

Project Plan

Summer project 2015



Gecko Simulator

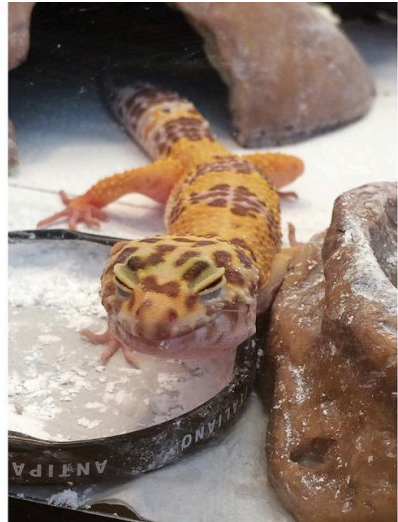
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First year

Introduction

Have you ever wanted a gecko? Do you know what it takes to take care of this kind of animal? Are you ready to try it out? For here is the Gecko Simulator.

During the Summer project 2015 I am going to make a game I personally call “Gecko Simulator”. I’ve had this idea for a very long time and are during this 10 weeks long period making this game. It’s a 2D point and click game for computers but I’m open for remaking it later (maybe this autumn) into a touch game for Apple/Android devices.

Gecko Simulator are not really a simulator, the game is a very simple game where the player have a terrarium with one gecko and they have to take care of it by feeding it, giving it fresh water, playing with it etc. The game is based on my own leopard gecko and what she usually do during the day and night in her terrarium.



Design document

- Narrative

The story is very simple, you play as someone who have recently gotten a gecko and now you have to take care of it. You can feed it with insects, give it water and make sure it is happy.

The game is heavily inspired of games like Tamagotchi and my personal favourite right now, Neko Atsume (-ねこあつめ-), where the player have to take care of several cats at once without really interact with them. The player fill up the food bowl and can re-arrange the different toys and cat beds. These game are not heavy on the narrative side, they are some simple and fun games.

- Key feature

Take care of your own gecko!

- Controls

The game is controlled with a mouse, it is a simple point and click game. For example, click on the food bowl to fill it up.

- Gameplay

The gecko have three different meters:

- Happiness

The happiness meter goes up every time the player interact with the gecko like giving it food or water or buying it new things from the shop

- Hunger

The player have to feed the gecko with insects

- Thirst

To keep the gecko alive the player have to refill the water bowl with fresh water

That is the main part of the gecko, every time the gecko gets happier the player gets more points. With this points they can buy new things for the gecko in the store. The store are selling backgrounds, new bowls, houses and things the gecko could play with.

The player starts off with a very basic terrarium and the longer they play and the more points they get they can “upgrade” the terrarium by buying new things and especially MORE things to place in the terrarium.

- Art style

I want the art to be very simple with heavy outlines in black and with just a few colours and shades. But the backgrounds and some of the plants could be more realistic looking and make the things in front of them pop out more.



- Sounds

Since leopard geckos do not make any sounds I have to focus on having some good background sounds and music to make the game feel more alive. But some sounds effects in the game will be:

- Gecko walking
- Gecko eating
- Gecko drinking
- Player putting down something/arranging the terrarium

- Target audience

The three main target audiences are:

- The gecko and reptile lovers

There are many people who are obsessed with their pets and love everything connected to them and a game like this are something new. It are many games like this but with other animals like dogs and cats but there is not many(if any at all) that is about a reptile.

- Younger children

This game is perfect for any child or family that are thinking about getting a gecko or other lizard to try out what you need to do to take care of it. The game is based on my own gecko and my experience with them - therefor the game are very much like real life. In Gecko Simulator children can try to take care of a virtual gecko before going to a real one.

- Casual players

The game are very simple and easy to understand, anyone could play it and take care of their beloved gecko.

Programming

Here are the classes I need to make for the Gecko Simulator. I also graded every class from 1 (easy) to 5 (hard) in terms of ease of development.

- Mouse/Input

Difficulty: 1

- Start Screen

A picture that presents the game and the maker.

Difficulty: 1

- StartState

From the start screen the player are going to the start state where the player then can start the game

Difficulty: 2

- GameState

Here is everything that is going on, it's gonna take a lot of time to make everything work

Difficulty: 5

- MenuState

A simple menu where the player can change the volume for sounds/music etc.

Difficulty: 4

- Shop

Here the player can choose between a bunch of item that could change the terrarium.

Difficulty: 5

- SoundManager

Including all the sounds and musics.

Difficulty: 1

- SpriteManager

Including all sprites.

Difficulty: 1

- Animations

If I have the time and actually have animations made they are going to be included here.

Difficulty: 2

- MeterManager

The manager for the geckos three different meters and the points the player get.

Difficulty: 5

- Gecko

A class for everything about the gecko are collected, here the geckos meters really change.

Difficulty: 4

Schedule

Here are the rough schedule for the game project, I am going to work 40 hours each week.

Week 25	<ul style="list-style-type: none">● Project plan, wednesday 23:59● Start making the different classes
Week 26	<ul style="list-style-type: none">● Continue working on the classes and make sure they all exists in the game● Include the place holders for gecko, food, house etc.● Get the mouse to work so the player can click on different things● Get the main mechanic to work - the geckos different meters
Week 27	<ul style="list-style-type: none">● Making the menu● Making the shop and making sure the player can choose things and rearrange the terrarium
Week 28	<ul style="list-style-type: none">● Making sure that everything I have done this far is working and polishing everything● Having someone play the game and give feedback● Working with the feedback and see what I should focus on the rest of the project
Week 29	<ul style="list-style-type: none">● Make the start state● Make the start screen● Find and include sounds and music into the game
Week 30	Travelling away for a convention.
Week 31	<ul style="list-style-type: none">● Continue working on sounds and music● Start making the art and the animations*
Week 32	<ul style="list-style-type: none">● Continue working on art related tasks*
Week 33	<ul style="list-style-type: none">● Polish the code and game● Writing the report/postmortem
Week 34	<ul style="list-style-type: none">● Continue writing● Final project report hand-in, friday 23:59

*I am only one programmer and designer for this game, I'm not familiar with drawing and making art therefor I am not sure about that I am going to be able to make the art myself. Possibility that the version of the game at the end of this 10 week period are still placeholders OR someone else are making the art and animations for me.