

FEEDER

Design Document

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Version 1.1 - 18 March 2007

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Preface

Guidelines for reading

As this document has been written during preproduction it is still unclear which parts of the design are too difficult and time consuming to implement within the scope of the production period and certain features are therefore likely to be changed or even removed as we get to know more about our technical limitations. For this reason some features will also have more than one solution option mentioned in their description. As we get to know about what is realistic and what isn't the design document will be narrowed down to only include the solutions which will become integrated in our final product.

All parameter values in the document are thus meant to be used as guidelines or place holders rather than final work. Similarly, unless specifically noticed all sketches included are meant to be illustrations of technical features rather than suggestions for art direction.

- Ulrik

Revision history

v 1.0 - 1.1

'The Feeder Game' is now called 'FEEDER'

The gainer in this version of the game is now called Miss Düsseldorf

When the game ends the player is told his 'fatscore' (the gainer's weight)

There is now also a message bar described in the HUD section

New control scheme for the final version of the game

New Appendix A: Lists.

- Complete list of HUD messages

- Complete list of food

v 0.9.1 - v 1.0

The "feedee" is now called the "gainer"

Major updates in the section 'controlling the feeder'

Updated descriptions of the game world, the feeder and the music

Updated concept art of the available food

New appendix B with colour schemes

Feederism is a sexual fetish, centered on the practice of eating large amounts of food. The feeder provides the gainer with an abundant supply of food, either to encourage weight gain or simply for delight in the act of feeding. The feeder is typically more dominant, while the gainer is often more submissive.

- Wikipedia

Introduction

Pitch

Title

FEEDER

Fantasy

To become a feeder and make another person ridiculously obese

Genre

Funny and grotesque casual game

Main Character

The Feeder - Controlled in first person

Time and Place

Today, inside the feeder's home, somewhere in suburbia

The Story

A man with a bizarre perversion takes up the fight against the anorexic trends of modern day fashion and society

60 Seconds of Gameplay

The woman you have captured sits tied to a chair in the middle of your kitchen. You have been feeding her for a while now and her size is finally starting to become of notice. The beauty contest ribbon she was wearing has snapped and you can tell it's only a matter of time before the chair splinters beneath her. She has just eaten two big burgers, a greasy burrito and you are now about to make her eat the chocolate cake, which you are holding in your hand. You wave it in front of her, but as her stomach is filled to the brim she doesn't look like she will be able to eat it. Odds are that if the cake you've got is too big for her stomach, she might throw up everything eaten so far. But as there are only two minutes left until the photographer from Fatty Magazine arrives you have to gamble and convince her somehow - quickly. Using the hand not holding the cake you start caressing her cheek. She seems suspicious at first, but as you continue doing it, you slowly gain her trust. Now she is smiling. You pay close attention as her smile gets wider and a crack slowly becomes visible between her lips. The mouth opens more and more into a great smile, but it's going too slowly for you. You clench your caressing hand into a fist and without warning suddenly punch her face as hard as you can. In equal amounts of surprise and pain the woman opens her mouth considerably. In the split second this happens you are quick to mash the cake you were holding into her mouth. She swallows it as she looks at you in utter disbelief. It worked! Her body starts rumbling as the fat on her thighs grows to such extent that it is now almost touching the floor, despite the fact she is sitting on a chair. You run as fast as you can away from her to find more food. You look through the fridge and the cupboards but it seems she has eaten everything available. It takes more than a few seconds to realize this and now in your absence the woman is clearly starting to burn the calories on her body. As an act of desperate measure you grab two potted plants and a cookbook about deserts. It takes a couple of attempts to make her open her mouth widely enough, but to your pleasant surprise you manage to make her eat all of it by using a combination of tickling, slapping and pinching. Only one minute left now until the doorbell rings...

USPs

- Wonder in awe as your gainer grows beyond the humanly possible
- Force feed with what was never intended to be eaten
- Be creative: unlock a variety of silly costumes and pose your gainer in front of the camera
- Be part of a community and share pictures of your obese achievements over the internet
- Funny and controversial subject matter

Basic gameplay mechanics

The main objective

- The player has 5 minutes to make the gainer grow as obese as at all possible

The gameplay has 3 main focus points:

Finding food

- The player must gather feedable resources by exploring the home of the feeder
- As the gainer becomes larger and larger more bizarre kinds of food will be possible to feed to her, including raw unprepared food and furniture.

Feeding

- The gainer will only eat a given food resource if the size of her mouth matches the size of the food resource in the moment the object is attempted fed to her
- The gainer has a system of mood states, which communicates the likelihood of her opening the mouth. She can range between being happy and angry and calm or manic.
- The player can affect these mood states and thus her mouth opening by using various hand gestures on her, such as slapping and caressing
- The food itself, being perceived pleasant or unpleasant, will also have an affect on the gainer's mood as well as the probability of her opening the mouth.
- If the player is away from the gainer for too long she will start losing weight
- If the gainer is overfed she will throw up and the player will have to start over

The photo shoot

- After 5 minutes of playtime the game is stopped and the player's 'fatscore' will be revealed (A high score equal to the gainer's weight). After this a photo shoot begins.
- Depending on how well the player did he will have unlocked a variety of backgrounds, props and silly costumes which can be used for the photo shoot
- The player now can now pose the rag doll gainer in front of the camera and take pictures
- These pictures can finally be uploaded to FEEDER's website and shared with other users of the game

Target audience

The game is targeted at people between the age of 10 - 55, who enjoy black humour. Women will enjoy the game because it apart from being funny will poke fingers at the weight ideals in our society. In the final version of the game it will also be possible to feed men.

The game world

Camera

The player controls the main character in first person.

There will be two camera settings:

Camera setting 1

The camera behaves like a standard FPS camera controlled by the mouse and keyboard.

- Used when the player searches for food.

Camera setting 2:

The camera locks into position and the player can use the mouse for different purposes.

- Used when the player is feeding.

The player switches between the camera settings by clicking the ctrl button.

Setting 1 can be always be activated, but setting 2 is only applicable if the avatar is standing on certain hotspots on the level (In front of the gainer for instance).

Description of the world

The game takes place in present day, in a flat somewhere in the industrialised part of the world.

The player can only access the kitchen. The kitchen is in poor state, and has been through many owners. In the kitchen you will find the gainer, she is tied to a chair, waiting to be fed with the different kinds of food you will find in the kitchen. The kitchen is in variations of yellow, the gainer in pink-ish different food in all the colors of the rainbow, and the avatar hands are blu-ish.

A colour scheme for the game can be found in Appendix:B.

The HUD

Five elements will appear in the HUD.

The clock

The player has 5 minutes before the game is over. A clock will show how much time is left

The stomach meter

A meter will indicate how full the gainer's stomach is

The inventory

This shows what the player is carrying.

The message bar

This will inform the player about the status of the game as well as about which actions are available. See appendix C for a complete list of messages appearing here.

The cross hair

This shows the mouse position on the screen
(Should not necessarily look like a cross hair).

Sound and music

There will be sounds referring to the actions taking place, Footsteps, opening of the fridge etc.
Neighbours will frequently be heard, a radio will play different kinds of silly music

The main character

Description of the feeder

The feeder is a middle aged man; his hands bear no trace of hard labor. He has short neat nails; he wears a wrist watch with a leather rim, nothing fancy but decent quality. He has a white shirt with his sleeves rolled up to the middle of his arms.

Controlling the feeder

The game is controlled in first person with mouse and keyboard.

There are two control schemes:

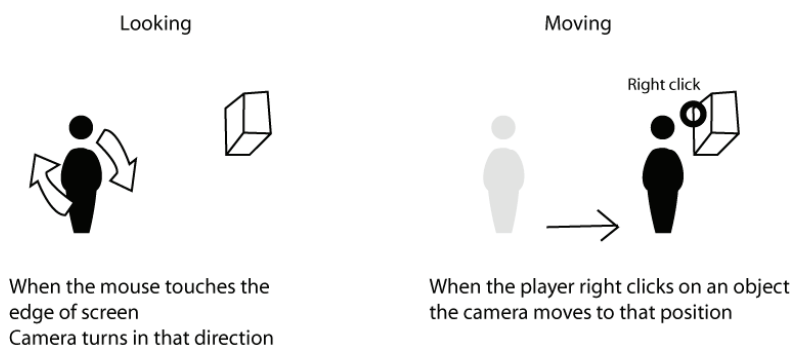
The first control scheme applies when the feeder is searching for food and the second control scheme applies when he is feeding

Control scheme 1:

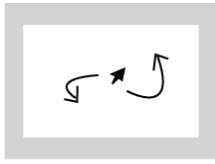
(Corresponds to camera setting 1)

In a final version of the game it might be worth considering making control scheme 1 in third person. But as our engine (Source) for this project is born with fps controls we will use these as our foundation for the controls to save time. The game can work with a standard fps control scheme but as this is not ideal for the casual game target audience, we should - if time allows it - implement the control scheme described here.

Control scheme 1



The invisible zone



Mouse not detected in invisible frame
- Camera stands still



Mouse detected in top of invisible frame
- Camera looks up



The player's line of sight is limited to a 90 degree angle

Looking

A cross hair shows the mouse position on the screen.

Moving the mouse around in the center of the screen will not make the camera move.

An invisible zone exists around the edges of the screen.

If the mouse is detected within this zone will the camera turn in the direction of the cross hair.

If the mouse is detected in the top of the screen, the camera will thus turn upwards.

The movement should be gradual, so the camera will move quicker the closer the mouse is to the screen edge. It might be worth testing putting a short delay on the camera to make the movements appear smoother and softer.

There should be made a limit to how far up and down the camera can look making it impossible to look straight up or straight down.

The player's line of sight will be limited to a 90 degree angle.

Moving

The player can move the avatar/camera by right clicking on a position on the screen. When this is done the camera will move to that position.

If the player right clicks on a kitchen table the avatar thus moves to it. It should be possible for the avatar/camera to automatically steer around obstacles or objects in case these come between the camera and the clicked position.

If the player right clicks on an open cupboard door, the cupboard door closes. This will prevent cupboard doors blocking the view in case the player would want to move to the other side of the open door.

Having to aim should NOT be part of the gameplay experience. The target/hit area of objects should thus whenever possible be exaggerated so the player will have no issues with targeting smaller object. Cupboards for instance will in this way be opened by clicking the entire door rather than having to aim for the door handle.

Keyboard controls		Mouse controls:	
Button	Function	Button	Function
Space	Drop currently held object	Left	Pick up/open/close
Key 1-7	Inventory item	Right	Move to position/close
Ctrl	Change to control scheme 2		

The player can only switch to control scheme 2 if he is standing on the hotspot in front of the gainer.

Picking up objects and carrying them

When the user points on an object and left clicks, the object appears in his inventory.

A symbolic "pick up" animation will show his right hand picking up the item.

If the user does not have enough room in his inventory an error sound will be played and a message saying "not enough room" will be displayed.

Putting down objects

If the user wants to drop an item from his inventory he can press from button 1-7. This will make the item appear in his left hand (similar to how it appears when feeding in control scheme 2).

If the user right clicks, the avatar's hand puts down the object.

It is only possible to put down an object if it is placed on a table, inside a cupboard or similar. (It is thus not possible to drop an item on the floor).

The inventory

When something has been picked up it will appear in the user's inventory.

The inventory, which can be seen in the HUD has 7 slots for picked up items.

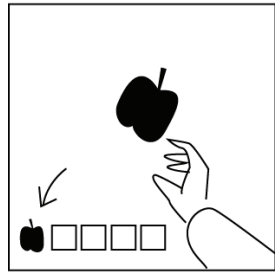
Each item in the HUD will have a number next to it which shows which keyboard button will bring forth the item.

The amounts of objects that can be carried will depend on the sizes of the objects.

The player can thus either carry many small objects or few large.

The inventory

Control scheme 1



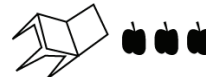
When an object has been picked up it appears in the inventory

The inventory can hold up to 7 objects
The size of the object decides how much space it takes up in the inventory

The player can thus either carry many small objects

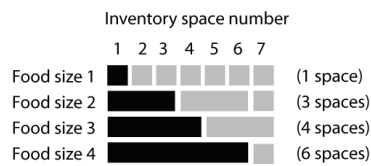


Or one large and few small



The exact amount of food that can be carried is a topic that needs to be researched, but below is a suggestion for how much space each food size could take up in the inventory.

The amount of space taken up by different food sizes in the inventory



Control scheme 2:

(Corresponds to camera setting 2)

When the player is feeding this control scheme applies

Keyboard controls

Button	Function
Space	Switch to control scheme 1
1-7	Inventory item 1-7
Ctrl	Switch to control scheme 1

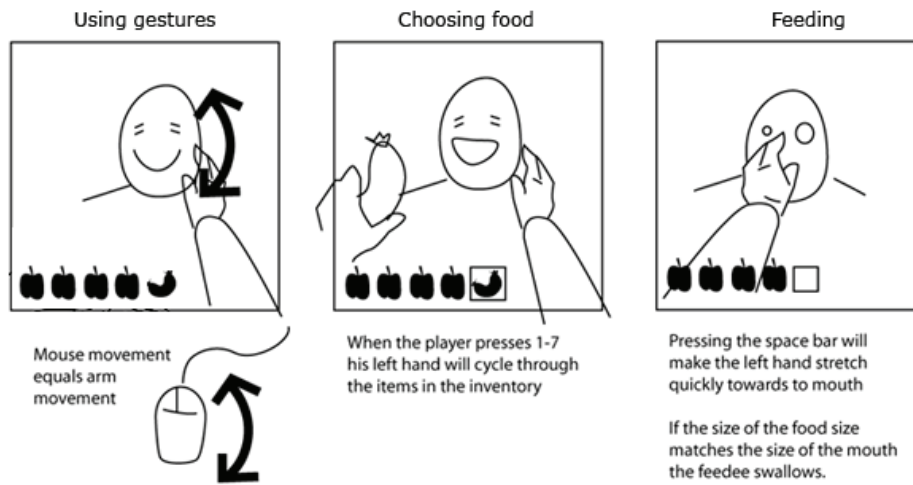
Mouse controls

Mouse	Function
Mouse movement	Avatar hand movement

Using hand gestures

When the user is in this control scheme the mouse movement becomes equal to the avatar's right hand's movements (the gesturing hand). If the player moves the mouse gently up and down, the gainer will experience a caress. If the player moves the mouse quickly from right to left the gainer will be slapped.

Feeding in control option B



Feeding

When the player has managed to make the gainer open her mouth he must feed her.

Feeding is done with the left hand.

By pressing 1-7 the left hand will cycle through the items of the inventory (like switching weapons in an fps).

The player feeds by pressing the space button.

When this is done the left hand/arm will quickly extend and put the food into the gainer's mouth if it is open and the food is big enough.

Failure criteria when feeding

If the gainer's mouth closes as the player tries to feed or if the item is too big for the mouth, the avatar's hand will dodge hitting the mouth. This means that the avatar's hand will turn to the left or right as if trying to avoid hitting the gainer's head. As this happens the player will hear the feeder complaining that "the food is too big!" or a general annoyed statement commenting that he missed hitting the mouth while it was open.

The gainer

In the final version of the game there will be a variety of people to feed - both men and women from all over the world. Each of these gainers will represent a new level in the game.

In this version however there will be only one.

Description of the gainer

The gainer is a middle-class blond Caucasian woman in her mid twenties. She has recently won the Miss Düsseldorf beauty contest thus wearing the champion ribbon. She has blue eyes, smooth lips and everything else to match the standards of the ideal woman in the western society. Throughout the game her initial anorexic appearance will morph to the grotesque obese and beyond.

Concept art: The gainer - before and after



The gainer's parameters

The game evolves around the 5 different parameters of the gainer.

Below is a brief description of each of them.

The stages of fatness

Every time the gainer has eaten a certain amount of food she will grow to a new stage of fatness. The point of the game is to make her grow as much as possible. Each of these stages can thus be considered as being sub-levels of the game

The stomach meter

The gainer grows to a new stage of fatness when her stomach meter is full. Every time she eats something the meter will extend. If it extends too much she will throw up. The meter is constantly dropping while she is not fed. If it drops too much the gainer loses a stage of fatness.

The mood parameter

If the meter is up the gainer is happy. If it is down she is angry. When angry she opens and closes her mouth quickly, when she is happy she will open and close slower.

The calm parameter

If the meter is up she will be sitting calmly if it is down she will be manic. When she is manic she will be more difficult to eat because her body is moving frantically around.

The mouth parameter

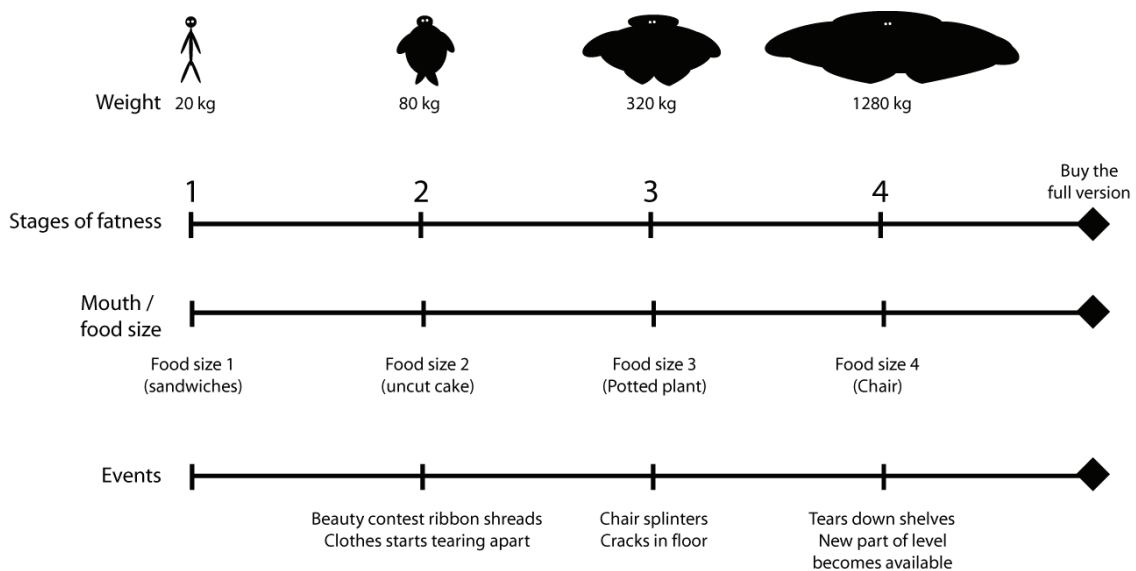
This meter decides how open the gainer's mouth is. The opening of the mouth needs to match the size of the food attempted fed to her. This parameter is unlikely to become implemented in this version of the game.

The mechanics of the feeding system

The stages of fatness

The point of the game is for the player to make the gainer grow as obese as possible. This is done by feeding her constantly. When the game starts the gainer will thus be an underweight beauty contest model and when it ends she will be ridiculously obese.

A timeline overview of this version of the game



The stages of fatness

The gainer will not be growing continuously as she gets fed, but will rather have several separate 3D models, each of which has a different degree of fatness. In this version there will be 4 models, but in a full version there will be many more. If the player in this version manages to play so well that he reaches the end state beyond the fourth model, a message will tell him that he needs to buy the full version of the game to continue playing. After this the photographer will arrive as if time had run out.

The mouth and food sizes

As the gainer grows to a new stage the player will be able to feed her more kinds of food. This will not be explained, but as the player will be able to see that the gainer can open her mouth more and more he will be able to figure out that bigger stuff can be fed to her.

Triggered events

Every time a new stage has been reached a new world event will occur as a reaction to how sudden increase in size. First her clothes will start tearing, then her chair will splinter to pieces and lastly a group of shelves on the wall will be torn down. The last thing will lead to a previously inaccessible part of the level becoming reachable. This is further explained in the chapter on levels.

The stomach meter

The gainer has a stomach meter showing how full she is. This gets filled up as the gainer eats more and more. When this meter is full she will morph into a new stage of fatness (and thus a new 3D model).

The stomach meter is present in the HUD all the time.

The size of the food is important

The size of an eaten item will decide the amount which the stomach meter will increase. A potato will thus not have as big an effect on the meter as a pineapple.

The meter must be filled completely

Only when the stomach meter is filled completely will the gainer grow. As this happens an extension will be added to the stomach meter. The player now has to fill up this new bar to make her grow again. Every new part of the bar will thus correspond to a level of fatness. As the gainer becomes larger and larger, smaller objects will have less effect on her meter. On stage 1 it might take 15 sandwiches to make her grow, whereas on level 3 it might take her either 15 unprepared turkeys or instead 45 sandwiches.

The marker at the end of the meter

A marker at the very end of the meter will indicate when it is full. The player will know that this is the area he has to be aiming for. If the bar lands inside this marker the gainer will grow to a new stage instantly. It does not matter how far within the marker the bar is.

Throwing up

If the bar exceeds the marker the stomach will be overfilled and the gainer will throw up. As this happens the stomach meter will drop to the middle of that fatness stage. It is still uncertain whether the thrown up food will be lost, whether it will need to respawn in the cupboards or if it instead will be possible to pick it up from the floor and reuse it directly as food. The first tests should be made so the food will be lost.

When the meter drops

The gainer will constantly be burning the fat she has gained. This will be shown as the meter drops down all the time while the player is not in the process of feeding. The exact amount is a topic to be researched but a suggestion is listed here:

- *The stomach meter constantly drops with 0.05 / second*

If the meter drops below the start of the current fatness stage then the gainer will lose the current level of fatness as she morphs into the 3D model of the previous stage. The player will then have to start on a half filled meter on this stage.

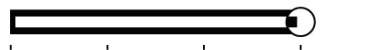
Different stomach meter situations

Not full yet

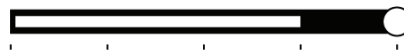


The stomach meter is not full yet
The player must keep on feeding

Successful feeding



The stomach meter is full
The last food object eaten was just the right size
The feedee grows to a new stage of fatness



When a stage of fatness is acquired
the meter will get a new extension

Unsuccessful feeding A

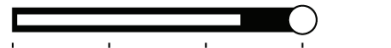
The feedee throws up



The stomach meter is overfilled
The last food object eaten was too large
The feedee throws up

Unsuccessful feeding B

The feedee burns too many calories



While the player is away from the feedee
the meter starts dropping



The meter drops to the middle of the level
and the player has to start again from here

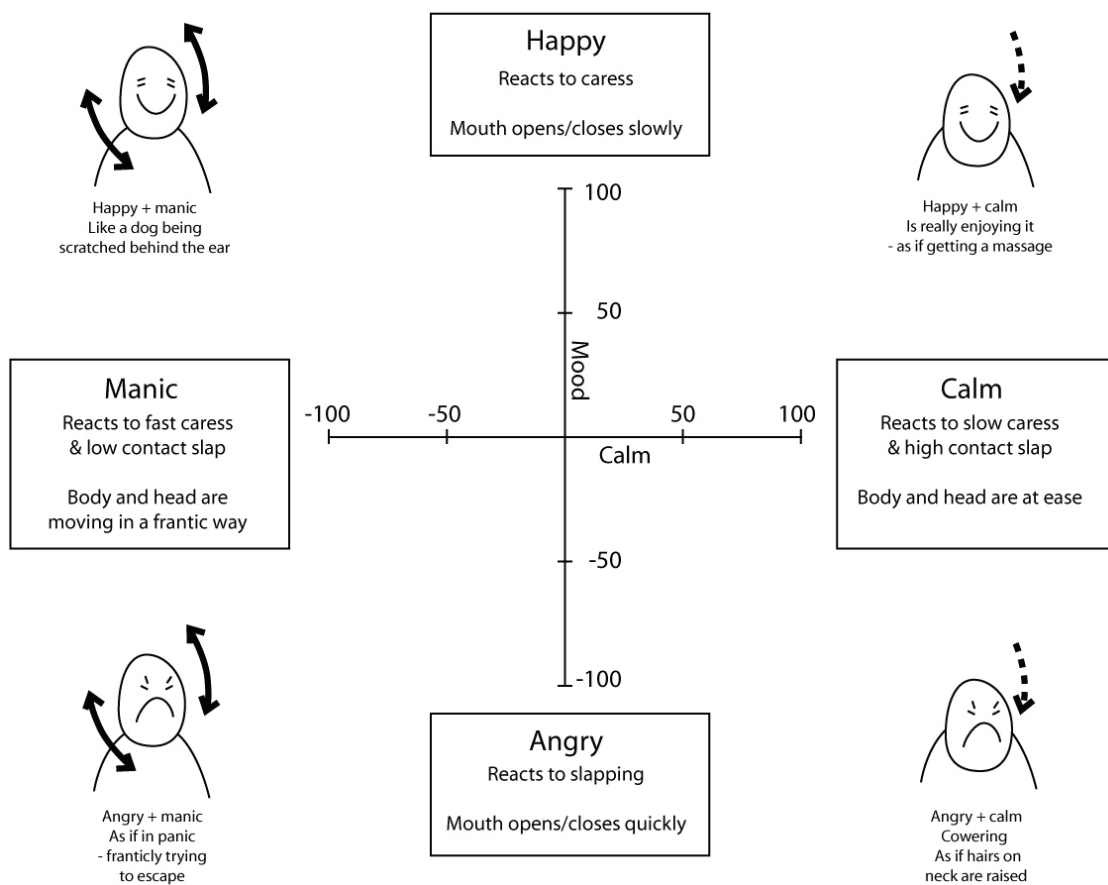


The player is away for so long that the meter
drops below the current level of fatness
The player loses that level and has to win it again
by starting on the middle of the previous level

The mood and calm parameters

The mood of the gainer can change from angry to happy. These mood states are communicated via facial expressions. Simultaneously as being angry or happy, the gainer can be manic or calm. These states are called the *calm states* as they show how calm the gainer is. They are communicated through body language and work independently from the mood states.

This axis shows the gainer's ease and mood parameters:



The mood parameter:

Decides if the gainer is happy or angry as well as the amount of time her mouth will be open

- Being happy:

Instigated by nursing gestures (Caressing)

The happier the gainer is the slower she will open and close her mouth. This means that it will be a more time consuming process for the player to make her open her mouth, but once its open it stays open longer.

- Being angry:

Instigated by abusive gestures (Slapping)

The angrier the gainer is the faster she will open and close her mouth. This means that it is easier to make her open her mouth if she is angry. However as the mouth shuts quickly the player has to have quick reactions to feed her.

The calm parameter:

Decides if the gainer's body is at ease or not

(This parameter is unlikely to become integrated in this version of the game)

- Being manic:

Instigated by fast nursing gestures (caresses) or low contact abusive gestures (slapping)

The more manic the gainer is the more frantically her head and body will move around.

The gainer will open her mouth quicker when she is manic but as she is moving a lot around it will be more difficult to hit the mouth and feed her.

- Being calm:

Instigated by slow nursing gestures (caresses) or high contact abusive gestures

(slapping) The calmer she is, the more at ease the gainer's head and body will be. This means that it will be easier to feed her in this state

Gestures

The player manipulates with the gainer's states by using various gestures. By moving the mouse he will move the feeder's hand. He can perform either friendly, nursing gestures such as caressing, or hostile, abusive gestures such as slapping. The gainer's reaction will change depending on how the player has gestured. In a full version of the game it will also be possible to perform gestures such as pinching, tickling, punching and poking etc.

3 parameters are important when gesturing

- Direction (is the mouse moved vertically or horizontally)
- Amount of contact the hand has with the gainer's face
- The speed at which the gesture is performed

The values mentioned under the description of each gesture show how the gainer will react. The first number is the reaction as the gesture is performed, and the second number is the rate at which the value will drop after the gesture has been stopped being performed.

Nursing gestures

A vertical gesture with high degree of contact is interpreted as being a caress



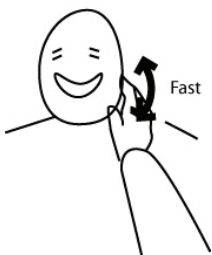
Slow movements
High contact

Slow caress

Slow vertical movements and high contact

This gesture is a slow and intimate, heartfelt caress

Mood	+15/-5	- happy slowly / wears off very slowly
Calm	+15/-5	- calm slowly / wears off very slowly
Mouth	+5/-15	- mouth opens very slowly / closes slowly again



Fast movements
High contact

Fast caress

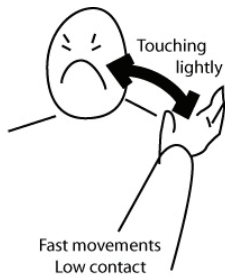
Fast vertical movements and high contact

This way of caressing can remind a little of scratching a dog behind the ear.

Mood	+15/-5	- happy slowly / wears off very slowly
Calm	-15/+25	- manic slowly / wears off very quickly
Mouth	+15/-25	- mouth opens slowly / closes very quickly

Abusive gestures

A horizontal gesture with high speed is interpreted as being a slap

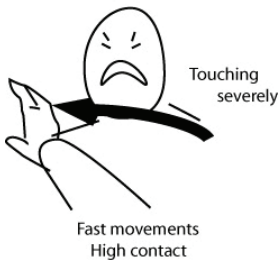


A low contact slap

Fast horizontal movements and low contact

This gesture will briefly slap the gainer and then pull back where it came from.

Mood	-15/+5	- angry slowly / wears off very slowly
Calm	+15/-15	- calm slowly / wears off slowly
Mouth	+25/-25	- mouth opens quickly / closes quickly again



A high contact slap

Fast horizontal movements with high contact

Moving from one side of the screen to the other this gesture resembles a punch

Mood	-25/+15	- angry quickly / wears off slowly
Calm	-5/-1	- manic very slowly / wears off slowly
Mouth	+25/-35	- mouth opens very quickly / closes extr. quickly

These numbers are meant to be initial guidelines for developing a prototype which we can use for testing. The details of the final gesture system will be developed as we work with this prototype. The ambition is that the gainer should have a short term memory of the gestures which have been performed on her, so her reactions will be able to vary depending on the patterns of the player's interaction. If the player throughout the game has been nursing the gainer and then suddenly decides to slap her really hard, the reaction should be very different (Surprised > very angry) than if the player had been slapping her several times already. In the implemented version of the game the system should also be able to "read" the details in the player's mouse movements more precisely. Performing a fast or a nursing caress for instance will thus work like two ends of a spectrum rather than being two separate states.

- When the gainer is not touched all parameter values will slowly drop towards 0

As mentioned above it is an ambition that the gainer can remember what the player has been doing to her. The value which the parameters slowly are dropping towards should thus only become zero after a very long period of time. If the player has been mostly abusive to her the values should drop until they reach a "minor" angry state, so the player will be able to see clearly that she is not amused with the situation.

The mouth stages

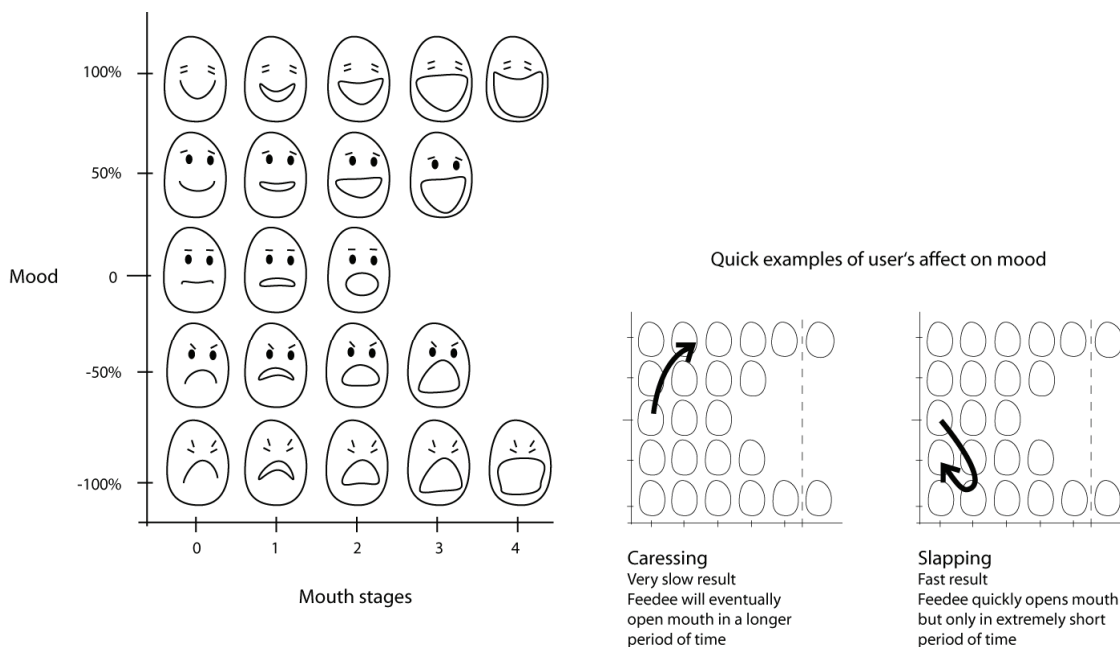
The player must make the gainer open her mouth so he can feed her.

- The mouth is opened by performing various gestures on the gainer
- The opening of the mouth must be large enough for the food to fit inside it
- The mouth will only open for a brief period of time, so the player has to be quick

The gainer's mouth has 5 different stages. 1 closed stage and 4 open stages (Stage 1 is the least open and stage 4 is the most open). At the first stage of fatness (When the game starts) the mouth will only be open to expand to stage 1. Every time the gainer grows a fatness stage her mouth will also be able to reach a new openness stage.

It is very important that each mouth stage is marked very clearly so the player will have no doubt about whether the opening is the right size for the food or not. The animations must for this reason not be blending too seamlessly between the different mouth stages as this might make the player confused about when he can and can't feed her.

The 5 mouth stages in relation to moods



The food categories

If an item is big enough to fit inside the gainer's mouth, she will be able to eat it. When a food item is eaten the stomach meter will increase. The amount of the increase will depend on what has been eaten. Large or fat objects will make the stomach meter increase more than small or fat free objects.

There are 4 different size categories of food. Each of these categories corresponds to the stage of fatness of the same name. Not until fatness stage 2 will it thus be possible to make the gainer open her mouth enough to eat a food item from size category 2.

To not make the gainer eat too weird stuff from the beginning the smallest food (which is eaten first) is the most pleasant and the largest is the most "unfood-like" or disgusting. Though this will be a guideline for the food, there is still allowed to be certain smaller food items which are objects or just unpleasant.

It is very important that items belonging to the same category are roughly the same size as they need to be clearly matchable to the right opening stage of mouth.


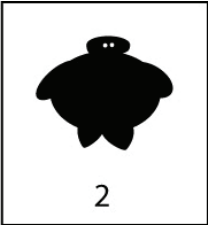
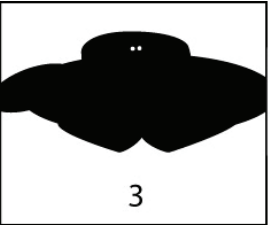
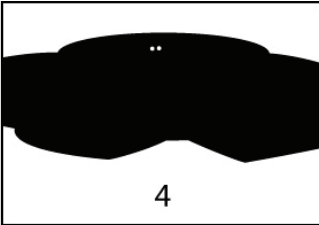




Food size category	Example	Stomach meter increase value
1	<i>"Normal" mouth-sized food. Prepared and sliced.</i> - Sandwich, chicken wing, slice of meat - Slice of cake, greasy burger, burrito	2-5 5-10
2	<i>Unprepared or uncut food</i> - Unprepared whole chicken, unopened tin of tomato soup, - Uncut birthday cake, tub of ice cream	10-15 15-20
3	<i>Smaller objects and disgusting food</i> - Potted plant, toaster, dishes - Block of lard, bottle of olive oil, a rat	20-25 20-30
4	<i>Medium sized objects</i> - A chair, microwave oven, TV, a dog	30-40

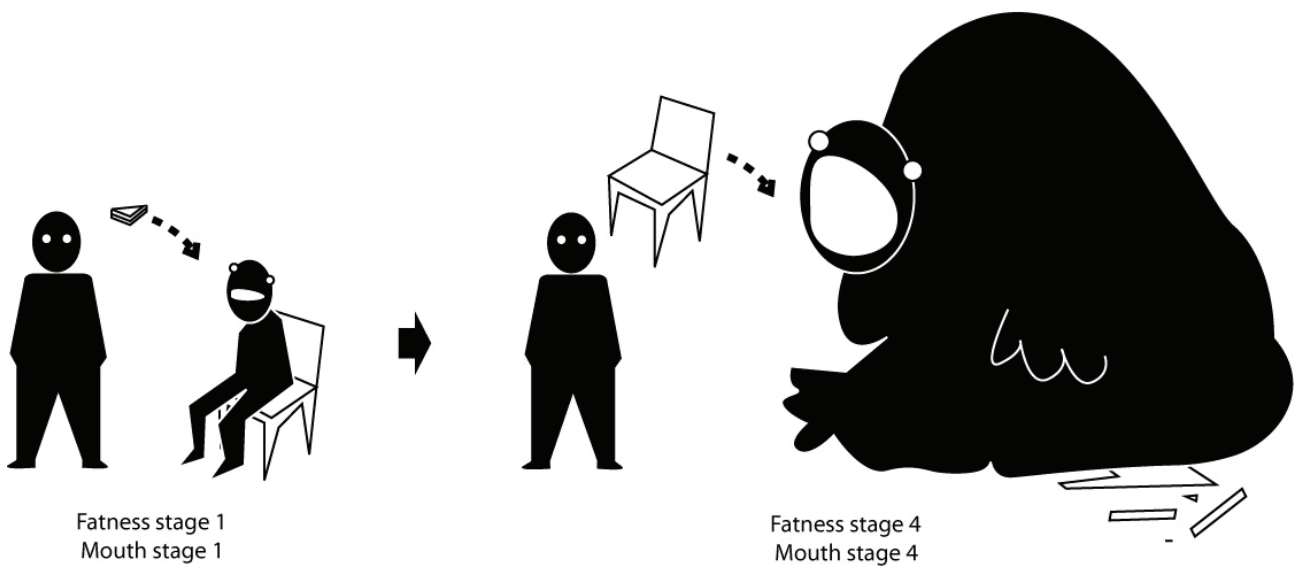
Concept art: A selection of the food available



See appendix C for a complete list of the food being made for this version of the game

The relation between the stages of fatness, the mouths opening stages and the food size categories

Stage of fatness	 1	 2	 3	 4																																																																																				
Opening stage of mouth	<table border="1"> <tr><td>0</td><td>1</td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>	0	1											<table border="1"> <tr><td>0</td><td>1</td><td>2</td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </table>	0	1	2																<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>	0	1	2	3																					<table border="1"> <tr><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table>	0	1	2	3	4																									
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Food size	 Sandwich	 Cake	 Plant	 Chair																																																																																				



Pleasant and unpleasant food

Each size of food is further divided into being either pleasant or unpleasant. Apart from having an affect on the stomach meter food will in this way also have an affect on the gainer's mood as well as the chance of her opening her mouth the next time something is attempted fed with something.

If the player keeps on feeding her Gucci shoes then she will become more happy and opening the mouth will happen really easily in the end, whereas if he only feeds her old muddy boots she will after a while completely refuse to open her mouth and the player will then have to spend a lot of time caressing her to make her come back to a normal stage again. The affect of this will be that the player will have to think more strategically when collecting food and that pleasant food can be used as a trick to make her open her mouth and so after this will be able to eat really disgusting things quicker.

It is important that an item's "pleasantness" value is communicated very clearly through its appearance so the player will never be in doubt about what is what.

As this system will be working as a part of the gainer's mood states it will not be developed further until this is up and running.

The timing of the feeding-action

The gainer's mouth is usually only open in a very brief period of time and the player must have quick reflexes to feed at exactly the right moment when the mouth is open.

If the mouth is closed or if the food is too large for the mouth feeding is not possible and the food will disappear from the feeding hand and pop back into the inventory instead. In a finished version of the game it will be possible to smear food all over the gainer's face if an attempt at feeding fails.

If feeding is successful the gainer will chew and swallow the food and her stomach meter will increase. The variations of the eat animations will depend on the size of the food rather than the particular type of food. The same animation will thus be used for eating both an apple and a tea cup. But it will be two different eating animations if the gainer eats an apple as opposed to a chair. Sound may be a solution for varying the experience of eating different types of food.

The levels of the game

The level structure

On each new level there will be a new person to feed in a new location. In this version of the game there will only be one level. There are 15 levels in the game.

Level 1: The feeder's kitchen

Summary

This version of the game takes place inside the kitchen of the feeder's flat. The gainer sits tied to a chair in one end of the room. On the kitchen table and shelves surrounding her, various plates and dishes are put out all with neatly prepared food on. It is obvious that he has been expecting her arrival and has been preparing food for it for quite some time.

An important aspect of this part of the game is that the doors to the fridge and the cupboards automatically close. The player will therefore have to try and memorize which food objects are in which cupboards if he does not want to spend unnecessary time opening up everything each time he needs to find something of a particular size. Finding food will thus often be a bit like a game of Memory.

When the gainer reaches fatness stage 4 she will trigger an event which makes it possible for the player to reach the top shelves (which were previously too high to reach)

The gameplay will be balanced so 70% of it will be feeding and 30% will be fast paced running around in the kitchen while gathering food.

Description of the feeder's kitchen

The feeder's kitchen will be a parody of an American suburban kitchen. It will be a post modern/Memphis like nightmare in pastel.

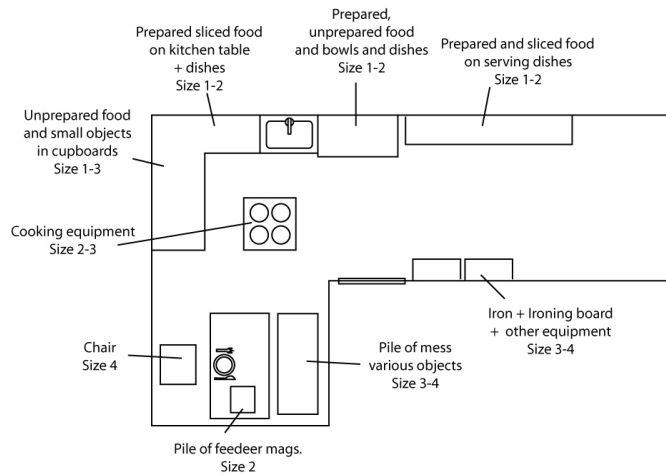
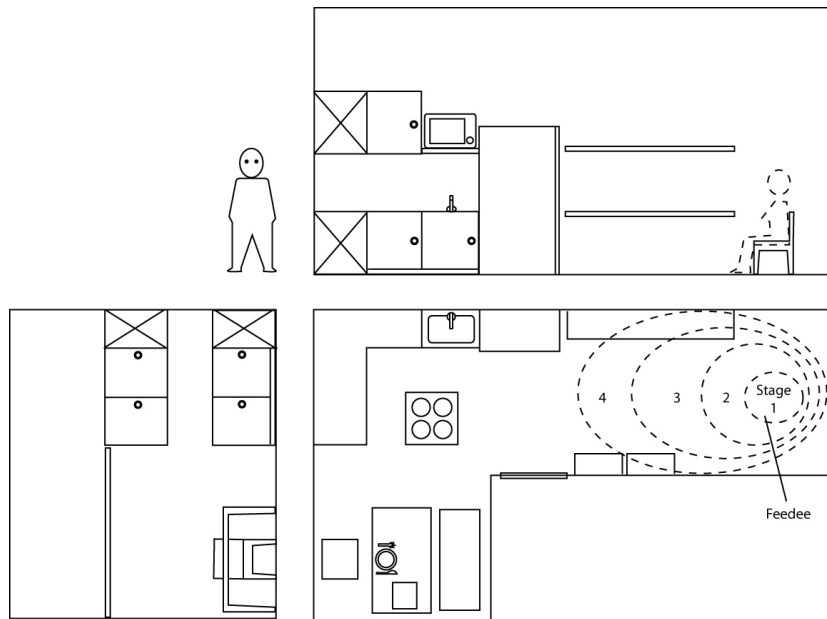
Concept art: The feeder's kitchen



The level design

The level design as well as the exact positioning of food is a research topic, which will need to be tested in a mock up. However below is a suggestion

The feeder's kitchen and positioning of food



Walkthrough

Fatness stage 1:

The gainer can only eat food from category 1 (sliced and prepared food).

This stage will be a soft and easy introduction to get the player into the mechanics.

There will be lots of prepared food on the kitchen tables and shelves from size category 1. The player only has to run out and get it, bring it back to the gainer and make her eat it.

Event between stage 1 - 2:

The gainer's clothes and beauty contest ribbon shreds apart

Fatness stage 2:

The gainer can now also eat food from category 2 (unprepared and uncut food).

Apart from the slices of cake, ham etc which the player used for feeding in the previous stage he can now also feed with the entire cakes and steaks themselves. Some of these are standing on the tables and some are in the fridge. Unprepared food, such as raw meat and unopened tins will also be possible to find in these locations as well as in two of the cupboards. Cutlery, as well as minor objects can also be used for feeding now.

If the player only uses the prepared food standing out on the tables he will run out of it in this level.

Event between stage 2 - 3:

The chair which the gainer sits in splinters to pieces. As she lands on the floor several large cracks appear.

Fatness stage 3:

Smaller objects can be eaten now (A radio, the remains of the gainer's broken chair etc)

By this time there should be several empty dishes and bowls standing on the various surfaces of the kitchen. These can now be used for feeding. Apart from these there will be objects lying scattered around the kitchen. Some will be easy to spot (the kitchen radio) while others will be less obvious or more hidden away. At the end of this stage it should become challenging to hit the end marker of her stomach meter correctly. If the player just keeps on feeding her objects and unprepared food she will almost certainly throw up.

Event between stage 3 - 4:

The gainer becomes so large that she tears down the shelves on the wall next to her. Anything still standing on them falls to the floor. As the animation finishes one of the shelves is lying at

an angle from the floor and over her body. This shelf can be used as a ramp for gaining access to the top shelves (which were previously inaccessible). The player will not receive any hints about that he can walk up the shelf but is required to figure it out himself.

Fatness stage 4:

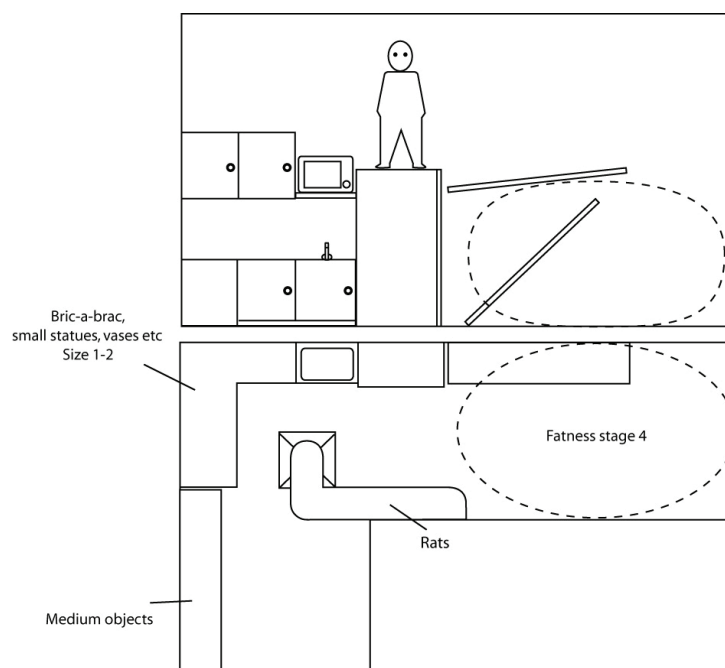
The player can now feed using medium sized objects (chairs, vacuum cleaner etc.)

As the player reaches this level there will be very few objects left from category 1 and 2. Luckily he will now be able to reach the top shelves where various bric-a-brac is standing (vases, small statues etc). Finding this will make the player experience that his “ammo” is restocked. Only a few medium sized objects can be found in the kitchen. His own dining chair is one of them. Most of the medium sized objects are standing on the top shelves which the player can gain access to now. As the player can only carry very little else when moving a medium sized object he will have to make strategic decisions about whether he will transport few large objects which will make the gainer grow quickly or rather many smaller ones which will be time consuming to feed with.

Event after stage 4:

The 4th fatness stage is the last stage in this version. The game will be balanced such that it will be very difficult to get further in the 5 minutes it takes before the photographer arrives. If the player against all odds should manage to fill the stomach meter on the 4th stage a message will pop up saying that the full version of the game needs to be purchased to continue. After this the photo shoot starts.

The top shelves become accessible at fatness stage 4



The photo shoot

The fatscore

When the game is over the player will be told how well he did through a 'fatscore'. This number is in kilos and will be equal to the gainer's weight. The number is based on the current fatness stage plus the value of the stomach meter at the time when the time runs out. After the game is finished the fatscores will be shown on a traditional highscore list.

Description of the photo shoot

After having seen this, the player can click 'continue' and a photo shoot of the gainer will commence. Here the player will be able to pose the rag doll gainer in various positions in front of a virtual camera/photographer and take photos of her (screen grabs). These photos can then be shared via the community on the game's website.

This part of the game has low priority compared to what has been described up until now. For this project it might be an easy solution to show the photo shoot as pictures, which have been mocked up in a 3D program and a text explaining that this will be featured when buying the full version of the game.

Unlockables

Depending on how well the player did a number of costumes, backgrounds and props for the shoot will be unlocked. All the outfits and props will be awkward in size and appearance to make the gainer look extra silly.

Suggestions for rewards:

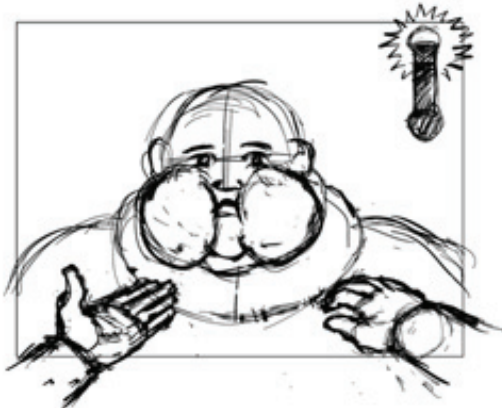
Rewarded at	Theme	Outfit	Background	Props
80 Kg	Summer	Bathing suit + sun glasses	Sandy beach	Parasol + sun bed
320 Kg	Cowboy	Cowboy clothes + gun	Prairie	Rocking horse + cactus
1280 Kg	Sexy	Lingerie + small whip	Bedroom	Heart shaped bed + candles

The online community

An online community will not be made for this version of the game

Appendix A: Story board of the feeding process

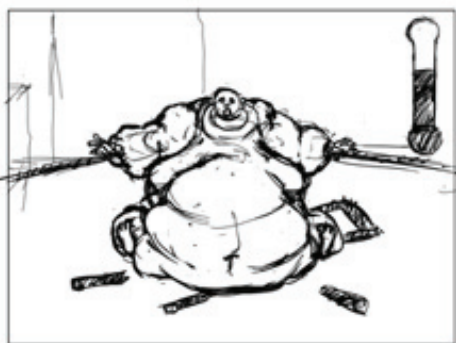




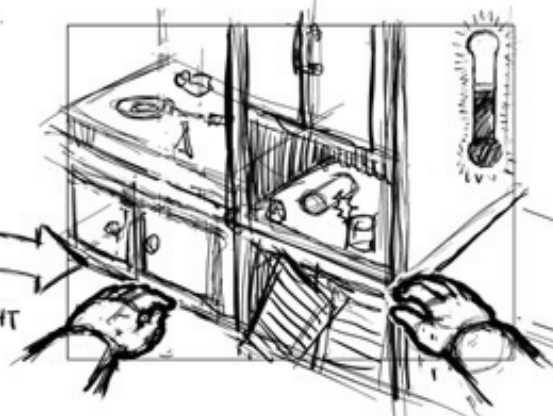
TRANSFORMATION
CUTSCENE

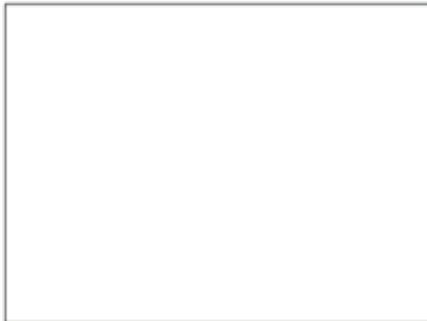
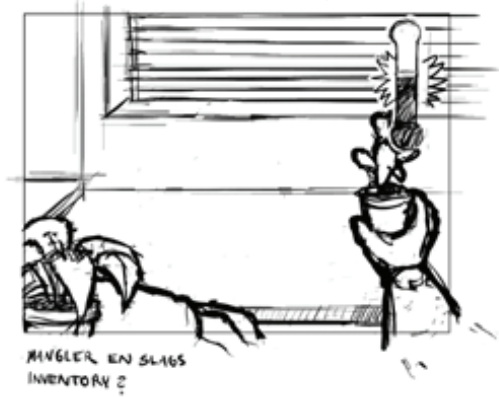
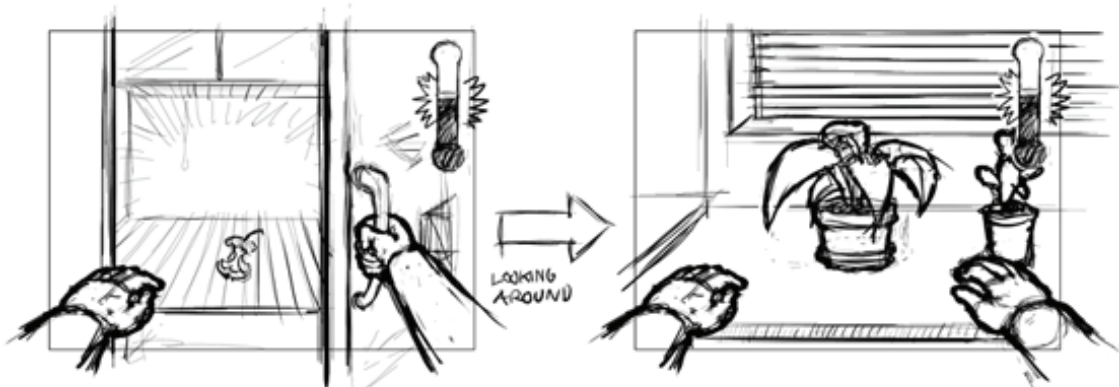
CAMERA MOVEMENT

-BACKGROUND / SCENE DISAPPEARS
-FIREWORKS / LIGHT FX.



TURN RIGHT





Appendix B: Colour scheme for the game



Appendix C: Lists

Complete list of HUD messages

Control scheme 1:

When the game is started

You have 5 minutes to make Miss Düsseldorf grow as large as at all possible

Collect food in the kitchen and feed it to her

Start with picking up a burger

[Click to continue]

When the game has 1 minute left

1 minute left

When the player moves around the room and has no food in the inventory

W/A/S/D: Move

Left click: Pick up item / open cupboard

When the player moves around the room and has food in the inventory

W/A/S/D: Move

Left click: Pick up item / open cupboard

Key 1-7: Select item in inventory

Space: Drop item (cannot drop in floor)

When the player is standing in front of the gainer

Ctrl: Enter feeding mode

If an item is too large to become picked up

There is not enough room in your inventory

*Control scheme 2:***When the player is in feeding mode and has NO food in inventory**

You do not have any food

Ctrl: Exit feeding mode

When the player is in feeding mode and has food in the inventory

Key 1-7: Select item in the inventory

Move mouse to convince Miss Düsseldorf to open her mouth

Space: Feed!

Ctrl: Exit feeding mode

When the gainer eats an object

Well done!

Watch the stomach meter grow as you feed

Your objective is to hit the top circle of the meter

If the mouth is closed or not open enough

The mouth is not open enough!

Move mouse up / down / left / right to convince Miss Düsseldorf to open her mouth more

Or try feeding with a smaller object

If the gainer throws up

The last object was too large!

The stomach meter must hit exactly inside the top circle

If the gainer loses a level

You were away for too long

Miss Düsseldorf burned too many calories and lost a level

You need to be quicker

Complete list of food

Size category 1

“Normal” mouth-sized food. Prepared and sliced.

candybar

Greasy burger

muffin

cheese

Slice of cake

Slice of spam (Jakabov)

Slice of ham

Slice of cheese

Sausage (bock wurst)

egg

Orange

Apple

Tomato

Pear

Banana

Carrot

Salad leafs

Leek (porre)

Onion

Pebbers (pebber frugt)

Size category 2

Unprepared or uncut food

cake

canned tomatoes

butter

tivoli lollipop

An entire cake

An entire bread

A cheese

Tin of spam (Jakabov)

An entire ham roast
Lard/butter (palmin/butter)
Bottle of oil
Melon
Pineapple
Cabbage
Salad
Broccoli
Frozen fish
Bottle of Snapps
Ice cream (Regnbueis)

Size category 3

Smaller objects and disgusting food

bucket of mayo
toaster
potted plant
Toaster
Radio
Dishes
Potted plant
Glass of bockwursts
Dishes
Serving dishes
Bowls
Tea cups
Gravy... (sovsekande)
Big gravy spoon
Kagerulle
Piskeris
Stiff Road kill
Bag of frozen french fries

Size category 4

Medium sized objects

microwave oven

wedding cake

ukulele

Rokokopude

Guitar

Large serving dishes

Large bowls

Gunnar Wille chocolate elf

Credits

Design document author

Ulrik Hauen-Limkilde

'Description of the world', 'Description of the feeder', 'Description of the gainer', 'Description of the kitchen' and

'Sound and music' written by Søren Fruergaard

'Appendix C: lists' written by Ulrik Hauen-Limkilde and Søren Fruergaard

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Audio designer	Claus Pedersen
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Programmer	Klaus Kartou
Programmer	Jakub Cupisz
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Animator	Rasmus Ustrup
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DADIU supervisors:

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Deadline Games	Mogens Hvidtfeldt
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Aalborg University	Claus Rosenstand	Project management
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IMMA	Marc Kluge	Modeling and rigging

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