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Potato Sitter

Version#.7/02/25.0.069

Table of Contents

**Game Overview 5**

Game Summary 5

Tag Line5

Genre5

Unique Selling Points5

**Technical Specifications6**

Target Platform6

Development Software Requirements 6

Hardware Minimum Requirements 6

**Game Mechanics 7**

Game Rules 7

Core Mechanics 7

Gameplay Loop 7

Game Objectives 7

Player Controls 8

Player Abilities 8

Game Mode 8

Difficulty Progression 9

**Story & Narrative 10**

Plot Summary 10

Settings & World 10

Characters10

Dialogue / Cut Scenes 11

**Level Design 12**

Game Levels 12

Maps 12

Challenges 12

**Visual & Art Style 13**

Art Direction 13

Character Design 13

Environment Design14

UX/UI Design 14

**Audio Design 15**

Music 15

Sound Effects (SFX) 15

Voice Acting 15

**Marketing & Distribution 16**

Launch Plan 16

Marketing Strategies 16

Distribution Platforms 16

**Project Timeline & Milestones 17**

Development Phases 17

Milestones & Deadlines17

Budget & Resources18

**Appendices & References 19**

Concept Art 19

Prototypes 19

References 20

Team

|  |  |  |
| --- | --- | --- |
| Role | Name | Responsibilities |
| Deity | Zachary Androvich | Squat |
| Deity | Brianna Zarman | Vodka, potato |
|  |  |  |
|  |  |  |

Changelog

|  |  |  |
| --- | --- | --- |
| Version | Date | Changes |
|  |  |  |
|  |  |  |
|  |  |  |
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Game Overview

Game Summary

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| --- |
| Game Summary |
| Sentient possibly evil(?) potato that thankfully cannot move, but your mum asked you to take care of it. It makes more and more disturbing/aggressive/suggestive demands that need to be followed or else it will tell your mum you don’t like potates. He is also racist towards other potates and root vegetables. Takes inspiration from Rat Shaker, Clickholding, Cooking Mama World: Babysitting Mama, Lethal Company Maneater enemy |

Tag Line

|  |
| --- |
| Tag Line |
| Potato; friendship; racism; potatoes; philosophy; potates; |

Genre

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| --- |
| Genre |
| Psychological horror, first-person, singleplayer, dialogue heavy, dark humour, atmospheric, indie, hentai, potato crimes/war crimes |

Unique Selling Points

|  |
| --- |
| Unique Selling Points |
| Potato,  Realistic potato dialogue.  Never before interview with Potato.  Avoiding your mum’s disappointment. |

Technical Specifications

Target Platform

|  |
| --- |
| Target Platform |
| PC |

Development Software Requirements

|  |  |  |
| --- | --- | --- |
| Software | Version | Pricing |
| Maya | 1.069 | $4.20 |
| Unity | 4.20 | $690 |
| Garden | 21 | $0.01 |

Hardware Minimum Requirements

|  |  |
| --- | --- |
| Required Development Hardware | |
| Processor: | Potato |
| Memory: | Vodka |
| Graphics: | Whataroa |
| DirectX: | Sweet Potato |
| Storage: | Stomach |
| Operating System: | Brain |

Gameplay Mechanics

Game Rules

|  |  |
| --- | --- |
| Game Rules | |
| 1 | Potato attached to hand. Cannot willingly be released and must be viewed. |
| 2 | Lateral movements without any vertical. |
| 3 | Point and click via potato. |

Core Mechanics

|  |  |
| --- | --- |
| Mechanic | Description |
| Squeeze the potato | Potato will start shaking with rage and must be squeezed to soothe him |
| Interactables in the environment | Potato will direct player to take him to various objects around the level and play has to decide whether to give in to potates demands or not, baring in mind that by not obeying him, he will grow angry and may unleash his evil power. |
| No checkpoints | If potato becomes fully enraged player gets bad end and has to restart |

Gameplay Loop

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| --- |
| Gameplay Loop |
| Babysit evil(?) sentient potato trying to keep his rage “meter” down (not visible, indicated by his behaviour and various cues), one button to squeeze potato, same as the interact button, which means you can accidentally interact with objects. Ex: You try to squeeze potato but interact with glass, instead you start ripping the potates skin off and he screams in pain and starts biting you. There is no healthbar but it would be disturbing and take a LOT of squeezing to overcome potates rage. |

Game Objectives

|  |  |
| --- | --- |
| Objective | Description |
| Successfully follow directive given by potates | Potato |
| Find easter eggs | Photo of you mystery dad? Is he real? Are YOU a potato????? Is potates your dad??? You can see out into a field, is it actually a field of potates like you are being told or is it a field of heads?????????  Once discovered all easter eggs, you convince the potates to tell the cops about your mum about the field of ILLEGAL potato-human modification (they wont believe you you are an idiot child) |
|  |  |

Player Controls

|  |  |  |
| --- | --- | --- |
| Control | Function/Action | Device |
| Wasd/leftstick | Lateral movement | Keyboard / controller |
| Laser pointer mouse/rightstick | Camera movement | Mouse / controller |
| Left click/righttrigger or right bumper | Squeeze/interact | Mouse / controller |

Player Abilities

|  |  |  |  |
| --- | --- | --- | --- |
| Ability | Effect / Description | Cooldown | Unlock Requirement (If applicable) |
| Rock the potates | Rocks the potates like a sweet little baby, immediately soothing him and reducing his rage by a large percentage. If timed well, can prevent game over |  | None, available from start of the game |
| Lullaby | Puts the potates to sleep, used to get away from him for a period of time for free exploration in usually restricted areas |  | Maybe locked behind successfully completing a certain amount of tasks for potates that eventually rewards you with a Music Box Item? |
|  |  |  |  |

Game Mode

|  |  |  |
| --- | --- | --- |
| Mode Name | Description | Objective |
| Story Mode | Goes through the set plotline with various branching paths. | Complete the story of the game. |
| Speedrun Mode | Includes a timer and automatically skips cutscenes. | Includes a online leaderboard at the end of the run. |
|  |  |  |

Difficulty & Progression

|  |  |
| --- | --- |
| Difficulty | Special Changes |
| Normal | Rage meter charges at a set rate. Reduced amount of hazards. |
| Hard | Rage meter charge is increased. Increased amount of hazards. |

Story & Narrative

Plot Summary

|  |
| --- |
| Plot Summary |
|  |

Setting & World

|  |  |  |
| --- | --- | --- |
| Description of World | Timeline | Atmosphere |
|  |  |  |
|  |  |  |
|  |  |  |

Characters

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Character | Description | Backstory | Abilities | Development |
| Protagonist |  |  |  |  |
| Antagonist |  |  |  |  |
| Side Character 1 |  |  |  |  |
| Side Character 1 |  |  |  |  |

Dialogue/Cut Scenes

|  |  |
| --- | --- |
| Conversations / Monologues | |
| 1 |  |
| 2 |  |
| 3 |  |

Level Design

Game Levels

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level Name | Environment Type | Key Features | Enemy Type  (If applicable) | Boss  (If applicable) |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Maps

|  |  |  |  |
| --- | --- | --- | --- |
| Section Name | Size | Unique Features | Map Layout (Design/Image) |
|  |  |  |  |
|  |  |  |  |
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Challenges

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level Name | Challenge Type | Description | How to Solve | Reward |
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Visual & Art Style

Art Direction

|  |
| --- |
| Visual Theme |
|  |

Character Design

|  |
| --- |
| Concepts and Visual Traits of Characters, Race, Religion |
|  |

Environment Design

|  |
| --- |
| Worlds, Maps, Environments, Seasons, Flora & Fauna |
|  |

UI/UX Design

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| --- | --- |
| Interface Elements | |
| 1 |  |
| 2 |  |
| 3 |  |

Audio Design

Music

|  |  |  |
| --- | --- | --- |
|  | Style | Mood |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |

Sound Effects (SFX)

|  |  |
| --- | --- |
| In-game Sounds | |
| 1 |  |
| 2 |  |
| 3 |  |

Voice Acting

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| --- |
| Dialogue Recording Plans (if Applicable) |
|  |

Marketing & Distribution

L**aunch Plan**

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| --- | --- |
| Launch Plan | |
| Release Timeline |  |
| Early Access |  |
| Beta Tests |  |

Marketing Strategies

|  |  |
| --- | --- |
| In-game Sounds | |
| Social media |  |
| Trailers |  |
| Press Kits |  |

Distribution Platforms

|  |  |
| --- | --- |
| Platforms | |
| 1 |  |
| 2 |  |
| 3 |  |

Project Timeline & Milestones

Developmental Phases

|  |  |  |  |
| --- | --- | --- | --- |
| Phase | Duration | Main Tasks | Deliverables |
| Pre-Production |  |  |  |
| Production |  |  |  |
| Testing & QA |  |  |  |
| Release |  |  |  |

Milestones & Deadlines

|  |  |  |  |
| --- | --- | --- | --- |
| Milestone | Deadline | Goal | Dependencies |
|  |  |  |  |
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Budget & Resources

|  |  |  |  |
| --- | --- | --- | --- |
| Category | Cost | Time | Description |
|  |  |  |  |
|  |  |  |  |
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Appendices & References

Concept Art

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Prototypes

|  |  |
| --- | --- |
| Links to demonstrations or early builds | |
| 1 |  |
| 2 |  |
| 3 |  |

References

|  |  |
| --- | --- |
| PICTURE  Wallpaper face, pendant, tears, Berserker, berserk, behelit for mobile and  desktop, section аниме, resolution 1920x1080 - download | PICTURE  Potatoes for a Changing Climate | CWR Interactive Stories |
| LINK https://img.goodfon.com/original/1920x1080/c/24/badfon-behelit-berserk-berserk-kulon.jpg | LINK  https://stories.cwrdiversity.org/wp/wp-content/uploads/2020/02/2019\_12\_12\_Peru\_CIP\_CWR\_CT-69.jpg |
| PICTURE | **PICTURE**  Slecht weer, boer in aardappelveld - PICRYL - Public Domain Media Search  Engine Public Domain Image |
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