

Soda Splash GDD

Game Design

- **Main Mechanic:** Click/Tap to pour
- **Objective:** Try to get a perfect pour by filling to the fill line perfectly.
- **Gameplay**
 - Tap the pour button to slowly fill up your cup to the fill line
 - If you overflow the cup you will lose, display score, and start over
 - The higher the soda fills, the higher your points will be.
 - Points start at 0 at the bottom and go up to 1000 at the fill line.
 - If you tap over the fill line you lose some points but it will still count
 - After filling a cup you move onto a new one that fills slightly faster.
 - Game scales by upping the speed of the fill.
- **Major Systems:**
 - **Tap to Pour:**
 - On tap/click of the pour button or maybe just in general, trigger the pouring animation.
 - Gameobject (idk godot) of the pour foam moves from the bottom to the top.
 - This object has a mask that blocks the top of the filled cup png, to simulate pouring.
 - When player lets go of button, if the foams little box collider is colliding with the pour line then you get a perfect score.
 - As the foam object moves up, lerp the score from 0-1000 (the fill line)
 - For each level, there is a fill zone that the player must get the liquid in
 - Each level the fill zone gets thinner and if the liquid is below or above the fill zone then it triggers a loss/the end of the run
 - **Point System**
 - Track score from 0-1000, or over
 - Score increases as liquid gets closer to the top of the fill zone
 - Display the score updating live as the cup fills
 - Then display total score somewhere
 - Leaderboard for high score?
 - Or just display your personal best highscore.
 - **Gameplay scaling**
 - **Fill speed increases**
 - **Fill zone floor becomes thinner**
 - **Faucet distance from cup changes randomly each time**
 - **Different cup shapes/sizes (stretch goal)**
 - **New Cup Spawner**
 - Spawn a new cup when you fill one up successfully

- **Perfect Pour Collision Tracking**
- **Flavor Modifiers? Maybe overkill**
 - Maybe as you progress there's some other modifier to gameplay other than speed
- **Sprint 2 Planned Updates**
 - **Juice and Feedback**
 - **Perfect Pour:** Satisfying sfx, particles shoot out, "Perfect!" on the UI screen
 - Drop golden straw
 - Drop a straw into the cup when you succeed
 - Satisfying swapping of cups (lerp)
 - Rendered lighting
 - **Sound**
 - Pouring sfx when holding click (raise pitch), chhhhh sound and liquid sound
 - Separate faucet active sound and cup filling sound
 - Overflow and lose sound
 - Good, great, perfect sounds
 - Cup transition sound
 - **Mechanics**
 - Exponential point system for getting perfect/great/good
 - Make endless run possible
 - Randomized point ranges in different phases

Gameplay Sketches:

