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# SOMETHING SWEET

## GAME DESIGN DOCUMENT ANA LOVE

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### STORY + MARKET

#### LOGLINE

Bernadette the badger must steal honey from the bees' hive to bring back to her clan's cubs without getting caught by the queen bee. Along the way she helps new friends she meets in the forest who help her in return by teaching her new skills.

#### SYNOPSIS

Bernadette the badger is just beginning a new job for her clan where she must brave the forest and the bees outside of their den to fetch honey to feed to the young cubs. It is a small but elite team known as the Honey Retrievers. She wants to take on the job because her mother recently died in a mysterious attack which also left Bernadette with a scar by her left eye. Now she feels responsible for making sure her young cub siblings are provided for in addition to finding out why her mother was targeted. She is a bit naive and unprepared to face the world but she is nonetheless determined. While exploring the forest, she meets various animals who she helps and in return, they teach each her a new skill.

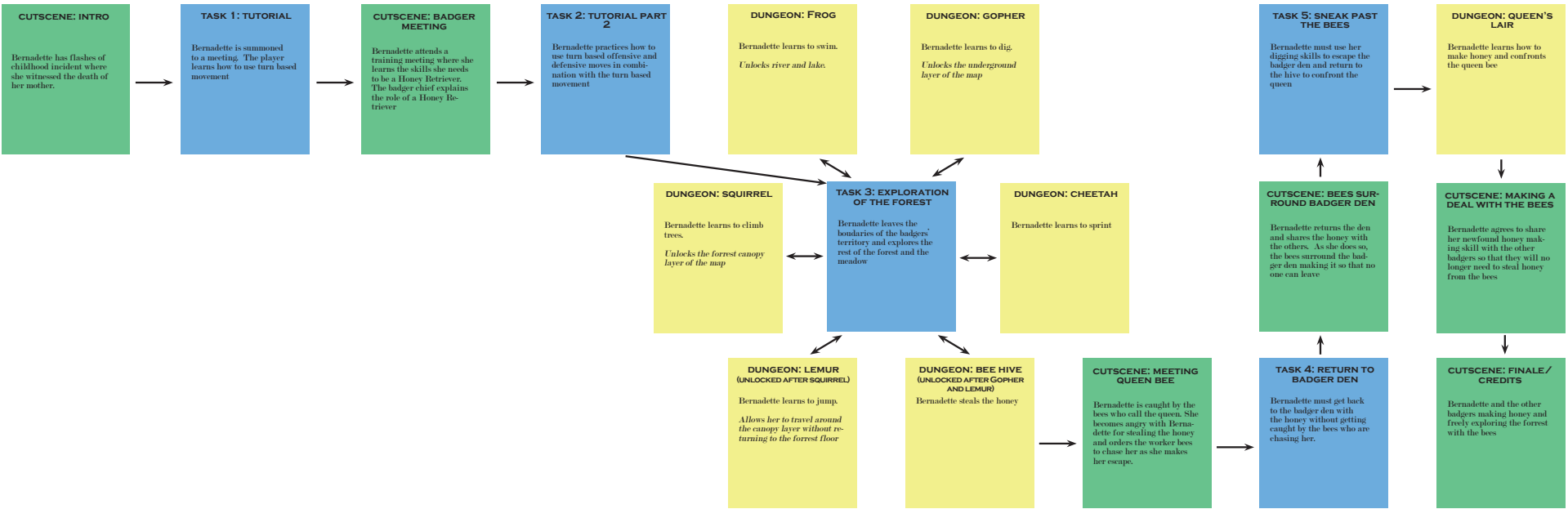
Using these new skills, Bernadette finds the bees' hive and steals the needed honey. While at the hive, she finds her mother's scarf and realizes her mother must have secretly been a Honey Retriever as well. The bees notice her as she hesitates and she is soon confronted by the queen bee herself. Bernadette narrowly escapes but is now being pursued on her way back to the den with the honey by the queen and her army. She makes it back to the den, but the bees are now guarding the area making it impossible for the badgers to leave. Because of this, the badgers are angry with Bernadette. She uses the digging skill she learned from the gopher to escape the den and the help of her new friends. Together, they return to confront the queen bee and convince her to teach the badgers how to make their own honey so that they will no longer have to steal it.

#### POTENTIAL MARKET

*Something Sweet* is a strategy role-playing game where the player takes on the role of Bernadette to explore the forest and meadow outside of her clan's den. In doing so, players must be strategic in how they use their resources to make turn-based movements to avoid enemies while moving toward their goal. This game would be geared toward players who enjoy exploring game worlds, solving puzzles, and a watercolor art style.

# PROTOTYPE

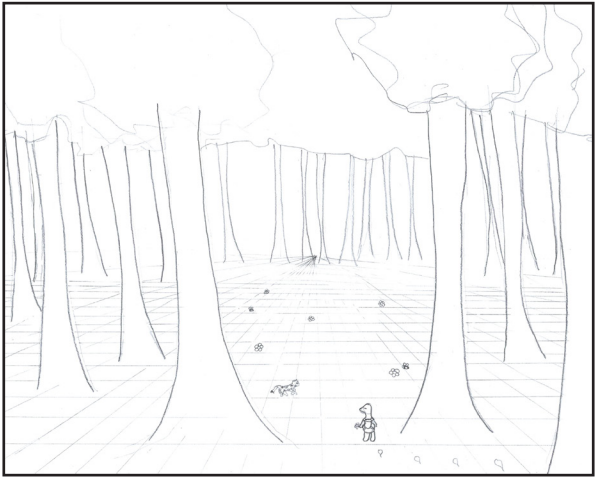
## GAMEPLAY FLOWCHART



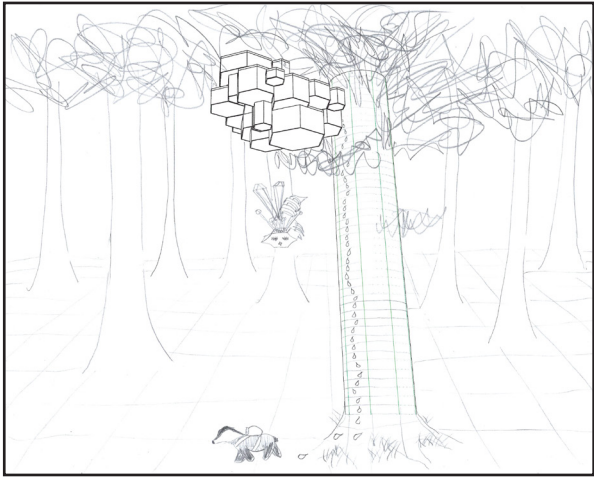
## STORYBOARD



Badger Meeting



Bernadette Explores the Forrest



Bernadette Meets the Queen Bee

# STYLE, LOOK, AND FEEL

## INSPIRATIONAL GAMES

Ori and the Blind Forrest



Inspiration from this game comes from its beautiful artwork and lighting yet somewhat somber tone.

Child of Light



Inspiration from this game comes from its layered art work to create depth as the player moves through the world. Also from its turn based combat.

Legend of Zelda: Breath of the Wild



Inspiration from this game comes from the watercolor art style and freedom to explore.

Crypt of the Necrodancer



Inspiration from this game comes from the movement/action mechanics where both good characters and enemies have one movement or action per beat.

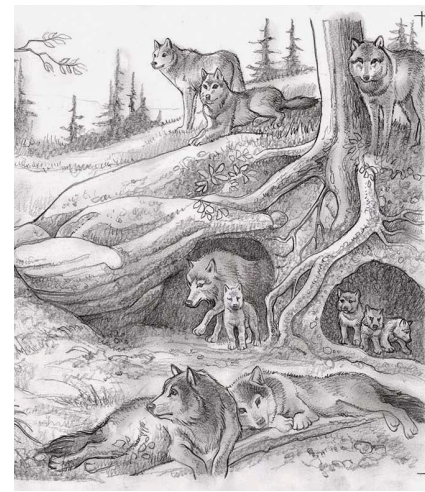
## INSPIRATIONAL ARTWORK



This inspires thinking about the beehive in a more geometric and architectural style.



This gives the correct mood for the forest in terms of the lighting and color palette.



This serves as inspiration for the badgers' den in how it is camouflaged into the environment.



Inspiration for the flowers which will play an integral part in the game mechanics.



# STYLE, LOOK, AND FEEL (CONTINUED)

## OPENING WALKTHROUGH

Prologue: The badgers of the western den are gathered around their chief. He is one and a half times as tall as the rest of them and much rounder, but it is clear he is well respected. All of the badgers are listening with rapt attention. The chief explains that the bees have become much more defensive of their hive and the clan is in need of new recruits to gather honey as food for the young cubs. Bernadette volunteers.

Goal 1 - Collect energy from the flowers in the meadow: Before leaving the den, Bernadette has 10 units of energy. For each square she moves, it costs her one unit of energy. In order to explore far enough to find the hive, she will need to collect more energy while walking about the forest and the meadow. When she takes her first step outside of the den, she sees a world of mostly blues and greens. The forrest is dense and fairly dark, but some light filters through the branches and leaves above her. She sees a meadow not too far to the east that is bright and beckoning with specks of color that must be flowers the chief was talking about. Before Bernadette moves, she sees a cheetah standing right in front of her, but before she can approach him, he dashes away. She wonders if eventually she will be able to talk to it and learn how to sprint like he does. She continues moving toward the southwest corner of the meadow where there is a flower. It will only take her six moves to get there. She arrives at the flower but before she can take the energy from it, the bee on the adjacent square sees her and stings her. She passes out.

Bernadette wakes up in the den again. Her energy is restored back to 10 from being back home. One of the other badgers found her, and brought her back home where she would be safe from the bees. She is a little shook, but ready to try again. She now knows that she can't get too close to the bees without being spotted. She exits the den again. The cheetah is nowhere in sight this time. Bernadette takes the same path to the flowers but this time she hides behind a tree on the edge of the forest while she waits for another bee to pass by. When the bee is at the flower, Bernadette steps out from behind the tree, and stays 3 squares behind the bee as she moves stealthily toward the flower. This time it doesn't see her. She successfully collects 10 more energy units from the flower. Up ahead, she sees something rustling in the southeast corner of the forest. There's another flower on the way so maybe it is worth investigating...

## CHARACTERS

### BERNADETTE

Bernadette is a young, adventurous, and somewhat naive badger eager to explore the world beyond the den in which she grew up. She cares deeply for her family and the death of her mother had a huge impact on her making her especially protective of her younger siblings.



### QUEEN BEE

The Queen Bee is a bit of an enigma. Even very few of the bees have met her. She has very sharp features that match her harsh personality. She is frustrated with the badgers relentless attempts to steal her hive's honey. Her bees work too hard to make the honey to have it stolen.



### SQUIRREL

The squirrel loves making friends with everyone. He scampers around the forrest and up tree trunks to find new animals that will listen to his seemingly endless stories. He is small with grey fur and an abnormally large head for his body.

### CHEETAH

The cheetah is a solitary character who prefers to avoid social contact as much as possible. However, if you are lucky enough to call him a friend, he is full of wise advice.

### FROG

The frog is happy-go-lucky and somewhat irresponsible. She is happy to nothing all day except dive into the river and cause mischief among the fish.

### LEMUR

The lemur can be unpredictable. Some days he is in a great mood, others he can be very sad. His method for self-soothing is leaping from tree to tree to feel like he is flying.

### GOPHER

The gopher lives life very cautiously. There are many things she is scared of, especially the bees. She wishes she had more friends but often finds herself to scared to make them.

# STYLE, LOOK, AND FEEL (CONTINUED)

## GAMEPLAY

In Something Sweet, the player is a badger who is trying to steal honey from a beehive to bring back to the cubs living with her clan. Along the way, she has to avoid the bees that are flying around the meadow and forest. The main locations in the map are the badger den, the forest floor, the meadow, the flowers, the hive, and the homes of other forest animals where the badger can learn new movement skills.

At the beginning of the game, the badger only knows how to move around by walking. She can learn how to dig from the gopher which opens up the level beneath the forest floor. Here the bees can't see her although she loses access to map so it is unclear where she is going. Visiting the squirrel lets the badger learn how to climb trees which allows her access to the treetops. Once she knows how to climb trees she can find the lemur who teaches her how to jump between branches which lets her travel around the forest canopy. From a frog, she can learn how to swim in the river (not shown in the map yet). Lastly, there is a cheetah running around the map and if the badger catches it, it will teach her how to sprint.

Each of the different kinds of moves cost energy which can be gotten from the flowers in the meadow. The challenge is that this where the bees are most heavily concentrated, so energy needs to be spent wisely. Once the badger makes it to the hive and steals the honey, movement costs double, so she needs to be prepared before picking up the honey and returning to her den. Anytime she runs out of energy or is stung by a bee, she has to restart in her den without any honey.

This is a mostly non-linear game, as the badger is free to explore where ever she wants, although she will eventually need to learn how to climb and jump in order to steal the honey. This is the model of the entire world with more surrounding forest visible from the playable area. The player is unable to teleport as it is a relatively small area and the challenge is more about choosing the best way to spend energy when traveling (balancing speed and stealth).

