

# GAME DESIGN DOCUMENT



*(Empathy is the most important leadership skill needed today! 2019)*

# EMPATHY

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## EMPATHYGDD

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## High Concept

This game involves the presence of understanding and the significance of sadness and empathy. It shall highlight emotional intelligence and how sadness can be visualized within someone, correlating to their circumstances. Due to an ability called “Transference” that you possess, you can not only use sadness as a universal language and communicate with both animals and people, but you can transfer someone’s sadness onto yourself, thus ridding them of it forever. Due to having the childhood inclination of wanting to make the world a better place, you see this new ability as a gift and must now set out into the world to rid it of sadness and negativity.

## Mission Statement

This game was entirely an individual project made and conceptualized by myself, Sean Coomansingh, whereby I came up with the idea, put together the foundation of the game and lastly, add the supporting details, systems and mechanics in order to give the game as much depth as possible.

## Player Hook

You will be dropped in a dark and dull world whereby you are the only light. You possess a transference ability that allows you to see the sadness of people and animals as well as transfer their sadness onto yourself. You must do this to brighten the world and rid it of the plague known as sadness and negativity forever!

## Game Vision

### Unique Selling Points

1. Facilitates emotional education through the concept of sadness and physical manifestation of negativity
2. Is a game catered for all audiences as low as children 8 years old, in order to teach life lessons and the principle of empathy
3. Allows character customization in order to deepen the experience and understanding, as well as accommodate increased immersion
4. Focuses on the player being the main driving force of change and impact in the world.

### Audience

This game's audience is intended for everyone, however the minimum age to play would be 8 years old, as children would have a good understanding of emotions, understanding of emotions and facets of emotional intelligence such as empathy. For the demographic this game it is catered for both male and female from ages 8 and onwards. The psychographic qualities of this game is that it shall focus on people who enjoy adventure games, games with compelling and immersive storylines, games that are more minimalist when it comes to plot and gameplay, people who enjoy casual games that don't require much skill and without a competitive environment, and lastly people who are interested in games that have positive messages, apply to real life situations and can teach valuable lessons as well as life lessons to them.

## Genre

The genre of this game shall be adventure oriented.

## Rating

The rating of this game shall be “E” for everyone.

## Software

The software being used to create the game shall be the “UNITY” game engine for visuals, as well as “FMOD” for auditory creation.

## Gameplay & Mechanics

### Overview of Gameplay

The game highlights the significance of empathy or feeling empathetic, through using a transference principle and allowing yourself to become the vessel for other’s sadness and negativity. You venture the world and encounter people who are in a circumstance that shrouds them in sadness. They will assign to you a task/s whereby once it is completed, they will transfer their sadness onto you, and be rid of it forever. Through this principle, players will travel through the world and gain progression from completing a variety of tasks for players, which would be rewarded with items, new areas being unlocked and happy/leisure activities. However, some strategy must be exercised as the player also gets significant damage per second to themselves in accordance with how much sadness they have stored, thus players must either unlock upgrades for their sadness capacity, or similar to real life perform happy activities that allows them to dispose portions of their sadness.

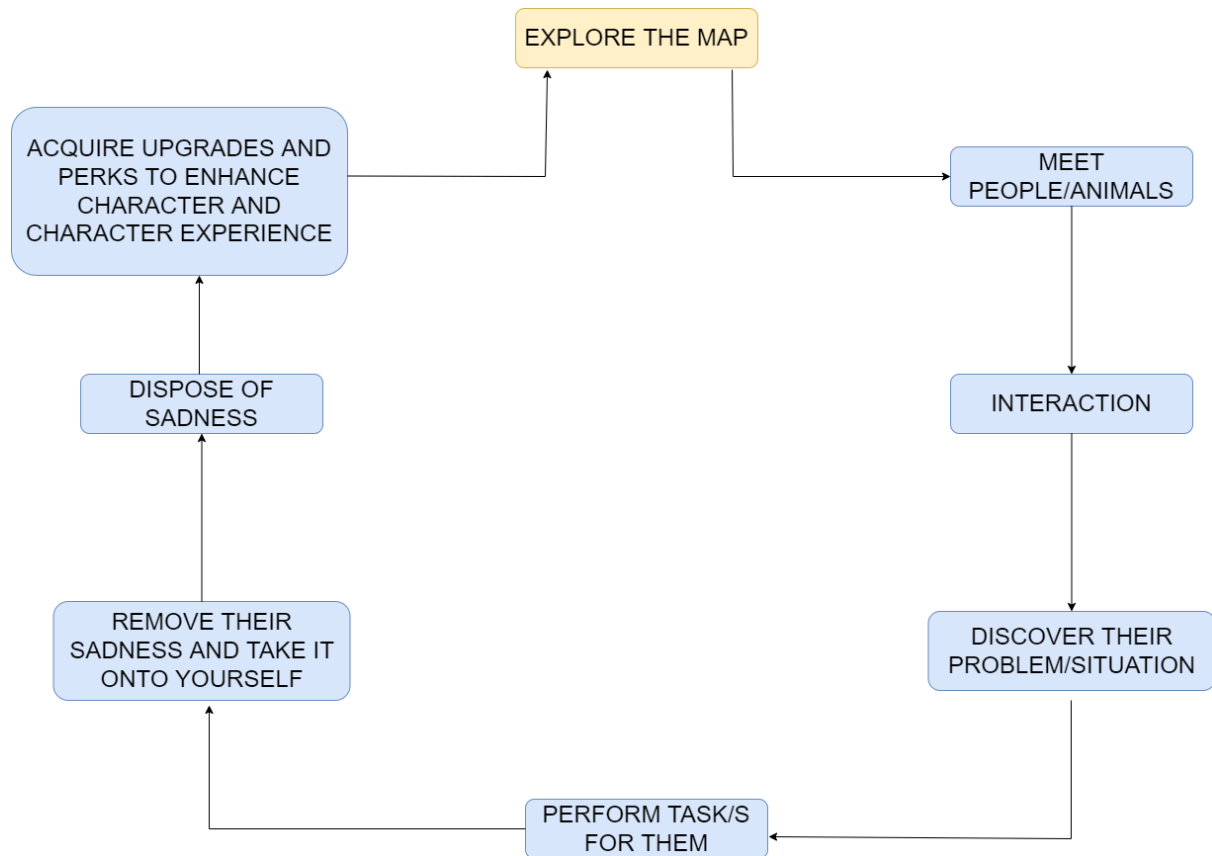


**Diagram Showcasing the Gameplay Loop**

## Gameplay Guidelines

A “DO” for this game is to encourage meaningful and gradual progression, by making it less tedious than just upgrading weapons and beating bosses. A “DON’T” for this game is having a drastic spike in difficulty, in order to promote a challenge to the player that matches their current level, skillset or weaponry, games would often have a large spike in difficulty which takes away from its fairness and player experience. The next “DO” for this game is allowing players to enjoy it at their own pace, whereby the player manages their own sadness capacity, what tasks they do, when they do their tasks, and allows them to really savor and get immersed in the experience. The final “DON’T” is having complicated and a deep lore filled

storyline/s, whereby a player cannot visibly see the end goal of their journey as it becomes clustered with side quests and additional plots.

## Player Experience

For the player experience, they will feel emotions of happiness and intrigue as they venture into the world, get a peek into every character's life through their tasks, and being anxious to see what new reward they will unlock. By being the one source of happiness and radiance in the world, fills the player with a sense of purpose and significance as not only are they allowing the character to finally be rid of their sadness and negativity, but little by little they are making the world a better place. The final experience that the player would have is inner understanding, whereby the concept of visualizing the sadness within someone, making that person feel better and transferring their sadness onto you, really puts into perspective what someone you do or don't know in real life is going through, and all they need is a hand and someone to listen.

## Core Player Actions

| OPERATIVE | RESULT                                                                                                                                                                                              |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MOVEMENT  | Allows the player to navigate the world through using left and right of the 2D plane, pressing up to go into buildings and background areas, and the ability to fast travel to cover far distances. |
| INVENTORY | Allows the player to hold key items that are relevant to complete task lines, items that can dispose of a portion of the player's                                                                   |

|                                        |                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                        | sadness e.g., food, and items that can affect the player in a positive or negative manner.                                                                                                                                                                                                                                                                         |
| TRANSFERENCE                           | Is the core mechanic of the game whereby sadness and negativity are visualized as a physical darkness that plagues the people of the world, and you possess the ability to take away the sadness through physical contact and store it within yourself. This is your main ability in the game and is your tool to rid the world of sadness and negativity forever. |
| EMOTIONAL PERCEPTION AND UNDERSTANDING | This is an ability that plays a crucial role alongside your transference ability, whereby you can visibly see the darkness of sadness and negativity as well as using the sadness as a universal language that allows you to communicate and understand both people and animals to help solve their problems.                                                      |
| SADNESS MANAGEMENT                     | This property of your character comes into play once you transferred a portion of sadness onto yourself. Within the game there are three values that the player needs to keep in consideration: health, sadness, toll. The health measures the vitality of                                                                                                         |

|  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  | <p>your character, sadness measures the percentage of sadness you currently have within you, and toll encompasses your damage per second in relation to your percentage of sadness. Hence the player has a sadness capacity and as that capacity is filled, they take more damage per second. As a result, the player must observe their health and toll periodically in order to gauge their actions, and must either do happy activities to dispose of a percentage of their sadness capacity or unlock upgrades and perks through progression to increase their sadness capacity or unlock upgrades and perks through progression to increase their sadness capacity or reduce their toll ratio to sadness.</p> |
|--|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## Goals

Game Goal- Make the world a brighter and happier place by helping everyone and everything

Sub Goal- Travel around the world meeting new people/animals, discovering more about their situations, and resolving their situation through performing a task/s

Moment-to-Moment Goal- Performing a variety of tasks, sadness management, attaining new upgrades and perks to enhance character and experience.

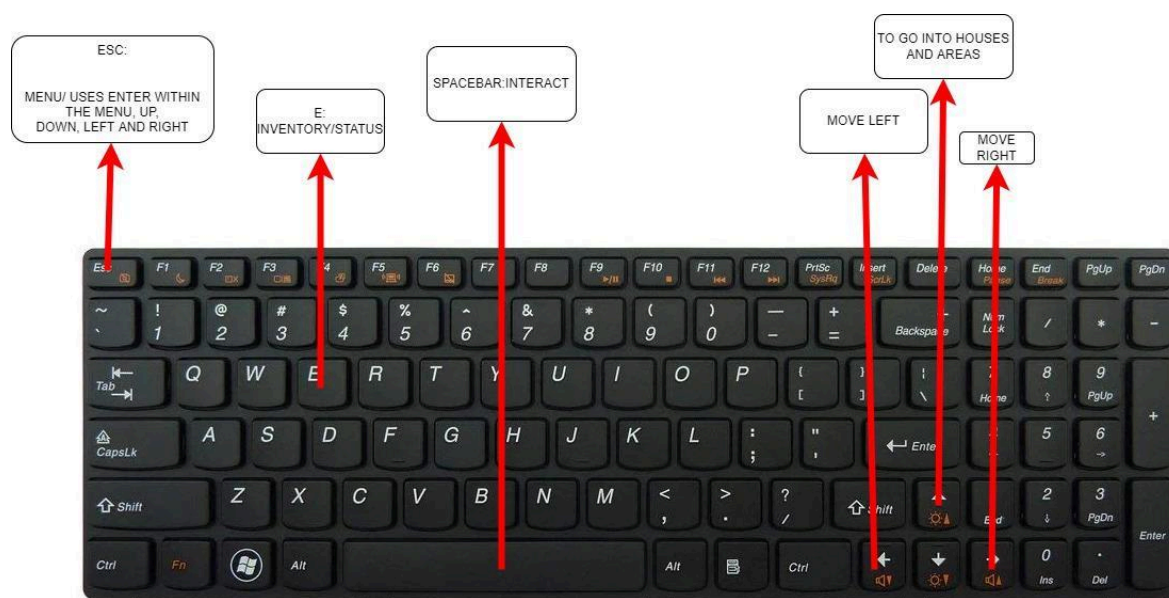
## Rules

| <u>FOUNDATIONAL</u>                                                                                                                                                                    | <u>OPERATIONAL</u>                                                                                   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
| Do not allow player health to become fully depleted as that would cause them to faint, lose any progress in ongoing tasks and keep the percentage of sadness they had before fainting. | Perform and complete task/s for characters to gain progression and rewards                           |
|                                                                                                                                                                                        | Transfer sadness from others onto yourself once player's sadness capacity can accommodate it         |
|                                                                                                                                                                                        | Unlock upgrades and perks that enhance various aspects of your character                             |
|                                                                                                                                                                                        | Unlock new areas through completing task/s for a character or by completing a total amount of tasks. |

|  |                                                                                                                                   |
|--|-----------------------------------------------------------------------------------------------------------------------------------|
|  | Complete the game by finishing all the tasks given by characters and finally ridding the world of sadness and negativity forever. |
|--|-----------------------------------------------------------------------------------------------------------------------------------|

## Control Scheme

Written Control Scheme- Arrow keys “LEFT AND RIGHT” would facilitate the movement of the player, and by pressing the “UP” arrow key in certain areas can give the player access to buildings and new areas in the background. The “SPACEBAR” is used as the interact button that would encompass speaking to characters, picking up items and performing actions specific to tasks. The “E” key would be used to open the player’s inventory to see what items they possess as well as the player’s status which is measured on a visual percentage scale whereby the more sadness the player has transferred onto themselves, is the more darkness they envelop. The last button is the “ESC” key which oversees the game menu, navigating the various options, saving and quitting out of the game.



## Systems

**Sadness:** This is the main driver and foundation of the game whereby it affects multiple facets of its gameplay. Sadness in the game is an element that the player hopes to irradiate through using themselves as a cleansing agent. Sadness is generated within an individual according to their current circumstance and is measured to the degree of that circumstance. E.g., Someone losing their balloon would manifest a small amount of sadness, as compared to someone with a flat tire who would manifest a greater amount of sadness. The player can transfer sadness from a person onto themselves by completing the affected person's task, however there is a method to this. Sadness is not only measured by degree but percentage as well, thus the player may only transfer that percentage of sadness onto themselves, once they possess the capacity for it. As the player progresses, they would encounter persons with greater amounts of sadness that they would not be able to contain within themselves. Therefore, upgrades to various player attributes are acquired through progression in order to accommodate these persons and situations. Lastly, when sadness begins to increase in the player, it not only affects them but the world as well. As a result, the music speed is slowed, the player's speed decreases, the player becomes visibly darker, and the world becomes darker and more unsaturated, all-in relation to the amount of sadness that the player has stored within them.

**Transference:** This is one of the main principles of the game alongside sadness. The transference ability is activated after the player completed an individual's task/s and then embraces them through physical contact in some way, whether it is a hug, handshake or other means. Once that happens, the percentage of sadness that was once within the person, is now within the player and that person's task/s has been officially completed. However, the player can only take in as much sadness as they can hold. There exists a capacity within the player that would begin at 25%, which once filled can either be disposed of or upgraded to a greater

capacity. In order to dispose of the sadness, like how you would lift your mood in real life, players will be able to do various activities to raise their mood and in turn, deplete a percentage of sadness from their capacity. As players progress through the game, they will unlock new activities that not only deplete their sadness but take away greater amounts and even the entire thing. Furthermore, the capacity within the player for sadness can increase through upgrades and perks that are unlocked through progression.

**Health:** This is a new addition to the game that was inspired by the feedback received from the first pitch. In most video games there exists a health bar or some means to measure the player's life force or status, which usually complies to a win or lose, alive or dead scenario. Therefore, due to sadness being the destructive element within the world, the player takes damage gradually in relation to the amount of sadness they have contained. The amount of damage per second increases and if it fully depletes the player's health, an animation plays, the screen transitions to black and the player faints. Then upon waking up they will lose any progress in a task they were doing and have full health. While the player does awake with full health, their sadness will still be at full capacity and deal significant damage per second. The player must locate and perform some happy activity to dispose of some sadness or else they will be stuck in a loop.

**Toll:** This system plays a role alongside sadness as it encompasses the damage per second. The toll is used to measure the amount of damage that's being dealt to the player per second and as the sadness within the player increases, the toll (rate of damage per second) also increases. Like the other elements: sadness, health, transference, all having upgrades and perks to lessen their effects, as the player progresses through the game, they will also unlock upgrades and perks that would affect the toll rate or some other characteristic of it e.g., it can cap the toll rate at a certain percentage, have an event occur at a specific rate to lessen it, or even give the player certain boosts or traits at certain percentages.

**Movement:** Is a necessary addition to the game that allows the user to navigate the world.

The user would be able to move left and right on the screen due to its two-dimensional foundation, however, players can press up in some areas to enter buildings or new areas in the background. This mechanic shall be used to give the game depth and not just have the entire game be based on left and right movement. Additionally, the option of “fast travel” will become accessible to the players through progression as to not cause boredom, tediousness or tiredness from walking long distances.

**Status:** This is the overall condition of your player, and it is composed of your health as well as your sadness. Moreover, your status can be visible showcased with the amount of sadness that you currently contain, as you will envelop more darkness with the more sadness within you.

**Inventory:** The inventory system shall structure all the player’s belongings and any items that are required to complete tasks. Like the other elements of the player, the inventory space can be improved through upgrades and perks unlocked through progression. Lastly, besides items just being used in accordance with the completion of tasks, some items possess special attributes that enhance the player, while some may be harmful.

**Positive Systems:** This is on the account of the valuable feedback that I gained from the first pitch whereby there were no win and lose or pass and fail systems implemented. From another insight received whereby it was asked why both parties aren’t happy after the interaction is that the negativity or sadness is materialized as a physical plague in order to give it more significance rather than a simple feeling. Thus, after the interaction you would be removing that plague from the affected person. Another insight was to have some form of positive feedback or reward that is gained from completing tasks. The rewards or positive reimbursement from completing tasks can come in various ways besides overall progression

including: upgrades to various characteristics e.g. health, sadness capacity, toll rate, etc., perks that significantly affect the elements of the player such as capped toll rate, increase movement speed, second life after health is depleted etc., new areas can be unlocked through either completing a certain amount of tasks or tasks for a specific person and lastly, new activities that not only allow the player to dispose of their sadness, but dispose greater amounts of it.

**Negative Systems:** This is also on the account of various feedback that I received during the initial pitch. The insight that was offered was that there were no negative consequences, conflicts or enemies in the game to not only offer challenge and opposition to the player, but give a well needed lose condition, as well as a sense of danger and attentiveness. As a result, the health bar and sadness gauge comes into play. As the player transfers more sadness onto themselves, they will begin to take damage which is represented by the “Toll” element, which controls the damage per second. As the sadness fills the player’s capacity, their toll rate would increase which would result in more damage being dealt per second. Once the player’s health is full depleted, an animation would occur that would transition the screen to darkness and the player faints. As the player awakes, they will lose any progress on task/s they were completing, would still be at maximum sadness capacity, take significant damage per second, however they will be able to locate and find a source of disposing of their sadness as they will have full health. In addition to a win and lost situation, insight was offered on whether the game has any enemies or conflict to face. Due to the game’s nature not being combat oriented, there will be no typical “enemies” and conflict. However, as this game revolves around understanding and life lessons, it will demonstrate to the user that they shouldn’t help everyone. There will be malicious persons within the game that will unexpectedly give the player varying amounts of sadness, give the player items that negatively affect them and even perform negative deeds to the player that would cause ensuing sadness. This therefore teaches

persons that while they are trying to rid the world of sadness and negativity, there will always be people who are bitter, have negative mindsets and outlooks, and even taunt and disapprove of people who are trying to make the world a better and happier place.

### Object Breakdown

Player (You)- Customizable, possess the ability to transfer other's sadness onto themselves, starts with 100% health, 25% sadness capacity and 25 slots of inventory space

Farmer Francis (NPC)- His problem was that he was driving his farm truck home and his wagon with all his hay for his horses got loose. He then assigns you the task of tracking down the wagon and locating the 5 hay bales. He transfers 20% sadness onto you in exchange for allowing you to go horse riding which disposes 15% sadness.

Little Lucy (NPC)- Her problem is that she was playing with her favorite balloon then a strong wind took it away. She then gives you the task of helping recover her favorite balloon. She transfers 10% sadness onto you in exchange for later in the game you will get a random encounter where she runs into you and gives you a balloon as thanks for saving hers, which will dispose of 5% sadness.

Granny Apple (NPC)- She's made apple pies every day, for nearly her entire life and today she found a family of caterpillars eating her apples and making holes in them. She assigns you the task of locating and capturing the entire family of caterpillars and releasing them in a forest nearby. Lastly, she transfers 25% sadness onto you in exchange for baking a fresh apple pie for you that gets rid of 15% sadness.

Cami The Cow (NPC)- Her problem is that she was grazing in a field nearby with her 5 calves, but she came back, only 4 were behind her. She then gives you the task of finding her

missing calf and transfers 30% sadness onto you once completed. However, she gives you a fresh bottle of milk that takes away 15% sadness in return.

Baker Bernice (NPC)- Her problem is that she had an unexpected order for a birthday cake and has too many orders, so she is unable to get her ingredients. She then tasks you with getting 4 eggs from Farmer Francis, 2 bottles of milk from Cami the Cow and 1 stick of butter from Granny Apple. Due to you doing such a great job and helping her out, you become her delivery person and are given a cake that takes away 20% sadness.

Gardener Garrett (NPC)- He's the best gardener in the entire country and everyone always calls him to do jobs for them, but he dropped his favorite pair of shears after being chased by angry bees. He then tasks you with recovering his favorite pair of shears and once completed he transfers 15% sadness onto you. His reward however is one of the most beneficial as the job he was going to do was cutting the huge wall of vines that was in the forest, which now gives you access to new area.

## Level Design

### Setting Overview

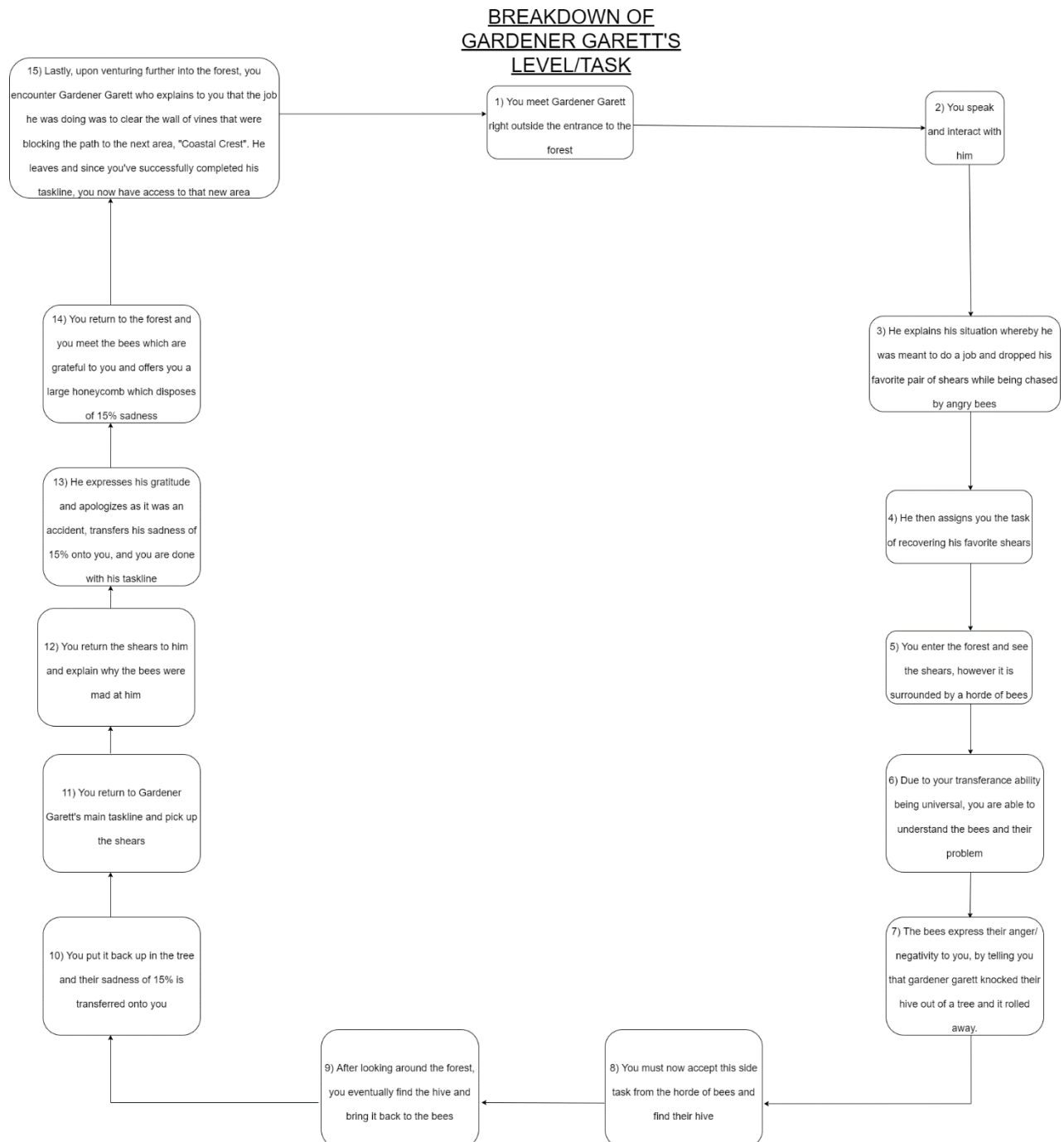
The setting of the game is that it shall take place in a rural picturesque world with beautiful mountainous landscapes and lush green flora everywhere. The world however begins dark and unsaturated due to the amount of sadness that has plagued its inhabitants. However, through your interaction and impact on character's lives by completing their task/s and transferring their sadness onto yourself, the world eventually becomes brighter and more vibrant.

## Level Overview

Due to the game involving the overall state of the world and slowly ridding it of sadness and negativity through completing characters' tasks, there are no designated levels, but the characters, their problems, tasks, how much sadness they transfer onto you, and lastly what rewards you earn by completing them. These tasks all contribute towards progression and the game is "finished" once all the sadness and negativity has been vanquished from the world.

As a result, the levels of the game are more tied to the characters than a distinct change in objective or goal. The entire game is connected by cross progression throughout various areas of the game world, whereby you enter an area that will be dull and unsaturated due to all the characters there being plagued by sadness and once you complete all the characters' requests it becomes bright and vibrant. The progress of the game gradually increases as you go from area to area with the main goal of helping everyone.

## Level Mockups



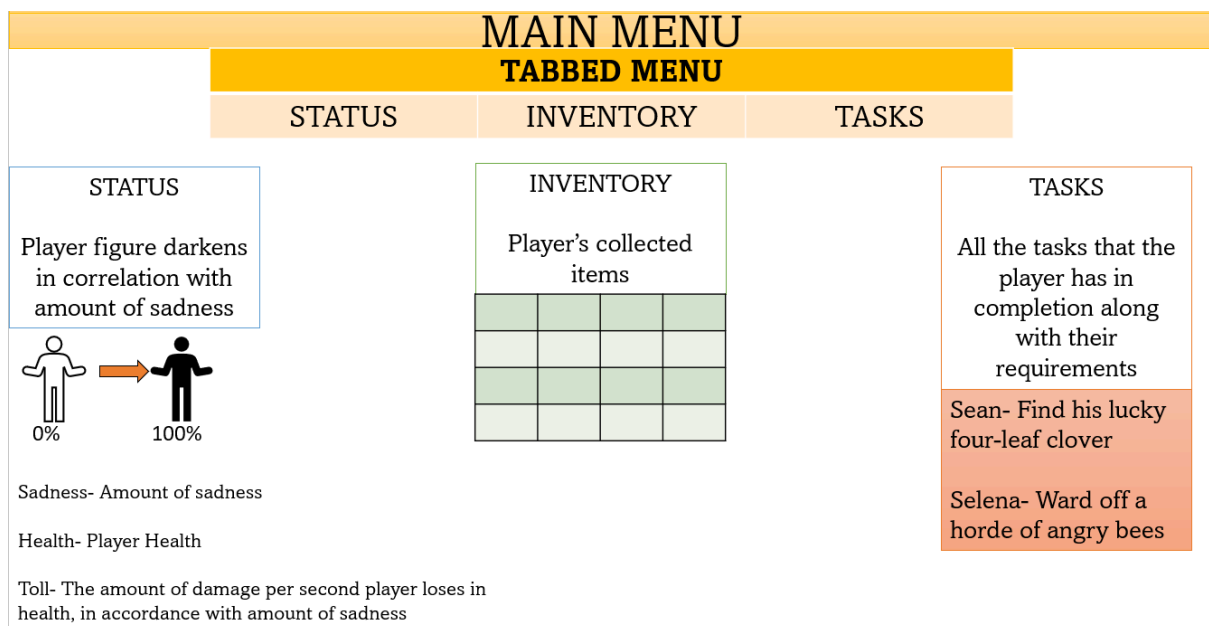
This mockup is specifically for Gardener's Garrett's task line however, the premise remains the same of interacting with a character, being assigned a task, completing the task and then being transferred both sadness and sometimes a reward of some sort.

## User Interface Design

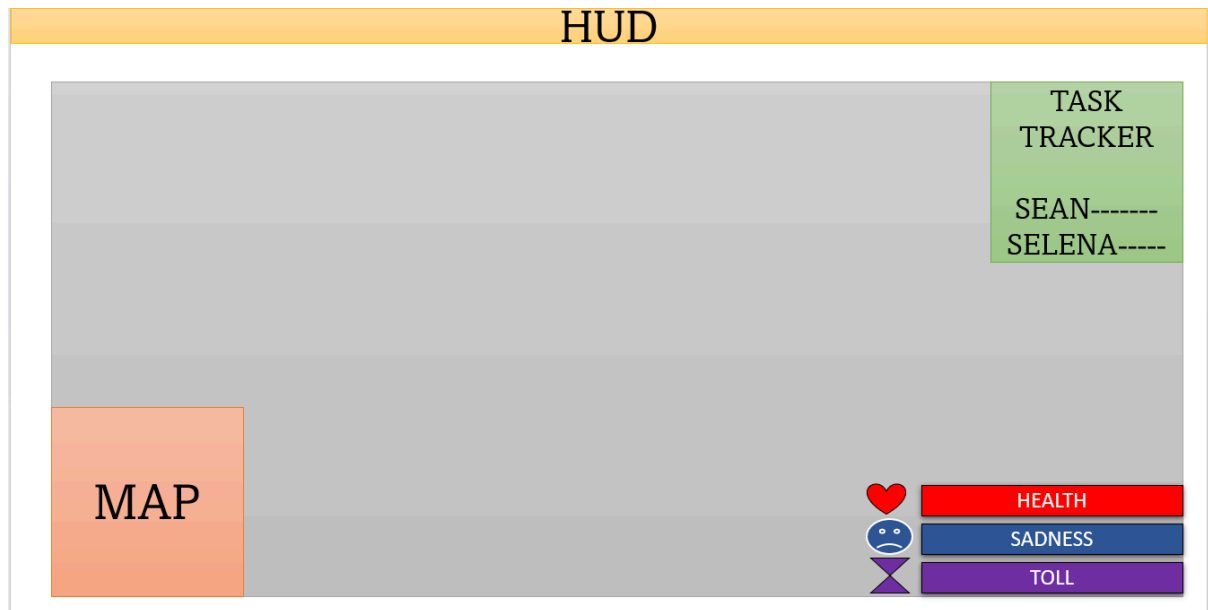
### Aesthetics



Picture Showcasing the Map Section of The Main Menu

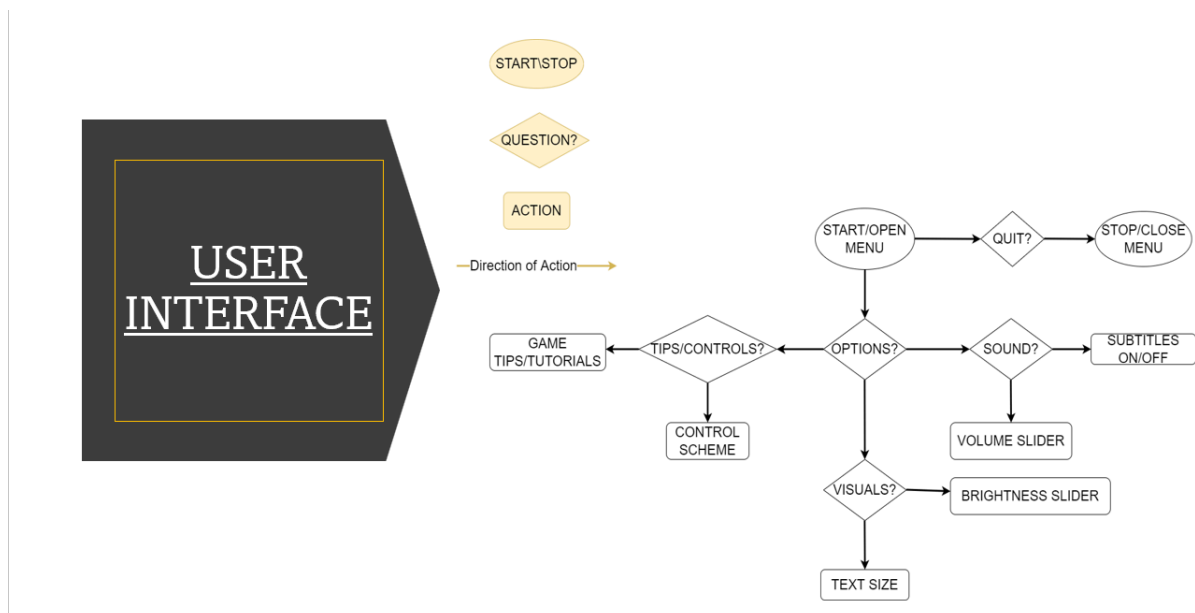


Picture Showcasing the Tabbed Menu Format Whereby It Shall Showcase the Player's Status, Inventory And Tasks.



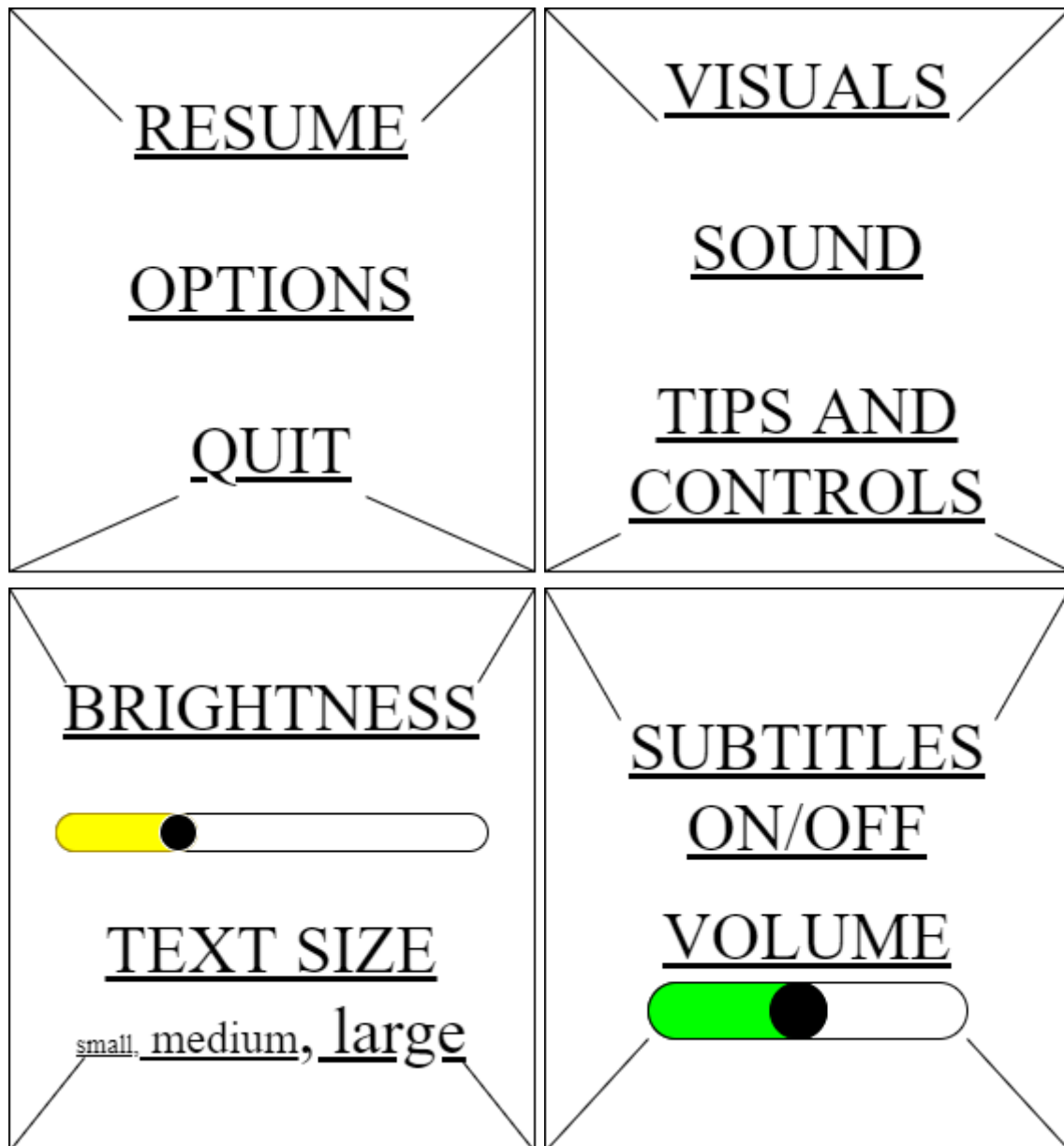
**Picture Showcasing HUD Of the Game That Shall Encompass the Map On The Bottom Left On The Screen, A Task Tracker That Would Keep Track Of All The Tasks They Have Ongoing And 3 Status Bars At The Bottom Right Highlighting The Player's Health, Sadness And Toll.**

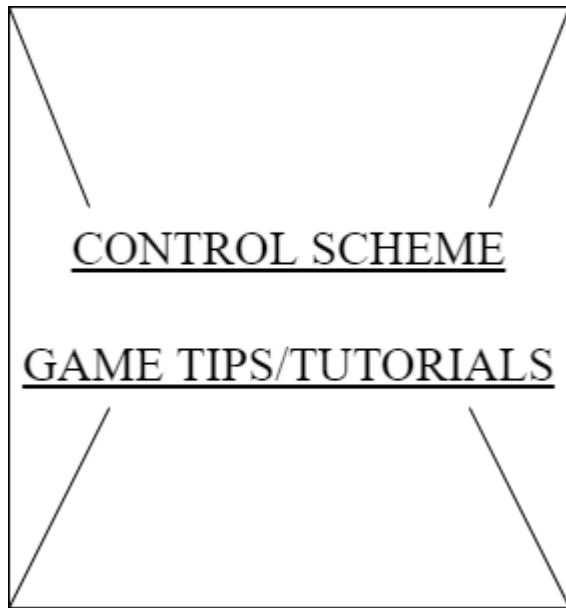
## Flow Chart

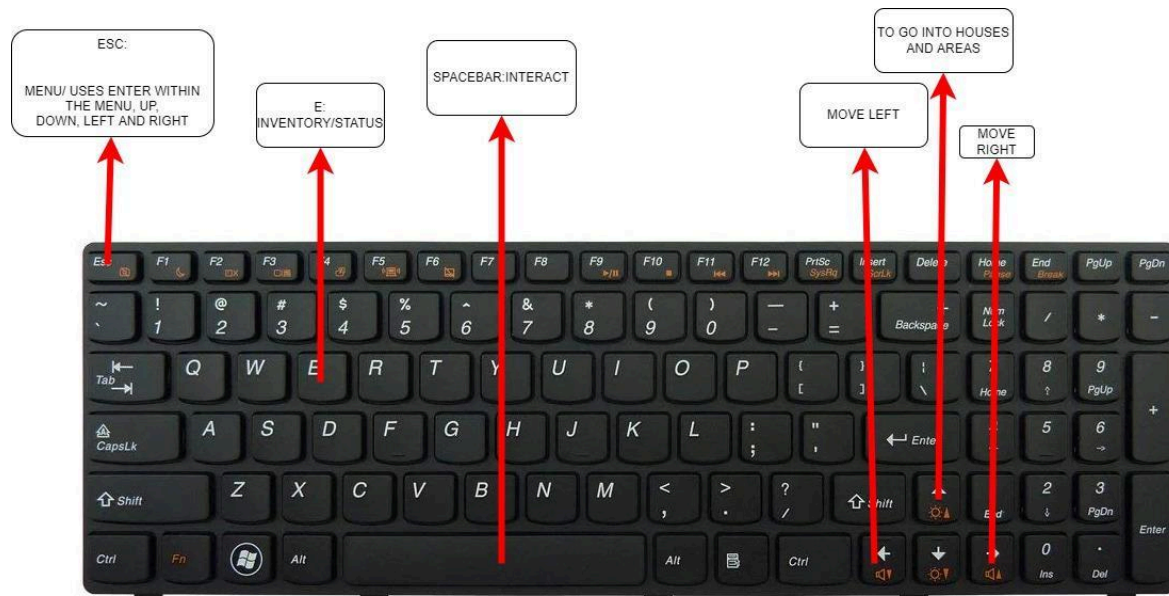


**Flow Chart Showcasing the Options In The Menu As Well As Their Categories**

Wireframes







### GAME TIPS

Through your transference ability you can not only transfer sadness onto yourself, but communicate with both people and animals that are plagued by the sadness.

Remember to continually monitor your sadness capacity as well as your toll, in order to stop your health from becoming fully depleted.

Do not forget that you have the option to either dispose of your sadness through doing happy activities that you've unlocked through character tasks, or you can unlock upgrades to your sadness capacity in order to take more sadness upon yourself.

Be wary of helping everyone you meet as some characters may not only be non genuine, but have malicious intentions to give you unwanted sadness and not uplift you in trying to make the world a better and happier place.

## Narrative Design

### Plot Outline

The plot of this game revolves around your childhood inclinations and dream to find a larger purpose. Through having a love for humanity, you've always wanted to help people and wanting everyone to experience the same happiness that you do. You've had this feeling of wanting to do more, to have a purpose beyond yourself and most importantly, leave behind a bigger impact on the world that a normal career can. Around the age of 16 years old, you've managed to withhold this passion of helping others and manifesting everyday to yourself that you will help everyone overcome sadness and negativity in order to make the world a better place.

Due to this manifestation and upholding of your childhood passion of helping everyone, you begin to see the world differently. The world has now become a dark, unsaturated land whereby everyone seems very disgruntled, annoyed and in a sad demeanor. On the other hand, you're the only person whose appearance and vitality remained the same, and you think to yourself that there must be something special about yourself. Eventually, you arrive at the conclusion that this is not a dream, illusion or some magical event, but this is the reality of emotions and emotional understanding. After meeting one of the townsfolk "Farmer Francis", you see that he is not only dull and unsaturated, but his body is imbued in darkness. After speaking to him, he tells you that he was driving his farm truck home and his wagon with all his hay for his horses got loose. He then asked if you could track down the wagon and locate the lost hay bales. You, being grateful to help any and everyone sets out to bring back Farmer Francis' belongings. Eventually, you stumble upon the wagon that seems to have come loose due to a loose connection, and you scour the area to locate those hay bales. You return to Farmer Francis with his wagon and hay bales and immediately you see a

change within him. Upon him expressing his gratitude towards you, his body begins to radiate more light and becomes more saturated. He gave you a hug as thanks for finding his hay, and you notice the darkness that he once had inside him was moving onto you, similar to transferring water from one glass to another.

You try to shake it off and amuse Farmer Francis as not only could he not see the darkness, but believes you have ants on you. You notice how happy and radiant that he was after you helped him with his problem, and you finally begin to understand what is really happening. That darkness that you saw within Farmer Francis was his sadness and negativity from losing his wagon and hay bales. Then you realize that once you helped him with his request, he became instantly filled with vibrance and color. Then once he expressed his gratitude through physical contact (Hug), his sadness was transferred onto you.

You finally come to terms with this new way of seeing life, people, their sadness and realize that this has been what you've been wishing and manifesting your entire life. You are the only light left in the world and through helping people with their problems, you can transfer their sadness onto yourself, make them radiant and full of life, and do your part in making the world a better place. You now set out on your journey to help everyone, use your new transference ability to take away people's sadness and lastly, rid the world of sadness and negativity in order to make the world bright, full of life and radiate forever!

## Script

This is but one of the many task lines that exist within the game however, they all follow the following format of you meeting the character, the character explaining their problem, you offering yourself to help the character, the character then assigns a task/s to you, you complete that task, you return to the character for them to express their gratitude towards you, they then transfer sadness onto you and often times offer a reward for your help.

### **FARMER FRANCIS TASKLINE**

Player meets Farmer Francis and he's currently imbued with darkness as well as looking very dull and unsaturated

**You:** Hey Farmer Francis, what's going on?

**Farmer Francis:** Oh hey "player name", well I was coming home with my farm truck and I didn't realize that my wagon got loose. All the hay bales that I was bringing back from the harvest for my horses are all lost now.

**You:** Oh no I'm so sorry that happened because I know how much you love your horses and making sure they're well taken care of. Is there anything I can do to help?

**Farmer Francis:** Well, if possible do you think you can find the lost wagon and the 5 hay bales that dropped off?

**You:** Sure, that's no problem you can always count on me to help!

**Farmer Francis:** Thank you very much

You trace back the route that Farmer Francis took, managed to locate the farm wagon as well as all the hay bales

**You:** Hey Farmer Francis I'm back! It seems that there was a loose connection between the wagon and your truck, so I tightened it up and managed to find all the hay bales

**Farmer Francis:** Oh my goodness, thank you so very much "player name" I really appreciate it. I'll try to be more careful the next time I attach the wagon.

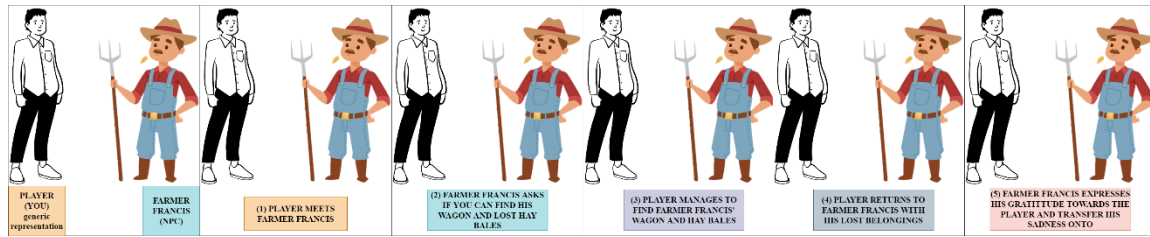
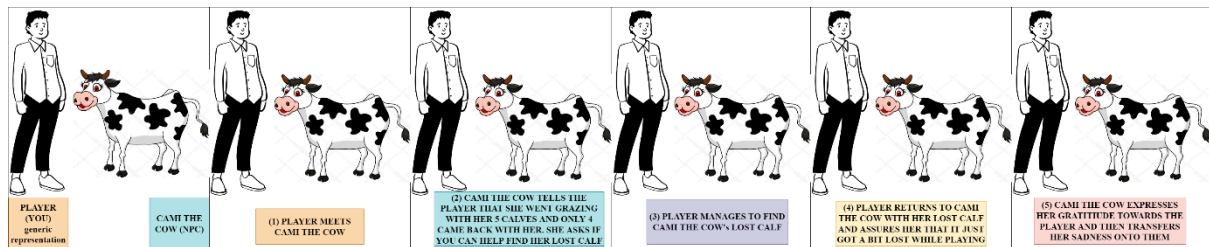
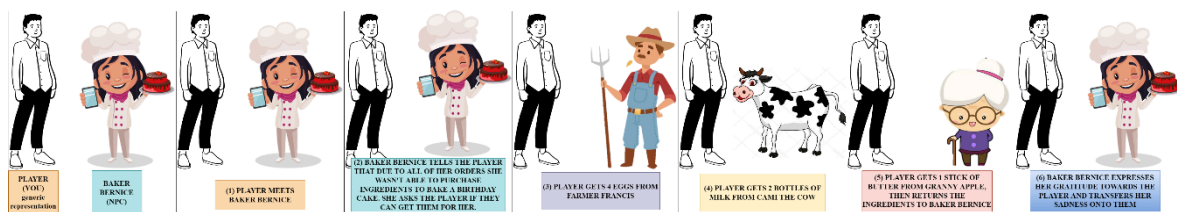
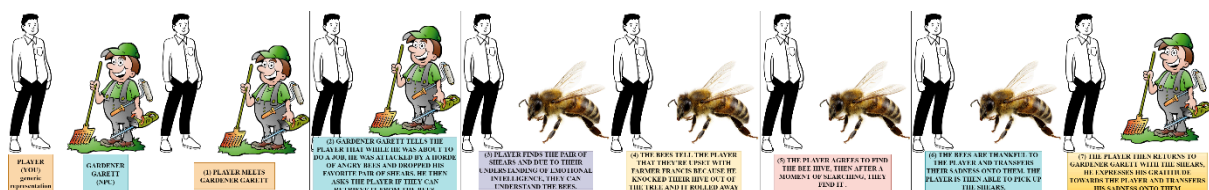
**You:** It was nothing, I'm just happy and grateful to help everyone!

Farmer Francis then hugs the player (YOU) and you realize that he begins to radiate and get back his color as well as his vividness. His darkness then transfers onto you through the physical contact of the hug and you internalize that this darkness was his sadness from losing the wagon and the hay bales.

**Farmer Francis:** Thank you again so much for helping me and you know what, you can come over to my farm anytime and take a ride on any of my horses. Without you, they would have gone hungry this week and I'm sure they'll appreciate you just as much as I do!

**You:** Thanks so much Farmer Francis, I cant wait to go horse riding and anything you need I'm always here to help!

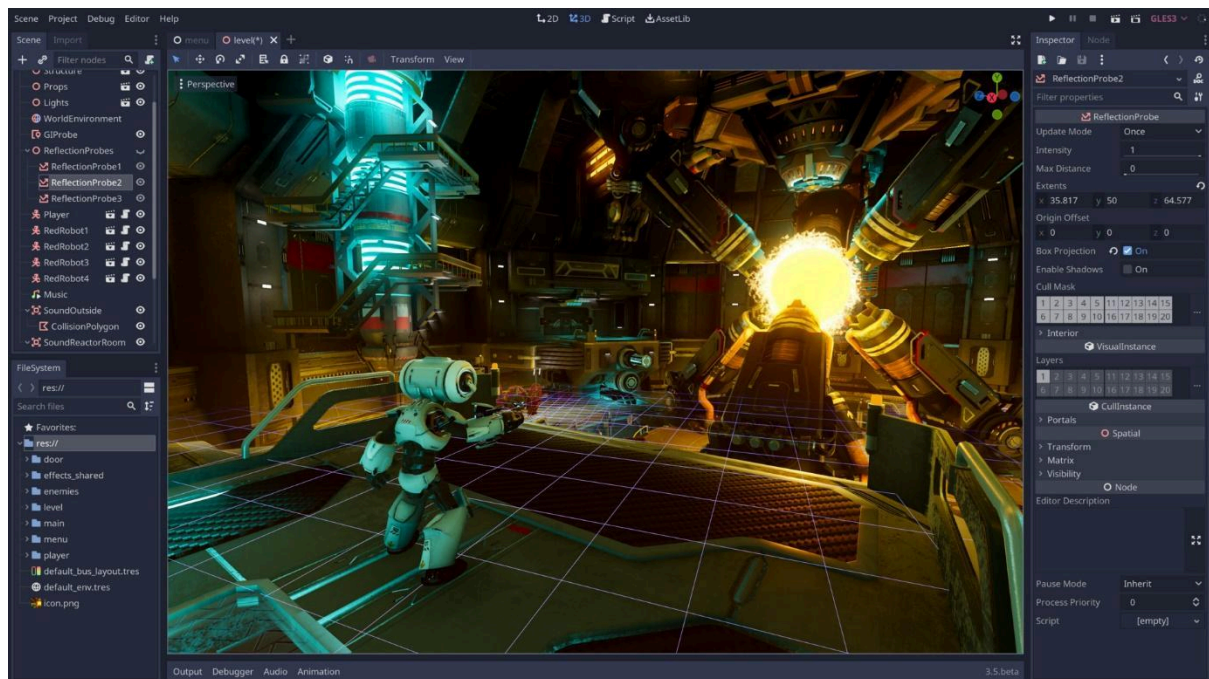
## Storyboards



| <u><b>CHARACTERS</b></u> | <u><b>SADNESS % and REWARDS</b></u>                                                                                                                                    |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FARMER FRANCIS           | 20% Sadness<br><br>Allows you to go horseback riding that<br><br>disposes of 15% sadness                                                                               |
| LITTLE LUCY              | 10% Sadness<br><br>You run into her later in the game and she<br><br>gives you a balloon as thanks for saving hers<br><br>that will dispose of 5% sadness              |
| GRANNY APPLE             | 25% Sadness<br><br>Bakes a fresh apple pie for you that gets rid of<br><br>15% sadness                                                                                 |
| CAMI THE COW             | 30% Sadness<br><br>Gives you a fresh bottle of milk that takes<br><br>away 15% sadness                                                                                 |
| BAKER BERNICE            | 35% Sadness<br><br>You are now her delivery person and are given<br><br>a cake that takes away 20% sadness                                                             |
| GARDENER GARETT          | 15% Sadness from him and 15% from the bees<br><br>He was cutting the huge wall of vines that was<br><br>in the forest, which now gives you access to a<br><br>new area |

## Asset List

### Visual Assets



I shall be utilizing either the UNITY engine or GODOT engine in order to build the foundation of the game as well as get all the visual assets that shall be utilized.

## Auditory Assets



I shall be utilizing the program “FMOD” in order to get all the auditory assets for the game and to ensure everything fits the motive, scene and overall plotline of the game.

## Minimum Viable Product

For this game, the smallest, most streamlined yet considered complete version of the game shall be completing the first area of tasks. In this game the player (YOU), completed task/s for the characters of the game which are all plagued by a physical manifestation of darkness known as “Sadness”. This game is planned to have multiple areas, multiple characters including both people and animals. You would venture through these new areas with the goal of helping everyone get rid of their sadness by transferring it onto yourself and disposing it, in order to complete your childhood goal of making the world a brighter, happier and better place. As a result, these new areas would be unlocked through progression and allow the player to attain upgrades and perks that enhance various attributes of the player such as their overall health, sadness capacity, reduced toll (damage per second), inventory expansion etc.

Thus, the minimum viable product would be limiting the player to the first area, completing the tasks for all the characters there and making the area bright and vibrant by disposing of everyone's sadness.

## Wish List (Backlog)

If time and money were not an obstacle when it comes to the game development, there would be definite improvements and quality of life changes that I would like to be implemented.

First off would be the improvement to visuals and auditory elements, whereby the game could be created with a more premium visual foundation rather than using common game engines, as well as getting a more premium range of audio that can be utilized to give the game more identity. Next would be taking more time with dialog to make characters feel livelier, as well as getting voice actors for characters so they aren't variations of my voice.

Lastly, due to the nature of this game having life lessons and valuable principles to be taught to ages as young as 8 years old, I would like to have a larger audience for the game, have it publicized through forums and articles and lastly, mapping the game to other consoles and even demo/trial versions of the final product in order to facilitate everyone being able to enjoy the experience.

## Reference Images



wikiHow,2021



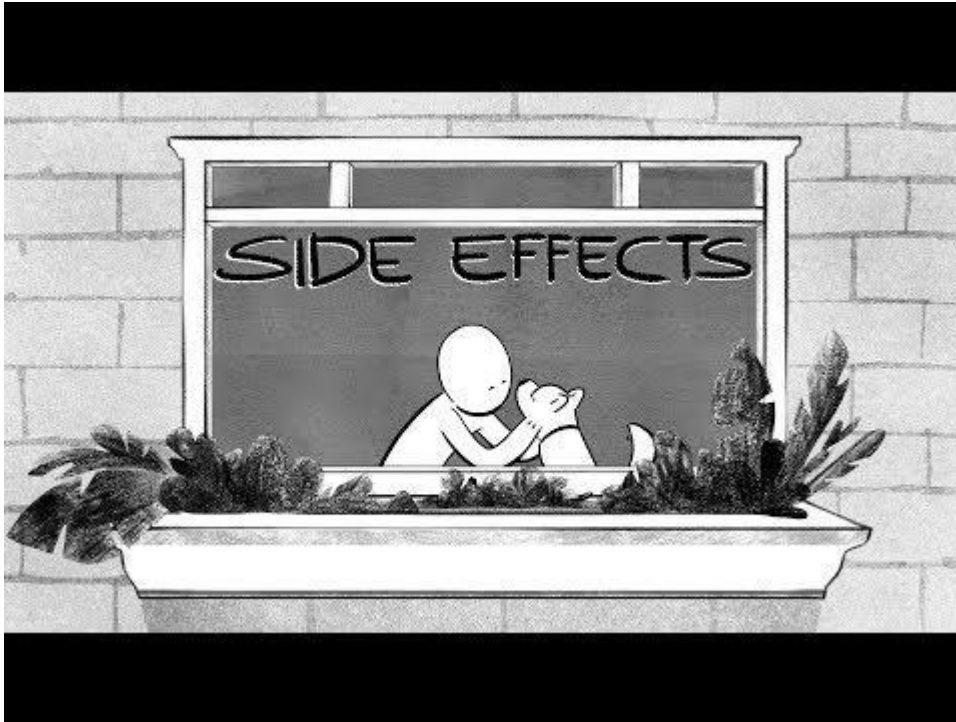
Dreamstime.com



(Natalie Frank, 2018)



(Ponomariova\_Maria)



Side Effects by Eleonora Stella Hariyono Oei



ENEBA,2022

CupHead,2017

ENEBA,2022

Sonic Mania,2017

Both images for Cuphead and Sonic Mania are utilized to showcase the 2D perspective

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