**Lorenzo Mannarino & Nick Mauti**

**2D Game Design Project**

**Executive Summary**

Abstract of game story: A pastry chef, whose ideas have been shunned by the cooking world, sets out to take revenge against his competition. While working on his new pastries in his lab, something goes horribly wrong, the oven explodes and the pastries come to life. The mutant pastries over take his bakery and Chef Tony must fight them off and take back his bakery. Armed with fire he must fight his way through the various rooms in the bakery, burning up all the mutant pastries.

**Game Play Look & Feel**

Appearance:

* static side shooter
* main character chef tony has ability to move left and right and jump and down through certain floors
* levels include outside of the bakery and inside the bakery basement
* the evil mutant pastries include cupcakes, loafs of bread and a massive cake boss
* Score is setup in the left top of window
* Chef Tony’s health meter is in the top right of the window

 Player roles and actions:



**Chef tony**, he is trying to save his bakery from the mutant pastries

He is equipped with the capabilities to jump, move left/right and mini flame thrower that is used to burn up the pastries



The first level is the bakery store front; it is overrun with demented muffins and bread.



The muffins hop back and forth chasing you around; they are the weakest of the pastries



The bread has grown legs and is stronger and faster than the muffins and cupcakes combined.

In the second and final level you are in the basement of the bakery.



In the basement chef tony finds the cake boss. You must take out the cake boss in order to take back control of your bakery.



Strategies and motivations: destroy the evil pastries and win back the bakery. Destroying pastries earns you points. Avoid the cupcakes and destroy them with fire.

**Development Specs**

Hardware: web browser, keyboard, and a monitor.

Software: Construct 2 <http://www.scirra.com/construct2>

Algorithm style: 2D Sprite animation