Ricotta Armada
Design Document

Dane, Artist, Programmer, Musician, Writer, Swiss Cheese
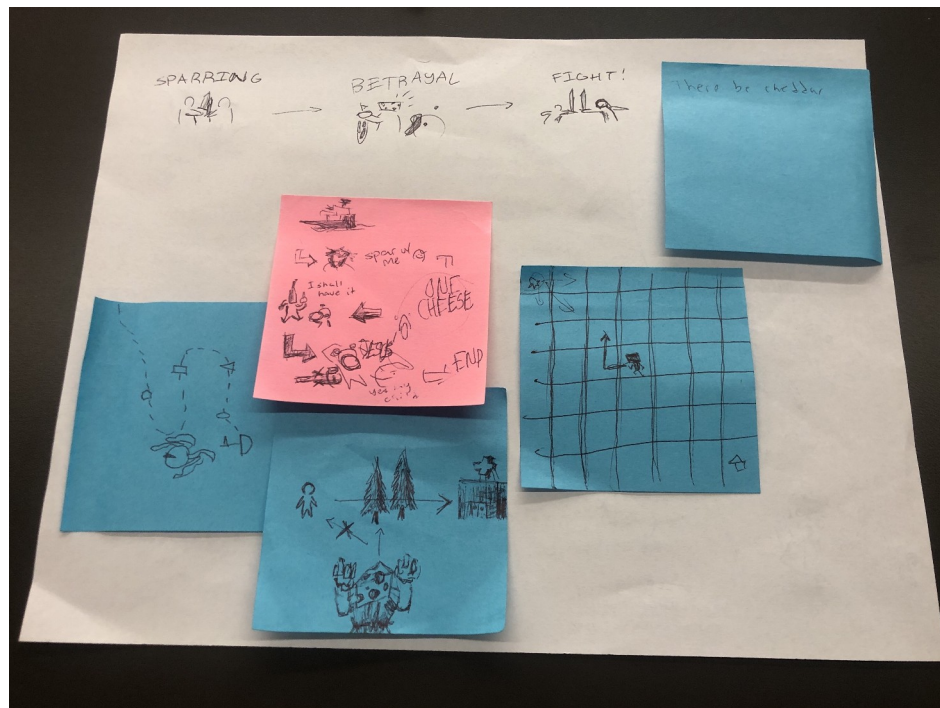**Rafa**, Programmer, Concept Artist, Writer, Muenster Cheese
Jaedyn, Programmer, Concept Artist, Musician, Writer, Mozzarella Cheese
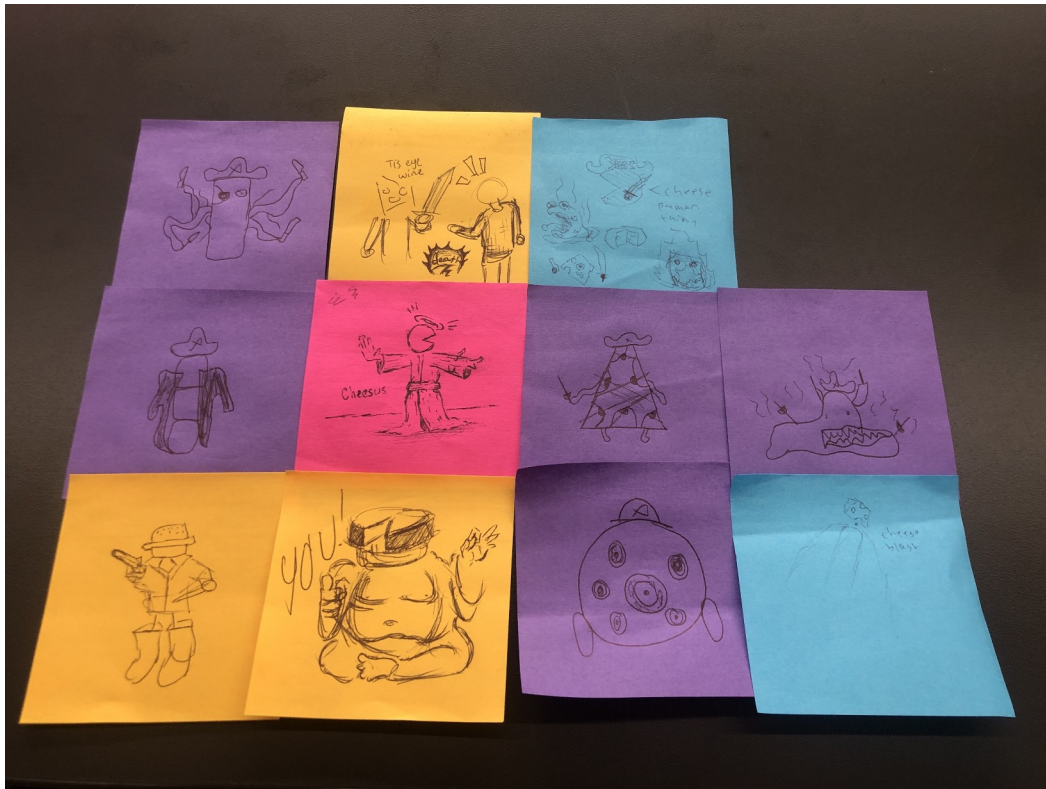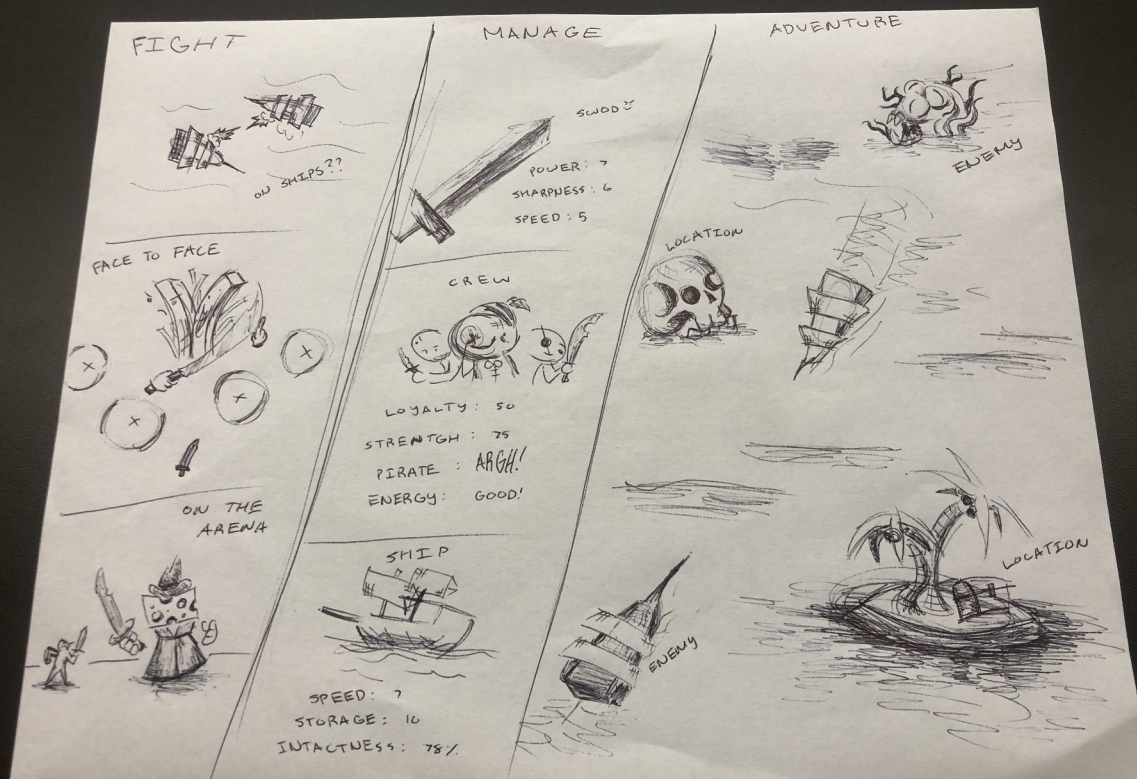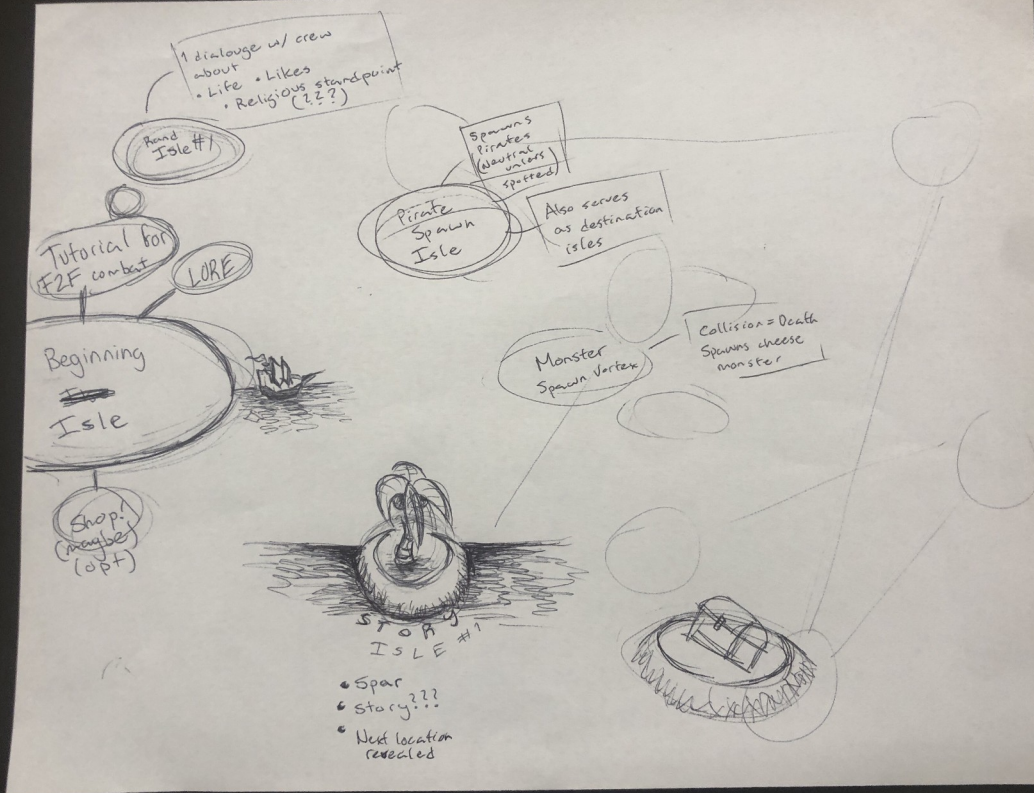**Hugo**, Artist, Programmer, Writer, Gorgonzola Cheese
Xavier, Artist, Programmer, Concept Artist, Musician, Nacho Cheese
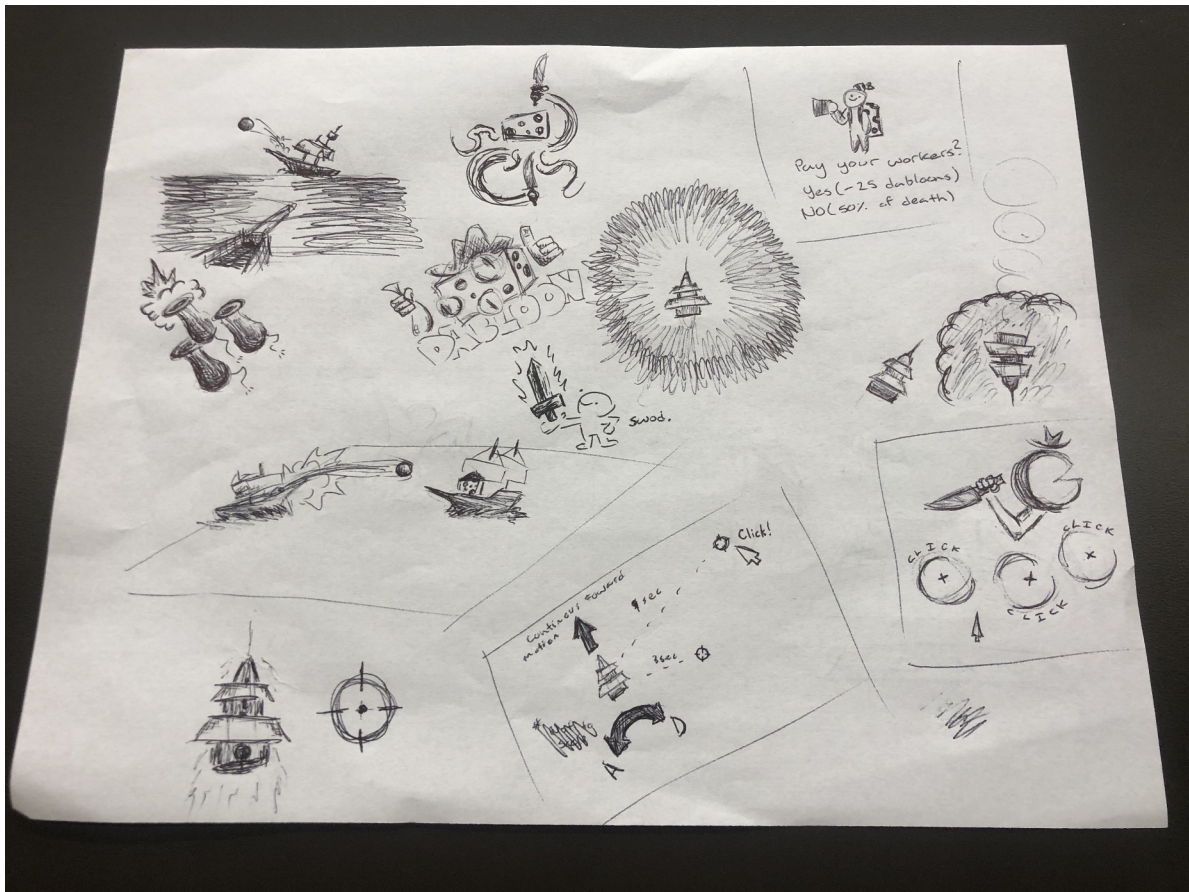**Christian**, Programmer, Artist, Pepper Jack Cheese

The game is called "Thar Be Cheddar". You will be traversing the open cheesy seas and going from island to island sparing with your crew mates who are all in search of the "One Cheese". As you go from island to island you will have a chance to talk to each of your crewmates to get closer to them. As the game progresses there will be a big twist and you will have to fight something. You will then continue on and eventually find the location of the one cheese but have to fight gods to get it. You will then have your first actual choice and it will have a big impact on the end of the story.

1 dialouge w/ crew about
• Life • Likes
• Religious standpoint (???)

Rand Isle #1

Tutorial for F2F combat

LORE

Beginning Isle

Shop! (maybe) (opt)

Spawns Pirates (Neutral unless spotted)

Pirate Spawn Isle

Also serves as destination isles

Monster Spawn Vortex

Collision = Death Spawns cheese monster

STORY ISLE #1
• Spar
• Story???
• Next location revealed

FIGHT   MANAGE   ADVENTURE

ON SHIPS??

SWOD
POWER: 7
SHARPNESS: 6
SPEED: 5

ENEMY

FACE TO FACE

X   X

X

CREW

LOYALTY: 50
STRENGTH: 75
PIRATE: ARGH!
ENERGY: GOOD!

LOCATION

ON THE ARENA

SHIP

SPEED: 7
STORAGE: 10
INTACTNESS: 78%

ENEMY

LOCATION

INK &
MORE

Pay your workers?
Yes (-25 dabloons)
NO (50% of death)

swod.

Click!

continous sowrd
motion

CLICK

CLICK

CLICK

Battle Ship

- Cutscene???
-

CAN'T
SEE

yoo

O X △