types of coffee style and the powers of the Robusta Beans
PROGRESSION The player is taught the basic movement, coffee making and steaming milk	PROGRESSION The player learns of the new coffee bean (Arabica) and learn new types of brew techniques	PROGRESSION The player learns the Bean(Robusta) and learns also to use the Espresso machine
PLAY TIME (estimated) 20 mins	PLAY TIME (estimated) 40 mins	PLAY TIME (estimated) 30 mins
COLOUR MAP Black (Counter) Shiny metal (Coffee Machine), brown	COLOUR MAP White (Building) Red Stone brick (State Champion), Green land scape	COLOUR MAP Warm read (Houses) with speech of green (Cactus), Green for the mass of coffee tress plantation, Big white building (State Champion)
ENEMIES Coustumers	ENEMIES Customers, Flogger, Riah (mini boss), boss(Mochi)	ENEMIES Coustumers, Espresso
MECHANICS Espresso machine, Tilting the milk jug, steam wands	MECHANICS Tilting the milk jug, steam wands	MECHANICS Espresso machine, opening doors, carriable objects (Cup of coffee)
HAZARDS N/a	HAZARDS Spikes and wall spears(Coffee temples)	HAZARDS Steaming milk,
POWER-UPS Arabica	POWER-UPS Arabica	POWER-UPS Robusta Beans
ABILITIES N/A	ABILITIES N/A	ABILITIES N/A
ECONOMY When the day is over the barista will get 10 Arabic beans	ECONOMY Each Barista that the player confronts they will gain 10 coffee coins	ECONOMY Defeating the Champion will be 40 Robusta beans, 20 Arabica Beans
MUSIC TRACK Gentle music, when facing the customer	MUSIC TRACK Gentle music, when facing the customer	MUSIC TRACK Cowboy music with low rhythm, Facing the campion higher rhythm music
Beat Up	Beat Up	Beat Up
Level: 4	Level: 5	Level: 6
NAME Latelsa	NAME Flaterica	NAME Cafi Shrine
TIME OF DAY Mid-day	TIME OF DAY Evening	TIME OF DAY Day
STORY Mark or Ruby will arrive at Latelsa and will encounter various barista finding in this state they prefer to have their coffee milk.	STORY Mark/Ruby find them self in a state where everyone is very posh looking. Lots of architecture and statue having coffee beans integrated with them.	STORY Mark/Ruby find them inside of th Cafi shrine where they will have t use their gain knowledge to achieve the golden bean.
PROGRESSION Mark/Ruby refines their skills in coffee making. They learn to combining coffee Brewin and steaming milk skills together	PROGRESSION The payer must use every bit of knowledge they have gain to beat the barista champion	PROGRESSION The payer must use every bit of knowledge they have gain to defeat the challenge
PLAY TIME (estimated) 50 mins	PLAY TIME (estimated) 1h	PLAY TIME (estimated) 1h
COLOUR MAP Multi colours houses, dark green forest limpid blue river	COLOUR MAP Building (Whit and dark read), green blue for its rivers, black for the gondolas.	COLOUR MAP Brown for the caves wall, Warm read for the torches, Golden for the bean.
ENEMIES Customers, America /Braz Mini boss, Brevy boss	ENEMIES Customers, America /Braz Mini boss, Mira boss	ENEMIES N/A
MECHANICS Espresso machine, Tilting the milk jug, steam wands	MECHANICS Espresso machine, Turkish Brew, Tilting the milk jug, steam wands	MECHANICS Espresso machine, Turkish Brew Tilting the milk jug, steam wands
HAZARDS Spike pit, exploding coffee beans	HAZARDS Spike pit, exploding coffee beans	HAZARDS Spike pit Spike pits, big coffee tamper which will squish the player, boiling milk stream coming out of the walls, exploding beans lying which can be set of t the player
POWER-UPS Excelsa	POWER-UPS Excelsa	POWER-UPS Arabica; Robusta, Liberica, Excelsa
ABILITIES N/A	ABILITIES N/A	ABILITIES N/A
ECONOMY The day is over the barista will get 10 Arabic beans	ECONOMY The day is over the barista will get 10 Excelsa beans	ECONOMY Winning the challenges gains the golden bean
MUSIC TRACK Cheerful music when navigating the city Faster but still cheerful and warm when confronting the boss	MUSIC TRACK Cheerful music when navigating the city Faster but still cheerful and warm when confronting the boss	MUSIC TRACK Suspense for the mysteries of th cave. When facing the challenge is going be more frantic

Figure 13Beat up charts of each level

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## SECTION 5: GAME WORLD

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Game Experience

## *SECTION 6: GAME EXPERIENCE*

### *SECTION 6: GAME EXPERIENCE*

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## GAME EXPERIENCE

The theme of the game is an adventure with coffee making mechanics. On the exploration of the continent of Brewin the player will be face with puzzles and mini games.  
The visual of the games is going to be stylized with a semi realistic look.

## HOW IS THIS FEELING GOING TO BE PRESENTED TO THE PLAYER?

The player should feel a sense of exploration while adventuring in the lands of Brewin.  
Should feel a sense of competitiveness and excitement when the player is in the coffee making challenges giving it a sense of achievement once completed.  
Should also be fun a humourist as the player talks and interacts with other character.

## ARE THERE ANY SPECIAL MODES OR INTERFACES FOR GAMEPLAY?

### Coffee Making:

The Barista when making coffee they will be position behind the counter facing the coffee machine and a steam wand.

As the customers ask the barista the types of coffee they want they will have to perform a series of **button combination** and **move the steam** wands to achieve: Brewing time and frothing the milk.  
When the brew style changes it will be positions in the same spot as show in the HUD below

## SECTION 6: GAME EXPERIENCE

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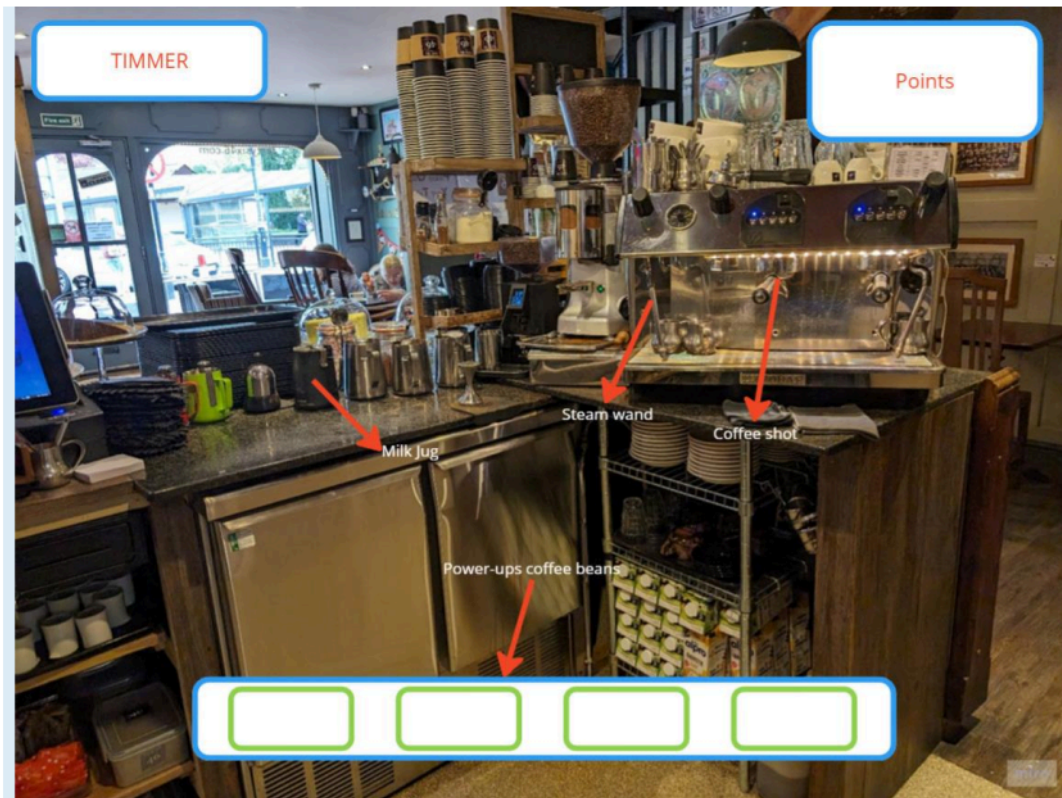


Figure 14 Player's interface when making coffee

WHAT DOES THE PLAYER FIRST SEE WHEN THEY START THE GAME?

## SECTION 6: GAME EXPERIENCE

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 6

After the logo of the company the player will be presented with the menu

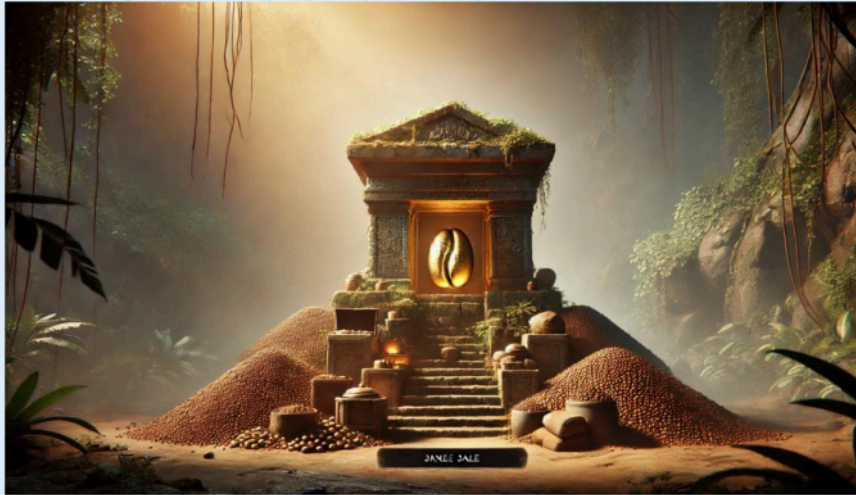


Figure 15 AI REPRESENTATION OF THE MAIN MENU

The player can choose:

- **New Game**-Start a new game
- **Continue**- Resume where the player left off.
- **Coffee Face-Off**: The player faces all the bosses one after the other.
- **Achievements**: show the player what they have achieved and what is still missing
- **Options**: The player can choose from: Audio, Graphic Settings, Interface, Controls.
- **Exit Game**: The game closes.

### WHAT EMOTIONS ARE MEANT TO BE INVOKED BY THE GAME?

The emotions evoked in the player should be **fun** when interacting with the local people.

**Stress, competitive and excitement** when competing with barista Maestro and coffee champions.

**Adventures** when discovering the lands of Brewin.

When playing in the mini games should feel **fun** and an **adrenaline rush**

## SECTION 6: GAME EXPERIENCE

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## HOW ARE MUSIC AND SOUND GOING TO BE USED?

Right from the start of the game the Main menu music should be Calm Jazz to show the classic feel of a coffee shop. The music should represent each state and its surroundings:

- **Caffucino** is going to be light and delicate to let the player enjoy the adventure in the newly discovered lands. In this playlist offers a soothing tune that side with perfectly with this theme: ( <https://www.youtube.com/watch?v=Jci1IaxnqH8> ) Track 4  
When the player is confronting the state champion the music is going to be higher rhythm with a banjo; **Example:**  
<https://youtu.be/TY6IUIPF0W0>
- **Restro** is going to be represented with a slow but up beat rhythm to let the player enjoy the surrounding environment but still fell the rush of this state; **Example:**  
( [https://www.youtube.com/watch?v=uoXh\\_CzAo10&t=292s](https://www.youtube.com/watch?v=uoXh_CzAo10&t=292s) ) Track 3  
During the encounter with the state champion is should be more high paste tempo  
[https://www.youtube.com/watch?v=lvw6GCXHlt4&list=PL-1\\_apyluZhB43Pz63pdS0tS8Mr2MtXCA&index=11](https://www.youtube.com/watch?v=lvw6GCXHlt4&list=PL-1_apyluZhB43Pz63pdS0tS8Mr2MtXCA&index=11)
- **Latelsa** with their warm weather and very colorful city the music is going to be slow rhythm but with a hand pan instrument, to lead the player into the lands **Example:**  
[https://www.youtube.com/watch?v=AP3RXKRrv\\_U&list=PLw9AcE2IomDP5\\_oKu1KGA5aT1wSEnbft](https://www.youtube.com/watch?v=AP3RXKRrv_U&list=PLw9AcE2IomDP5_oKu1KGA5aT1wSEnbft)  
when confronting the state champion the player the music is going to be motivational but at the same time keep the warm feeling; **Example:**  
[https://www.youtube.com/watch?v=dtf3IYNgkS8&list=PLw9AcE2IomDP5\\_oKu1KGA5aT1wSEnbft&index=7](https://www.youtube.com/watch?v=dtf3IYNgkS8&list=PLw9AcE2IomDP5_oKu1KGA5aT1wSEnbft&index=7)
- **Flaterica** has very high standards in their coffee making and culture and to make the player more immersed with in the state we can use noir jazz in the back ground **Example:**  
<https://www.youtube.com/watch?v=c2Cc-6nTOS4>  
When facing the state champion the genre of music is going to be jazz with high rhythm;  
**Example:**  
[https://www.youtube.com/watch?v=PHdU5sHigYQ&list=PL2sWvgf3x-r\\_4ptCX3IPR1d-OVqz-5pbD](https://www.youtube.com/watch?v=PHdU5sHigYQ&list=PL2sWvgf3x-r_4ptCX3IPR1d-OVqz-5pbD)
- **Cafi Shrine** is the last act of the game with various puzzles and riddles and the music is going to be **Example:** <https://www.youtube.com/watch?v=Y5TNkMvdZho> witch is going to be increase the suspense of the mystery Golden Bean

## HOW DOES THE PLAYER NAVIGATE THE SHELL MENUS/ SCREENS OF THE GAME?

## SECTION 6: GAME EXPERIENCE

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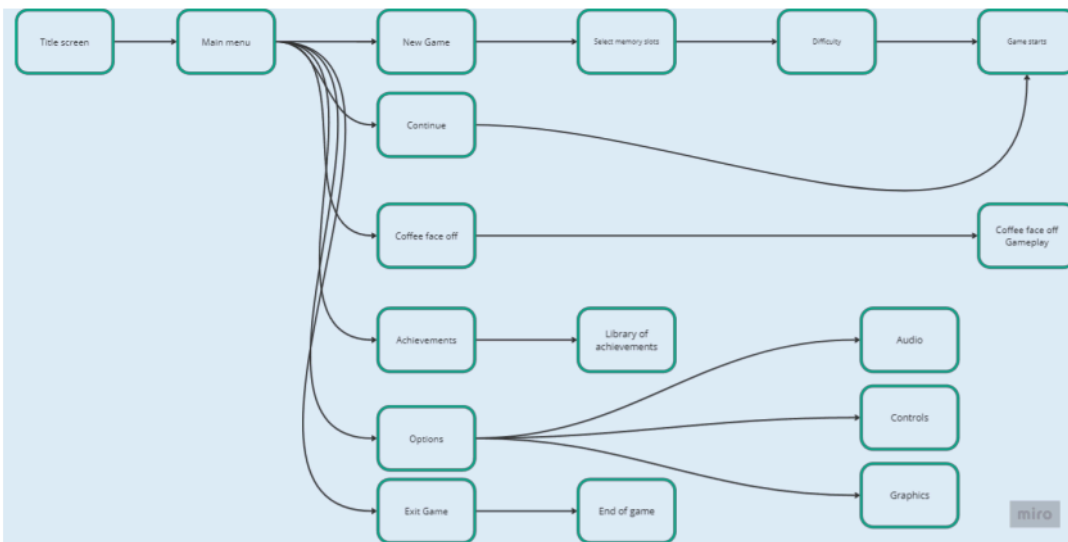


Figure 16 This is a representation of how the player can interact with the main menu

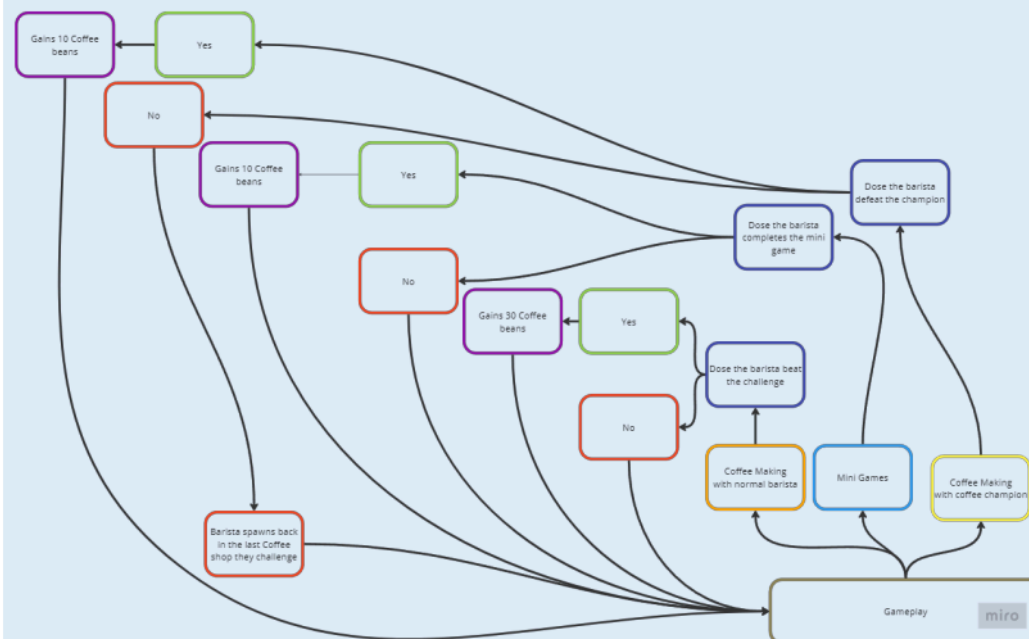


Figure 17 This is show of how the player will be going to game and coffee making

## SECTION 6: GAME EXPERIENCE

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# 6

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### *SECTION 6: GAME EXPERIENCE*

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Mechanics

## *SECTION 7: GAMEPLAY MECHANICS*

*SECTION 7: GAMEPLAY MECHANICS*

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## GAMEPLAY MECHANICS

As the barista starts the challenges which consist of “**Coffee Making**” and “**Steaming Milk**” the player has to use **Physical Coordination** when steaming the milk, **Quick-time event** with button combos when doing the coffee brewing.

During the coffee brewing the player will also have to face an **economical** challenge when using the coffee beans to gain their power and have an advantage against the opposing barista.

The player will be challenged to go on an **Exploration** in the lands of Brewing and finding the coffee temples holding the past of the coffee.

### MECHANICS:

- The “**Coffee Making**” mechanics are:
- **Cafetiere/French Press**: Button combination
- **Espresso machine**: Keeping the button press
- **Turkish Brew**: Using the joy con to move the coffee pot around the sand
- **Pour Over**: Use the joy con to spread the hot wetter on the coffee grounds

If the player fails to do the buttons combinations right or in time the player won't get the highest points.

With this coffee brew the barista can make the listed coffees:

- **Espresso**: This involves extracting the caffeine into an espresso cup- Made in the espresso machine
- **Latte**: Coffee and milk mix, **no** crema on the milk- Combination of Steam wand and on the four types of brew process
- **Americano**: Half cup of coffee and half of boiling water- Made with pour over process.
- **Cappucino**: Small amount of coffee with very creamy milk on the top-Combination. To achieve a pattern, they must shake the jug to extract the crema. Combination Steam wand and the four types of brew process
- **Flat White**: a long shot of coffee in the cup with a small amount of froth on the milk- Can be made with Espresso machine and Turkish brew.
- **Mocha**: Coffee and cholate powder all mix with hot creamy milk- Combination of Steam wand and on the four types of brew process

As the barista is making the coffee they will also have to make series of button combination to grab the cup and pour the coffee grounds. If the player fails to meet the button combination, they will lose time to set up the coffee.

### Puzzles:

The barista on this journey will encounter various puzzle related about coffee beans, this information he puzzles are composed of:

- getting the right weight of coffee beans to make a coffee shot
- The right temperature for roasting the beans
- How thick is the coffee grounds supposed be

## SECTION 7: GAMEPLAY MECHANICS

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- Which beans are there right one for the cup of coffee and the style of brew

All these puzzles can be solved by the Barista if they can remember the various techniques and process of coffee making. But for the players the barista is always taking notes of the coffee making adventure which can be come useful in the future

#### HAZARD:

In each state there is a Cafi temples which holds the history of the Beans and their origins. Inside these Cafi temples contains various hazards:

- Spike pits
- A big coffee tamper which will squish the player
- boiling milk stream coming out of the walls
- exploding beans lying which can be set of by the player

#### POWER-UP:

On this journey the barista can collect various coffee beans that can aid the player in the coffee brewing challenges by eating it or adding it to the grounds.

The diverse types of beans have very distinctive shapes and colors: Arabica, Robusta, Excelsa, Liberica, each of these beans have a unique property.

From letting the player abuse the beans power during the challenge the player can only use 2 in a span of time(2M). If more than two are used the player screen will start to shake and get redder, impairing the barista vision, making it difficult to continue coffee making.

After a couple of seconds, the player regains full vision and control.

#### MECHANIC DETAILS

NAME:	Cafetiere/French Press
-------	------------------------

## SECTION 7: GAMEPLAY MECHANICS

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WHAT DOES IT LOOK  
LIKE?



Figure 18[43]

EFFECT ON PLAYER:

Press repeatedly a button on the controller or keyboard to press down the coffee and extract the flavour and caffeine. If the player fails, the button presses the ground will be found in the coffee cup.

WHEN WILL IT FEATURE  
IN THE GAME?

Caffucino

## MECHANIC DETAILS

NAME: Espresso Machine

## SECTION 7: GAMEPLAY MECHANICS

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WHAT DOES IT LOOK  
LIKE?



Figure 19[44]

EFFECT ON PLAYER:

Timing the coffee brew by press button to switch on/Off the machine. If the player fails, the timing it will dilute the coffee.

WHEN WILL IT FEATURE  
IN THE GAME?

Restro

## MECHANIC DETAILS

NAME: Turkish Brew

## SECTION 7: GAMEPLAY MECHANICS

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WHAT DOES  
IT LOOK  
LIKE?



Figure 20[45]

EFFECT ON  
PLAYER:

The player must move the pot around the hot sand with the controller or mouse. Adding the coffee and stirring the pot around the scolding hot sand. The player must not burn the coffee. Once the coffee is ready will be shown with bubbles raising on the top for a moment.

WHEN WILL  
IT FEATURE  
IN THE  
GAME?

Latelsa

## MECHANIC DETAILS

NAME: Pour over

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WHAT DOES IT LOOK  
LIKE?



Figure 21[46]

EFFECT ON PLAYER:

The player must use the controller joystick or mouse to move around the coffee grounds the hot water in a circular motion. The Player will be pouring hot water on top of the coffee ground, where is going to extract the flavours. The player must be careful and not adding to much hot water.

WHEN WILL IT FEATURE  
IN THE GAME?

Flateria

## MECHANIC DETAILS 2


NAME: Frothing the milk

## SECTION 7: GAMEPLAY MECHANICS

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<b>WHAT DOES IT LOOK LIKE?</b>	<p>The steam wand as the name suggest is a silver tube protruding out from the coffee machine. When making coffee with a cafetiere, Turkish coffee, pour over is a unit by itself.</p>  <p>Figure 22[44], [47]</p>
<b>EFFECT ON PLAYER:</b>	<p>The player must use the joystick or mouse to position the steam in the milk. Move the milk jug around the steam to achieve the texture and crema on the milk. If the player fails it can burn the milk or not gain the right texture</p>
<b>WHEN WILL IT FEATURE IN THE GAME?</b>	<p><b>Coffee shops, Caffucino, Restro, Latelsa, Flaterica</b></p>

POWER-UP DETAILS 1	
<b>NAME:</b>	Arabica Bean
<b>WHAT DOES IT LOOK LIKE?</b>	The look of the arabica bean will be taller, with a lighter tone of brown.
<b>EFFECT ON PLAYER:</b>	<p>When the barista chew on this been they gain the ability to keep calm, increasing their focus on the coffee brewing challenges.</p> <p>This ability giving less buttons combos to the player.</p>
<b>WHEN WILL IT FEATURE IN THE GAME?</b>	This feature will be present in the state of Caffucino.

## SECTION 7: GAMEPLAY MECHANICS

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POWER-UP DETAILS 2	
NAME:	<i>Robusta Bean</i>
WHAT DOES IT LOOK LIKE?	<i>The bean will look smaller and rounder with a darker tone of brown.</i>
EFFECT ON PLAYER:	Because of the higher caffeine content in this bean the player gains the power <b>Slow</b> down time temporarily, giving the player more change to complete a series of coffee cups.
WHEN WILL IT FEATURE IN THE GAME?	It will be introduced in the state of Restro.

POWER-UP DETAILS 3	
NAME:	<i>Excelsa Beans</i>
WHAT DOES IT LOOK LIKE?	<i>The bean will be bigger but with irregular shape, will also feature a flower to show the fruity taste.</i>
EFFECT ON PLAYER:	When grinding this bean into the coffee shot the player will receive double points for each coffee cup, they make by adding extra flavours in the cup
WHEN WILL IT FEATURE IN THE GAME?	In the state of Latelsa

POWER-UP DETAILS 4	
NAME:	<i>Liberica Beans</i>
WHAT DOES IT LOOK LIKE?	<i>Much bigger icon but with a drop shape to it.</i>
EFFECT ON PLAYER:	When the player adds this bean to the coffee grounds of the opponent, they will loss points.
WHEN WILL IT FEATURE IN THE GAME?	This bean will be introduced in the state of Flateria.

## SECTION 7: GAMEPLAY MECHANICS

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## SECTION 7: GAMEPLAY MECHANICS

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### COLLECTIBLE ITEMS

The player after each challenge or mini game will collect Coffee coins. Coffee coins can use to be spent to buy more beans.

### COLLECTIBLE DETAILS

NAME:	Coffee Coin
WHAT DOES IT LOOK LIKE?	coin featuring a coffee bean shape in the centre.  <i>Figure 23Representation of a coffee coin made with ai</i>
BENEFIT FOR PLAYER:	Can use it to buy more coffee beans.
WHEN WILL IT FEATURE IN THE GAME?	The coffee coin can start to be collected once arrive in Brewin.
CAN IT BE USED AS CURRENCY?	Yes
WILL IT EARN PLAYERS AN ACHIEVEMENT?	If the player manages to accumulate lots of money, they will receive the achievement "Scrooge McBean".

(NOTE: Copy-paste the tables in this section as necessary for each gameplay mechanic you wish to feature.)

## SECTION 7: GAMEPLAY MECHANICS

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 7

### GAME ECONOMY

After the challenge finish the barista will be rewarded with coffee coins that allow the player to buy more Coffee beans

The player can buy coffee beans in a coffee shop called "46", this shop can be found in various parts of the states in Brewin making it perfect to buy coffee beans. In this shop there are the various coffee beans that the player encounters during the adventure.

Prices of the beans

**10 coins = 5 Arabica beans**

**15 coins = 3 Robusta beans**

**20 coins = 2 Excelsa Beans**

**30 coins = 2 Liberica Beans**

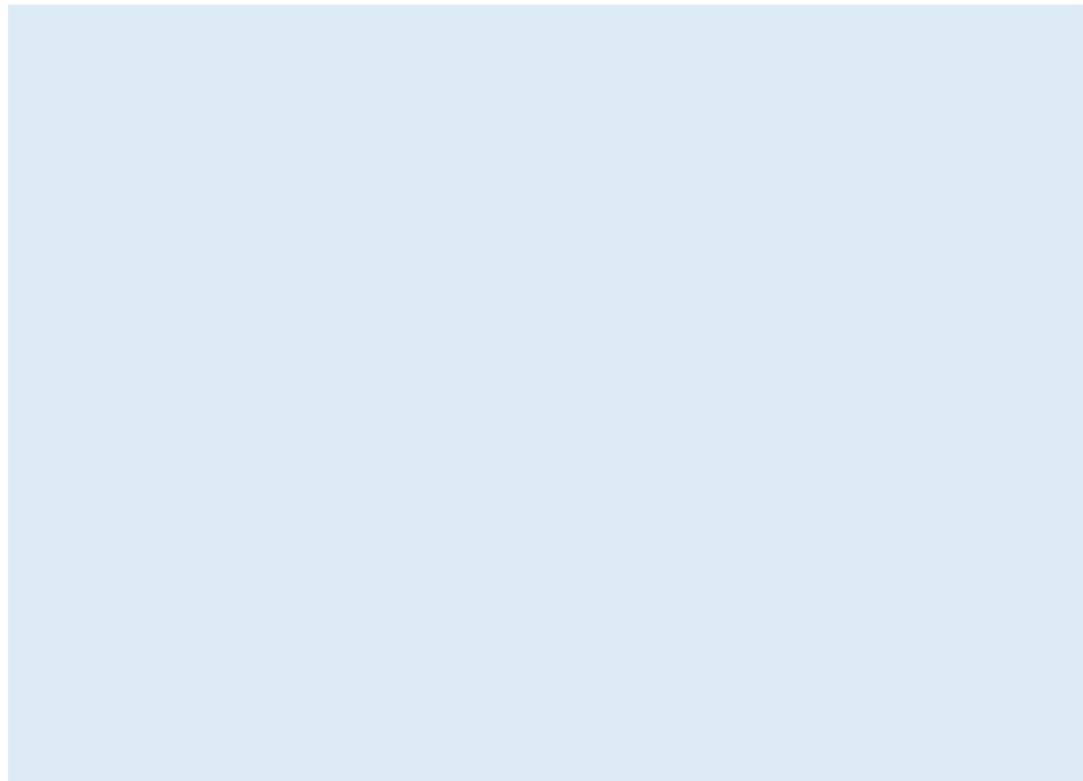


Figure 24[17]

## SECTION 7: GAMEPLAY MECHANICS

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## SECTION 7: GAMEPLAY MECHANICS

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Enemies and Bosses

## *SECTION 8: ENEMIES*

### *SECTION 8: ENEMIES*

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### LIST OF ENEMIES

Before the player can challenge the coffee champion, they will have taken down to 2 Barista maestros in each state.

These Maestros (Mini bosses) will increase the level of difficulty in making coffee as they will assess the player's skill:

- In the state of **Caffucino** there are the two Barista Maestro: **Flogger, Rish**. The two maestros will teste the player coordination skills and button combo.
- In the state of **Restro** the two barista maestros are: **Corta, Shorty**. The player will have to use the coordination skills as the two barista maestros will rush the barista with a timer.
- In the state of **Latelsa** there are two barista maestros: **America, Braz**. These maestros will evaluate the barista skills in steaming milk.
- In the state of **Flateria** there are going to be two Maestros: **Affogatto, Mosh**. The two maestros will evaluate the skills of the player by combing the coffee making skills and steaming the milk at the same time.

The mini bosses have a purpose to assess the player skill all while they are under pressure.

## SECTION 8: ENEMIES

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## GAME DESIGN DOCUMENTS: TEN-PAGER TEMPLATE 8

### LIST OF BOSS CHARACTERS


#### Coffee Champions:

After defeating the 2 Barista maestros in each state the player can go and change the Coffee champions.

Each coffee champions holds a token that will unlock the gate of the Cafi Shrine

The player must be careful because the coffee champions hold unique attack that can block or impair the vision of the barista when making coffee.

### BOSS CHARACTER DETAILS

NAME:	<b>Mochi</b>
WHAT DOES IT LOOK LIKE?	<b>Big jolly man with a straw hat and a long hay stick in their mouth</b>  <small>iStock Credit: Avalon_Studio</small> <small>1813261812</small> <i>Figure 25[48]</i>
ATTACKS:	<b>Mochi can summons three type of farm animals:</b> <ul style="list-style-type: none"><li>• <b>Sheep Heard:</b> Mochi calls a flock of sheep and players movement will slow down when brewing coffee and steaming milk.</li><li>• <b>Chicken attack:</b> A brood of chicken will start to peak the barista hand and cause him or to drop the milk jug or cup in their hands unless they can scare the chickens away.</li><li>• <b>Cow Lick:</b> A cow head will appear on the left of the screen and will impair the vision making it blurry for a small period.</li></ul>
WHEN WILL IT FEATURE IN THE GAME?	<b>Caffucino</b>

## SECTION 8: ENEMIES


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HOW DOES THE PLAYER DEFEAT IT?	The player will have to surpass distraction and carrying on making the coffee.
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>The Player will receive 60 Arabica Beans and a token to unlock the Cafi Shiren</i>

### BOSS CHARACTER DETAILS

NAME:	<i>Espressy</i>
WHAT DOES IT LOOK LIKE?	<p>Man over his 40s with heavy tan skin, looking nearly burn. His motion is always very jittery and with visible veins eyes and veins showing around the body</p>  <p><i>Figure 26[49]</i></p>
ATTACKS:	<p>This boss has three types of attacks:</p> <ul style="list-style-type: none"><li>• Kan Kun: Espressy will sabotage the barista coffee by dropping in the coffee spicy hot sauce in the drink thus making it again.</li><li>• Mariachi Surprise: A band of Mariachi will start to play and speed the que of people by demanding their coffee faster.</li><li>• Slippery Lime: the machine will be covered with lime juice making it very slippery and hard to control.</li></ul>
WHEN WILL IT FEATURE IN THE GAME?	Restro
HOW DOES THE PLAYER DEFEAT IT?	<i>They will have to defeat by managing and using the beans Arabica and Robusta beans in the right situation.</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>The Player will receive 70 Robusta, 30 Arabica Beans and the second token to unlock the Cafi Shiren</i>

## SECTION 8: ENEMIES


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# 8

### BOSS CHARACTER DETAILS

NAME:	<i>Brevy</i>
WHAT DOES IT LOOK LIKE?	<p>A tall collared Brazilian woman with a long drape dress</p>  <p><i>Figure 27[50]</i></p>
ATTACKS:	<p>The attack will be:</p> <ul style="list-style-type: none"><li>• Dance attack: group of women dresses in Bayana (Long Brazilian drape dress) will start to dance and covering the coffee machine and rearranging the coffee tools around!</li><li>• Football: She will call the kids that will play football and occasionally the ball will cover the view or hit the machine.</li></ul>
WHEN WILL IT FEATURE IN THE GAME?	<i>Latelsa</i>
HOW DOES THE PLAYER DEFEAT IT?	<i>The player to defeat the challenges they are going to perform a series of button combination to stop the attacks.</i>
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	<i>They will receive 20 Arabica, Robusta, 60 Excelsa beans and the token to unlock the Cafi Shrine</i>

### BOSS CHARACTER DETAILS

NAME:	<i>Mira</i>
WHAT DOES IT LOOK LIKE?	<p>Mira a 26-year-old woman, she is wearing white shirt and black suspenders and Cigarette Trousers.</p>

## SECTION 8: ENEMIES

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Figure 28[51]

<b>ATTACKS:</b>	<p>The encounter will happen while riding a gondola.</p> <p>The attacks will be:</p> <ul style="list-style-type: none"><li>• <b>Rocking Gondola:</b> rocking the gondola will tilt back and send the milk and the coffee cup making the process difficult.</li><li>• <b>Flash Photography:</b> Mira's fan will be on the side of the canals and photographing her making fashionable poses!</li><li>• <b>Paint job:</b> When the two gondolas are close to each other Mira can paint an exact copy of the cup of coffee and the player will have to decide which is real. If the barista decides the wrong one Mira will steal it</li></ul>
<b>WHEN WILL IT FEATURE IN THE GAME?</b>	Flaterica
<b>HOW DOES THE PLAYER DEFEAT IT?</b>	<i>To overcome this the player will have to use the beans on the right time but also perform a series of button combination.</i>

## SECTION 8: ENEMIES

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**WHAT DOES THE  
PLAYER EARN FOR  
DEFEATING THEM?**

*They will receive 20 Arabica, Robusta and Excelsa beans and the final token  
to unlock the Cafi Shrine*

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### **SECTION 8: ENEMIES**

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Cutscenes scenes

## *SECTION 9: CUTSCENES*

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## CUTSCENES



CUTSCENE DETAILS (use this table for each unique cutscene you include)	
VISUAL STYLE:	2D like comic style panels
BRIEF DESCRIPTION OF SCENE:	Mark or Ruby enters the coffee shop preparing for their first shift as a barista
WHEN WILL IT FEATURE IN THE GAME?	Right at the beginning of the game
PURPOSE:	This is preparing the player by showing all the mechanics, what they are used for and the timings.

## SECTION 9: CUTSCENES

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# 9

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## SECTION 9: CUTSCENES

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More Coffee!

## *SECTION 10: BONUS MATERIALS*

### *SECTION 10: BONUS MATERIALS*

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## BONUS MATERIALS

When completing the game, the player will receive a free digital copy of the brewing map and a digital poster of all the coffee drinks with small instructions of how to make the coffee.



Figure 29 AI REPRESENTATION OF A POSTER WITH VARIOUS COFFEE DRINKS

## REPLAY VALUE

To the Game Barista Journey, there is a mode that allows the player to challenge all the Champions that they encountered during the game. Challenging the player to face all the champions one after the other

## SECTION 10: BONUS MATERIALS

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The player can also unlock various achievements:

- Burn the milk into ashes.
- Make the same coffee over ten times!
- Don't use any coffee beans during a challenge!
- Don't use any coffee beans in any of the challenges!
- Give yourself a caffeine rush by using too many coffees beans.

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## SECTION 10: BONUS MATERIALS

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### FINAL GRADE

70/100

### GENERAL COMMENTS

#### **Marks Breakdown**

##### **1. Engagement With Literature Skills (71%)**

An extensive bibliography has been presented in the work, with entries following IEEE referencing format. A lot of research has clearly been conducted in the project – good work.

##### **2. Knowledge & Understanding Skills (68%)**

Consideration for demographics has been given in the GDD, with examples of related games that the target audience may engage with.

The game story and flow summaries are good – these provide a useful and informative overview of the game idea.

Multiple control systems are clearly mapped and labelled in the document, which is essential for the dev team to look at when creating prototypes.

The GDD covers a lot of material and in this instance it is quite long – consider providing examples of content in future to cut down a little on the submitted content and to keep it in line with the brief's requirements.

### **3. Cognitive & Intellectual Skills**

*(Not assessed in this assignment)*

### **4. Practical Application Skills (70%)**

Use of images for the character profiles are good as this gives an indication of the visual style of the characters. An art team would use these to develop their concept work after reading your GDD. The same goes for the environments in the Game World – these visual references are very useful and should always be a part of a GDD.

Flow diagrams are used in the GDD to show game progression and menu navigation – good work.

Beat Charts are utilised in the GDD – hopefully this has helped influence the level designs as you are able to compare one section of the game to another. This is a good application of course content into the submitted work.

Consideration for audio is included in the game experience section – this is also very useful as this will help provide your design team with an informed view to making the game as authentic as possible. This could increase immersion.

Gameplay mechanics, enemies and bosses are extensively documented with tables and visual materials.

Cutscenes are represented with visual elements – this is good, though to enhance this it might be an idea to caption each image with what is happening in the frame, plus any dialogue that should be featured.

## 5. Transferrable Skills for Life and Professional Practice

*(Not assessed in this assignment)*

**Overall Mark: 69.8%**

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