MYSTERY SHARK GAMES

Content
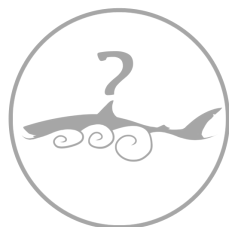
1. Product Summary

The player moves, stacks, and builds a requested random burger indicated on the HUD. Building enough correct burgers in the allotted time progresses players to the next level.

Game Genre: Arcade
Comparative Titles: Sky Burger
Target Audience: Casual Gamers ages 10-20
Age Rating: E10+ PEGI 7
Platforms: Windows, Mobile
Release Date: 6/2/2016
Game Modes: Single Player
**Game Duration:** 8-10 minutes
Target Metacritic Rating: 80+

2. Product Overview

The player controls the latest in burger stacking technology; moving their burger on a platform to catch falling ingredients while blasting negative items away. Every round a customer indicates their desired burger through an order slip on the HUD. Building a correct, more desirable burger results in points while an incorrect burger will not award any points. As the player earns points the quality of the restaurant increases as well, rewarding the player with new environments to play in.

3. Game Overview

The goal of Burger Blaster is to make burgers according to customers' demands. Players will create these burgers by catching falling ingredients thrown by the restaurant's crazed chef.
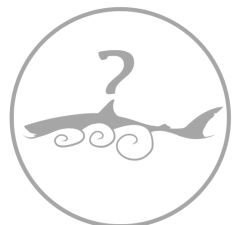
Order System:

The customer places an exact order of what ingredients they want along with the quantity of those ingredients. Orders are displayed in the receipts HUD at the top left of the screen. The player must create exactly that burger to be awarded points. Each receipt is worth a specified number of points.

Pickle X2	
Pattie X3	Ingredient list and # needed of each to complete burger
Cheese X1	

Price	200	Base points burger is worth
Tax	50	Bonus points from pickups
Total	250	Total points of burger

Star Meter

★★★☆☆ 1550 — Player's total score

Order —

Pickle X2	
Pattie X3	
Cheese X1	

Price	200
Tax	10
Total	210
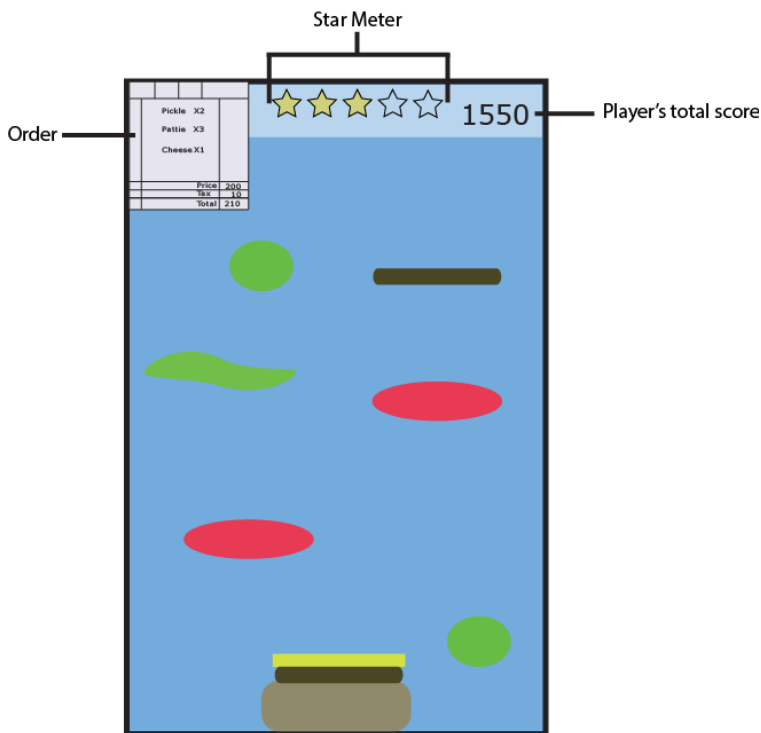
Ingredient point chart:

Item	Value
Patty	5
Cheese (Swiss, American, Cheddar)	5
Lettuce	10
Tomato	10
Onion	20
Pickle	20
Mushroom	25
Avocado	25
Egg	50
Top Bun	10
Boot	-25
Dead Fish	-15
Stinky Sock	-10
Underwear	-50

Points will be kept in the player's score at the top right of the screen.

Stars:

When the player successfully crafts a burger their Star Meter begins to fill. Each level has five stars that the player is required to fill in order to continue to the next level. Each star has its own set value of points required to fill it. As the game progresses the amount of points each star is worth will increase. The Star Meter is located in the middle of the HUD. If a player manages to completely fill their Star- Meter before the timer runs out, they move on to the next level. With each new level the background changes going from a humble food cart to a 5 star restaurant.

4. Game Pillars

1. Pickups
2. Timer
3. Shooting

I. Game Pillar: Pick ups

The game's pickups can be divided into two categories, positive and negative. As their names' imply, positive pickup aid the player in some way while negative ones hinder the player.
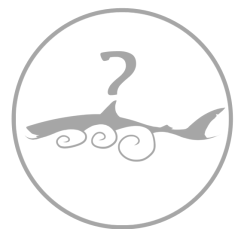
Positive Pickups

2x Speed Power Up *(increase player's speed by 2x)*
Bacon *(Makes any burger better, always adds points)*
Piercing Shot *(missiles pierce through and destroy ingredients that would normally need to be shot multiple times for a set time)*
Health Inspection *(instantly clears the screen of negative ingredients; needs button input to activate)*

Negative Pickups

Gun Jam *(Temporarily prevents the player from shooting missiles)*
Frenzy *(Temporary increased ingredient drop rate)*
Slow *(Temporarily reduces bottom bun's movement speed on the moving platform)*
Bad Luck *(Temporary increases the drop rate for negative ingredients)*

II. Game Pillar: Timer

Each level has a timer that gives the player a set amount of time to accumulate a certain amount of points. As the game progresses, the amount of time players are allotted to achieve the needed score will decrease.

III. Game Pillar: Shooting

Player's will be able to shoot and destroy incoming unwanted ingredients and inedible items that will instantly reduce the amount of points for the players burger. Different items, such as the stinky boot, will require more than one shot to be destroyed. Player's can also shoot and destroy need ingredients making it harder for them to complete orders.

5. Game scope

Burger Blaster will have three level changes. Ranging from an outdoor burger stand, a fast food restaurant, and finally a five star restaurant.

6. Three Cs

I. Character

The player's avatar is displayed as the bottom bun of the burger itself and the score at the top of the screen.

II. Camera

The game's camera is locked into a fixed 3rd Person position.

III. Controls

The player's avatar moves by velocity, left and right at the bottom of the screen.

7. Key Binds and input layout

The left analogue stick controls the players movement left and right.

The right analogue stick controls the crosshair and shooting direction.

Right trigger fires missiles

A button uses Health Inspection pickup