
EMBERT
HAND-CRAFTED
A SOFT & CREAMY CHEESE
TOO CHEESY FOR ME

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PREFACE

As part of a project at the end of the second year to be carried out alone during my Game Design studies at ARIES school, I had the task of imagining an ambitious game and describing its universe, writing its scenario, explaining its game mechanics as well as shaping some examples of Level Design.

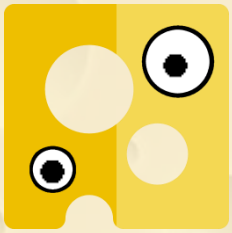
In addition, I had to provide a Unity or Unreal prototype of this Game Concept, showing some of the game mechanics.

So I had to create a game concept and its prototype that had to meet expectations, but with a minimum of ambition.

I had a period of 14 days to produce a file of 12 pages maximum without counting the summary.

The Level Design was carried out as follows:

- A top view under Draw.io



INFORMATION SHEET

Title:	TOO CHEESY FOR ME
Genre:	Action / Shoot 'Em Up
Theme:	Cheese, Apocalypse, Survivor, Comedy
View:	Top Down
Platforms:	PC
Players:	Solo
Public :	Teenagers / Adults
Anticipated PEGI :	7 +

Target : Gamers who like old style Top Down Shoot 'Em Ups

UNIVERSE

CONTEXT

In 2022, a mad scientist, so enthralled by cheese, decided to bring his passion to life.

After many unsuccessful attempts, he succeeded with a Camembert, which immediately recognized him as his creator and master.

The scientist immediately saw the potential of this creation and made others.



It is now 2027, the world is devastated, cheeses rule the world and the famous scientist is at the head of it.

The remaining humans have built up resistance, but failure after failure, they are now close to extinction.

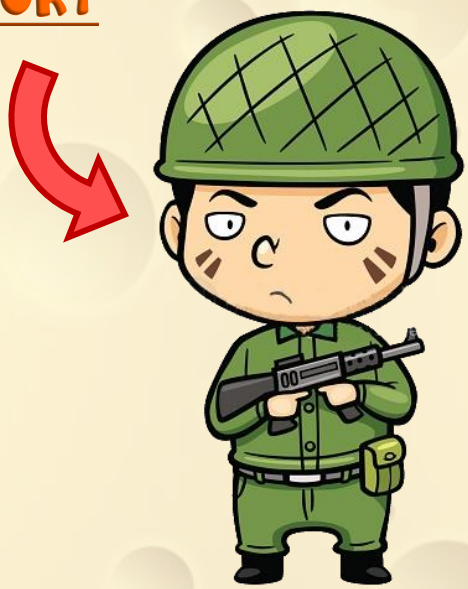
They decide to implement a final strategy:

Send one man directly into the wolf's lair, to eliminate the scientist, and hopefully deactivate all the cheeses.

This man is their best unit, with countless amounts of cheese killed, lactose-intolerant and with the name:

JOHN DERORY





WORLD MAP

UNITED STATES OF AMERICA

The Word Map consists of the United States of America.



At the beginning of the game, the player begins his mission from the base of the human rebels in the state of Kansas, and will have to make his way through six different states, filled with different types of cheese (increasingly strong), to Washington DC, where the mad scientist's lab is located.

The game has an increasing difficulty, increasing with new types of cheeses, more complex Bosses, as well as a more in-depth and detailed Level Design and other unique additions.

Kansas, where John's mission begins, a quiet and desert place, where only a few weak cheeses roam.

During his journey through this state, the player will mainly cross country landscapes, plains and hills, as well as villages.



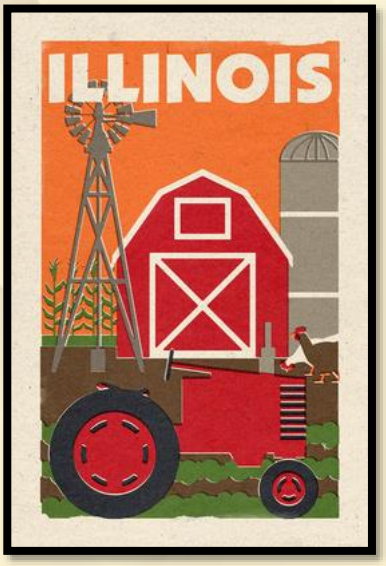


Missouri, the second state, famous for its Route 66, which John will cross.

During his journey through this state, the player will finally know the truth about this famous Route and whether or not it is indeed home to alien forms.

Illinois, the third state, a rural area covered with fertile land.

During his trip through this state, the player will meet farmers, who will go up against cheeses, but also will make a bad discovery about cheeses.





Kentucky, the fourth state, where people liked to come for a picnic on the many lakes.

During his travels through this state, the player will make a rather unusual new friend, and together they will help each other to achieve a common goal.



Virginia, the fifth state, which has beautiful beaches, now slightly less.

During his journey through this state, the player will swim, in the sea as well as in the cheese.

Washington DC, the sixth state, obviously the location of the White House, but now also a famous Lab.

During his trip to the last state, the player will, once the Labo is located, put a definitive end to the mad scientist and his cheeses



CONCLUSION

The universe is now settled.

So we know that the player plays John Derory, a powerful soldier, who will have to travel across the United States, while fighting the hordes of cheeses he will encounter on his way, to reach and eliminate the mad scientist.

We also know that this character is motivated by both a desire for revenge and to save humanity.

The world is therefore populated by enemies, all of them different types of cheeses, but also survivors, human or other, whom the player will have to save or help, and who will for some become useful allies.

Will John succeed in his mission to save humanity?



INTENTIONS

TOO CHEESY FOR ME started from the intention to create a traditional Arcade Shoot'Em Up game, a game so simple, fun and entertaining, with a crazy side (cheeses), which serves to make the player laugh throughout the story and the gameplay.

It is a game that a person will play when he just wants to laugh without really thinking, and to play while being relaxed.

Thanks to the "Badass" aspect of the character, the player will feel rewarded during the fights, exterminating large masses of different cheeses, or even defeating powerful Bosses.

The gameplay is inspired by games like Duke Nukem: Project Manhattan or Dead Ops Arcade.





GAMEPLAY

TOO CHEESY FOR ME is a game with a Top Down view.

CONTROLS



OR





This game can be played with a controller or with a keyboard and mouse, and is played like a traditional Shoot'Em Up game.

WEAPONS



The player will have the opportunity to pick up different weapons to help him in the extermination of cheeses.



MACHINE GUN

Reliable and unceasing

Ideal for the trigger slackers



PISTOL

Precise

Be careful not to hurt your finger whilst clicking



BAZOOKA

No one can resist it

Not even you

Work well with crowds



GRENADE

Bazooka but a disposable version

Don't stay next to it

All weapons have unlimited ammunition, but each has a varied firing rate.

ENEMIES



GOUDA

Basic unit, with a slight aroma of sage



EMMENTAL

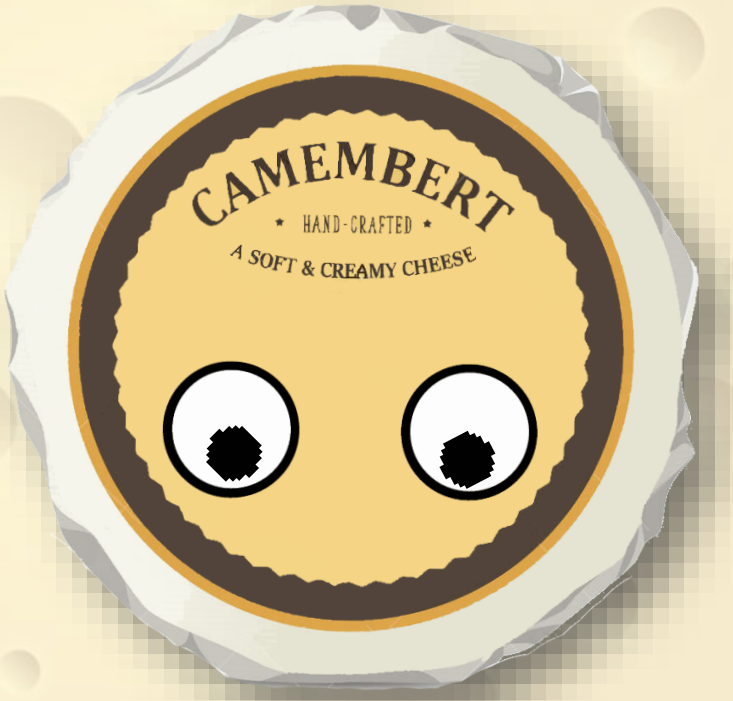
Slow and heavy, like its digestion



BABYBEL

Extremely fast, but extremely weak, perfect as a snack

BOSSES



CAMEMBERT

A powerful cheese Boss, which has several phases between which it alternates whilst losing its life.

Phase 1

Still, and throws poisoned projectiles of his flesh at the player

Phase 2

The projectiles increase, and start creating Babybels

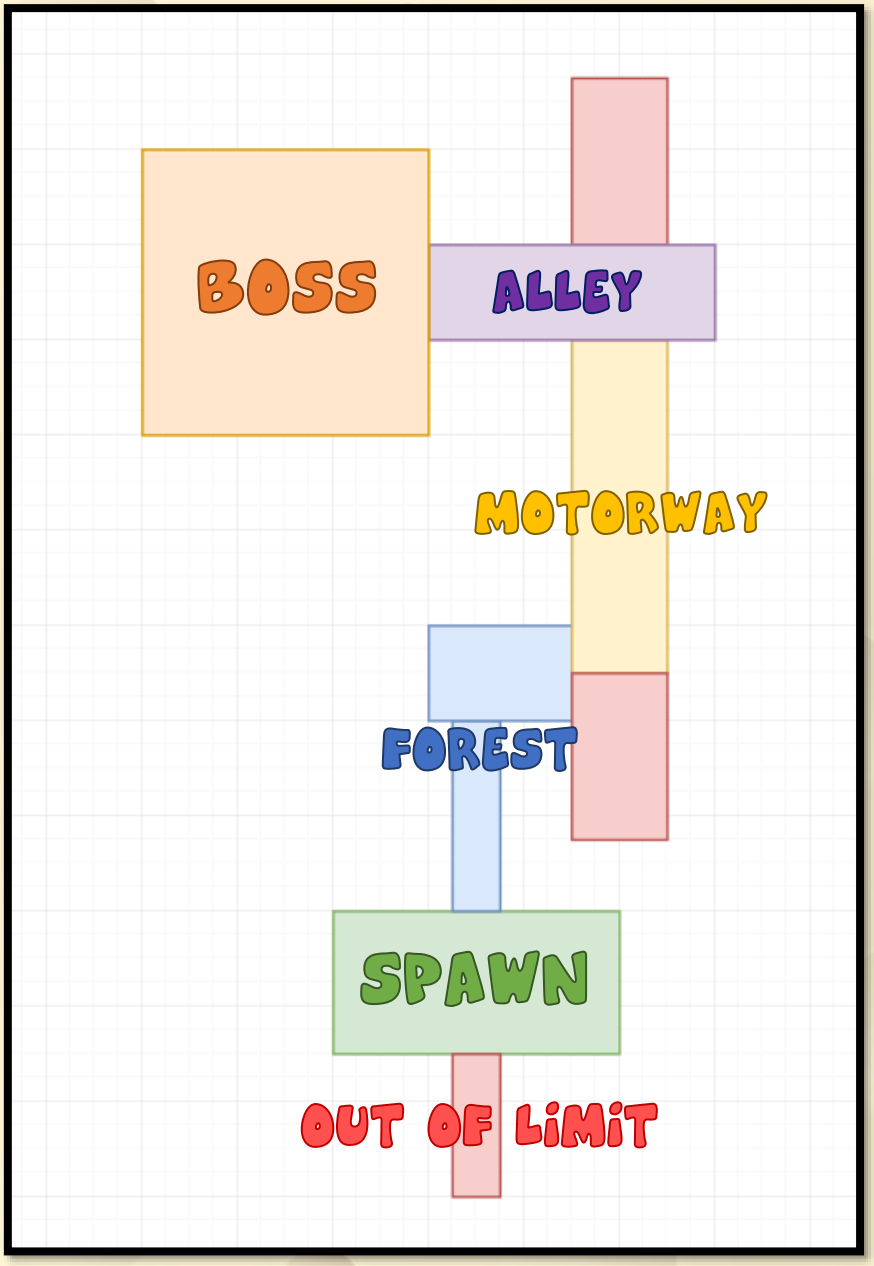
Phase 3

The projectiles increase, he regularly rushes on the player (if he is behind a protection, it is destroyed), and creates Goudas, Emmentals and Babybels

The player will meet at least one boss per state, powerful cheeses with unique features to each.

LEVEL DESIGN

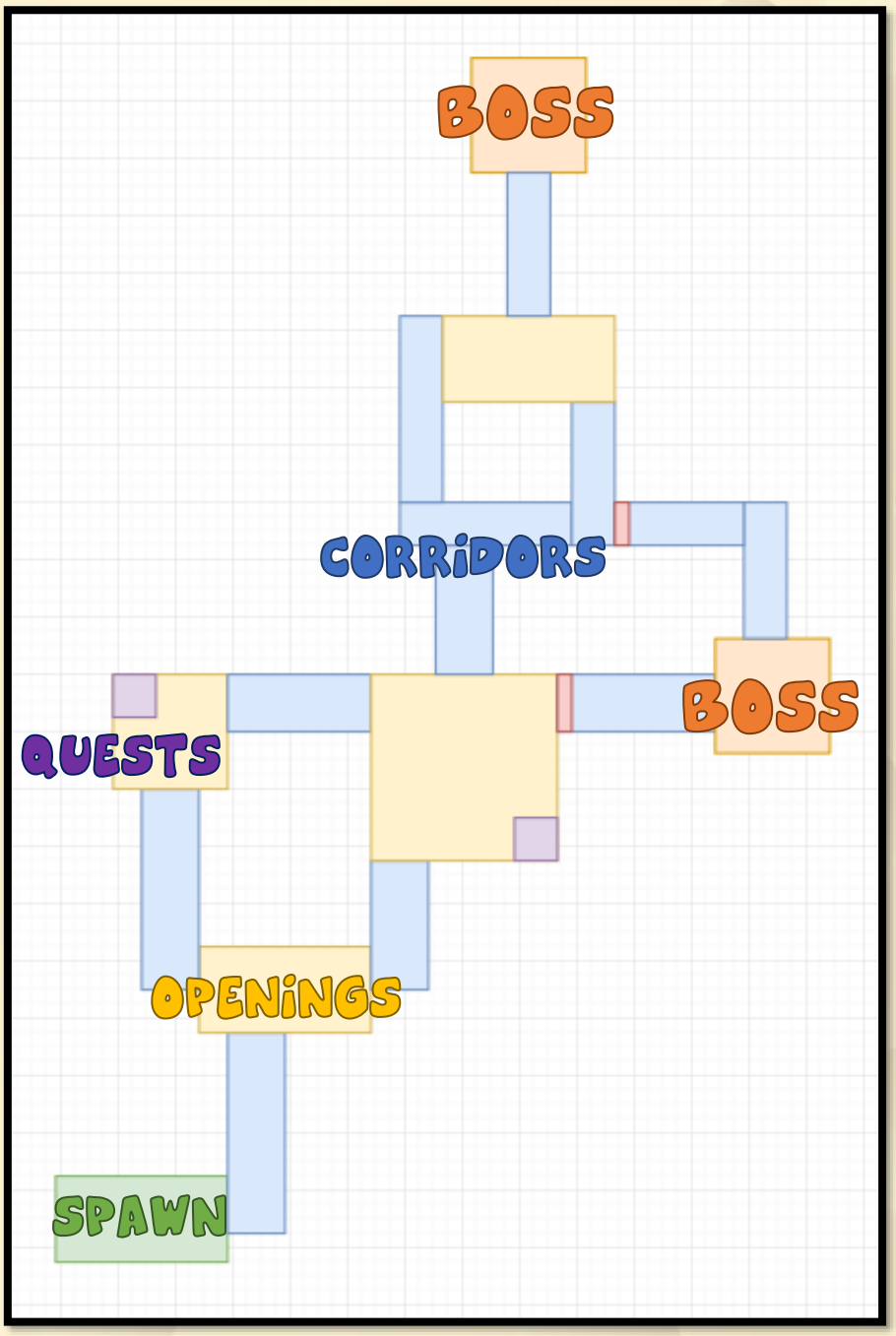
PROTOTYPE



Here is a representation under Draw.io of the Level Design of the prototype.

The player starts in the middle of a clearing, then exits the forest to get on a piece of highway. This allows him to enter a city, where the destroyed highway gives way to an alleyway, leading to a large square, where the player will have to face a Boss Camembert.

CONCEPT



Here is a representation under Draw.io of a Level Design Concept.

Even if the game is linear, the player can take other routes than the main one, which will reward him with secondary quests (rescue, eliminate etc...), which, once all resolved, unblock access to a secondary boss (easier than the main one).

At the end of the level, the player faces the main boss.

CONCLUSION

TOO CHEESY FOR ME is a game where everything is done to give a fast, simple and effective experience to the player.

It will be easy to find its way around thanks to the concept of apocalypse, and the intention to replace the zombies, seen and reviewed in the video game, by cheeses, gives a certain freshness and never seen before in the scenario as well as in the gameplay.

This zany side also brings an essential humour to complete this game, a humour present throughout the levels.

Although this game may not make an impression, players will remember it when they want to play a game without worrying about difficulty or complexity.

Thanks to its 2D Pixel Art style, this game is also small in size, so it is quick to download, and unlike other games that could take up more storage space, the player will not uninstall it to free up his hard drive.

Likewise the price will be equal to the size of the game, a small price so that, even if the player does not feel satisfied, he does not feel ripped off.

That's it, everything is done for the player to play it all, without having any bad experiences or feelings, once is enough, so that then this game stays in his mind. Everything to give a good experience and satisfaction.