

GDD - SPUD SAVE

Concept:

Spud Save(working title) is a charming and frantic 3D, third-person endless runner game with a unique twist. You play as Potazl, a determined potato who has just lost his beloved Sproutina at a potato themed restaurant function . Now, Potazl must navigate a wacky obstacle course filled with kitchen hazards and hungry humans,(chefs) to find Sproutina before she meets a disastrous end!

Gameplay:

Endless Runner: Inspired by Temple Run, Spud Save features an ever-changing course filled with twists, turns, jumps, and slides. Potazl automatically runs forward, and the player controls his movements by swiping left, right, and up.

Kitchen Chaos: The course is themed around a giant kitchen, with obstacles like rolling pins, giant whisks, swinging meat cleavers, and conveyor belts filled with vegetables.

Power-Ups: Earn power-ups by collecting scattered vegetables and completing objectives. These can include speed boosts, sprout wings for temporary flight, a potato shield to deflect attacks, and a "tuber toss"(eye of potatoes) to temporarily stun enemies.

Hungry Humans: Watch out for chefs and cooks who chase Potazl, trying to grab him for various dishes! Dodge them or use power-ups to outrun them.

Sproutina's Trail: Follow a trail of sparkly potato peels left by Sproutina, indicating the direction she was taken.

Story and Characters:

Potazl: Our spunky potato protagonist, deeply in love with Sproutina. He's small but determined, with expressive eyes and a little sprout sticking out of his head.

Sproutina: Potazl's charming sweetheart, known for her delicious flavor (she is a sweet potato). She screams in terror when captured by humans (a sound effect, of course!).



Chef Grande: The main antagonist, a grumpy chef who wants to turn Sproutina into a gourmet dish.



Mini-Sproutlings: Innocent baby potatoes scattered throughout the levels that Potazl can rescue for bonus points.

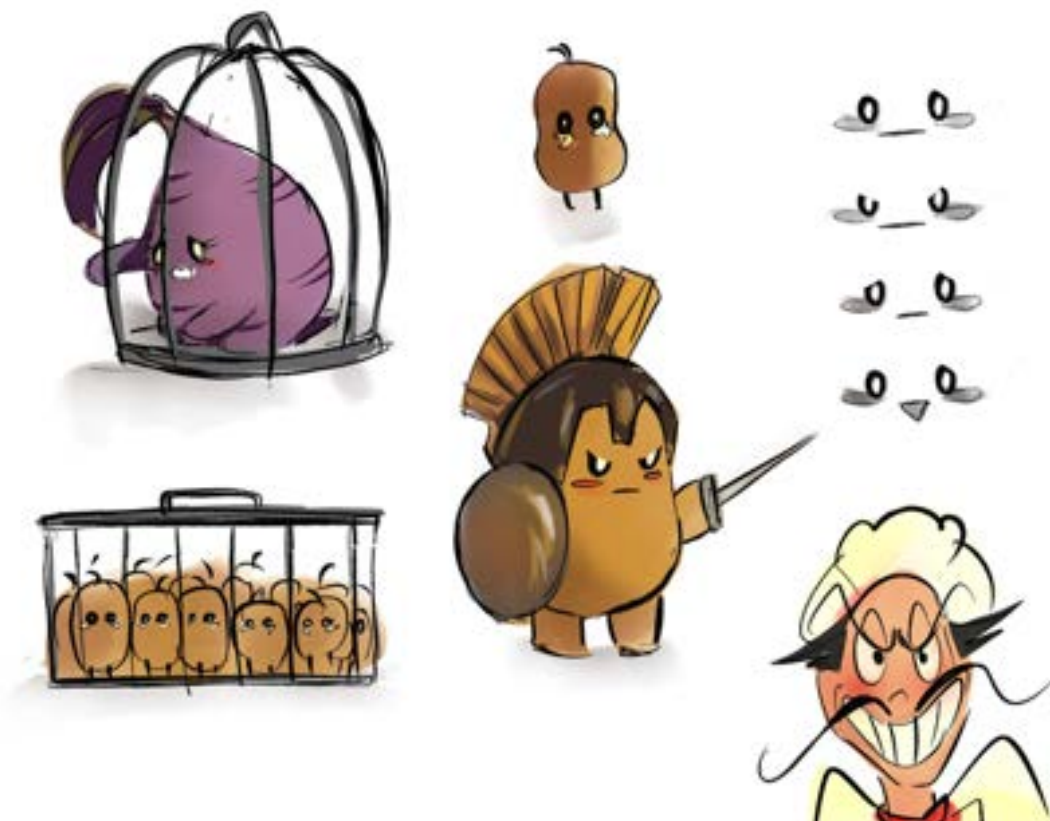


UI and Visuals:

Simple and Clean: Borrow inspiration from Temple Run's clean UI with a focus on the character and environment.



Charming and Cartoony: The visuals should be lighthearted and colorful, with exaggerated expressions on the potatoes and goofy movements from the human enemies.



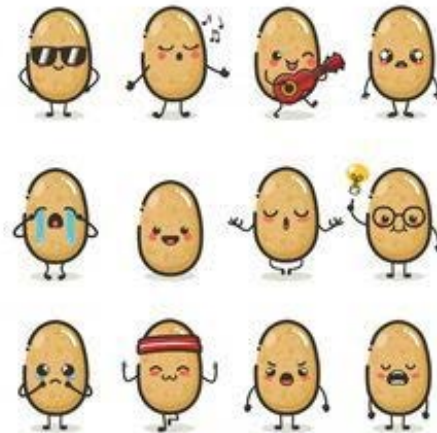
Dynamic Environments: The kitchen environment should be dynamic, with traps triggering flour explosions, water splash effects, and smoke wisps from sizzling pans.





Additional Ideas:

Unlockable Costumes: Complete challenges or collect points to unlock fun costumes for Potazl, like a superhero cape or a french fry hat.



Boss Battles: Face off against Chef Grande at the end of levels, requiring strategic use of power-ups and dodging.



Leaderboard: Compete with friends for the highest distance or most mini-sproutlings rescued Achievements system: like in subway surfers

