

Project Tomato

Just 3 Normal Guys

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Credits

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Table of Contents

Overview.....	4
Pitch.....	4
Description.....	4
Scope.....	4
Concept.....	5
Genre.....	6
Target Audience.....	6
Game Flow.....	6
Aesthetics.....	6
Development.....	6
Engine.....	6
Version.....	7
Development Documentation.....	7
Gameplay.....	7
Objectives.....	7
Progression and Flow.....	7
Missions/Challenges/Puzzles.....	7
Win Conditions.....	9
Lose Conditions.....	9
Gameplay Mechanics.....	9
Rules.....	9
Physics.....	10
Character Mechanics.....	10
Movement.....	10
Objects.....	10
Actions.....	10
System Mechanics.....	11
Screen.....	11
Options.....	11
Replay/Saving.....	11
Story and Narrative.....	11
Setting.....	11

Characters.....	11
Plot.....	12
Story Progression.....	12
Levels.....	12
Format.....	12
Requirements.....	13
Progression assessment.....	13
Interface.....	13
HUD.....	13
Menus.....	13
Camera.....	14
Controls.....	14
Audio.....	14
Settings.....	14
Art.....	15
Style.....	15
References.....	15

Overview

Pitch

A 2D casual puzzle game about creatively restructuring and combining words.

Description

Explore the local village of ____ that is hosting a wonderful festival! Fulfill local villagers' needs by using your incredible word combining power! By using various words and syllables scattered throughout the village, save the day and enjoy the festival!

Scope

How big is the project intended to be? What are the major milestones to hit?

- Design
 - Word structuring and possible word combinations and origins
 - E.g. the list of words available in the game, how the game hints the players on what words are available
 - Level layout and the overall word traversing experience design
 - How to make the map enjoyable and memorable when navigating
 - Available word placements and puzzle design
 - Character and dialogue design
 - The amount of characters needed and character progression if there's any
 - NPC Quests
- Art
 - Environment
 - Main map
 - Buildings that serve as entrances to sublevels
 - Vendor stalls
 - Props
 - Object sprites
 - Character Art
 - Overworld simple sprite using a body template to quickly produce NPCs

- Portrait art for quest giving NPCs
- UI
 - Text box background
 - Menu buttons
- Audio
 - Background music for main plaza map
 - Sound effects
- Engineering
 - Word separation and combining mechanics (syllable loot system)
 - Word inventory system
 - Character interaction/dialogue system
 - Map traveling/Map refreshing mechanic
 - Quest/Hint system
 - Quest tracker (optional)

Concept

Festival > Sokoban puzzle game > baba is you > word combination > festival > stardew vibe > village farm festival

This project was created with the one-word prompt of "festival." This evoked the feeling of tomatoes and food.



Genre

Puzzle, casual, indie, cute, 2D

Target Audience

People ages 18 - 35 years old that enjoy casual games, puzzles, and word association. It is also intended for people who enjoy small village aesthetics and those who have a desire to build community.

This game may be beneficial to individuals learning English.

Game Flow

A small introduction given by the village elder to welcome the player to the festival >
walk around and meet up some people >
encounter first request where an NPC ask for a crop >
find it by using the combination ability >
more quests show up, some are consecutive but they all be asking objects >
finish all the quests to let the festival successfully begin >
Game end

Aesthetics

2D Style, simple style (not cartoon). Cel shading. 2.5 perspective 2D assets front facing only. Assembled in a way to make it feel like a 3D space. Not drawing the top of any buildings

Warm color palette

Reference ren faire vibe

Development

Engine

Unity

Version

6000.0.50f1

Development Documentation

[Link to separate, more detailed document of software development](#)

Gameplay

Objectives

Finish all the requests by the villagers.

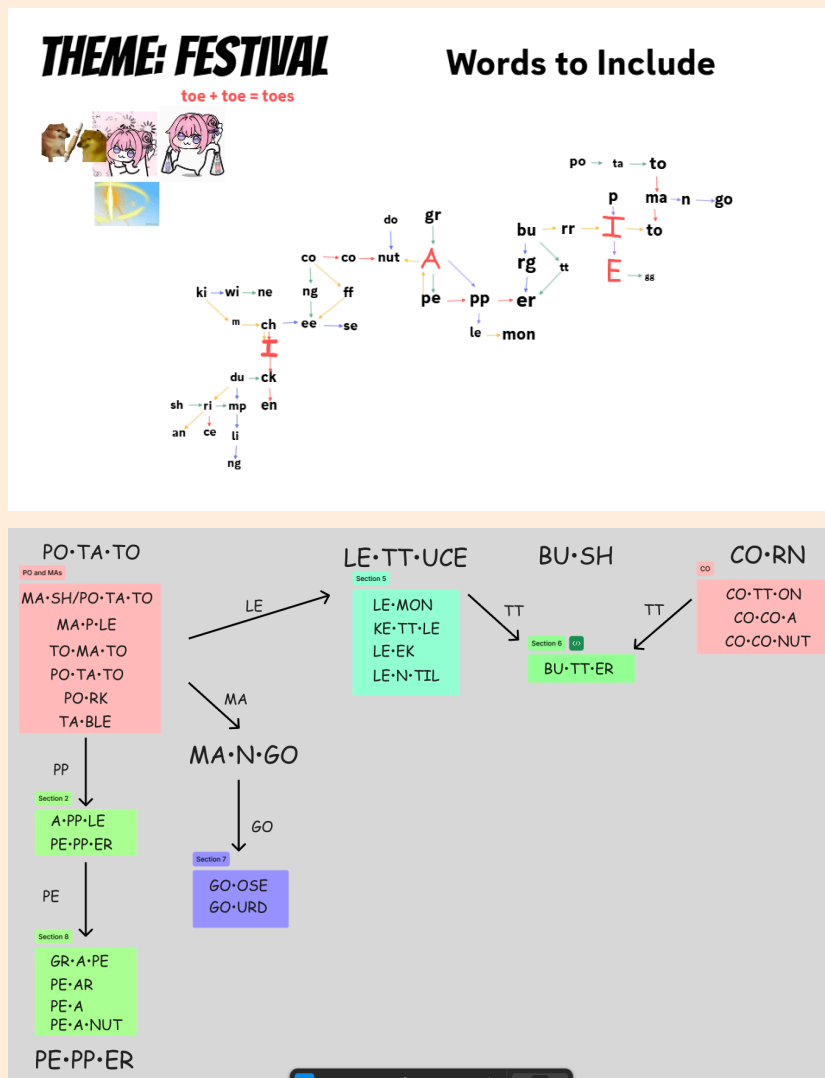
Progression and Flow

- The player will have full access to the map at the start of the game.
- There will be villagers all around the map, and the elder who is introduced to the player to the village in the middle of it.
- Villagers will have quests available for finish, and there will not be a limit to the player's quest accepting count.
- The elder will hint the player on who currently has an unfinished quest as well as their location in case the player is lost.

Missions/Challenges/Puzzles

1. The player will first accept requests from the villagers, and start off to look after that specific requested item.
2. Objects in the overworld can be broken down into syllables (not all of them), for example, the player can hit the tomato from a market stand, breaking the tomato into TO, MA, and another TO. (broken objects and fallen syllables will refresh and respawn upon re-entering the map)
3. However, only a fully structured word can be broken down, meaning that the player cannot break down a combined TOMA.

4. Players will be able to pick and store up to one syllable on their own (might adjust this number count when actually designing puzzles), and be able to throw them back out on the floor whenever they want.
5. When standing near two syllables, the player will be able to press another button to connect them and form a new syllable.
6. Some requests will ask players to combine syllables that's only obtainable from other maps, which the player will need to utilize the inventory system.
7. The overall puzzle and gameplay flow will be identifying goals (receiving quest), gathering information (explore the map and figure out what objects are breakable), execution (obtain syllables and attempt to combine them).



How does a player find success? How is success defined?
The player wins when all [number] quests are completed.

There are no losing conditions in project tomato, and I will try my best to prevent soft lock.

The player is not able to completely fail the entire game. The player is able to get mentally stuck on a puzzle or quest.

<https://www.figma.com/design/USX7x15d5aalndta1Y7u1A/Project-Tomato-Words?node-id=20-2&p=f&t=fjZbaT3xV4hwsIY6-0>

Each syllable has a set of available combinations, the players can still combine whatever they want, but only when a functional word is structured then it will turn into an object.

Physics

There is no realistic physics here aside from character collision (the player cannot go through a villager's body). Words that fall down do not have physical collision, aside from the combination function.

Character Mechanics

Movement

WASD, depending on the map layouts and implementation difficulty we can do the 8 direction movement system but it's not as necessary.

Objects

Certain objects can be broken down by pressing button 1, upon pressing the objects will dissolve and break down into syllables that can be further interacted.

Syllables can be picked up by pressing button 2, similar to how you can save a block in Tetris.

Pressing button 2 again while already saving a block will place the saved syllable back out in the overworld, directly under the player's character location.

Pressing button 3 will attempt to combine two closest syllables into a new one. For example, standing near a TO and a MA and pressing button 3 will end up spawning a new TOMA syllable that can be further interacted with.

The player might need to manually pick up and move the desired syllables aside when there's too many of them on the ground.

All objects aside from the saved one are temporarily, in which words on the floor will despawn, and broken objects will respawn upon re-entering the map.

Actions

Pressing button 4 will interact with NPCs. When in the interaction HUD/state, button 4 will also be the dialogue progression hotkey.

System Mechanics

Screen

The overworld village map is separated into different scenes, similar to Stardew valley. Players will need to think which syllable to save in order to solve certain puzzles, as they can only keep one word with them; Which means that some words can only be combined with the help of syllables obtained from other scenes.

Scenes will also work as a checkpoint, for players to refresh and try the same puzzle again if they mess up their thinking/planning process.

Options

- None

Replay/Saving

- The game is not designed for replayability
- Once a quest is completed, you cannot interact with the quest again.
- Would be nice if the player can save, depending on our final game length this can be optional

Story and Narrative

Setting

The world is set in a chill, agricultural village that takes time in modern days.

The village is named ___, and the player character is a tourist visitor that comes to the village for the festival.

Characters

Player: A tourist who visits the village to join the festival, and is requested to help them solve the problem.

Elder: The leader of the village, as well as the main operator for the festival.

Plot

The village regularly holds a festival, however, since the village leader messed up the crops when collecting them from the villagers, the syllables of the words got rumbled up and formed into the same crops, causing the variety of available items to dramatically decrease.

This makes the festival very boring and a lot of people are complaining that there's only tomatoes available, in which the leader asks the player to help solve this problem.

There will be constant jokes and memes about the syllable rumbling/combining mechanic.

Story Progression

The player will not only solve the village's crisis, but also interact with the locals and learn more about their personal stories by helping them. Will decide the depth and amount of content of each character, worst case scenario they will just be quest givers.

Levels

Format

Main Map

- Location of NPCs
- Includes entrances to subsections in the form of buildings the player can enter

[Building]

- Refreshes local syllables when the player enters
- Includes themed object the player can interact with

Requirements

All levels are accessible at the start of the game. Not all levels are able to be completed immediately though. The player may need components from various quests or world exploration.

Progression assessment

The game ends when the player completes all [number] quests then interacts with the elder.

After the conclusion of the game, [player can walk around the map and interact with NPCS].

Interface

HUD

Quest Log

Saved Syllables

Menus

General pause menu opens when pressing ESC

- Game settings menu
- Back to Main menu
- Credits tab

Dialogue Menu opens when pressing [Button] when in interaction range of an NPC

- Player can press [Button] to continue dialogue
- Player can click or use [Button] to change dialogue response options

Camera

The camera will be a player following the top-down camera. When approaching the edge of the map (if there's any), the camera will stop moving on the edge of it instead of keeping on following the player.

Controls

WASD: movement

button 1: breaking objects

button 2: saving a syllable/place it back out
button 3: combine two closest syllables
button 4: interact with NPCs or progress dialogue

Audio

Vibes of each section, background music, sound effects, etc.

▶ Octopath Traveler 2 - A Verdant Wind Blows Day

▶ Pokemon Ultra Sun & Ultra Moon OST Festival in Iki Town Music

Sound effect example (object broken): [object broken sfx](#)

Settings

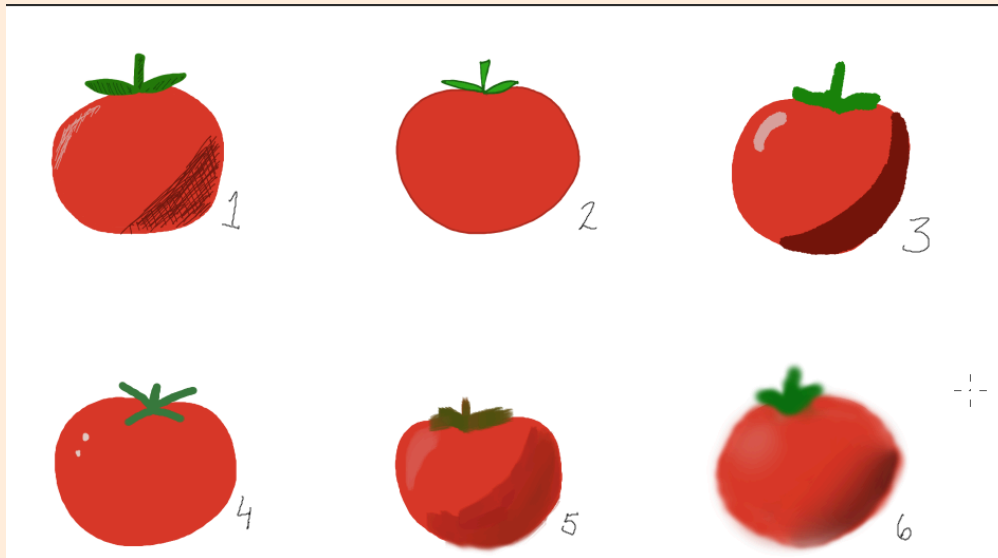
- Game volume
- Will add more as we develop ig

Art

Style

[Style Guide](#)

Style Test 1



References

Art style inspiration



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