



Burger Blaster

...

Mystery Shark

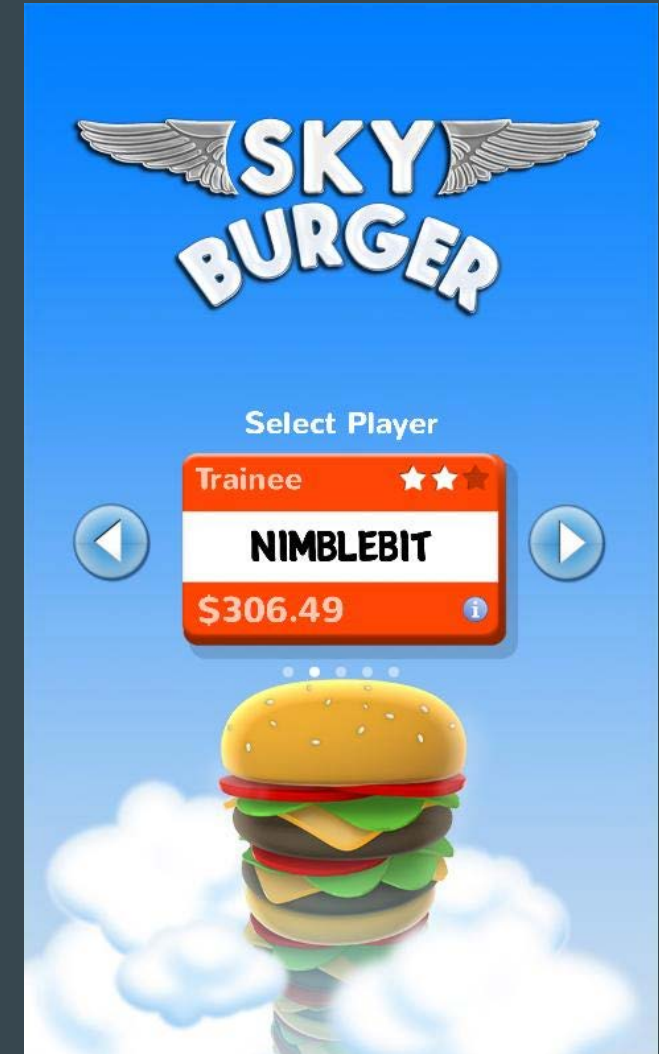


Inspiration Game: Sky Burger

- Released May 21, 2009 for single player
- Goal: Catch falling ingredients to make burgers matching the HUD receipt.
- The player moves the bottom bun back and forth to catch the falling ingredients specified in their HUD and top it off with a top bun. If the player catches the top bun before catching all the other ingredients they fail that level.

The 3 Cs

- Character: The player's avatar is the burger itself; originally starting off as the bottom bun. The burger can move left and right, and has swaying animations when it is moved.
- Camera: 3rd Person; follows the height of the top layer of the burger
- Controls: Move left and right with touch inputs
- Velocity based



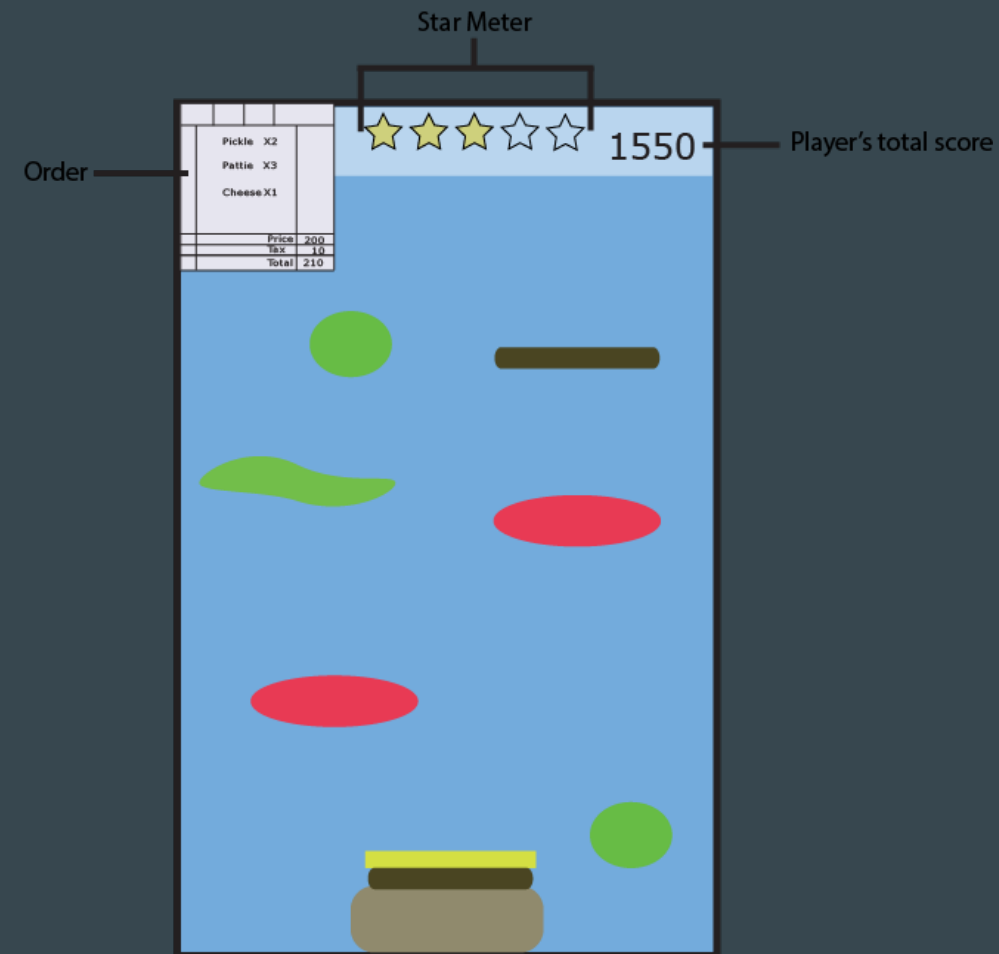


| | | | | | | | | | | | | |
|-------------|---|---------------------------------------|--|--|---|--|--|--|----------|--|--|----------|
| | Bottom Bun | | | | | | | | | | | |
| Bottom Bun | X | Wall | | | | | | | | | | |
| Wall | Collision Event (Stop) | X | Patty | | | | | | | | | |
| Patty | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Lettuce | | | | | | | | |
| Lettuce | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Cheese | | | | | | | |
| Cheese | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Onion | | | | | | |
| Onion | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Tomato | | | | | |
| Tomato | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Pickles | | | | |
| Pickles | Collision Event (Stack/Bounce) | Collision Event (Despawn) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Collision Event (Stack/Bounce) | Top Bun | | | |
| Top Bun | Collision Event (Level End) Top Bun/Bottom Bun X | Collision Event (Despawn) X | Collision Event (Level End) Top Bun/Patty X | Collision Event (Level End) Top Bun/Lettuce X | Collision Event (Level End) Top Bun/Cheese X | Collision Event (Level End) Top Bun/Onion X | Collision Event (Level End) Top Bun/ Tomato X | Collision Event (Level End) Top Bun/Pickles X | X | Level Score | | |
| Level Score | X | X | Score Change Patty Score Patty Score X | Score Change Lettuce Score Lettuce Score X | Score Change Cheese Score Cheese Score X | Score Change Onion Score Onion Score X | Score Change Tomato Score Tomato Score X | Score Change Pickles Score Pickles Score X | X | X | Tip | |
| Tip | X | X | Tip Change Patty Tip Patty Tip X | Tip Change Lettuce Tip Lettuce Tip X | Tip Change Cheese Tip Cheese Tip X | Tip Change Onion Tip Onion Tip X | Tip Change Tomato Tip Tomato Tip X | Tip Change Pickles Tip Pickles Tip X | X | X | X | |
| Total Score | X | X | X | X | X | X | X | X | X | Score Change Level Score Level Score X | Score Change Tip Score Tip Score X | X |



Burger Blaster: Overview

The player controls the latest in burger stacking technology; moving their burger on a platform to catch falling ingredients while blasting negative items away. Every round a customer indicates their desired burger through an order slip on the HUD. Building a correct, more desirable burger results in points while an incorrect burger will not award any points. As the player earns points the quality of the restaurant increases as well, rewarding the player with new environments to play in.





Order System:

A customer places an exact order of what ingredients they want along with the quantity of those ingredients. Orders are displayed in the receipts HUD at the top left of the screen. The player must create exactly that burger to be awarded points. Each receipt is worth a specified number of points. In order to complete a level player's need to fill their star meter. Each star has its own set value of points required to fill it. As the game progresses the amount of points each star is worth will increase.

| | | | |
|--|--------|-------|-----|
| | | | |
| | | | |
| | Pickle | X2 | |
| | Pattie | X3 | |
| | Cheese | X1 | |
| | | | |
| | | Price | 200 |
| | | Tax | 50 |
| | | Total | 250 |

Ingredient list and # needed of each to complete burger

Base points burger is worth
Bonus points from pickups
Total points of burger

| Item | Value |
|-------------|-------|
| Patty | 5 |
| Cheese | 5 |
| Lettuce | 10 |
| Tomato | 10 |
| Onion | 20 |
| Pickle | 20 |
| Mushroom | 25 |
| Avocado | 25 |
| Egg | 50 |
| Top Bun | 10 |
| Boot | -25 |
| Dead Fish | -15 |
| Stinky Sock | -10 |
| Underwear | -50 |



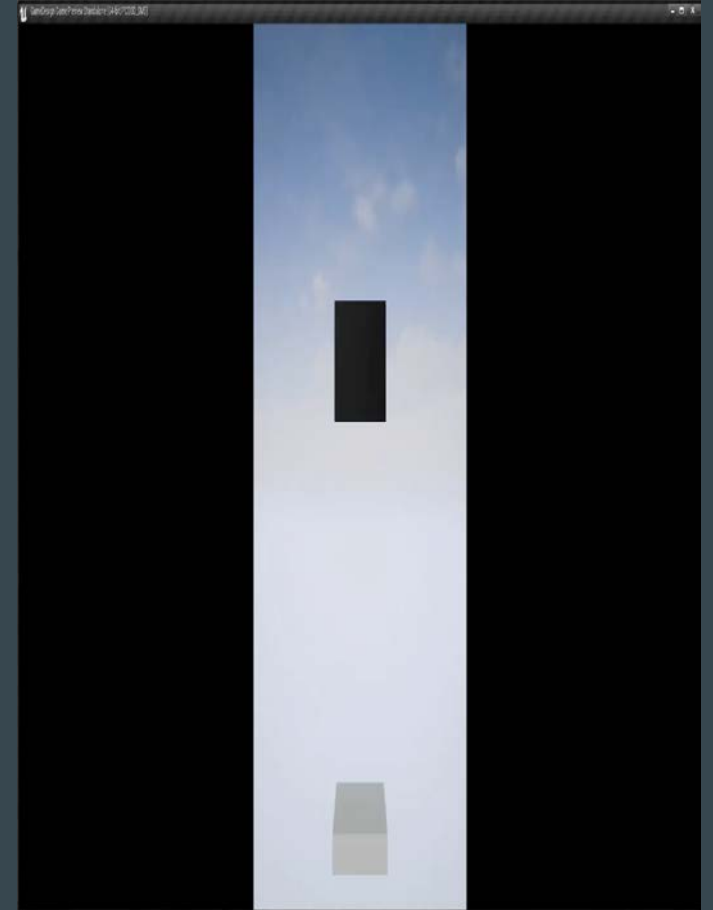
Pillars: Pickups

| Positive | Negative |
|---|---|
| Bacon: Makes any burger better! Point multiplier | Gun Jam (Temporarily prevents the player from shooting missiles) |
| 2X Speed | Frenzy (Temporary increased ingredient drop rate) |
| Piercing shot (misses destroy ingredients that would normally need to be shot multiple times) | Slow (Temporarily reduces bottom bun's movement speed on the moving platform) |
| Health Inspection (Instantly clears the screen of uneatable ingredients) | Bad Luck (Temporary increases the drop rate for negative ingredients) |



Pillars: Timer and Shooting

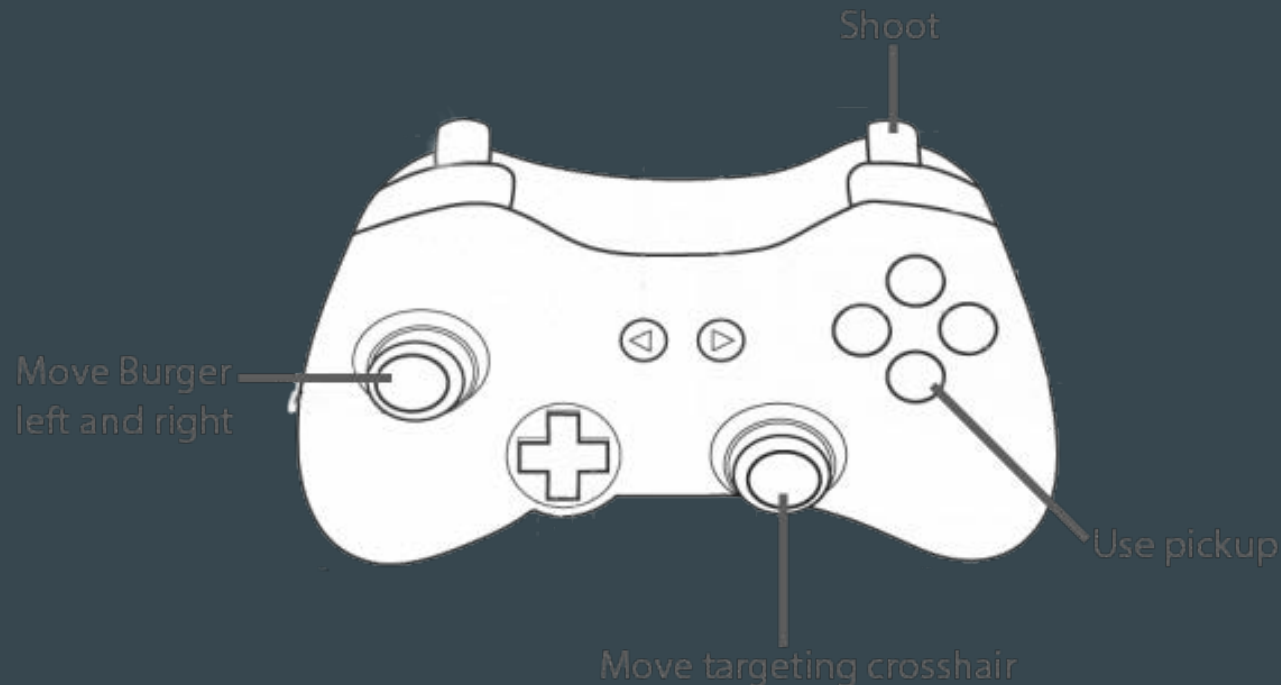
- **Timer:** Each level has a timer that gives the player a set amount of time to accumulate a certain amount of points. As the game progresses, the amount of time players are allotted to achieve the needed score will decrease.
- **Shooting:** Player's will be able to shoot and destroy incoming unwanted ingredients and inedible items that will instantly reduce the amount of points for the players burger. Different items, such as the stinky boot, will require more than one shot to be destroyed. Player's can also shoot and destroy need ingredients making it harder for them to complete orders.





3 Cs

- Character: The player's avatar is displayed as the bottom bun of the burger itself and the score at the top of the screen.
- Camera: The game's camera is fixed 3rd Person.
- Controls:



| A | B | C | D | E | F | G | H | I | J | K | L |
|--------------------------------|------------|---|----------------------|----------------------|-------------------|-------------------|-------------|----------------|--------------|-------------|--------------------|
| 1 | | | | | | | | | | | |
| Burger Blaster Level Layout | | | | | | | | | | | |
| 2 | | | | | | | | | | | |
| 3 | | | | | | | | | | | |
| 4 | | | | | | | | | | | |
| 5 | | | | | | | | | | | |
| 6 | | | | | | | | | | | |
| 7 | Player | Board | Collectables | | Pickups | | Collectable | Player Ability | Score | Timer | |
| 8 | | | | | | | | | | | |
| 9 | Bottom Bun | Wall | Positive Ingredients | Negative Ingredients | Positive Powerups | Negative Powerups | Top Bun | Missiles | Score | Star Meter | Timer |
| 10 | Level | | | | | | | | | | |
| 11 | 1 | 1 Food Cart | Random | Random | 2-4 Random | 2-4 Random | Random | | 100 Required | 200 Points | 1:30 |
| 12 | 2 | 1 Diner | Random | Random | 4-6 Random | 4-6 Random | Random | | 300 Required | 500 Points | 2:30 |
| 13 | 3 | 1 Restaurant | Random | Random | 6-10 Random | 6-10 Random | Random | | 500 Required | 1000 Points | 4 minutes |
| 14 | | | | | | | | | | | |
| 15 | | | | | | | | | | | |
| 16 | | | | | | | | | | | |
| 17 | | | | | | | | | | | |
| 18 | | | | | | | | | | | |
| 19 | | | | | | | | | | | |
| 20 | | | | | | | | | | | |
| 21 | | | | | | | | | | | |
| 22 | | | | | | | | | | | |
| 23 | | | | | | | | | | | |
| 24 | | | | | | | | | | | |
| 25 | | | | | | | | | | | |
| 26 | | | | | | | | | | | |
| 27 | | | | | | | | | | | |
| 28 | | | | | | | | | | | |
| 29 | | | | | | | | | | | |
| 30 | | | | | | | | | | | |
| 31 | | | | | | | | | | | |
| 32 | | Potential Scenery Changes (According to Star Meter) | | | | | | | | | Playtesting Needed |