

## Number Wizard : Monster Candy Party GDD

In this number wizard game, the castle chef is being told at the last minute that there will be a large party for the king, but he is not told how many people will be attending. The chef needs to guess the number of people coming to the party so he can prepare the food for it. The characters are monsters. The food is candy.

**Art assets** should be created in adobe illustrator and be highly simplified vectors.

At minimum, the art assets should include:

One Monster Chef – If time allows he should have alternate facial expressions.

Background Image – Very simple setting that gives the impression of a kitchen counter with kitchen utensils in the background.

Simple Speech Bubble

Up and Down Arrow Buttons

If time allows - Candy or cupcake designs to add interest to the background. One design with alternate color options is acceptable.

**The basic script** should follow along these lines:

“Why did you decide to throw a party for his Excellency without telling me?”

“You could have invited anywhere between 1 and 1000 people...”

“What?”

“You're not telling me how many?”

“This is preposterous.”

“Fine... I guess I have no choice, but to guess.”

“Is the number below or above 500?”

...

If resources ( time + knowledge ) allow, I would like to have three final outcome responses, each based on a different range of party goers.

If the guessed number is below 250, then the final page says “Oh. I didn't need to worry after all.”

If the guessed number is between 251 and 749 then the final page says “Well at least you're the one paying for all of it.”

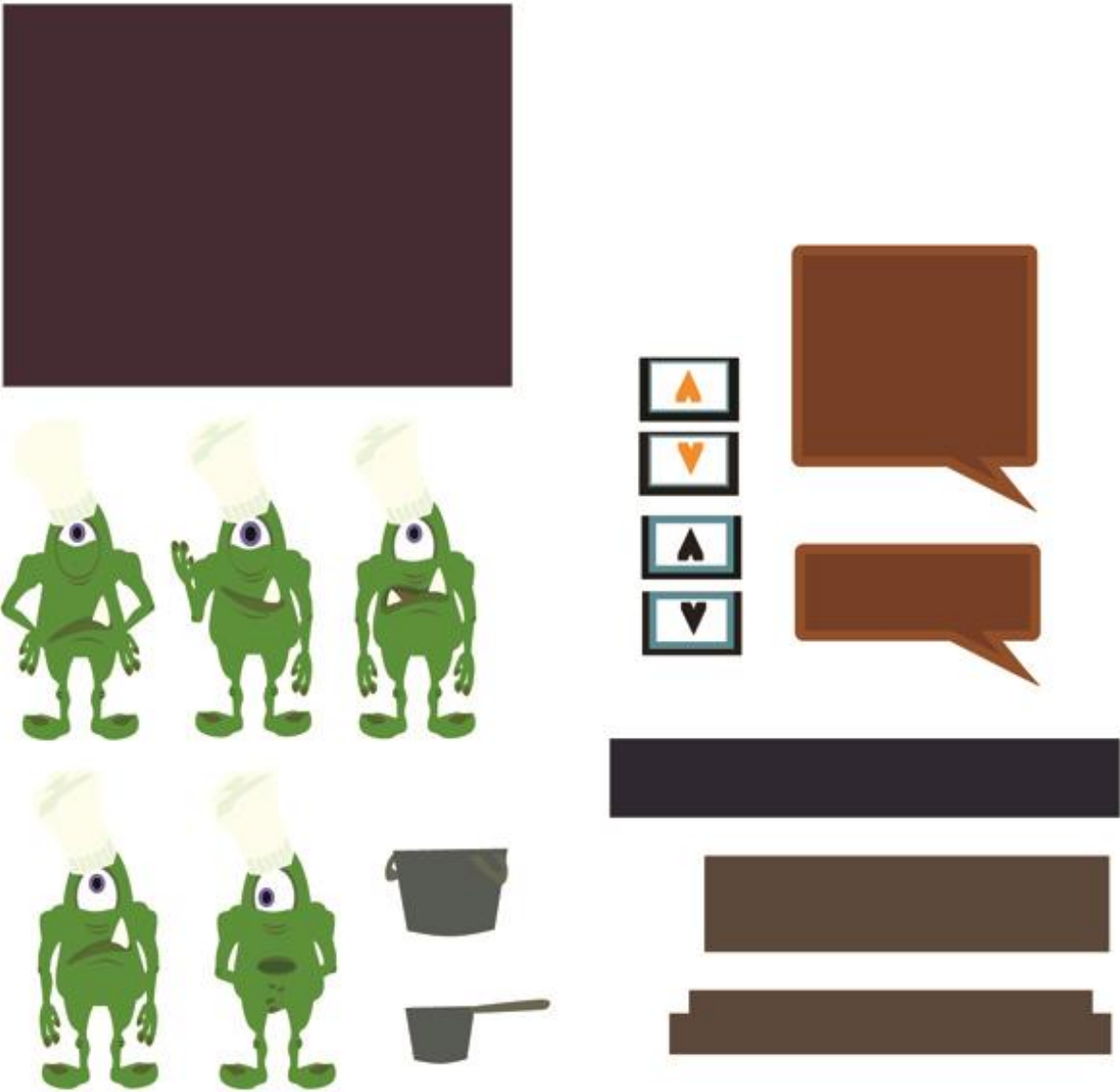
If the guessed number is above 750, then the final page says “We'll, good luck. I quit.”

**Music** for the game will be simple, but upbeat. Looped if possible.

This was the initial sketch for the chef Character and UI placements in Illustrator:



This was the final sprite sheet that was imported into Unity:



Here is a close-up of just the Chef Character and his Expressions:

