

# That Potato Game

## Design Document

<b>Intent</b>	<b>2</b>
<b>Target Audience</b>	<b>2</b>
<b>Monetization</b>	<b>2</b>
<b>Marketing Approach</b>	<b>2</b>
<b>Context</b>	<b>2</b>
<b>Content</b>	<b>3</b>
<b>Player Motivation</b>	<b>3</b>
<b>Game States</b>	<b>3</b>
Title Screen	3
Beginning State	3
Room Change	3
Win State	3
Fail State	3
<b>Mechanics</b>	<b>4</b>
<b>Systems</b>	<b>4</b>
<b>Controls</b>	<b>8</b>
<b>Puzzle Walkthrough</b>	<b>9</b>
Kitchen Puzzle 1	9
<b>Rooms</b>	<b>9</b>
Kitchen	9
First Iteration:	9
Second Iteration:	10
Interactable Narrative Pieces:	10
<b>Game Engine</b>	<b>11</b>
<b>Sound Direction</b>	<b>11</b>
<b>Ethical and Cultural Concerns</b>	<b>11</b>

---

## Intent

The intent of That Potato Game is to create a fun and goofy physics based exploration game. The player takes on the role of a potato escaping rooms of the strange house they find themselves in. Solving puzzles, searching for clues and speaking to NPC's they must roll their way out of sticky situations to look for a way out.

## Target Audience

That Potato Game is targeted at players who enjoy whacky control schemes and love to test the world to its limit. The game will be for those who also love completion and finding every possible hidden achievement. Players will love to discover and explore as opposed to clearing a specific task and will seek every nook and cranny they can find. On the Quantic Foundry chart, our ideal player would fall under Completion, Discovery and Fantasy.

## Monetization

That Potato Game will be published on Steam and Itch.io for free. The members of Spud Studios would like for the game to serve as a portfolio piece and a published game that they can be proud of. Monetization is not a current priority and we would like to share our work with other students who likely will not play it if it costs money.

## Marketing Approach

That Potato Game will be marketed through a variety of different means including but not limited to Twitter, personal website and youtube. We aim to reach a wider audience through sharing dev vlog updates as well as showing progress throughout to excite people who are interested in the final project. Because *That Potato Game* is regarded mainly as a portfolio piece for the developers the marketing will not be formal nor will it be consistent.

## Context

Set in the liminal space of Hilbert's house, a house filled with strange and stranger rooms. Or perhaps the same room, just slightly different. We offer nothing but the best hospitality for our guests or for those who already inhabit a specific room. Do take a look around, just be careful not to get lost.

## Content

---

Players will open their eyes as a potato on the shelf of a kitchen. Looking to escape the room they must interact with the characters they meet and assist them in their tasks in exchange for a step closer to their eventual goal of escaping the house in whatever way that may be.

## **Player Motivation**

The main player's motivation will be the hints given to them in the beginning of the puzzle. They will encourage the player that completing the quest will give them a reward that will allow them to escape the room that they're currently stuck in. In addition to hints there will also be achievements to help encourage the player to explore. For players who enjoy narrative there will be narrative motivations such as books and diaries that they can find to slowly piece the story around them together.

## **Game States**

### **Title Screen**

The player begins on the table in the kitchen. They are given a runthrough of controls and then are given several options: Play, Codex and Quit. (For the demo build these options will be changed to "Room 1", "Room 2" and Quit)

### **Beginning State**

The player starts on the floor of the kitchen. There are camera angles that hint at what the puzzle they need to solve entails as well as where their possible escape is.

### **Room Change**

The player exits the room and re enters from a different area. The room has slightly changed from the previous placement but is still the same room. The puzzles have changed and the NPC has a new appearance and dialogue.

### **Win State**

The player solves the puzzle and achieves the goal, unlocking the mechanic. The player can then escape the room.

### **Fail State**

No current fail state

---

## Mechanics

Jump - Use space to jump a set height into the air.

Squish Jump - Shift to squish and then space to jump will launch you higher than the standard jump.

Squish - Shift to squish, rolling around will deform you in different ways.

Grab - Tap F to release your eyes to grab something, hold F to release the grabbed item.

Grab (Rework) - Hold F to grow eyes. Once eyes are fully grown, the camera locks on to the nearest grabbable object. Players can use [ and ] to change the selected grabbable object. They can then press F to grab the item. Q and E can be used to rotate the object around the player, pressing F again will drop the object, and holding F will allow the player to throw the held object in the direction the camera is looking. Throw direction is also indicated to the player by using the launching arc (like the mouse trap). Once an object is thrown, the eyes stay attached and rip off of the potato's body, so the player must regrow their arms again in order to grab a new object. If the player has squish as well as grab, they may squish down as normal, even if they are carrying something, however, once they try to jump, their arms will remain attached to the object they are holding and the squish jump will behave as normal.

Break - Squish jump onto items to break them.

## Systems

### Squish

Allows the player to squish down to a smaller size

If the player jumps while squished, they jump much higher

Acquired by rolling into boiling liquid

### Mouse Trap

Can be pushed

Can be grabbed

When the player rolls on top of it, they get launched in the indicated direction

### Eye Growing/Grab

---

Press F to grow eyes

Grabs the nearest object, which can then be moved by rolling while holding it

Press F again to retract the eyes

### **Breaking Objects**

If a breakable object falls off a high place it will break

If the player uses squish jump to jump off of a breakable object or land on one, the object will break

### **Codex**

Accessed from the pause menu

When a codex item is found, a banner appears at the top of the screen, similar to the achievement system, with the title of the codex entry

While the banner is on screen, the player can press [button] to quickly pull up the codex entry if they want

NPC/character descriptions are added once the player interacts with the NPC

Diaries, books, and narrative snippets are added when the player touches or grabs the object

### **Pushing Objects**

The player can move certain objects by rolling into them

### **Jumping**

The player can press the spacebar to jump a certain height

### **NPC Interaction**

Moving near the NPC will trigger the interaction

Triggers the dialogue box to appear

An important dialogue will lock the camera and player movement

Unimportant dialogue will just appear at the bottom of the screen

### **Achievements**

---

When certain actions are performed, a banner drops down from the top of the screen and shows the player an achievement that they have gotten

### **Camera**

Camera normally revolves around the player

Hold right click and move mouse for free cam

Camera settings available in settings menu

### **Movement**

The player can use WASD to roll around the room

### **Teapot**

Once broken the teapot will leave a puddle of boiling water (gives player squish)

### **Cauldron**

Hangs above Ashbel

Player can get into cauldron

If the player has fed Ashbel, upon falling into the cauldron the player obtains squish

To get out the player must rock back and forth until the cauldron falls

### **Telescope**

Can be aimed/rotated with grab

Upon entering, will launch the player in the indicated direction

### **Potions**

When all three potions are smashed, the resulting puddle will give the player the grab ability

### **Sink**

Turning off the water stops the water flow

Player turns off the water by grabbing the handle

### **Pause Menu**

Player can press esc to open the pause menu

---

## **Storm in a Bottle**

Releases a storm when smashed

Storm will constantly cause lightning strikes under it at a set interval

## **Ashbel**

Uses dialogue system

Grows bigger when a piece of wood is pushed near him

Once he grows bigger, the cauldron above him starts boiling

## **Electricity**

Acquired by getting smited after smashing the lotus or getting hit by lightning from smashing a storm in a bottle

Allows you to power tiles on the floor

Allows you to power the doll

Allows you to power the elevator

Electricity timer - electricity dissipates after a set amount of time

## **Lotus**

When broken, player is smited by a bolt of lightning and gains electricity

Once the electricity runs out the lotus respawns

Can be broken infinitely

## **Doll**

Once powered with electricity it becomes an NPC

The doll uses the dialogue system

## **Elevator**

Once activated (activation tbd)

---

Player can use it to move between floors

Must speak to the doll to decide which floor to go to

## Controls

- Roll
  - Controller: left stick
  - Keyboard: WASD
- Jump
  - Controller: south button
  - Keyboard: space
- Rotate Character
  - Controller: right bumper (RB) and left bumper (LB)
  - Keyboard: Q and E
- Interact (with NPCs or notes)
  - Controller: north button
  - Keyboard: R
- Nod Yes (TBD?)
  - Controller: left stick north and left stick south
  - Keyboard: W and S
- Nod No (TBD?)
  - Controller: left stick east and left stick west
  - Keyboard: A and D
- Pause
  - Controller: start
  - Keyboard: esc
- Squish
  - Controller: hold left trigger (LT)
  - Keyboard: hold left shift
- Grow/Retract Eyes
  - Controller: hold right trigger (RT)
  - Keyboard: hold F
- Select Object to Grab
  - Controller: D-pad west and D-pad east
  - Keyboard: scroll wheel, [, and ]
- Grab Object
  - Controller: west button



- 
- Keyboard: tap F
  - Throw
    - Controller: hold right trigger (RT), then release (while holding object)
    - Keyboard: hold F, then release (while holding object)
  - Show Objectives List
    - Controller: hold D-pad south
    - Keyboard: hold tab key
  - Enable Free Cam
    - Controller: hold D-pad north (will be changed)
    - Keyboard: hold right mouse button
  - Move Free Cam
    - Controller: right stick
    - Keyboard: mouse movement

## Rooms

### Kitchen

The kitchen is one of the more difficult rooms to escape. As with cooking, one must go through iterations of recipes before achieving success. Ever changing and ever evolving, the kitchen meets the needs of those who enter it. What are you looking to achieve, until you succeed you will be unable to leave.

### Interactable Objects:

[Link to Spreadsheet of Interactable Objects](#)

## Kitchen Puzzle Walkthrough

### Kitchen Puzzle #1

#### **Goal: Obtain the squishy state**

Step 1: Find a piece of firewood

Step 2: Push the piece of firewood under the pot to start a fire

Step 3: Wait until bubbles begin to appear from the pot

Step 4: Climb up the wood pile and onto the bread warmer

---

Step 5: Roll across the beam and into the pot

Step 6: Squishy state obtained

Step 7: Rock back and forth to tip over the pot to escape

## Kitchen Puzzle #2

### **Goal: Obtain Grabbing**

Step 1: Make your way onto counter

Step 2: Knock over the purple, green and blue potions.

Step 3: Roll into the formed puddles

Step 4: Obtain the grab

### **Alternate routes**

Step 1: Make your way onto the counter

Step 2: Locate a plant pot

Step 3: Jump into the pot to obtain grab

## **Observatory**

The observatory is a 2 floor room with a center console, elevator, alchemy table, desk, large telescope and a variety of bookshelves and various items. The player will need to re-acquire squish and grab using their previous knowledge from the tutorial in the kitchen room.

## **Observatory Puzzle Walkthrough**

### Observatory Puzzle #1

#### **Goal: Obtain the squishy state**

Step 1: Knock over the french press

Step 2: Roll into the hot coffee

---

Step 3: Squish jump onto the lotus in the center

Step 4: Break the lotus to become electrocuted

Step 5: Roll across the floor to the doll

Step 6: Transfer the electricity to the doll

Step 7: Roll onto the elevator to proceed to the second floor

### Observatory Puzzle #2

#### **Goal: Obtain Grabbing**

Step 1: Use squish jump to break the storm in a bottle

Step 2: Become electrified

Step 3: Electrify 3 consoles

Step 4: Once the three consoles are lit the big telescope will activate

Step 5: Enter the big telescope

Step 6: Game ends

### **Game Engine**

That Potato Game will be made in Unity 3D version 2022.1.15f1. All team members have a large amount of experience in Unity. Additionally, our programmers have premade Unity tools that they can import to speed up development. Additionally our artists are comfortable with working in 3D and have set up a reasonable pipeline to complete the project in a timely manner without overburdening themselves.

### **Sound Direction**

Sounds will be unique to each room. There will be no overarching theme of music however all background music will be diegetic. Every room will have some source of music that is interactable so that the player can change the music. All sounds will be implemented using Wwise within the Unity build.

---

[Link to the Sound Asset List Here](#)

## **Ethical and Cultural Concerns**

There are no current ethical concerns for the design routes of the game. The only ethical considerations would revolve around the future narrative and its influences from mental health, hinduism and reincarnation. I believe that this can be mitigated through creating an entirely new religion that takes inspiration from others but differs as well. In addition to the ethical concerns of using mental health, there is extensive research online as well as respectful ways we can portray someone who suffers from mental illness or is slowly descending into an illness and how they got there. Additionally, many of the team members have mental illness and can provide input on the portrayal.