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Essence Statement:

"Soup Inc." is the **absurd** third-person cooking/action adventure where players **become the soups they create**. As the last true soup chef, mix and match the wacky ingredients you find to **create** the soup of your dreams. Then, send your soup into chaotic **3D action** levels to **fight** other soups and **scavenge** for ingredients. Fight other soups by splashing, throwing meat, or noodle whipping to **destroy Big Soup's corrupt monopoly** from the inside and restore flavor to a world that's forgotten the meaning of soup.

Cooking mechanics:

SELECT from the various **ingredients** you find throughout Big Soup's headquarters to craft your own unique soup.

BASES:

Determine the soup's base stats: ATK, DEF, SPD, etc.

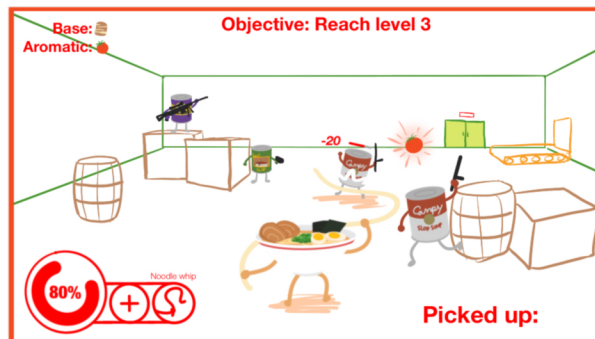
AROMATICS:

Enhance your soup base. These **strengthen** your soup and reward exploration.

Cook your soup in a short minigame, and watch it come to life!

CORES:

Your main **weapons**, your loadout. Use it to noodle whip or meat throw. Without a **core**, you can **only splash**, costing health.



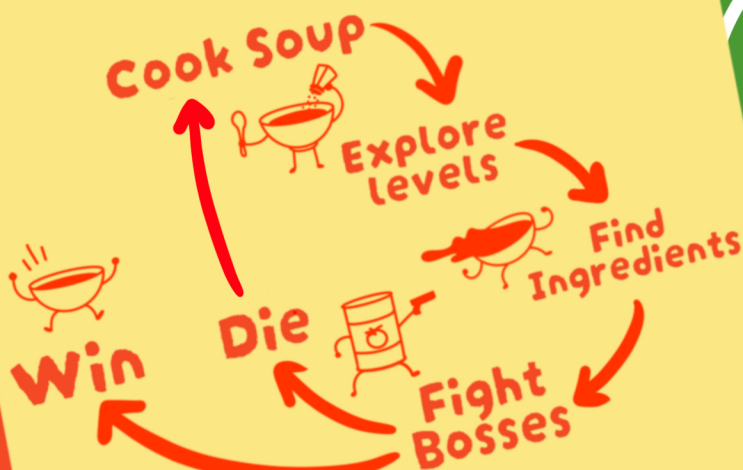
Action Mechanics: (fighting soups)

MOVE by **running** and **jumping** through the rich, detailed levels of Big Soup to maneuver through them, towards or away your enemies

EXPLORE detailed levels to find **bases**, **aromatics**, **core ingredients**, soup enemies, and level **bosses**.

FIGHT by **splashing** soup, **throwing** ingredients, or noodle **whipping** to cut through enemy soups.

Core Game Loop



Soup Mechanic

Your health is represented by how much soup you have left! Without a weapon, you can only attack by **splashing**, which depletes your amount of soup. If you run out of soup, your soup dies, and you have to cook a brand new one! Splashing is **NOT** a physics based attack, rather a **vfx** that has an **impact area** to deal damage but depletes health. You can maintain your level of soup by refilling at **checkpoints** throughout the map.

The Story

Big soup is trying to put an end to the rich, flavorful broths of today and usher in an era of watered-down **canned soup** that only they control. As **the last true soup chef**, you find your kitchen left in disarray after a raid from big soup. Left with no other choice, you scrape together what you can to create a soup warrior capable of entering big soup to **end their scheme** once and for all.



Enemy soups



Level Design

Levels are "floors" of the Big Soup corporate office where they store **confiscated soup ingredients** from around the world and **research** parts of soup. Each floor is swarming with **soup goons**, which you must choose to stay and try to **fight, or run away** to try to pick up some quick ingredients. Explore the increasingly dark levels, themed around soup ingredients, and seek out each **boss** to move up the **corporate ladder**.

Player Goals:

- Make **creative** fun and unique soups
- Explore** levels and **fight** in the way they enjoy most
- Take down **big soup**, and restore **order** to the culinary world

The Why?

Funny, but rich:

The game draws you in with a simple, **FUNNY** premise, you play as a soup, but hits you with a story about **corporate greed, retribution, and unity** through a shared love of food. The player will **laugh** at the obvious allegory of "Big Soup" portraying American industries, but **resonate** with the message that soup is for the people, and should be used to **bring people together**.

Soup is universal:

Everyone knows what soup is, being prevalent in **every culture** throughout human history. Archaeological evidence for soup dates back almost **10,000** years, and yet no one has made a video game where you play as soups! This leads to our content being able to **resonate** with a wider audience, and makes our mechanics **simple to understand** right away.



Team Layout

Team size: ~25

1 Director*

Lead Producer*

2x Art/Tech Producers

Art Lead*

3x 3D artists

3x 2D/UI/Tech Artists

Engineering Lead*

4x Engineers

Design Lead*

3x systems/level/
narrative designers

2x Audio Designer

1 Usability Lead

1 QA Lead

1 Marketing Lead



*Prepro team
Red = Leads

Spring 27'

-Prototype cooking and action mechanics, test and validate game loop, design key UI, define soups and ingredients

Summer 27'

-Recruit and onboard more team members, test and iterate on mechanics, establish work pipelines for fall

Fall 27'

-Finish all level prototypes, produce working assets for all soups, implement all soup mechanics

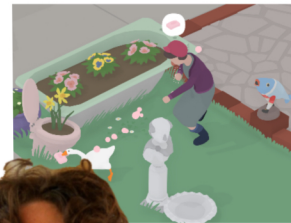
Spring 28'

-Polish and tune gameplay and art, market the game, release

Soup Inc. uses a simple 3D cel-shaded art style, similar to The Legend of Zelda: The Wind Waker.

Saturated colors give the game a **lighthearted** and zany tone, while the darker **desaturated** levels and enemies feel more **intense to fight**.

The smooth **organic textures** of your **ingredients, kitchen and soup** clash with the **sharp, glossy textures** of the **enemy soups**. The tone is light hearted, but **gets darker** as players progress, reflecting the **twisted practices** of big soup. (from a silly noodle level to a darker meat-themed level)



Previous Experience

>Voidwatch (Lead Producer)

>AGP Quarter Life Pounder (Associate Producer)

>Mixed Intelligence Lab (Co-Founder)

>Open Alpha Cohort 13 (Sound)



Game Scope

- **3 Levels** each with unique ingredients and a boss to fight
- **Hundreds of different ingredient combos**, but **3 core weapon mechanics**
- **15-20 Minutes of exciting replayable gameplay**
- Published to **steam** on PC

About Me

Hi, I'm Miles, a Sophomore in IMGD. I've been making games for as long as I remember, from telling interactive stories as a kid, to working on AGP and Open Alpha. Before USC, I was the director of my high school's robotics program, giving me core leadership experience. I'm a lifelong soup enjoyer and maker, and when meeting new people, I often ask, "If you were a soup, what soup would you be?" You can find out a lot about a person in this way. I would be chicken noodle, but with loooooong noodles.



Pitch designed by
Jadon Kwok

