

Vege 2 Buds !

GAME OVERVIEW

TYPE OF GAME

- Platform
- 2,5D
- Local cooperative game

PILLARS

- A local co-op game
- A game with a story / tone / humour
- Mechanics & gameplay (symmetric/asymmetric) / originality

MISSIONS

- Creative input research / solution
- Worldbuilding / Lore
- Golden path
- Narrative intent & sequencing Vs. Level

INSPIRATION & REFERENT

- Ray Man Legends OR Origin's
- Cuphead
- It Takes Two

THEMES

- Friendship
- Family
- Revenge / Redemption
- Love / Hate

PITCH

Two buddies. Two vegetables. One destiny!

Two vegetables, AMBER & ASHES live peacefully and carefree in the fresh bin of the fridge until the day their friend - DJOJO POTATO - is kidnapped, heading for the chopping board! Determined to escape an inevitable death, our 2 heroes, accompanied by their Sensei, will face many adventures to finally be free, far from CUISANIA and live in peace in the "outside world"!

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- Graphic setting Vs. levels
- Story/Scenic progression / Narrative design

SYNOPSIS / GOLDEN PATH

In CUISANIA, two childhood friends, AMBER & ASHES (a chili pepper and an avocado), accompanied by their Sensei GOLDEN STEEVE (a half-bitten apple), decide to escape certain death and the cruelty of the goddess CERENA (the HUMAN reigning over these places) after witnessing the kidnapping and mutilation of their friend DJOJO POTATO on the chopping board.

Listening to their old master - who was once one of the first to undertake the journey through the 12 Kingdoms - and his precious advice, our three friends begin their journey to find the 5 pieces of "key" that GOLDEN STEEVE had once used to escape and now scattered throughout CUISANIA.

AMBER & ASHES must get them back if they want to escape and open the window to freedom!

But at the very beginning of their quest, the three companions...

... to be continued

WORDBUILDING

(World / Rules / Characters / Lore / Assets)

| **World** |

- *What is the world/main continent where the story takes place?*

The world and the action take place in the world of CUISANIA. A continent in itself made up of 12 kingdoms (biomes) with distinct typologies and environments.

The universe of CUISANIA is governed by the will of CERENA / the quasi-divine image reigning, defining and organising the rules of this universe and who has entrusted APPLEBITE (her Supreme General) with the task of administering and controlling the 12 Kingdoms.

Each Kingdom is led by a powerful Guardian who governs it autonomously and where each of them must meet once a year to give an account and pledge allegiance to the Supreme General of CUISANIA: APPLEBITE.

- *Who are its inhabitants?*

In the universe of CUISANIA, two very distinct species live together in each of the Kingdoms: the GREENS & the YIELDS.

The YIELDS are "transformed products", they have undergone a metamorphosis obtained by human action. As such, the YIELDS, in gratitude for these benefits, for this evolution, are the servants of humans. Optimised products, the latter consider

themselves a superior species to the "natural products" which they dominate with the support of the Guardians whom they honour and fear...

... to be continued

| Characters |

NOTE: the set of naming given to the different characters is provisional and serves for the moment as a code name (Work In Progress)

> Protagonists / PC

- **AMBER**

= AMBER is a naive and simpleton, but he is also a quiet, thoughtful, careful and not very courageous character, even a "real wimp".

- **ASHES**

= nervous, angry, ASHES is fiery, overexcited, a go-getter and a bit of a hothead. Very talkative, he expresses himself on everything & especially all the time.

> Helper / NPC

- **GOLDEN STEEVE**

= GOLDEN STEEVE is an old apple that has been half/completely chewed. A generous and sunny character, GOLDEN STEEVE - along with two friends of his - was the first to escape from the kitchen in his youth and explore every corner of CUISANIA (hence his knowledge of every level). Wounded and at the end of his life, everyone seems to have forgotten the exploits of the former explorer. Wise and protective, he will take under his wing AMBER & ASHES, for whom he will become a father figure and their Sensei.

... to be continued

LORE : GOLDEN STEEVE'S ORIGIN STORY
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A long time ago in CUISANIA, 3 childhood friends (GOLDEN STEEVE / CORN FAKE / BLOODY MARIE) decide to escape from their condition to gain their freedom.

They leave in threes (GS / CF / BM) and face different tests and levels. On the way, CF is injured in the Kingdom of URBANO and unfortunately cannot continue the adventure.

GS & BM continue their journey to the window, reconstitute the "key" to open it...

... to be continued

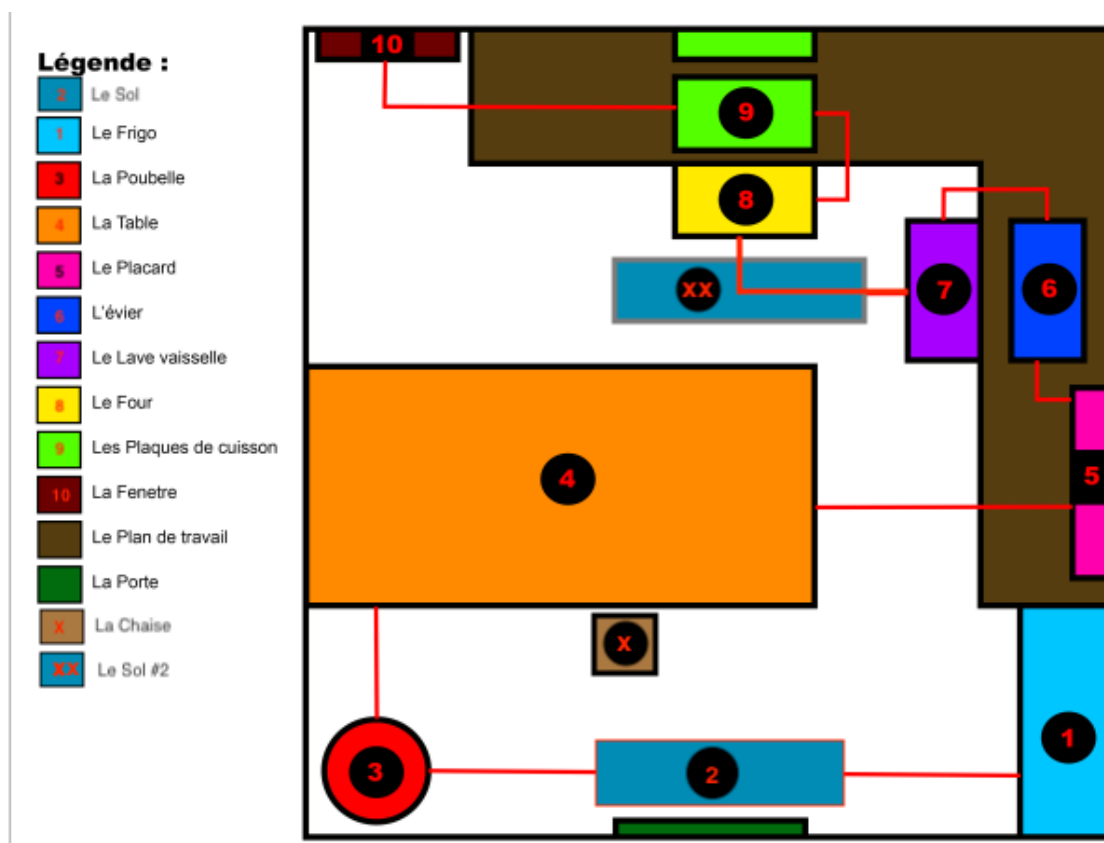
LORE : THE LEGEND OF THE SUPERGREENS

For a very long time, the Legend of the Supergreens animated the conversations of all the inhabitants of CUISANIA until one news chased the other and the fabulous story of their journey was lost in the memories to become only a vague souvenir.

The Legend of the Supergreens is the story of GOLDEN STEEVE - BLOODY MARIE - CORN FAKE, 3 friends and adventurers who, as youngsters, were the first to undertake a journey into CUISANIA and tried to escape from it. Many tales have been passed down from generation to generation (of fruits & vegetables) about the peregrinations of the 3 heroes...

... to be continued

LEVEL / GAME DESIGN & WALKTHROUGH



> Graphic settings / atmosphere of the different levels

- **Kingdom 1 (The Fridge):** cold/snow/ice/ice climbing universe...
- **Kingdom 2 (The Ground):** desert universe & children's games left on the ground (rail/train, plush, small car, tractor, robot...) + possible rubbish/dirt (stuck chewing gum, puddle of liquid...)

... to be continued

STORY/SCENIC PROGRESSION / NARRATIVE DESIGN

NOTE: all the naming given to the kingdoms as well as to the enemies are provisional and serve for the moment as a code name

• Level #0 (Fridge) / FRIGERIA

Universe : cold/snow/ice/ice climbing universe...

Reward : Co-op technique / GS hint

Gameplay : learn the basics of Coop's 1st moves

Enemies : DEEPFROZ / YOGH / REFIN

Narrative Intention/Sequence:

In the Kingdom of FRIGERIA, while training at the bottom of the cool tank, under the watchful eye of their Sensei, AMBER & ASHES see CERENA / the HUMAN arrive in CUISANIA. Not believing their eyes to see their goddess appear in these places, the excitement and the veneration quickly give way to panic when without pity CERENA / the HUMAN seizes their buddy and sufferer DJOJO POTATO to bring him on the work plan. In the distance, the two heroes contemplate the charnel house scene of vegetables and the horror of peeling them on the cutting board. At this vision, they decide to leave this cursed place and escape certain death. Filled with energy, the two sidekicks go to see their Sensei: GOLDEN STEEVE. An old, half-bitten Golden Apple who has survived a thousand horrors, but above all the only one to date to have arrived near the kitchen window and to have - a very long time ago - fully explored CUISANIA...

... to be continued

THIS DOCUMENT BEING UNDER CONSTRUCTION & THE PEOPLE BEHIND THE GAME HAVING ASKED ME NOT TO DIVULGE TOO MANY ELEMENTS IN "FREE ACCESS", DO NOT HESITATE TO CONTACT ME TO OBTAIN THE LATEST VERSION UPDATED.

THANK YOU!