



Lovemail

The game where you play Cupid

Olivia Cox

“Feycrowns”

Started June 23, 2021

Overview

Lovemail is a game project that I am working on solo. The game's concept is a change on the dating sim game style where instead of trying to date the npcs, the player is trying to help others find love and work through relationships of all sorts.

Goals

1. Learn more functions with Unity and coding as well
2. Work more with Nodecanvas and UI work
3. Learn more about how to create pixel art pieces and assets

Specifications

Developed in Unity with Nodecanvas package.

Update Aug 08,2021: Changing the game's engine to Ren'py as the game feels like it would benefit more for an engine for VN games.

Story

You, the player, are a new hire at Cupid's Mailroom Sector 20. A part of Greek God Cupid's world organization with helping those with love troubles of all kinds! With the help of the twins Agape and Agapios, the player will learn the ropes of what it means to be a cupid.

Game Mechanic Notes

Game functions on a mission per mission gameplay. Starting with easy missions into those that require longer time to solve. These missions are categorized in colours on the letter emails that the player gets.

Heart Colour meanings:

- ★ Yellow - friendships (easy)
- ★ Pink - crushes
- ★ Blue - loneliness

★ Black - ending love/mourning/grief (hard)

There was a Red heart colour but I figured that having both Red and Pink would be confusing to the player. This was also to take into consideration players with colour blindness who could mistake the two colours together.

Edit: Blue and Black hearts will be added at another time to the game. Currently the scope is too large for one individual.

To help with players with colorblindness or otherwise, the letter email designs will differ so that they would be recognizable.

The focus of it being for all forms of love is important to the theme of the game as I wanted to focus on forms of love that can sometimes be looked over. Having the players start with friendships was intentional as those tend to be the first type of love that individuals have outside of their family relations. These tend to be both easy yet difficult to traverse relationships which allows for good jumping points for the players to understand that there might not be a clear answer for every situation. A learning curve to allow players to try to think about what is not only the right choice but what is the choice the client wants to hear at that moment.

Leveling

To progress through the game's story, the player is required to complete a certain amount of missions to move forward. The progression of the mission requirements would be displayed at the bottom during Home screen interactions.

During gameplay, the player will have an emoji progression meter that would explain if the player is doing well with the client and their feelings.

UI

The player will be using their ingame phone as their main source of interaction including how they are able to change the look of their phone's background design/character profile image and to save their progress.

Saving/loading their progress might be dependent if I am able to code these things adequately

Phone Designs

- Simple heart design - very valentines inspired
- Butterflies
- Clouds with sunset
- Flowers

- Selfie with the twins

Concept Art

Initial designs of the cupid twin npcs (2018)



Agape character expressions (2019)



Diagrams

Asset List

Background

- ★ Home screen
- ★ Opening scene
- ★ Tutorial screen
- ★ Office room
- ★ Store - where the other phone backgrounds can be brought as rewards

Phone

- ★ Cacti background (store)
- ★ Cloud background (default)
- ★ Rainbow background (store)
- ★ Red icons

- ★ Yellow icons
- ★ Green icons
- ★ Text backgrounds for clouds, cacti, and rainbow (3)
- ★ Character icons (8) - 4 each for the Yellow and Pink heart missions. As the clients want to remain anonymous, their icons will be different animals

Characters

- ★ Agape - happy/thinking/sad expressions
- ★ Agapios - happy/upset expressions

Milestones

I. Art assets

Currently there are no deadlines for the art as this project is a summer project and ongoing at the moment.

II. Implementation

Once the art is completed, I will hope to have implemented everything into Unity to deal with any sizing issues and adjustments that needed before furthering the project into coding stages. As I have more experience with art it is crucial to me that the art is functioning so I can focus all my energy on the coding that I will have difficulty with.

III. Coding

The absolute dread.

Updates

June 29, 2021

- ★ 3 Phone backgrounds were created (clouds/rainbow/cacti)
- ★ Initial office background completed

July 01 - 02, 2021

- ★ Title screen created and implemented
- ★ Adjustments to phone backgrounds art
- ★ 3 set of phone icons created
- ★ 8 character icons created

July 07, 2021

- ★ Change the layout of how the dialogue system would work as creating text based dialogue proved to be too difficult
- ★ Lessen the amount of missions from **8** to **4** to shrink scope
- ★ Plans for more character sprites

August 29, 2021

- ★ Changing engines
- ★ Remapping the needed assets
- ★ Changed the art style back to my normal style and not pixel art

September 02, 2021

Game elements

```

##### GAME FACTORS #####

# Cupid's Hotline employees

define ag = Character("Agape")
define agp = Character("Agapios")
define pl = Character("Player")

# Mission Characters

define cl01 = Character("Client 1")
define cl02 = Character("Client 2")
define cl03 = Character("Client 3")
define cl04 = Character("Client 4")

#Endings
#default earlyBadEnd
#default goodEnd
#default trueEnd
#default badEnd

```

September 04, 2021

- ★ First heart mission script is completed: needs to be transferred to ren'py
- ★ An early BAD END has been established
- ★ Need to start post first heart mission script

September 06, 2021

- ★ Added insight mechanic for pink heart missions: players have the ability to ask around to other cupids for input on the client's problem
- ★ Map feature: move through the office
- ★ Bad advice | Okay advice | Best advice(with insight) options for pink hearts
- ★ Should be after the first pink heart mission that the player can fail for giving bad advice

March 30 -31, 2022

- ★ Scratched the phone theme for the interactions
- ★ Changed clients from humans to other mythology creatures to give more freedom