# YUM YUM UNIVERSE

**A Team Corgi Stampede Production**

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# Intro

YumYum Universe is a runner-style game in which you fly around space eating asteroids, moons, planets, and suns to become the fattest being in existence. The player takes on the role of a hungry alien, whose sole purpose in life is to eat.

The game operates from a top-down perspective, where you are constantly flying at a fixed speed, dodging objects that are bigger than you to eat the ones that are smaller. You grow bigger as you play, able to gobble up larger and larger objects, similar to Katamari games.

We want the player to feel accomplished as they eat and grow fatter, as they wipe out entire galaxies. That's the main engagement we're aiming for, and all aspects of gameplay will work toward making the player feel accomplished.

This design document will detail every aspect of the game to all team members who may have use for this information.

# Game Orientation

It is important to note that YumYum Universe will be played entirely in landscape orientation. At no point will the player have to turn their IOS device to portrait orientation. All screens, menus, and gameplay will be viewed in landscape, so be sure to design all aspects of the game accordingly.

# Controls

YumYum Universe's controls are straight forward and few in number.

- Flying – The player flies through space at a fixed rate. They can only speed up by acquiring power-ups (see Page 27 for details), or by choosing the Ken-el Starting Planet (see Page 17 for details). Aside from that, there is no way for the player to control his/her speed.
- Strafing – To strafe from side to side, tilt the IOS device. To strafe left, tilt left. To strafe right, tilt right. This move is used for dodging larger objects and for lining the character up with smaller ones.
- Turning – On the far left and right sides of the screen, there will be two transparent arrows. When the player holds down one of the arrows with his/her thumb, the character will turn in the desired direction. The longer the arrow is held down, the more the character will turn. This move is used for exploring the levels (see Page 8 for details).
- Shooting – When the player eats a sun attack during a boss battle (see Page 15 for details), tap the screen to shoot it back at the sun.

# Menus and Screens

Listed here are all screens the player will encounter in the game. All of the screens should be designed in landscape orientation.

## Back Button

On every screen except the Loading, Splash, Title Menu, and Gameplay screens, the player can press a curved arrow icon located in the top-right corner of the screen to go back to a previous option or menu.

## Title Menu Screen

After the Splash Screen animation (see Page 19 for details) plays, the player will be taken to the Title Menu Screen. Here they can find the following:

- The game's title – The title of the game will be placed at the top of the screen.
- An outer space backdrop – The exact same as the Galaxy backgrounds (see Page 8 for details), but darker.
- "New Game" button – Starts a new game using one of the three available save files.
- "Continue Game" button – Quickly loads the most recent save file and starts the game from that point.
- "Load Game" button – Brings up an overlay of all three available save files for the player to load from.
- "Options" button – Brings up the Options Menu overlay.
- Quit button – A red circular button with a white X inside that allows the player to exit the game.

## Loading Screen

Unless we have time for a more detailed loading screen (see Page 19 for details), the Loading Screen will be very simple. It will consist solely of the Title Menu Screen's outer space backdrop and the word "Loading…" in white text.

This screen will be used for the following transitions:

- Title Menu Screen – Gameplay Screen (and vise-versa)
- Title Menu Screen – Galaxy Map Screen (and vise-versa)
- Gameplay Screen – Galaxy Map Screen (and vise-versa)
- Gameplay Screen – Customization Screen (and vise-versa)
- Options Menu – Credits Screen (and vise-versa)

## Gameplay Screen

The Gameplay Screen is where the player plays. On this screen, you can find:

- Pause button – This button, located in the top-right corner of the screen, will pause the game when pressed. It also brings up the Pause Menu overlay.
- Turn arrows – These transparent arrows, when held down, will turn the player either left or right. The arrows should be on the far left and right sides of the screen, and should be barely visible so that they don't block the player's view of asteroids and other obstacles.
- Radar – In the bottom-right corner of the screen will be a radar for the player to view to see where they are on the map, where the borders are, and where planets, the sun, and collectibles can be found (see Page 12 for more details).
- Health bar – In the top-right corner of the screen will be a health bar. It will be a green bar on top of a red bar. As you get hurt, the green bar shortens to reveal more red. When you reach 0 health, the green bar disappears.
- Growth bar – In the bottom-left corner of the screen will be a bar that represents the player's Growth Points (see Page 13 for details). The bar will be empty by default, but as the player earns Growth Points, the bar will fill up with a blue color.

# Pause Menu

This menu is an overlay. It doesn't fill up the entire screen and is semi-transparent. All gameplay is paused while this overlay is open.

This menu contains the following:
- "Resume Game" button – This resumes play.
- "Shop" button – Takes the player to the Shop Screen.
- "Customize" button – Takes the player to the Customize Screen.
- "Galaxy Map" button – Takes the player to the Galaxy Map Screen.
- "Save" button – Saves the game's data onto its designated save file.
- "Options" button – Opens the Options Menu overlay.
- "Main Menu" button – Asks the player whether or not they want to return to the main menu. If they select "Yes," they return to the Title Menu Screen.

# Options Menu

This menu is an overlay. It doesn't fill up the entire screen and is semi-transparent. If accessed from the Gameplay Screen, all gameplay remains paused while this overlay is open.

The player can access this menu two ways:
1) Through the Title Menu Screen
2) Through the Pause Menu

This overlay menu contains:
- Sound Toggle – Turn the game's sound on and off.
- Music Toggle – Turn the music on and off.
- "Credits" button – Sends the player to the Credits Screen

- "Achievements" button – Brings up the Achievements Screen
- The Back Button in the top-right corner to return the player to the Pause Menu overlay.

# Credits Screen

This is a separate screen. The Loading Screen will appear when you access and leave the Credits Screen.

This screen contains:
- The names of every member of the development team listed on the left, and their corresponding title(s) listed on the right.
  - "Thomas Ryefield      –      Project Lead and Writer"
  - "Grant Boutiette       –      Co-Writer and Marketer"
  - "Luis Illingworth       –      3D Character Modeler and Rigger"
  - "Kelsey McEwing       –      Texture and 2D Model Artist"
  - "Sarah Ikegami        –      3D Animator and 2D Artist"
  - "Sheamus Roonan      –      Systems Designer and Technical Artist"
  - "Nick Bruhnke        –      Level Designer"
  - "Devin Thompson      –      Producer"
- An outer space backdrop, the exact same as the Title Menu Screen and Loading Screen.
- The Back Button in the top-right corner to return the player to their previous screen.

# Galaxy Map

This menu is a separate screen. The Loading Screen will appear when you access and leave the Galaxy Map.

The Galaxy Map contains the following:

- "Tutorial" level button – In the bottom-right corner of the screen, there will be an amoeba icon. Pressing that amoeba will take the player to the Tutorial (see Page 22 for details).
- Galaxy buttons – There will be 7 of these buttons in total, not including the Tutorial. The buttons will be represented by one of the planets from each of the 7 galaxies. When pressed, these buttons will take the player to whichever Galaxy Level (see Page 8 for details) they choose, provided they are unlocked.
  - If a galaxy is locked, that galaxy's icon will be blackened, and an image of a padlock will be placed on top of it.
- The Back Button in the top-right corner to return the player to their previous screen.

# Galaxies

Every galaxy in YumYum Universe will have its own unique look, usually associated with a culture or food group. An entire galaxy will serve as a level.

These levels are open-world, so you can fly anywhere you wish once you enter a galaxy. However, there are borders. Each level is circular, and if the player tries to fly out of the circular border of the map, the game will flash a "Turn around" message before automatically looping the player around 180 degrees.

At the center of each galaxy is a sun. These suns serve as the boss battles (see Page 15 for details), but also an indicator of where larger objects are located.

In every level, the largest objects of the galaxy can be found closest to the sun, while the smallest ones are near the level's borders. The player will have to work their way around the galaxy, eating first in the outer reaches, and then slowly working their way inward until they can battle and gobble up the sun.

Each level will have at least 3 different asteroids, each one's design fitting with the theme of that level. These asteroids serve as the player's main food source. The more they eat, the bigger they become. It's important to note that asteroids do not respawn (unless the player dies). We want the player to feel accomplished, so new asteroids will not appear after they are eaten.

There will be anywhere from 4 – 7 planets within each galaxy. These planets will be combinations of the asteroids found within their respective galaxy. When the player eats a planet, the game will automatically save.

Although the galaxies are open-world, the game's progression is linear. At the start of the game, every galaxy except the Tutorial is locked. In order to unlock the first galaxy, the player must finish the Tutorial. After that, they need to eat the sun of each galaxy to unlock the next.

The player can go to previous galaxies from the Galaxy Map. If they want to hunt down collectibles or fatten themselves up on what remains of a previous galaxy, they can do so at any time.

## Hors D'oeuvre Galaxy (Galaxy 1)

**Theme** – French appetizers.
**Background Color(s)** – Light green and/or orange
**Obstacles**:
* Asteroids
* [Boss] Sun flares

**Difficulty** – Easy
**Asteroids** – Various styles of olives, crackers, and cheeses
**Planets** – 4

**Boss** – French chef sun (fires sun flares)

# Baikingu Galaxy (Galaxy 2)

**Theme** – Frozen seafood and Sushi
**Background Color(s)** – Light blue
**Obstacles**:
- Asteroids
- Probes
- [Boss] Flaming rice balls

**Difficulty** – Medium
**Asteroids** – Various styles of ice cubes and seafood
**Planets** – 5
**Boss** – Giant flaming rice ball (fires flaming rice balls)

# Milkshake Galaxy (Galaxy 3)

**Theme** – Neapolitan ice cream
**Background Color(s)** – Chocolate brown
**Obstacles**:
- Asteroids
- Probes
- [Boss] Boiling ice cream

**Difficulty** – Medium
**Asteroids** – Various scoops of ice cream and styles of chocolate
**Planets** – 5
**Boss** – Neapolitan ice cream with a Napoleon hat (fires boiling ice cream)

# Animations

This section contains all of the animations we need for the game, both 2D and 3D.

# 2D Animations

### Asteroid, Planet, and Sun Expressions

Every asteroid, planet, and sun in the game can emote. They have a series of emotions they can cycle through. These 2D expressions will give the objects personality. If an object is bigger than you, it will mock you. If an object is smaller than you, it will scream and cry at the sight of you. Here are the expressions the objects can make:

- Silent mocking laugh — For when they're **a lot bigger** than you.
- Sticking out their tongues — For when they're **somewhat bigger** than you.
- Mocking smirk — For when they're **slightly bigger** than you.
- Wide-eyed frown — For when they're **slightly smaller** than you.
- Teary-eyed gasp — For when they're **a lot smaller** than you.
- Silent, comedic scream — For when you're **about to eat them**.

### Sun Attack Animations

Each galaxy has a sun boss battle, and each sun has an animation for its attack. The following lists the animations needed for every galaxy sun.

- Hors D'oeuvre Galaxy's Sun – Moving flames on its flares
- Baikingu Galaxy's Sun – Moving flames on its flaming rice balls
- Milkshake Galaxy's Sun – Popping bubbles on its boiling balls of ice cream
- Brunch Galaxy's Sun – No animation
- Bufé Galaxy's Sun – Moving flames on its flaming jalapenos
- Pepto Galaxy's Sun – The colorful Tums should wobble
- Smorgasbord Galaxy's Sun – No new animations

# 3D Animations

### Character Movement

The rigging on all of the player character models should do the following actions when prompted by a player command:

- Flying – Character has its arms outstretched (similar to any flying pose Superman might make), its legs straight back.
- Strafing Left – Character tilts its entire body roughly 45 degrees to the left, arms still extended.
- Strafing Right – Character tilts its entire body roughly 45 degrees to the right, arms still

extended.

- Turning Left – Character bends and leans to the left, the right arm coming closer to the head.
- Turning Right – Character bends and leans to the right, the left arm coming closer to the head.
- Eating – Character's cheeks and mouth widen and the head bobs slightly (for the bobbing action, imagine the head movements of a Hungry Hungry Hippo toy).
- Fattening Up – Character's torso expands while the arms, legs, and head remain the same size.

# Radar

On the Gameplay Screen, in the bottom-right corner of the screen, is the radar. The radar is a black circle with a gray outline. The radar's main function is to orient the player within the galaxies, letting them know where planets, suns, and collectibles can be found. If the player gets lost, they can use the radar to help them find their way to the next logical objective.

Symbols of varying size and color will be placed in the black circle of the radar. In the case of planets and suns, the dots that represent them will be bigger or smaller depending on their size in relation to the player. If a planet is too big to be consumed by the player, then that planet's dot on the radar will be larger than the triangle that represents the player.

The radar has the following symbols:

- White triangle – The player character. This never changes in size, and remains in the center of the radar at all times.
- Red dots – The galaxy's sun. These dots vary in size depending on the sun's size in relation to the player. When the player is fat enough to eat 75% of the attacks that the sun fires, both the white triangle and the red dot will be the same size on the radar.
- Green dots – The planets. These dots vary in size depending on the planet's size in relation to the player. When the player is fat enough to eat the planet, both the white triangle and the green dot will be the same size on the radar.
- Blue dots – Collectibles. These dots never change in size. These dots will not appear on the radar until the player buys either a UFO Finder or Satellite Receiver power-up (see Page 28 for details).
- White circular line – Borders. This circle represents the edge of the map. Crossing this line will force the player to be turned around 180 degrees.

# Eating and Growing

The main objective of YumYum Universe is to eat and grow. To do this, the player can eat asteroids, moons, planets, and suns. But they cannot eat something that is bigger than them. Trying to do so will result in the player being hit and taking damage, so they have to start small and work their way up. When the player eats enough small objects, they become fatter, and can then eat bigger objects.

The growth system will work similar to a level system in an RPG. When the player eats an object, they gain Growth Points (GP). After earning enough GP, the player will "level up" and become fatter.

In the bottom-left corner of the screen will two silver lines framing an empty rectangular space. As the player earns GP, a blue bar will grow from the left frame to the right. This blue bar represents how close the player is to fattening up. When the bar is filled, the player character will become fatter and the bar will become empty again. Here is a place-holder formula for the GP concept:

Level 1.    10 GP
Level 2.    30 GP
Level 3.    60 GP
Level 4.    100 GP
Level 5.    150 GP
Level 6.    210 GP
Level 7.    280 GP
Level 8.    360 GP
Level 9.    450 GP
Level 10.   550 GP

This formula will be tested and refined to allow for proper balance.

The main thing we want to accomplish with this system is to give the player a feeling of accomplishment, but still keep their playthrough slow. To achieve this, it will be easy to level up and become fatter, but each level will only reward a small amount of fatness. The player will fly through levels, but they will need a lot of levels in order to proceed through the game.

## Edible Objects

Not every object in the game can be eaten, and those that can will provide different amounts of GP. Here is the basic breakdown of what objects can be eaten and how much GP they reward.
- Asteroids – Very little GP
- Moons – Moderate amounts of GP
- Planets – Large amounts of GP
- Suns – Huge amounts of GP
- Satellite Collectibles – Gain 2 levels when 10 are eaten (see Page 29 for details)
- UFO Collectibles – Gain 2 levels when 10 are eaten (see Page 29 for details)

# Obstacles and Difficulty

The galaxies have a curve of difficulty, with the early levels of course being easy, and the later levels being harder. That difficulty is mainly achieved through the use of obstacles. In later galaxies, there will be plenty of uneatable obstacles that will attack the player or otherwise get in the way of their binging.

Most of the ideas for obstacles might not be implemented in the beta or initial launch (see Page 26 for details), but the ones that follow are the ones we have to create.

## Health

There are a few objects in the game that can hurt the player if they get hit by them: large asteroids; large moons; large planets; probes; lasers; and large sun attacks. Getting hit by these objects will decrease the player's Health Points (HP). There is no way to recover HP during a level.

The player will only recover HP by dying or eating a sun. Should the player lose all HP and die, they will respawn at their last checkpoint with full HP. Should the player defeat a galaxy's sun and eat it, they will recover their HP.

Damage remains even if a player travels to a different galaxy. If the player leaves the Milkshake Galaxy to go to the Baikingu Galaxy, any damage they received in the former will still be present in the latter. Only eating a sun or dying can restore HP.

## Asteroids

Every galaxy has a wide variety of asteroids. Some will be small, others will be large. Large asteroids should be avoided at all costs. If the player runs into an asteroid that is too big for them to eat, then they take damage. This is very simple. In every level, large asteroids exist around large planets and around the sun. A player can easily avoid these large asteroids by flying to smaller planets first.

The difficulty with asteroids comes in the variety. There will always be large asteroids mixed in with clusters of small asteroids. In later galaxies, the amount of large asteroids within small asteroid clusters increases, to the point where there may be six asteroids on screen and only one or two are small enough to eat.

## Moons

Around each planet there may be anywhere from 1 – 4 moons. These moons orbit very close to planets, and serve as a quick boost of GP. The amount of GP they give encourages the player to eat them, but they're always smaller than the planet they orbit, and if the player is too small to eat the planet, they run the risk of hitting it and taking damage. Eating a moon orbiting a planet that's too big requires finesse. They need to approach the planet from the right angle at the right time to successfully eat the moon and gain that GP bonus.

# Probes

Probes are one of the few objects in the game that the player can't eat. They're made of metal and have flashing lights in the centers to make them easy to identify. It doesn't matter how big or small the player is, because a probe will always hurt if they hit it. Probes will also seek out the player and actively try to hurt them. They hurt as much as any asteroid.

Probes have a set radius of awareness. When the player enters that radius, the probe will home in on them. However, the probes are slow, so if the player manages to avoid the initial attack they will eventually outpace the probe and leave its radius of awareness. Once out of that radius, the probe will stop chasing them.

When the probes are first introduced in Galaxy 2 – Baikingu Galaxy, they are few and far between. The player will rarely encounter them in that galaxy. But in later galaxies, there will be far more probes to deal with.

# Sun Boss Battles

Each galaxy contains one sun, and that sun is the boss of the level. This part of the level will have a different feel to it than the rest, mainly in movement.

When the player approaches the sun, the boss fight will initiate and they will stop flying forward. They will become locked onto a circular track surrounding the sun. The player can still tilt the IOS device left or right to strafe, but they no longer have to worry about turning or flying forward.

The sun attacks by firing various projectiles at the player. Each sun has its own projectile (see Pages 8, 9, 22, 24, and 25 for details). The projectiles vary in size and speed. The player must avoid the large projectiles and eat the small ones. Upon eating a small sun projectile, the player will glow red. This means the player is ready to attack the sun. By pressing anywhere on the screen, the player will fire the projectile they ate back at the sun, dealing damage. Every time the sun is hit, its size drastically reduces. After being hit 5 times in total, the sun will become small, and the player will fly up to it and eat it, regaining their HP, gaining a huge bonus is GP, and completing the level.

A player must be a certain size (or have reached a certain growth level) in order to fight the sun. If the player is below that designated size, and they approach the sun, the player's character will turn around and flee, at which point the sun will convey an expression. The player can determine how close they are to fighting the sun by observing its facial expression.

- If the player is **1-2 levels** away from fighting the sun, the sun will **smirk**
- If the player is **3-5 levels** away from fighting the sun, the sun will **stick out its tongue**
- If the player is **more than 5 levels** away from fighting the sun, the sun will **mockingly laugh**

# Difficulty Definitions

In the Galaxies section, each galaxy has a difficulty associated with it. Here are the definitions of those difficulties.

**Very Easy** = Tutorial. You can take damage, but not die. There are few asteroids. Asteroids have little size variation. Sun projectiles are slow.

**Easy** = Asteroids are spaced out. Very few large asteroids mixed with small ones. Moons orbit planets at a distance. Sun projectiles are slower.

**Medium** = Asteroids more packed together. Moderate amount of large asteroids mixed in with small ones. Small amount of probes. Very few black holes. Moons orbit planets at a moderate distance. Sun projectiles fire at normal speed.

**Hard** = Asteroids are packed together. Even mix of small and large asteroids. Moons orbit planets closely. Moderate amount of probes. Small amount of black holes. Small amount of gunships. Sun projectiles are fast.

**Very Hard** = Asteroids are packed together. Most clusters consist of large asteroids. Moons orbit planets closely. High amount of probes. Moderate amount of black holes. Moderate amount of gunships. Sun projectiles are very fast.

# Starting Planets and Starting Stats

After the player presses the New Game button from the Title Screen Menu, they will first be presented with three save files to choose from. They can either overwrite an old save, or use a new empty file for their playthrough. After that, the player will be given a choice between three starting planets. Each planet grants the player a different stat boost that lasts for the entire game.

- **Marz** – +100% HP
- **Ee-arth** – +50% Growth Rate
- **Ken-el** – +50% Speed

These stat boosts will last the entirety of the game, and designate the player's play style. The player can only have one stat boost. At no other point in the game will they receive any sort of stat boost aside from Power-Ups (see Page 27 for details). These stat boosts will not increase when the player levels up, either. They will always remain the same throughout the game.

**Increased HP** – This stat boost is meant for new players. Players who choose this stat boost will receive double the amount of HP.  This is YumYum Universe's equivalent of Easy Mode.

**Increased Growth Rate** – This stat boost is meant for players who want to finish the game quickly. Players who choose this stat boost will receive a bonus 50% GP from every object they eat. Players will not have to eat nearly as many objects to become fat and progress through the game. This is YumYum Universe's equivalent to Casual Mode.

**Increased Speed** – This stat boost targets a mixed audience: players who want to finish the game quickly, and players who want a challenge. Players who choose this stat boost will receive a bonus 50% movement speed. They run the risk of hitting objects more often, but this will cut down on travel time. This is YumYum Universe's equivalent to Hard Mode.

# Characters

When the player begins a New Game, they will first choose which save file they want to use, which planet they want to start on, and then which character models they want to use. They will be able to select from the following models:

- Corgi
- Human Boy
- Human Girl
- Martian

After completing the Tutorial level, the player will be able to switch between character models whenever they choose. If they're tired of being a Martian, they can switch to a Corgi using the Customization Screen (see Pages 19 & 20 for details).

We want the player to have a small amount of variety when they play, and we especially want to include both sexes. But these characters are the only ones we're giving away for free. If the player wants another character, they will have to pay credits for them (see Page 32 for details). If the player wants accessories to customize their character, they will have to pay (see Page 32 for details).

Character models do not provide stat bonuses or any perks. The models exist purely for aesthetics. Every character model will perform the same animations and actions. Aside from visuals, there will be no differences in the character models.

# <span style="color:red">Stretch Goals</span>

<span style="color:red">IMPORTANT</span>: Beyond this point, all ideas presented are <span style="color:red">stretch goals</span>. These should only be worked on after the mechanics and features above are finalized.

# Menus and Screens

## Loading Screen

The loading screen will consist of a 2D cookie planet on top of an outer space backdrop. The cookie planet will serve as the progress bar. As the game loads, the cookie will be eaten away in chunks. When the cookie is gone, the loading screen will slide off to the left and disappear.

This screen will be used for the following transitions:

- Title Screen Menu – Gameplay Screen (and vise-versa)
- Title Screen Menu – Galaxy Map Screen (and vise-versa)
- Gameplay Screen/Pause Menu – Galaxy Map Screen (and vise-versa)
- Gameplay Screen/Pause Menu – Customization Screen (and vise-versa)
- Options Menu – Credits Screen (and vise-versa)

## Splash Screen

When the game is first loaded up, the player will be greeted with our team's Splash Screen. This screen will play an animation of corgis stampeding across the screen.

1. One corgi will run across the screen by itself.
2. A second corgi will run across the screen by itself.
3. An entire pack of corgis will stampede across the screen, whipping up dust behind them.
4. When the dust clears, our team's logo will be revealed.

This animation will play while the game loads. Once the animation is finished, the player will be taken to the Title Menu Screen.

## Customization Screen

Within the Pause Menu, there is a button that will take the player to the Customization Screen. The Loading Screen will play when the player goes to and from the Customization Screen.

In this screen, the player will be able to change their character model and outfit their character with accessories.

In the center of the Customization Screen will be a circular stage bordered by two red curtains. The player's character model will stand on that stage, previewing all changes the player makes to their character.

On both sides of the character model will be curved, semi-transparent arrows. Holding down the arrow on the left will turn the character model clockwise. Holding down the arrow on the right will turn the character model counterclockwise.

In the top-right corner of the screen will be the Back Button, which will return the player to the Pause Menu of the Gameplay Screen. When the player clicks the Back Button, a window will appear and ask, "Do you want to save your changes?" Clicking the green "yes" will save their character model changes. Clicking the red "no" will allow them to return to the game without saving changes. Clicking the white "x," located in the top-right of the window, will close the window and keep the player in the Customization Screen.

On the left side of the screen will be a rectangular box, in which contains all of the available character models. There will be a thumbnail image of each character model's face, so the player can identify the models and make a selection. The player can choose which model they want by clicking on that image. The player can slide their finger up and down the box to scroll through the character models they have unlocked/bought. Clicking any of the thumbnail images will change the model in the center of the screen to preview the selection.

On the right side of the screen will be another rectangular box, in which contains all of the available accessories. Just like the character model box, this box will have thumbnail images of all of the accessories that the player has purchased. Sliding a finger up and down the box will scroll through the accessories. Clicking any of the accessories will add it to the character model in the center of the screen to preview the selection(s).

## Achievements Screen

From the Options Menu, the player can view all of the achievements (see Page 31 for details) in the game. The Achievements Screen will consist of a single box that houses the achievements.

On the left side of the box will be the name of each achievement. Titles of achievements that have been unlocked will be white, while the titles of achievements that are still locked will be grayed out.

After each title, there will be a description of how to unlock the achievement. This text will also be white when unlocked, and gray when locked.

## Shop Screen

From the Pause Menu, the player can access the Shop Screen. The Shop screen will consist of a box that displays the thumbnail images of character models and accessories, identical to the ones in the Customization Screen.

The thumbnails will be arranged horizontally. Underneath each thumbnail will be the price of that accessory or character model (see Page 32 for details). The player can cycle through the available items by dragging their finger across the screen.

In the top-right corner of the box will be a drop-down menu. The menu will allow the player to choose which items they want to browse. If they're only interested in buying neck accessories, they can select it from the following options:

- Characters
- Head
- Neck
- Hands
- Torso
- Back
- Misc

In the bottom-left corner of the box will be a gold coin with a "C" carved into it. Next to that coin is the player's total number of credits (see Page 32 for details).

In the bottom-right corner of the box will be a button that says, "Buy Credits." Pressing this button will take the player to the App Store where they can spend real money for credits (see Page 32 for details).

# Tutorial

At the start of the game, the player will have to complete the Tutorial level. The layout of the Tutorial level will change depending on which Starting Galaxy (see Page 17 for details) the player chooses at the beginning of the game. The layout will remain the same throughout all three, but the planet that the player initially eats, and the asteroids will change accordingly.

**Theme** – Varies
**Background** – Varies depending on which Starting Planet is selected
- Marz – Caramel brown
- Ee-arth – Light green or blue
- Ken-el – Orange

**Obstacles**:
- Asteroids of varying size and shape
- [Boss] Sun flares

**Difficulty** – Very Easy
**Asteroids** – The asteroid designs change based on which Starting Planet is selected
- Marz – Candy bars
- Ee-arth – Salad ingredients
- Ken-el – Dog treats

**Planets** – 0
**Boss** – A normal sun with a chef's hat

The player's appearance will be based on which character model they chose at the beginning of the New Game.

This level is a lot smaller than the others and only has one sun. The goal is to eat enough smaller asteroids and avoid larger ones until the player is big enough to eat the boss sun, located in the center of the level.

At the beginning of the Tutorial, the player won't be able to strafe or turn. The sun will not be present, so the player cannot accidentally find it. The arrows used for turning won't appear on screen until they get far enough in the tutorial to learn how to use them and what they're for. The radar also will not be on screen until the player has learned how to turn.

As the player progresses through the Tutorial, messages in black text will appear on the left side of the screen, giving instruction to the player.

This is the sequence of the Tutorial level:

1. The player moves at a fixed rate through an empty space, establishing how flight speed works.
    a. Message: "It's a dog eat dog world. Go eat."

2. The player runs into a smaller asteroid and eats it, growing slightly bigger.
   a. Message: "Tasty! But that's not enough."
3. The player runs into two more small asteroids and grows bigger.
4. The player moves through an empty space for five seconds.
   a. Message: "Watch out for the big guys. They're mean."
5. The player runs into a large asteroid, who laughs, and the player takes damage. The health bar appears and immediately shortens to 90%.
6. The player moves through an empty space for five seconds.
   a. Message: "Tilt the screen to strafe."
7. Two large asteroids appear on screen. The player has to avoid them in order to progress. If they get hit, repeat Sequences 6 and 7.
8. The player moves through an empty space for three seconds after finishing Sequence 7.
9. The action pauses and the radar appears. It flashes to get the player's attention. The player can see a curved line on the radar that indicates the level's border. There is also a white triangle, which is pointed right at the level's border.
   a. Message: "Make sure to stay within the circle."
10. Action resumes and the player hits the level's border and is automatically looped around 180 degrees.
11. The player moves through an empty space.
    a. Message: "Okay, now go find more snacks."
12. The player moves through an empty space for three seconds.
13. The action pauses and the arrows appear on the left and right side of the screen. The left one flashes to get the player's attention, and for now the right arrow doesn't work. The player has to press and hold the left arrow to progress.
    a. Message: "There are no more snacks here. Hold the arrow to turn."
14. Action resumes and the player turns.
15. Small asteroids appear at the top of the screen. A counter at the bottom of the screen that reads "0/20" appears. The player has to eat 20 small asteroids to proceed. From here on out, they can proceed however they wish.
16. Once they eat 20 asteroids, the action pauses again. A large red dot appears on the radar. It flashes to get the player's attention.
    a. Message: "That's a big snack. Go eat it."
17. Action resumes and the sun appears in the center of the level. By using the radar and the turning arrows, the player can fly toward the sun.
18. When the player reaches the sun, the action pauses again.
    a. Message: "Watch out, it's attacking! Eat the small ones."
19. The boss fight begins. The player stops flying forward, the arrows disappear, and now the player can only strafe. The sun fires two large flares at the player, followed by one small one. This pattern repeats until the player eats the small flare.
20. Action pauses. The player character flashes red.
    a. Message: "Great, now tap the screen to fire."
21. The player shoots the flare back at the sun. The sun frowns and shakes when it gets hit. Its body shrinks down. Action resumes and the battle continues. The player must hit the sun three more times to beat it.
22. When the sun is weakened and tiny, the player character rushes forward and gobbles it up, becoming big and fat.
23. The player flies off screen, finishing the Tutorial and moving on to the Galaxy Map.

# Galaxies

These are the galaxies we would love to include to expand on the game, but might not have time for. These galaxy levels will feature mechanics similar to the original 3, but will also include some of our more ambitious obstacles (see Page 26 for details).

## Brunch Galaxy (Galaxy 4)

**Theme** – Brunch food
**Background Color(s)** – Light yellow and white
**Obstacles**:
- Asteroids
- Probes
- Black holes
- [Boss] Egg yolks

**Difficulty** – Medium
**Asteroids** – Various styles of eggs, fruit, garnish, pancakes, and waffles
**Planets** – 6
**Boss** – A sunny-side-up egg (fires egg yolks)

## Bufé Galaxy (Galaxy 5)

**Theme** – Mexican food
**Background Color(s)** – Light red, white, and green
**Obstacles**:
- Asteroids
- Probes
- Black holes
- Sombrero gunships firing lasers
- [Boss] Flaming jalapenos

**Difficulty** – Hard
**Asteroids** – Tacos, peppers, nachos, and burritos
**Planets** – 6
**Boss** – Giant jalapeno pepper (fires flaming jalapenos)

## Pepto Galaxy (Galaxy 6)

**Theme** – Pepto-Bismol
**Background Color(s)** – Pink
**Obstacles**:

- Asteroids
- Probes
- Black holes
- Pepto-Bismol tablet gunships firing lasers
- [Boss] Colorful Tums tablets

**Difficulty** – Hard
**Asteroids** – Balls of liquid Pepto-Bismol, Gas-X gel pills, mints
**Planets** – 6
**Boss** – Giant mass of liquid Pepto-Bismol (fires colorful Tums tablets)

## Smorgasbord Galaxy (Galaxy 7)

**Theme** – Cornucopia
**Background Color(s)** – Dark Gray
**Obstacles**:
- Asteroids
- Probes
- Black holes
- Buffet plate gunships firing lasers
- [Boss] Asteroids from every previous galaxy – excluding the Pepto Galaxy

**Difficulty** – Very Hard
**Asteroids** – Various fruits, vegetables, and meats
**Planets** – 7
**Boss** – A giant cornucopia (fires asteroids from every previous galaxy – excluding the Pepto Galaxy)

# **Obstacles and Difficulty Continued**

Refer to Pages 14 & 15 for more information on the concept of Obstacles and Difficulty.

## Black Holes

From Galaxy 4 onward, the player will encounter black holes scattered across the galaxies. These masses of swirling blackness will draw in players. If the player gets pulled too far into the black hole, they will be instantly killed.

The pulling power of the black holes starts off weak and easy to avoid, but during later levels they will become a dangerous hazard. Since turning around would be a clunky way to avoid a black hole, the player can tilt the IOS device to strafe their way out of a black hole's gravitational pull.

Black holes have a radius of affect. Their pull strength is stronger in the center, and weak around the edges.

Asteroids, moons, planets, collectibles, power-ups, and suns will not be affected by black holes. There will be a finite number of these objects within a galaxy, many of which the player needs to progress through the game, so we don't want them to be absorbed by a black hole.

Gunships and probes, however, will be affected by black holes. The instant-kill powers of a black hole can be used by the player to get rid of pesky gunships and probes by leading them into its gravitational pull. Once a gunship or probe enters a black hole's radius of affect, they do not resist and are swiftly pulled into the black hole. When this happens, their images swirl around, shrink down, and then disappear.

## Gunships

From Galaxy 5 onward, the player will encounter gunships scattered across the galaxies. Story-wise, these gunships are manned by the races that inhabit the galaxy the player is currently invading. Example: The Bufé Galaxy has sombrero gunships since the level is Mexican-themed.

These gunships function similar to probes. They have a radius of awareness that is twice as large as probes, but move at half of the speed. It's easy for the player to leave a gunship's radius of awareness, but while they are within that radius, gunships will fire lasers at them.

Gunship lasers move slowly and in a straight line. The lasers hurt as much as an asteroid or a probe.

Gunships will follow the player directly while they are within the radius of awareness. The player can lead gunships into black holes to destroy them.

# Power-Ups

From the Milkshake Galaxy onward, the player will find power-ups scattered across the levels. The power-ups are represented by a 2D sphere with a symbol. The color of the sphere, its symbol, and the effect of the power-up itself varies from level to level. These power-ups are meant to speed up gameplay and temporarily decrease the game's difficulty, and the variation will keep gameplay fresh.

When the player runs into a power-up, they will eat it and gain a special power for a total of 10 seconds. Once the 10 seconds are up, gameplay returns to normal.

There are only three power-ups within each level listed below. Once these three power-ups are eaten and used, the player can only acquire more by purchasing them with Credits (see Page 32 for details).

Here is a list of the five power-ups.

## Milkshake Galaxy Power-Up

**Name** – Vacuum Mouth
**Color** – White
**Symbol** – Whirlwind
**Power** – Draws small objects toward the player for 10 seconds, allowing them to eat more in a shorter time.

## Brunch Galaxy Power-Up

**Name** – Rise and Shine
**Color** – Yellow
**Symbol** – Sun
**Power** – Increases the player's speed by +50% for 10 seconds.

## Bufé Galaxy Power-Up

**Name** – Gas Attack
**Color** – Green and brown swirl
**Symbol** – Gas cloud
**Power** – Rings of gas spread out from the player similar to a pulse of energy: every second, for 10 seconds, a pulse fires. The pulses destroy probes, gunships, and gunship lasers they touch.

## Pepto Galaxy Power-Up

**Name** – Ready for More
**Color** – Red
**Symbol** – A big toothy smile
**Power** – For 10 seconds, the player can eat any object they run into. Gunships, gunship lasers, probes, black holes, large asteroids, moons, planets, and sun attacks can all be eaten. Any object that already grants GP (asteroids, moons, and planets) will grant the player +50% GP. The sun is the only object that cannot be eaten with this power-up.

## Smorgasbord Galaxy Power-Up

**Name** – All-You-Can-Eat
**Color** – Shimmering gold
**Symbol** – A plate of food
**Power** – For 10 seconds, the player's speed increases by +50%, they receive a +50% GP boost, they are invincible, and can eat any object that the "Ready for More" power-up can.

There are two additional power-ups the player can only acquire through the in-app store (see Page 32 for details): The Satellite Tracker and UFO Tracker power-ups. These power-ups are meant for marking collectibles on the player's radar so they do not have to scour every corner of a galaxy to find the collectibles. Because they cannot be found on the map, they do not have a color or a symbol.

## Universal Power-Ups

**Name** – Satellite Tracker
**Power** – Marks the closest satellite collectible on the radar with a blue dot.

**Name** – UFO Tracker
**Power** – Marks the closest UFO collectible on the radar with a blue dot.

# Collectibles

Within every galaxy (excluding the Tutorial), there will be collectibles for the player to find. 10 satellites and 10 UFOs will be scattered around each of the seven galaxies, for a total of 140 collectibles.

The game keeps track of how many Satellites and UFOs the player has consumed. When the player eats 10 Satellites, they will gain 2 growth levels. When the player eats 10 UFOs, they will gain 2 growth levels. The game does not add Satellites and UFOs together. They are their own separate entities. You cannot eat 6 Satellites and 4 UFOs and still receive the +2 level bonuses.

Satellites and UFOs should be commonly placed far away from planets, in places where the player might not go if they only focus on eating planets. However, in the first two galaxies, there should be a few collectibles near planets, so that the player can learn of their existence.

# Additional Character Models

YumYum Universe's main source of income will be through the purchasing of additional character models and accessories (see Page 30 for details). The additional character models will provide the player with customization options so they aren't limited to the original free models we provide them for free.

Like the original four character models, none of these paid models provide stat boosts or any other perks for the player. They exist merely for aesthetics.

Here are some ideas for future character models.

- Brown Bear
- Polar Bear
- Panda Bear
- Red Panda
- Birman Cat
- Bombay Cat
- Persian Cat
- Shetland Sheepdog
- German Shepard Dog
- Raccoon
- Penguin
- Pig
- Rat
- Zombie

# Accessories

Accessories, like character models, exist purely for aesthetics, to provide the player with a way to customize their character as they devour the universe. Accessories do not provide stat boosts or any other perks. Additionally, accessories can be worn on any character model, regardless of gender or species.

There are different sections of the model's body that can hold an accessory: Head, Neck, Hands, Torso, Back, and Misc. Only one accessory can be placed on those sections.

Here are some ideas for accessories.

- Head
    - Top hat
    - Crown
    - Mullet hair
- Neck
    - Gold necklace
    - Scarf
- Hands
    - Fork and knife
    - Winter gloves
    - Oven mitts
- Torso
    - Red dress
    - White shirt
- Back
    - Plain cape
    - "Eat at Joe's" cape
- Misc.
    - A rainbow trail that flows from the model's rear end
    - A red aura that surrounds the model's entire body.

# Achievements

To encourage the player to explore and play the game multiple times, we will have an achievement system that reward these – and many other – actions.

Players can view all of the game's achievements through the Options Menu. By pressing the "Achievements" button within that menu, a box will appear. In that box, the player can see the title of each achievement (featured on the left), as well as the requirements for unlocking them (featured on the right).

Achievements cannot be earned during the Tutorial.

*One Tough Cookie*: "Complete the game as a Marz alien"

*I'm Still Hungry*: "Complete the game as an Ee-arth alien"

*Bow Wow*: "Complete the game as a Ken-el alien"

*Untouchable*: "Beat a galaxy without taking damage"

*Follow the Leader*: "Lead a probe or gunship into a black hole"

*Ooo! Chocolate Swirl*: "Fly into a black hole"

*Don't Laser Me, Bro*: "Beat the Pepto Galaxy without getting shot"

*Revenge is Sweet*: "Devour 20 gunships"

*Mmm, Cheesy*: "Eat four moons in a row without eating anything else"

*Like Metal Cookies*: "Eat all UFOs in a single galaxy"

*Metal Cookie Buffet*: "Eat all UFOs in every galaxy"

*Satellite Seeker*: "Eat all satellites in a single galaxy"

*Satellite Radio*: "Eat all satellites in every galaxy"

*Stylin'*: "Purchase your first accessory"

# Credits and Store Information

Credits will serve as YumYum Universe's in-game currency. This currency can be spent on power-ups, additional character models, and accessories.

There are multiple ways to acquire credits. The fastest and easiest way to earn large quantities of credits is to spend real money. However, we don't want the player to feel forced to spend money, so credits can slowly be accumulated by playing the game normally. Planets, suns, and collectibles will provide the player with small amounts of credits, but again, the fastest way is to spend money.

Here is a list of the ways players can earn credits, and how many credits each action rewards.

- Gameplay
  - Planet – 5-20 Credits (depending on the planet's size)
  - Sun – 5-40 Credits (depending on the sun's size)
  - 10 UFOs – 15 Credits
  - 10 Satellites – 15 Credits
- Spending Money
  - $0.99 – 500 Credits
  - $4.99 – 1100 Credits
  - $9.99 – 2500 Credits

Here is a list of the prices for every item the players can buy in the store.

- Character models – 600 Credits
- Accessories
  - Head – 125 Credits
  - Neck – 75 Credits
  - Hands – 200 Credits
  - Torso – 300 Credits
  - Back – 150 Credits
  - Misc – 400 Credits
- Power-Ups
  - Galaxy-Specific – 50 Credits
  - UFO Tracker – 25 Credits
  - Satellite Tracker – 25 Credits

All prices are still a work-in-progress. They will be adjusted to make a business model that doesn't feel intrusive, but also encourages the player to pay.