



MUNDO FESTÍN

NARRATIVE BIBLE & GAME CONCEPT PITCH

*Created by **Ibán Roca** — Game Writer & Narrative Designer*

1. Executive Summary

Mundo Festín is an interactive proposal for a **3D Cooperative Action-Adventure & Puzzle Platformer** (with single-player character-swapping) set in a whimsical, colorful dimension where food is alive, thinks, and feels. Targeted at an audience of **ages 8 to 12 and families**, the game blends lighthearted humor, fast-paced mechanical gameplay, and cartoon physical comedy (featuring fusty flatulence) with deeper existential themes of identity, the circle of life, and balance.

The core gameplay centers on the partnership between **Chili** (an impulsive jalapeño with spicy fire-based abilities) and **Cremosa** (a calm, sweet, and reflective tub of rice pudding). Together, the players must traverse six culinary kingdoms to recover the ingredients of the **Lost Recipe** of the legendary chef Cho Wuan. This ancient formula is the only force capable of halting the **Putrid Rot**—a dark plague of decay transforming food into mindless, flatulent zombies known as “The Fusties”—and thwarting the cryogenic tyranny of the calculating **Chancellor Frigorías**.

Game Specifications

- **Genre:** Co-op 3D Action-Adventure & Puzzle Platformer.
- **Target Audience:** Ages 8 to 12 (PEGI 7 / E for Everyone).

- **Visual Style:** Highly saturated stylized 3D cartoon art, featuring squash-and-stretch animations and culinary visual effects.
 - **Game Modes:** 2-player local/online co-op, and Single-player (featuring alternate character control and tactical AI commands).
 - **Platforms:** PC, Nintendo Switch, PlayStation 5, Xbox Series X/S.
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2. Core Pillars of Design

To guide development and maintain creative consistency, the project rests on three fundamental pillars:

1. **Synergy of Flavors (Combined Gameplay):** Combat and puzzle design require the combination of the protagonists' opposing elements: Chili's fiery heat and Cremosa's soothing dairy and cinnamon properties. No character can traverse a level alone.
 2. **The Life Cycle Narrative (Sacred Transit):** Unlike traditional games where being consumed means defeat, in *Mundo Festín*, being eaten by the "Gluttonous Gods" represents the food's ultimate, happy purpose and the start of a new life cycle. The true "loss condition" is corruption by the Putrid Rot, which robs foods of their soul, leaving them decayed.
 3. **Culinary Biome Exploration (Kingdoms):** Each of the six kingdoms acts as a unique gameplay biome with distinct environmental mechanics, enemy archetypes, custom soundscapes, and aesthetic themes tied to their food group and musical genre.
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3. Playable Characters

Gameplay is driven by the asymmetric dynamics between the two heroes:

Chili: The Spicy Catalyst

- **Profile:** A young, fiery jalapeño from Spice Valley. Proud of his hot nature, though his impulsive temper frequently gets him into trouble.
- **Combat Role:** Close-range DPS / Agility.
- **Active Abilities:**
 - *Spice Blast:* Shoots fiery pepper bursts that burn organic obstacles or temporarily enrage enemies, causing them to collide with each other.
 - *Jalapeño Rush:* Boosts movement speed and attack power at the cost of consuming his heat meter.
- **Co-op Synergy:** His heat activates Cremosa's cinnamon powder, caramelizing and solidifying it.

Cremosa: The Sweet Thinker

- **Profile:** A sweet tub of rice pudding (arroz con leche). Calm, empathetic, and slightly melancholic, she suffers from an identity crisis about where she fits in (dairy, rice, or processed food).
- **Combat Role:** Support / Crowd Control / Builder.
- **Active Abilities:**

- *Milk Shield*: Emits a stream of sweet milk that neutralizes rot clouds and heals Chili or infected NPCs in early stages of decay.
 - *Cinnamon Dust*: Sprinkles cinnamon over targeted areas.
- **Co-op Synergy**: When Chili applies fire to her cinnamon dust, it solidifies instantly, creating bridges, barriers, locking mechanisms, and counterweights to solve puzzles.



4. Level Design: The Six Kingdoms

The game world is split into **Six Kingdoms**, each presenting unique visual biomes and environmental hazards:

Kingdom	Visual Environment	Musical Style	Unique Gameplay Mechanic	Boss / Guardian
Vegetables	Lush fields and earth-excavated houses.	Folk / Indie Acoustic	Swinging and climbing using dynamic organic roots.	Shaman Bean
Fruits	Tropical islands with beaches and waterfalls.	Caribbean / Reggae	Buoyancy platforming on juice rivers and tide currents.	Shaman Pineapple
Dairy	Dreamy swamps with yogurt geysers and milk rivers.	Ambient / Chill Out	Managing floor viscosity (solid, sticky, or liquid states).	Princess Custard
Meats	Rocky canyons and charred wood forests.	Fire-grilled Rock / Metal	Environmental destruction and weight-based physics puzzles.	Leader Tomahawk
Seafood	Coral reefs and deep underwater kelp forests.	Calypso	Three-dimensional swimming movement and sand camouflage.	Empress Squid
Processed	High-tech neon city with giant billboards.	Techno / Electronic	Hacking digital interfaces and navigating conveyor belts.	Mayor Gummy

5. Antagonists & Threats

The Putrid Rot

An environmental threat represented by a **toxic green fog** that slowly spreads across the map. Players lose freshness and health if they linger inside the fog without Cremosa's purifying milk shield.

The Fusties (Common Enemies)

Live foods corrupted by the Putrid Rot, displaying three distinct stages of infection:

- **Stage 1 (Symptomatic):** Stuttering movements and memory loss. Easily cured by Cremosa's dairy abilities.
- **Stage 2 (Hostile):** Aggressive behaviors driven by irrational fear.
- **Stage 3 (Full Zombie):** Slow, lumbering creatures that attack by discharging **foul flatulence clouds** (green/brown gas) that damage the players and spread the rot. Chili can cook/purify them from a distance using his fire, while Cremosa cleanses the lingering toxic air.

Chancellor Frigorías (The Main Boss)

A cold, calculating ice cube living in an old refrigerator that fell from the sky. Afraid of melting, he commands a robotic army of *Frostcubes*. His ultimate goal is to plunge Mundo Festín into a **permanent Ice Age** to freeze the Rot, locking all living foods in his sterile "Cooler Bunker" forever. Players must combine Chili's heat to melt shields and Cremosa's insulating cinnamon to deactivate his cryogenic machines.

6. Campaign Structure & Progression

The game campaign consists of an introductory tutorial followed by three massive zones of increasing difficulty:

Prologue: Spice Valley & The Broccoli Temple

- **Objective:** Tutorial level. Chili must venture into the Dark Orchard to retrieve an artifact for Shaman Bean. Along the way, he rescues Cremosa, who is suffering from temporary amnesia.
- **Key Mechanic:** Introducing movement controls and the first cooperative solidifying puzzle.

Zone 1: The Forest of Giant Cutlery

- **Objective:** Navigate a canyon littered with "Sky Objects" (giant forks and knives embedded in the ground like metal trees).
- **Threats:** Fusty corn kernels and the hostile raider clan of the grumpy Fakir Corncob.
- **Climax Mechanic:** Chili must blast the corn enemies to pop them into bouncy popcorn. Players then use these popped kernels as temporary trampolines to bypass spike pits, changing the grumpy Fakir's outlook.

Zone 2: The Lethargic Greenhouse

- **Objective:** Infiltrate a greenhouse controlled by Chancellor Frigorías' Frostcube minions.
- **Key Mechanic:** Cremosa falls into a deep sleep, tempted by the static security of the cold. The player controlling Chili must guide her, using fire to melt thermal barriers and keep Cremosa warm while searching for the heating cores.

Zone 3: The Great Waste (The Climax)

- **Objective:** Traverse the landfill where the Putrid Rot originates, navigating rusted tin cans and organic waste.
 - **Key Mechanic:** Toxic gas triggers hallucinations (Chili sees his parents' disappointment; Cremosa envisions herself turning liquid and vanishing).
 - **Special Encounter:** Héroe must solve the riddles of the *Trash Gate Guardian* with the help of a friendly Chocolate Box to access the rot core and use the 7 Vital Flavor Fragments to restore the Lost Recipe.
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7. Narrative Themes & Messages

The story is designed to be meaningful and leave a lasting impression on the players:

- **Identity as a Blend (Cremosa's Journey):** Cremosa learns that she doesn't need to fit into a single category (dairy, grain, or processed) to have value; her worth lies in her unique mixture.
 - **Embracing Change (The Cycle of the Gods):** The transit of being eaten is celebrated with music and joy, teaching players that endings are natural parts of a cycle, contrasting with the frozen, sterile isolation of the Chancellor.
 - **Unity in Diversity:** Saving the world requires all flavors working together. Only the balance of sour, sweet, salty, and spicy can push back the Rot.
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Ibán Roca
Game Writer & Narrative Designer

iban@rocawriter.com
rocawriter.com