

# Drop Dead and Breakfast Design Document Outline



## TABLE OF CONTENTS:

- 1. Title Page
  - 1.1. Game Name – Drop Dead and Breakfast
- 2. Game Overview
  - 2.1. Game Concept
  - 2.2. Genre
  - 2.3. Target Audience
  - 2.4. Game Flow Summary
  - 2.5. Look and Feel
- 3. Gameplay and Mechanics
  - 3.1. Gameplay
    - 3.1.1. Game Progression
    - 3.1.2. Mission/Challenge Structure
    - 3.1.3. Puzzle Structure
    - 3.1.4. Objectives
    - 3.1.5. Play Flow
  - 3.2. Mechanics
    - 3.2.1. Physics
    - 3.2.2. Movement
    - 3.2.3. Objects
    - 3.2.4. Actions
    - 3.2.5. Combat
    - 3.2.6. Economy
  - 3.3. Game Options
  - 3.4. Replaying and Saving
  - 3.5. Cheats and Easter Eggs
- 4. Story, Setting, and Character
  - 4.1. Story and Narrative
  - 4.2. Game World
    - 4.2.1. General Look and Feel of World
    - 4.2.2. Areas
  - 4.3. Characters
- 5. Levels
  - 5.1. Levels
  - 5.2. Training Level
- 6. Interface
  - 6.1. Visual System
  - 6.2. Control System
- 7. Artificial Intelligence
  - 7.1. Opponent and Enemy AI
  - 7.2. Non-combat and Friendly Characters
- 8. Technical - SKIP
- 9. Game Aesthetics
  - 9.1. Art

## 1. Title Page

### 1.1. Game Name – Drop Dead and Breakfast

The title screen shows the inside of the inn with the key characters enjoying the inn. Some of the characters are eating, some fighting, and some doing some romancing.

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## 2. Game Overview

In this game you will play as the owner of a bed and breakfast that is frequented by cowboys and cowgirls, thieves and the sheriffs trying to catch them. But you won't just be serving them food and a place to stay, you can choose which characters you'd like to warm your bed, and who should be kicked to the curb.

### 2.1. Game Concept

Drop Dead and Breakfast is a matchmaking simulator where players run a western bed and breakfast and must balance cooking, decorating, and matchmaking to make guests happy. Daily interactions like serving meals, resolving disputes, and sparking relationships shape the inn's reputation and unlock endless character-driven storylines.

### 2.2. Genre

Life simulation/management simulator/matchmaking simulator

### 2.3. Target Audience

The target audience of Drop Dead and Breakfast is anyone looking for a romantic, story-driven video game that also has skill-based elements such as cooking, serving dishes, and managing resources.

### 2.4. Game Flow Summary

In this game, the player remains mostly stationary, figuratively “advancing” by navigating through days at the inn. Activities include cooking, serving customers, and developing romantic relationships to unlock exclusive cutscenes that enhance the story aspect of the game. Progress

also involves completing character based achievements and daily, weekly, and seasonal missions that deepen gameplay and allow exploration of the inn and its customers. Daily and weekly missions will repeat while seasonal missions will vary depending on the season. Players can also unlock advanced dishes to enrich their inn's cuisine and enhance the management experience.

Some examples of character achievements:

- "Serve Elias Mercer his favorite food"
- "Reach relationship status *friends* with Elias Mercer"
- "Reach relationship status *romanced* with Elias Mercer"
- "Serve your first dish" - \$5
- "Serve your first 100 dishes"

Some example of daily/weekly/seasonal missions

- "Serve 5 customers today" (Daily)
- "Serve every unlocked menu item once" (Weekly)
- "Serve the *Double Decker Christmas Special* to a customer" (Seasonal)

The players work towards two main goals of romancing their chosen guests and increasing the inn's reputation to honor their grandmother's memory.

## 2.5. Look and Feel

The game fits a retro 2D style reminiscent of older restaurant management games. This nostalgic aesthetic is more than just a visual choice; it is designed to evoke a sense of comfort, drawing players into a western world where they can relive the joy of managing their own tavern-styled inn. The characters are clearly animated and distinct in appearance, and are dressed in typical western attire to emphasize the location and help transition the player into the environment.

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## 3. Gameplay and Mechanics

### 3.1. Gameplay

The gameplay is point and click, allowing the player to move through the world using a mousing or controller to hover over the object/action that they wish to chose and clicking to select it. The player will have the ability to make their dialogue choices, cook the inn's meals, and chose which

rooms to send customers to in this way. There will also be the ability to bring up a menu/pause screen where the player could change their settings. Customers will come up to the bar and the player will take their order. By taking the order, the player will initiate dialogue with the character where they are able to serve them different foods. The quality of the food will be rated based on how well the player followed the recipe/completed the mini-game. While characters speak to the player, several dialogue options will pop up for the player to choose from. Similarly, characters will sometimes need the player's help settling a dispute in the inn and the player will have multiple options to click.

#### 3.1.1. Game Progression

Progression occurs in a multi-faceted way and is ultimately player specific. The central progression of the game involves getting more and more money from customers after figuring out what their favorite food combinations is. As you get more money, you are able to then further upgrade your inn and expand the number of customers you are able to accommodate.

Progression tends to diverge depending on the player in terms of what characters you choose to form a connection with. While you ultimately have the option to develop relationships with as many characters as you would like, managing these relationships is essential. Progression within relationships is also different depending on which NPC you are connecting with.

#### 3.1.2. Mission/Challenge Structure

Challenges the player must complete to progress through the game may include cooking and serving a minimum number of dishes in a day or earning a minimum amount of money throughout the day. Customers may be unsatisfied with the quality or timely manner in which the food is served, which can knock off points or revenue from the player's daily summary. Additionally, each NPC customer has a specific dish that they like-- the challenge is for the player to discover what this dish is and feed it to them in order to romance them. And finally, seasonal, weekly, and daily missions pose specific tasks that give rewards when fulfilled. For example, a weekly mission could be to settle 3 disputes between customers within the given time, and doing so will reward the player with \$100 currency.

Information on the NPC preferences will be saved within the progression map. They will always be accessible. Being mindful of this and serving specific food to the customer will strengthen the relationship between the player and the NPC.

### 3.1.3. Puzzle Structure

There is limited puzzle structure with the game.

Firstly, choosing specific responses and actions while interacting with other characters in the game is varied and results beneficially/harmfully in terms of the players relationship status with NPCs. Some advances will not be appreciated by other characters and will degrade their tolerance.

Furthermore, different food recipes have different mini-games, and the players ability to complete them will impact the quality of the food. While the player begins with limited recipes learned, missions and achievements will unlock more recipes that will be recorded within the progression map.

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### 3.1.4.Objectives

The objective of the game is to transform a run-down inn into a successful, thriving establishment. Players work toward this by earning money to upgrade furniture and decor, building strong customer relationships through wise matchmaking and interactions, and learning new recipes to improve the dining experience.

### 3.1.5.Play Flow

Drop Dead and Breakfast is a very routinely game that will maintain a day-to-day structure that consists of first preparing and serving dishes followed by immersive character dialogue and the option to romance customers. However, the traditional and repetitive flow of gameplay will be mixed up by seasonal events, story-driven cutscenes, new customers, VIPs visiting the inn, and much more.

## 3.2. Mechanics

### 3.2.1.Physics

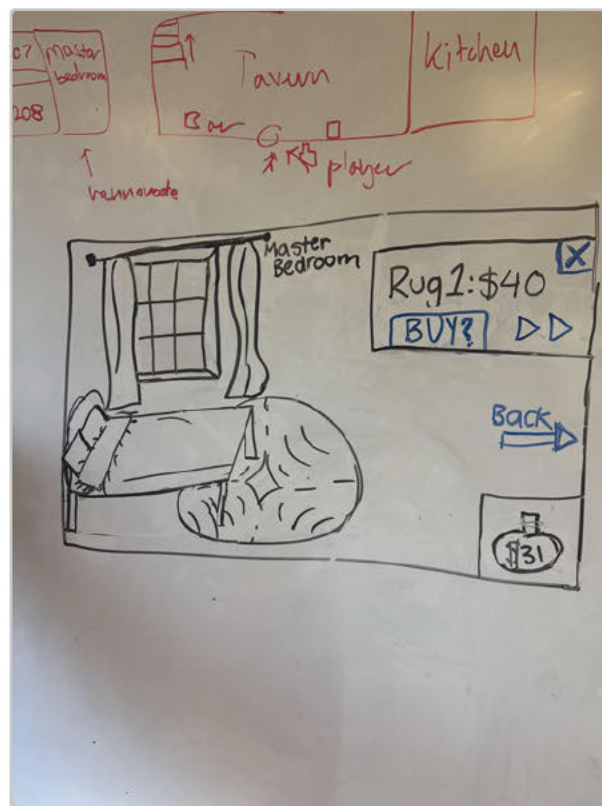
The game's physical universe is centered around the inn. The environment around the inn changes with seasons and holidays which looks like changes in weather, greenery, and decorations. The player can move between different rooms of the game, but most of the player's interactions will be from behind the bar.

### 3.2.2. Movement

Movement in the game is static, with the player navigating through fixed perspectives of different rooms within the inn. Each room is represented by a single 2D view and players can switch between these views to interact with different areas, characters, and objects. Gameplay is more focused on decision-making and interaction rather than free movement. When cooking, players perform simple tasks within a static view of the kitchen such as cutting ingredients, moving ingredients around, and using simple appliances.

### 3.2.3. Objects

The player will have option to interact with objects while editing the inn and the bar. The player can choose certain items that will appear in the background of dialogue scenes and the central gameplay flow. There will be limited ability to drag or move items given the static nature of the environment. Certain objects such as flowers or love notes can be obtained within the game via missions that the player can give to NPCs to impact relationships status.



Example of editing objects within Inn bedroom

### 3.2.4. Actions

The main actions that the player can do are:



### Cooking:

The player makes the food and drink for the customers at the inn using point and click mechanics to follow a recipe of choice.

### Talking/Romancing

Characters will make conversation with the player and the player can choose how they respond from a set of options.

### Choosing rooms:

Characters will arrive at the inn where the player will need to assign them a room. Characters have different preferences and traits that may cause chaos or harmony depending on who the character is rooming next to. Player will have to choose carefully to avoid unnecessary quarrels between customers.

### 3.2.5. Combat

There is no combat system within the game.

There is often conflict however in reference to the relationship of the player with the other characters. This conflict results when the relationship of the player with other characters degrades to a point after repeated failures to fulfill the NPCs preferences relationship-wise and food wise. These conflicts will alter dialogue options and reduce the interaction that the NPC has with the player. Extreme conflicts will alienate that NPC for an extended period of time. It is possible to eliminate an NPC from the inn permanently by banning them via accessing the progression map. By banning the character, their relationship status instantly plummets as low as possible and any future attempts to increase their relationship will be limited and reduced in effectiveness.

### 3.2.6. Economy

The game's economy revolves around serving customers and managing the inn. Players earn money by fulfilling customer's requests such as cooking meals and providing rooms. Satisfied customers will tip extra and unsatisfied customers will not tip at all. Income earned can be spent on upgrading furniture, decorations, and recipe ingredients, which in turn attracts more customers and improves the inn's reputation.

### 3.3. Game Options

There are two main modes that players can choose to play between. Normal mode, which includes a tutorial at the beginning of the game, and hard mode, which does not. Normal mode is intended for the average player that desires guidance as they start playing the game. Hard mode is intended for players that want an extra challenge. Players that choose to play in hard mode do not get tips on how to satisfy customers and do essential tasks such as cooking, decorating, or assigning rooms. Game options do not affect the mechanics of the game.

### 3.4. Replaying and Saving

To save and exit the game, the player must first complete the day's cooking elements and serve all customers. After this, the player may bring up the pause menu by pressing ESC to save the game's progress. However, the game has an auto save feature, automatically saving the game after important story-driven cutscenes and after the summary of earnings displays for the day. Cutscenes are able to be rewatched in the "Unlocked" tab on the HUD, which also displays stats about customers romanced, customers served, and information on the dishes unlocked.

### 3.5. Cheats and Easter Eggs

There will be achievements that the player can unlock by mastering recipes in the kitchen, romancing characters that are difficult to sway, and by getting a reputation score above a certain value by the end of the game. Each achievement completed will result in the player earning a small object that reflects the what the achievement required which can all be found in a section in the menu.

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## 4. Story, Setting, and Character

### 4.1. Story and Narrative

The game initiates the player into the wild western world of *Drop Dead and Breakfast* by beginning with a cutscene of the player's Grandma passing away and passing down the restaurant to the player. The player works to continue the legacy built by their grandmother and uphold an impressive and aspirational restaurant where love, adventure and excitement fill the atmosphere at all times.



Each romance-able character within the world of the game has their own personal cutscenes depending on the manner and choices that the player makes while interacting with them. The cutscenes are in the same 2D format as the rest of the game, and simply removes the HUD.

The plot and setting revolve around the inn and the love life of the player running it. As the player works to please Grandmother's wishes, the inn continues to upgrade its food options and the abilities that the player has while interacting with customers. There is not a singular end goal, as the game continues to allow the player to advance their restaurant in a satisfying manner.

Specific plot and gameplay elements include heartbreak, love, loneliness, stress, and satisfaction.

## 4.2. Game World

### 4.2.1. General Look and Feel of World

The world has a charming, welcoming atmosphere centered on the inn. The inn is presented in a warm 2D art style, with distinct rooms like the kitchen, dining room, and guest rooms. Furniture and decoration upgrades maintain a cozy feel, and players have the option of adding seasonal decorations. The environment feels lively and comforting.

### 4.2.2. Areas

A major area in Drop Dead and Breakfast is of course, inside the inn that the player inherits from their grandmother. The inn consists of a pub-style restaurant on the first floor with a multitude of houseguest bedrooms upstairs. The restaurant portion of the inn is what is mainly seen by the player on a day-to-day basis: dimly lit lamps, bar stools, and wooden furnishings all create a rustic atmosphere for the player and customers.

If the player romances a customer for the night, however, the cutscene does not take place in one of these traditional bedrooms. The romanced customer is instead brought back to the player's own room. At first, Grandma passes down the inn to the player in poor condition. This master bedroom is dirty, dusty, and barren with no furniture. However, by completing quests and earning money, the player can collect and purchase all types of decorations and furniture for the bedroom to make it more like home: plants, couches, shelves, armchairs, you name it.

## 4.3.Characters

Elias “Ash” Mercer (Male): Once a wandering gunslinger, Elias gave up his revolvers after realizing he was following the wrong path in life. Now, he works odd jobs around town and spends long nights at the inn, where he’s slowly rediscovering the comfort of food and people. His secret sweet tooth betrays his hardened exterior. Ash is the “lonely drifter” romance. He is quiet, reserved, but softens up to the player as he eats freshly cooked meals. His secret favorite dish is Cornbread and Molasses.

Clara Rosewood (Female): Clara is the daughter of a rancher and she spent most of her days growing up cooking hearty meals for her family. After her ranch fell on hard times due to a natural disaster, she moved into town and became a regular at the restaurant, bringing jars of her smoked venison stew for friends. Clara is seen as outspoken, often teasing other patrons and laughing loudly. However, her warmth grows toward the player over time. Her secret favorite disedsrwwh is Smoked Venison Stew because it reminds her of her childhood on the ranch.

Sheriff Amos Calloway (Male): Sheriff Calloway is the town’s sheriff who pretends he only comes to the pub to “keep an eye on things.” In reality, he’s here for comfort food after long days of wrangling disputes. He is often seen leaning at the bar while trying to look authoritative. However, Calloway softens over dessert. His favorite dish is peach cobbler with whiskey cream, though he tries to eat it discreetly.

Magdalena “Maggie” Blackthorn (Female): Magdalena Blackthorn, more commonly called Maggie, is a traveling gambler who treats the inn like her personal stage. She wins card games, charms strangers, and sips her drinks with flair. Maggie wears an elegant red dress with hidden holsters, silver jewelry with occult symbols, and has long black hair down to her hips. Dramatic, flirty, and subtly manipulative, Maggie is always drawing attention— except when you uncover her soft spot through her favorite dish, Spiced Chocolate.

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## 5. Levels

### 5.1. Levels

Each day of work at the inn is a level, and each level allows the player to progress towards the game’s goal of reviving the inn to its prior glory and maintaining a good reputation in the community. Throughout the day, each element of play can affect the inn’s reputation such as the quality of meals, how well conflict is handled, and how happy the customers are with the rooms they’ve been given. Dialogue choices can have an impact on the reputation of the inn if the

player is overly antagonistic towards a character, but for the most part dialogue is incidental to reputation and is instead important for building relationships and possibly romance with the characters.

## 5.2. Training Level

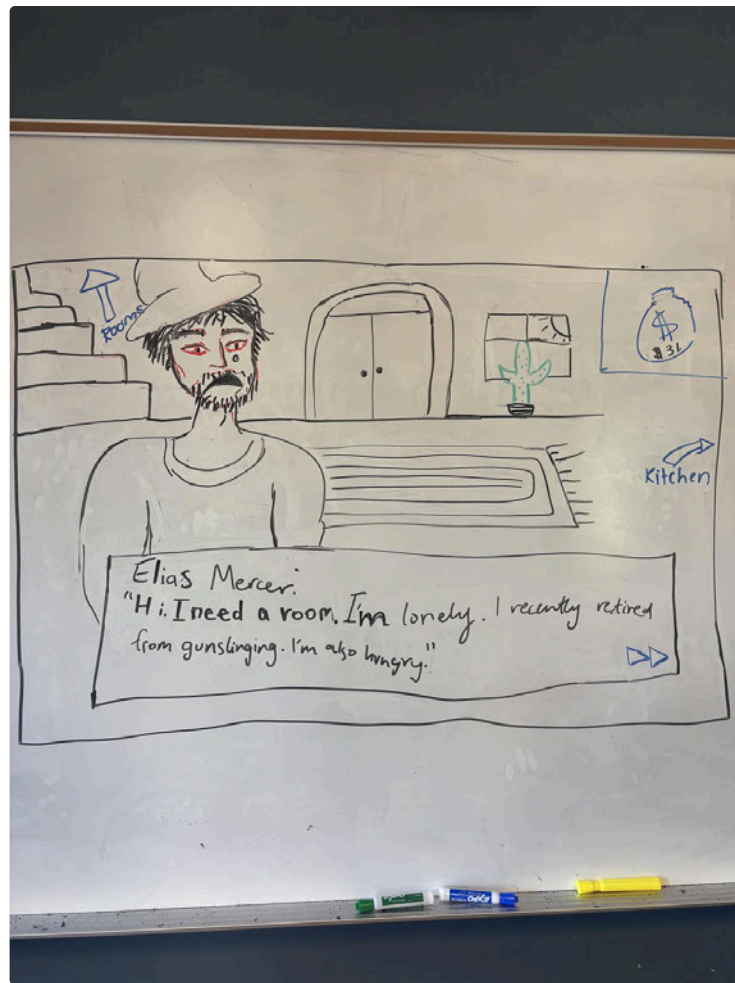
The player has the choice to play a tutorial level which takes place on the first Monday that the player has to take over the inn from their grandmother. The grandma will walk the player through the mechanics of the game in this training level and for this first day, the player's actions won't impact the reputation of the inn, but they will learn that their actions will have an impact after the training day.

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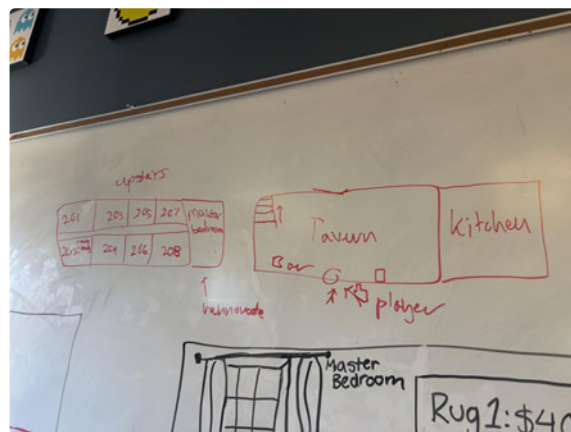
# 6. Interface

## 6.1. Visual System

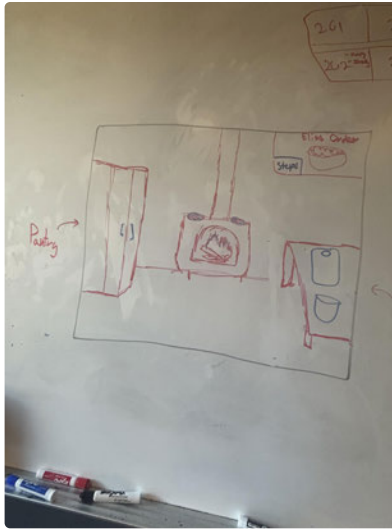
The HUD while interacting with customers includes small indicators/pop ups that lead the player to different areas of the inn when pressed. A large dialogue text box is displayed at the bottom of the screen when a character is ordering a dish or just chatting with the player. The pause menu HUD has options for resume game, settings, exit to title, and quit game.



Example of HUD when interacting with character. Note then when clicking the money bag you will receive information on where the money came from and you will also be able to navigate to a store to purchase inn upgrades.



The "Rooms" area



The "kitchen" area



Pause Menu Appearance



Progression Map Appearance

## 6.2. Control System

The game is mostly point and click using the cursor of the computer.

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## 7. Artificial Intelligence

### 7.1. Opponent and Enemy AI

There is no specific “enemy” that the player will face, but the characters that they interact with day-to-day within their restaurant are all specific individuals who have unique personalities and preferences that will react in different pre-determined manners to the actions and choices made by the player. Depending on the personality of the customer the player serves, specific food decisions will need to be made in order to receive maximum satisfaction. In a similar manner relationship actions will impact characters differently. Strategic decisions should be made in order to please each character and further your relationship with them.

The character’s dialogue will be written beforehand, no AI will be used for the character’s responses. This will allow for meaningful character arcs to unfold throughout the gameplay, and for the player to understand the backstories and nuances of each character.



## 7.2. Non-combat and Friendly Characters

All romance-able characters will begin at varying levels of friendliness depending on their personality. As you continue to interact with them, you will develop higher levels of friendliness and enhanced relationship status, actively evident and perceptible to the player. That being said, it is quite possible to decrease the level of friendliness the player has with the other characters. If they choose decisions or serve food that upset the character, they can eventually become resistant to any sort of advances from the player. The character will take their business elsewhere and will show up at the inn less frequently.

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## 8. Technical - SKIP

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## 9. Game Aesthetics

### 9.1. Art

Characters are animated in a 2D cartoonish style, dressed in cowboy and cowgirl attire. The visual atmosphere fun, cozy, and engaging, with a western flair. Players should feel comfortable and immersed while playing.



## 9.2. Audio, Music, Sound Effects

Atypical western-influenced OST. Obviously heavily infused with country twang but a certain 8-bit twist thrown into the music. You should feel as though the sand is flowing past your ears, but you should also be reminded that you are within a video game.

Loading screen for the game should have noticeable and unique audio. It should excite the player and it should be one of the sounds that reminds them most immediately of the game.

For reference:

Miguelangel1960 "El Macho" (Western Music theme) 8-Bit & Chiptune/Western/Videogame Music. Youtube; July 30th, 2023. [▶ "El Macho" \(Western Music theme\) 8-Bit & Chiptune/Western/Videogame Music](#)

The music volume can be edited at any time within the settings menu if player feels it is distracting. The music volume will automatically be reduced when initiating a conversation with another NPC. NPCs will not have voice lines but their dialogue text boxes will have different auditory effect as the words scroll out across the screen. These auditory cues will vary per character. For example, the outgoing "Clara" character, will have her text will sound off in a higher pitch that corresponds more to her personality.

Sound effects will be present for most all interactions with characters, including cooking, moving between areas of the inn, cash gains, and relationship strengthening/degradation.

Furthermore the visual atmosphere complements the music and helps fully immerse the player.