

Cookie County GDD

“Bake cookies. Warm hearts. Save the city.”

Story Overview:

- The game opens with the main character shivering in the cold, looking around their gloomy city they live in. Then they remember baking cookies with their late mother, and decide to open a bakery to cheer everyone up.

Game Design:

Connection to theme: The concept of touching other people’s hearts by cheering them up at christmas time. Human connection through giving and generosity. Also showcases the beauty of creation, and how one’s craft can affect and touch others.

Setting: It is a dark and cold winter, the city is dark due to hard times. The only light in this neighborhood is your new cookie shop.

Genre: Cookie County is a cozy cooking baking tycoon where you spread joy by sharing your cookies with the town.

Objective: Spread joy and generate as many hearts as you can

Game Objects and Systems:

- **Cookie Shop Object:** Your store spits out cookies based on clicking.
 - You can upgrade your cookie shop to make new cookies, increase efficiency of clicks, and build up to 3 ovens.
 - Clicking on the cookie shop should open up a view of the inside with little cookies baking which is where upgrade info and UI is displayed as well as cookbook of cookie types and what they do.
 - You must select which cookie you are baking in each oven, so at the start you will have 1 oven and 1 cookie which is default.
 - Clicking applies to up to all 3 ovens per bakery. So spamming clicks when you have 3 ovens will make 3 cookies.
 - Upgrading is all based on hearts you collect (currency)
- **Cookie Creation**

- To add more player agency, and from what we learned from Babel. The player will directly create the cookies used in their shops.
 - Mixing and matching different ingredients, the player can make cookies that look slightly different and have different stats.
 - The player will then be able to load these cookies into the oven and produce them to then be used in the cannon
- **Cookie Cannon**
 - Once you have cookies baked they will appear in a little stack in the bottom corner.
 - Use arrow keys to move the cannon around the screen's perimeter.
 - Press space to launch a cookie from your stack, hold space to charge up the cannon
 - Cannon's velocity scales as you gain more joy.
- **Cookie Types:** Cookies will be able to turn sad npcs joyful, but as the game scales, you will need better cookies to make them joyful quicker.
 - So in early game a cookie will instantly make a heart appear and turn the npc happy, but later you will need better cookies and possibly multiple
 - Each cookie has a different attraction radius, joy score, and bounciness gets better based on better cookie. Used to attract NPCs
 - **Chocolate cookie: Base cookie the only one the player has at start**
 - **1 Heart on consumption**
 - **5 clicks to bake**
 - **Has a large radius for NPC attraction**
 - **Wears off after 60 seconds**
- **NPCs:** All NPCs are in the sad mode by default and when they spawn in
 - Depending on the cookie type an NPC consumes, they can generate joy over time.
 - All cookies have a duration of making people happy and then it will wear off and they'll turn sad again.
 - Wander somewhat aimlessly until within a cookie's radius and then they will seek out the cookie.
- **Fog of War and Camera Pan**
 - By default the cookie shop will be the only light in the dark city
 - As you hit new heart milestones, the city will increasingly light up more and more
 - Turn on light objects in Unity to light up streets and new areas

- As you light up these areas the fog previously covering NPCs and restaurant locations will be revealed
- As the map becomes more visible you can open new bakeries
- **House Spawners and Christmas Lights**
 - Each building prefab starts out dark with its light children shut off.
 - Every house type has 2 sprites the unlit version and the decorated version with lights. Similar to trees and streetlights except in order to turn on the lights, a specific number of happy npcs must return to the house.
 - Each house sprite is doorless, and there is a child door object to each home with 2 states open and closed. Whenever an npc spawns (exits) or despawns (enters) from the house the door will open and then return to its default closed state. This is just a simple sprite swap.
 - Each house can allow 3 npcs to go out at once. This should be a serialized field.
 - When 3 npcs return to the house, the lights turn on. When lights are on the home will generate 5 hearts every 20 seconds.
 - The spawning rate stays the same throughout the game for every house. Send out a max of npcs and when npcs are happy if they near a doors radius they will enter the home.
 - Npcs will only initially spawn if a cookie is shot near the door radius. When npcs spawn they are in the default sadWanderer state.

Tutorial Dialogue:

“So I heard you want to run a bakery, huh? Well I don’t think you got it in you”

“The names Colonel Cookie, and I’ve been baking dough since before you were born”

“The first step to running a bakery is.. Well.. baking. Your ovens run on click power, so start clicking to bake your first batch.”

Optional dialogue if player doesn't click: “Well what’re ya standing around for? Start clicking!”

“Good job kid, now listen up. We are at war. You may not see it but I do. We are at war with the forces of seasonal depression, and this miserable little neighborhood is your battlefield.”

“Use your cookie cannon to blast cookies near people’s homes to cheer them up.”

“Use your scroll wheel or Q/E to man the cannon, and space or right click to blast”

Optional dialogue if they don't get it in 30 seconds: "Are you listening to me? I said shoot a cookie near a civilian house to wake them up!"

"Not bad, look how happy you made them. Keep it up, the more happy civilians, the more we can expand into the fog."

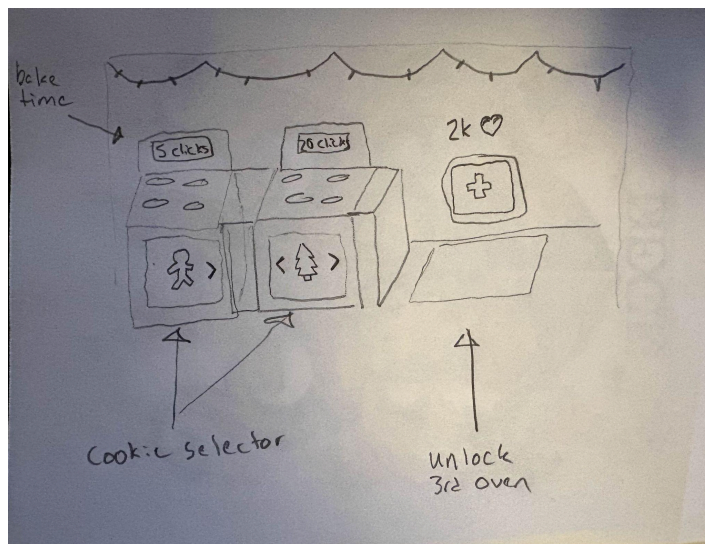
"I left you some supply drops disguised as presents around the map, be sure to shoot them with your cannon to collect them."

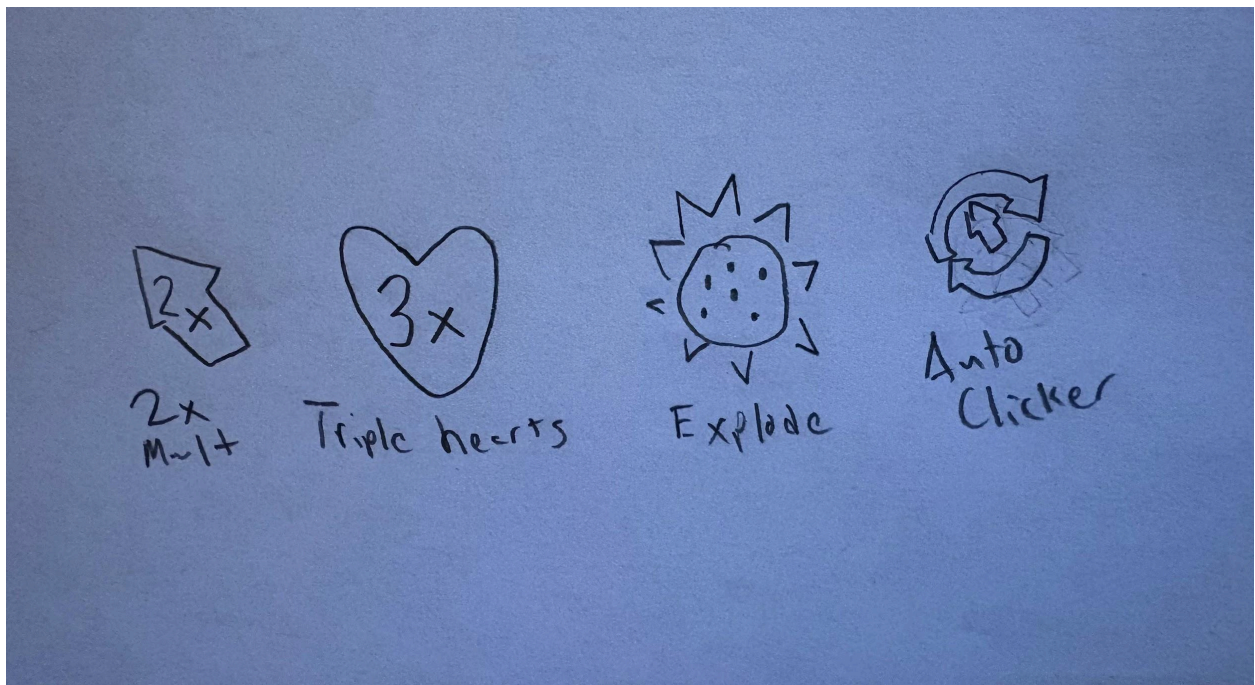
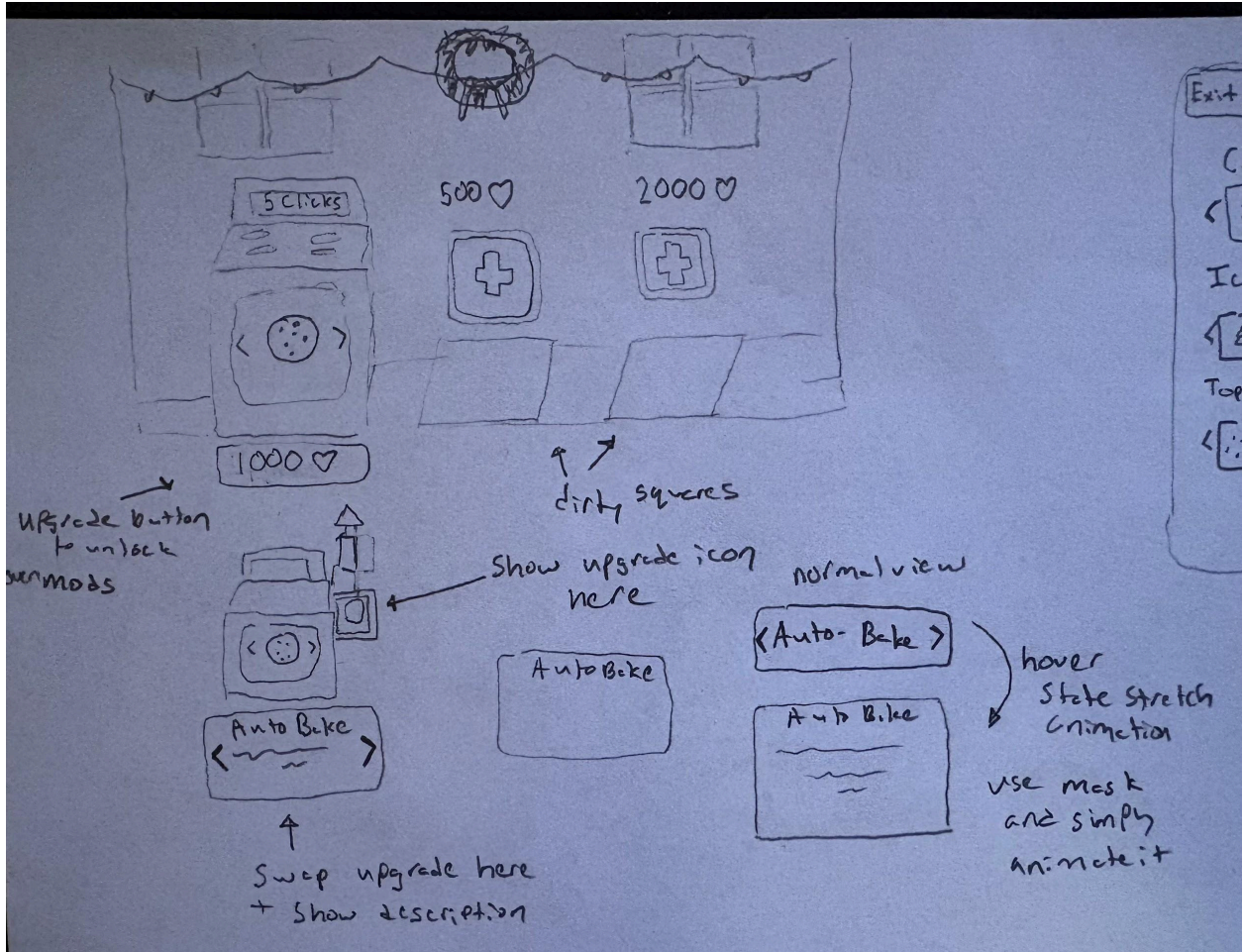
When you first unlock the ability to bake: "Great work, you now have enough ingredients to craft your own recipe" "Press the bake button to add it to your cookbook"

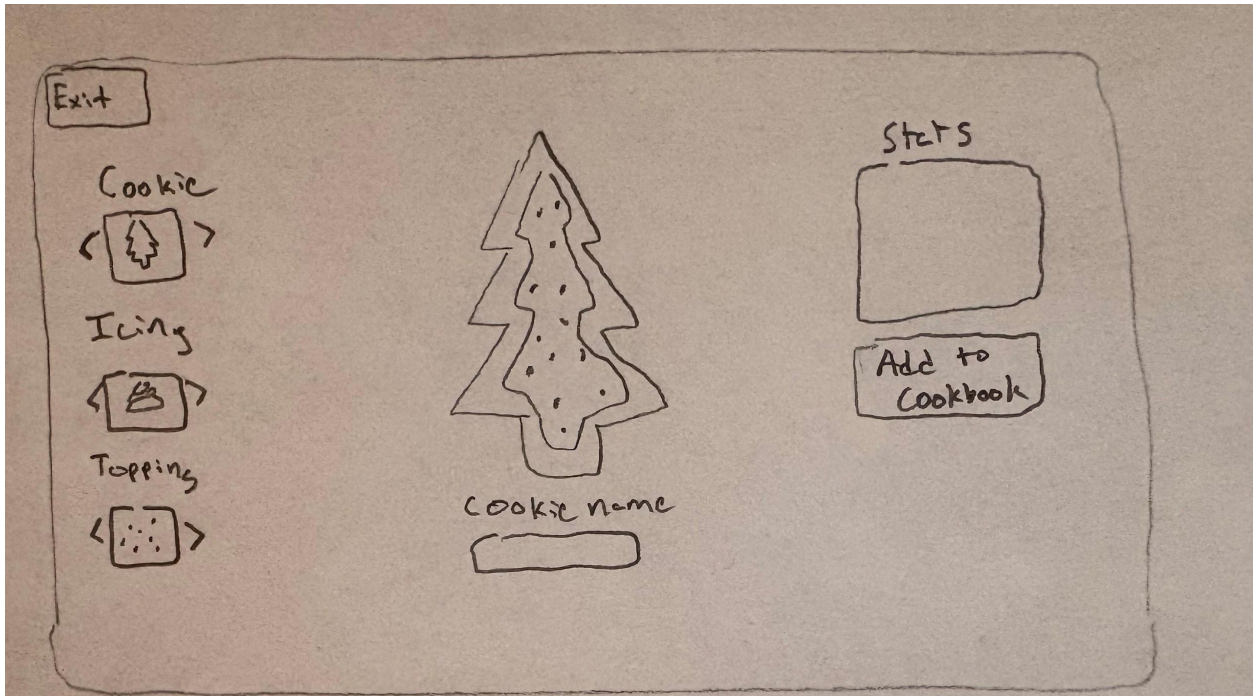
When you click create cookie: "To bake the new recipe, equip it in your oven slot"

When you unlock your first upgrade: "Wow, that department store has great deals on oven upgrades! Check out your ovens to install the new upgrade you got."

UI Sketches and Gameplay Mockups







Could be in a cookbook
form like on paper

OR

On a pan ready to bake
or counter top

stretch
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teit