

Game Design Document: Nina's Leap

"Nina's Leap" is a visual novel and resource management game where the player guides Nina, a barista with dreams of altering her physique and changing her career path, through a journey of body transformation and skill acquisition in a futuristic setting.

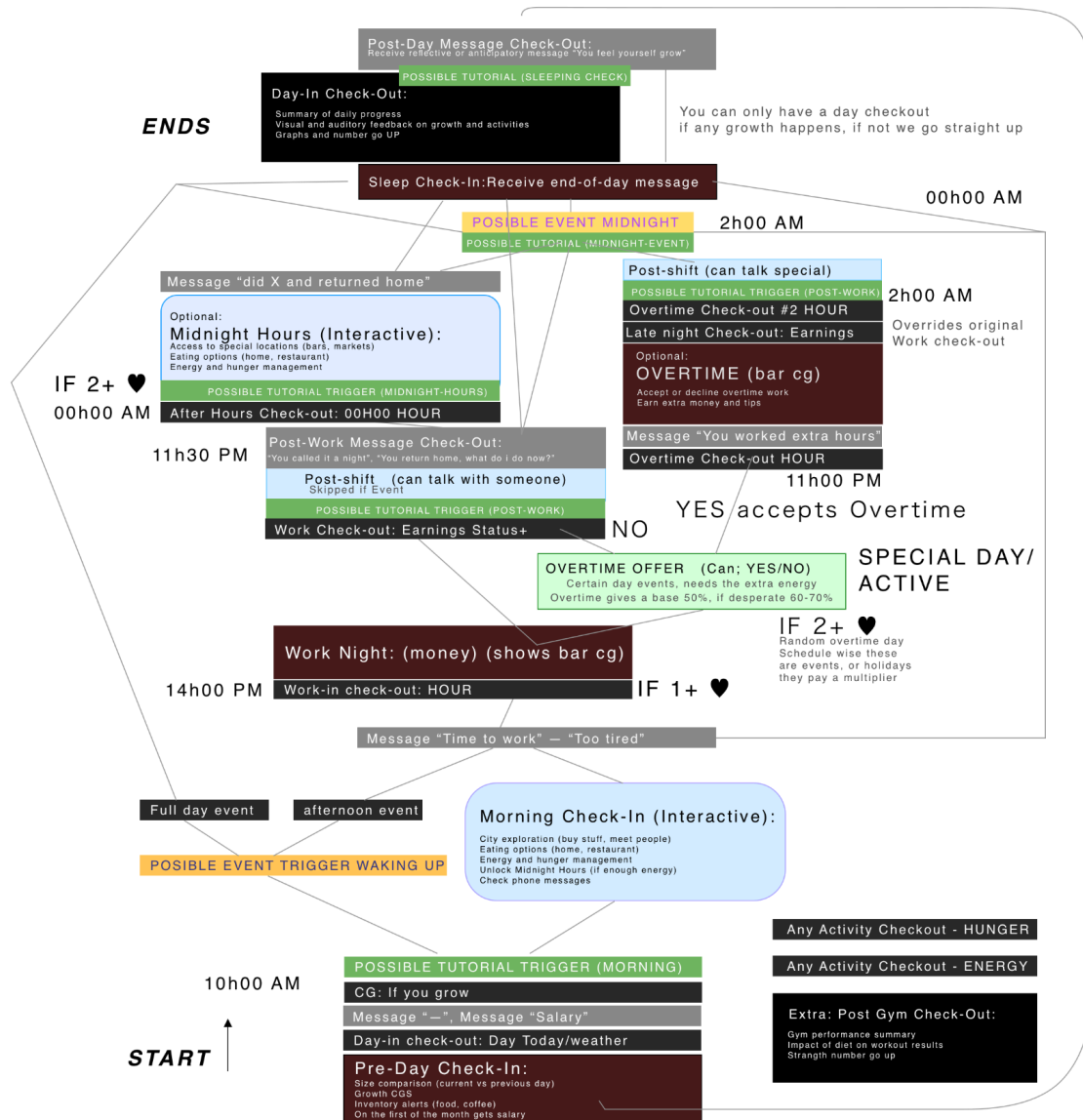
Game Objective:

Nina wants to escape her current status of affairs. She makes almost no money and wants a job that can give her more to live a better life, she is unequivocally a boss-babe with no one to boss... babe.

Players aim to help Nina navigate the complexities of body modification, job satisfaction, personal growth, and financial management over a 90-day period.

Game Routine and Bar Interaction Detailed Design:

GAME LOOP



Game Phases Breakdown:

Pre-Day Check-In:

- The game evaluates Nina's current size against her size from the previous day, initiating the morning sequence.

- Potential status CGs or text alerts about inventory items (food expiry, coffee stock, etc.) set the tone for the day.

Morning Check-In (Interactive):

- Players decide Nina's activities: shopping, eating, socializing, or visiting various city locations.
- Eating at home saves time but eating out costs time and money yet provides faster satiety.
- Nina has 4 energy units (3 regular + 1 critical for work) and 1 hunger unit. Players are warned against using the critical energy unit unless necessary.
- Energy is consumed by activities; visiting stores, eating out, or engaging in extensive activities deplete energy hearts.
- If ending this phase with 2+ energy units, the Midnight Hours phase unlocks.

Work Night:

- Nina works at the bar, her earnings significantly influenced by her appearance and interaction with customers. Tips constitute 59% of her earnings, with a monthly salary assessed during the Pre-Day Check-In.
- A detailed CG illustrates Nina's work environment and interactions.

After Work (Interactive):

- Post-shift, Nina can interact with colleagues and patrons, offering opportunities to build relationships and gather useful information.
- Comparison and friendship-building with colleagues like Ashleigh, Jill, and Emi occur during this phase.

Midnight Hours (Interactive):

- Available only if Nina conserves enough energy post-work, this phase opens up nighttime-specific locations like bars and midnight markets.
- Unique interactions and activities are available, mirroring the day phase but with nocturnal twists.

Overtime (Optional Override):

- Triggered by special events or an employer's request, accepting overtime offers double pay and increased tips at the cost of entering the Midnight Hours phase.
- An "After Overtime Work" scene may have fewer interactions due to the reduced presence of people.

Sleep Check-In:

- A brief message reflects Nina's state or thoughts, transitioning from the active day to rest.

Day-In Check-Out:

- Visual and auditory feedback displays the day's progress: size changes, weight gain, and other metrics are summarized with engaging animations and sounds.

Post-Day Message Check-Out:

- Nina receives a reflective or anticipatory message about her growth, activities, or physical state, setting a narrative context for the next day.

Extra: Post Gym Check-Out:

- After gym sessions, a summary screen details the muscle gains and effects of Nina's dietary choices on her workout, offering insights and potential multipliers based on her protein intake and food consumed.

Bar Work System:

- Nina's interaction with customers and her physical appearance significantly affect her tips and earnings.
- Character-driven events enhance Nina's work experience, social connections.
- The bar serves as a central hub for character development, networking, and plot progression.

Routine Integration:

- Each phase seamlessly transitions into the next, maintaining player engagement and narrative continuity.
- Energy and hunger management are crucial, influencing player decisions and Nina's success in both her personal transformation and professional life.
- Special events and choices punctuate the routine, offering variety and depth to gameplay while aligning with the overarching narrative of growth and self-improvement.

Character Summary:

- **Nina:** A recent poetry graduate, disillusioned with her career prospects, who embarks on a quest to enhance her physique for better tips at her barista job while aspiring to learn programming.
- **Clara:** A stunning and stern bar owner who appears in her 20s due to body modification but is actually 47. She's mature, composed, and genuinely cares for her staff despite her directness.
- **Emi:** A quiet, temperamental bar colleague with a Z-cup size who seems goth but is actually quite nice once you get to know her.

- **Jill:** An 8-foot-tall, muscular, and cheerful bar colleague who enjoys life and is very sociable.
- **Ashleigh:** A nervous, geeky bar colleague with a disproportionately large rear who often helps translate Clara's blunt statements.

Story:

"Nina's Leap" dives deep into the life of Nina, a recent college graduate with aspirations that stretch beyond the confines of her current reality. Working as a barista, she finds herself caught in the monotony of her day-to-day life, yearning for a change that seems just out of reach.

The game begins with Nina feeling undervalued and unnoticed, both at her job and in her personal life. Her colleagues at the bar, each uniquely transformed and celebrated for their distinctive appearances, serve as constant reminders of what Nina believes she lacks. Despite her hard work and dedication, her tips pale in comparison to those of her more physically remarkable peers.

Determined to take control of her destiny, Nina decides to explore the world of body modification, a common and culturally accepted practice in the futuristic society of 2087. With limited funds and a burning desire for change, she embarks on a journey filled with choices, challenges, and consequences.

The Super-Supplements store becomes her first gateway to transformation. Here, she encounters Mana, a clerk whose own modifications have rendered her stunningly attractive. Mana introduces Nina to a range of products, from serums to pills, each promising the kind of change Nina craves. Yet, the high costs and potential risks involved leave her conflicted.

With \$402 in her savings, just shy of affording the React programming course she desires, Nina stands at a crossroads. She can invest in her education or her physical transformation, each path offering a different kind of future. Choosing the latter, Nina delves into the world of growth serums and enhancers, hoping that increased tips will eventually fund her programming dreams.

As Nina navigates this new path, players are introduced to various gameplay mechanics. They manage her finances, deciding when and how much to invest in her body and when to save for her education. They monitor her health and energy, ensuring that Nina's pursuit of physical change doesn't come at the expense of her well-being.

Through her interactions with colleagues and customers, Nina begins to understand the complexities of her world. She learns that appearance can influence perception and opportunities, but it also brings its own set of challenges and judgments. Each character she interacts with provides insights into their own experiences, revealing that everyone, regardless of their appearance, faces their own struggles and insecurities.

As the game progresses, Nina experiences significant growth, both physically and personally. Her body changes, influenced by the player's choices, affecting her interactions and the way she perceives herself. She faces setbacks and successes, moments of doubt, and bursts of confidence.

Ultimately, "Nina's Leap" is a story of self-discovery and acceptance. It's about understanding that change, whether external or internal, comes with its own set of challenges and rewards. It's about finding one's place in a world where appearances are valued but discovering that true growth comes from within.

By the game's end, Nina realizes that her value isn't solely defined by her appearance or her job. Her journey of transformation teaches her about her strengths, desires, and the importance of embracing her true self. Whether she achieves her dream of becoming a programmer or finds contentment in her journey of self-improvement, Nina emerges from her experience changed, not just physically but in her understanding of what it means to be truly happy with oneself.

Gameplay Mechanics:

Resource Management: Players must balance Nina's finances, deciding how to allocate funds between body modification, food, rent, programming courses, and other expenses.

Growth Options: Players choose between different growth pathways (e.g., bust, muscles) and methods (natural, supplements, mystical items) to reach desired outcomes. Each path has distinct costs, risks, and rewards.

Energy System: Daily activities consume energy. Players need to manage Nina's energy levels to balance work, training, and personal care.

Education and Career: Players guide Nina through online programming courses, affecting her future job prospects and income.

Social Interactions: Players navigate Nina's relationships with her colleagues and boss, influencing workplace dynamics and opportunities.

Customization Options: Players select measurement systems (metric/imperial), temperature units (Celsius/Fahrenheit), and bra sizing standards (Japanese/US) for a personalized experience.

Dynamic Tip System: Nina's income from tips varies based on her appearance, customer preferences, time of day, and special events, encouraging players to strategize her presentation and shifts.

Health and Well-being: Players must monitor Nina's health, as poor decisions can lead to sickness or energy depletion, impacting her ability to work and earn.

Progress Tracking: An in-game calendar and stat menu allow players to track Nina's growth, financial status, and educational progress.

Narrative Events: Key plot points and character interactions unfold through dialogues and decisions, shaping Nina's journey and outcomes.

Nina's Apartment Overview:

Nina's apartment serves as the central hub for player activities and decision-making, grounding the narrative and gameplay in a personal and evolving space that reflects her journey.

Main Room:

- **Go-To-Places:** Go outside and to the map to visit new places
- **Decoration:** Initially modest, the room's aesthetics can evolve based on Nina's financial success and personal tastes. Players can unlock decoration options as Nina progresses.
- **Interactivity:** Players can click on various objects in the room for detailed interactions, like checking Nina's current financial status, accessing online courses, or planning the day's activities.
- **"Fuck Around":** Trigger unique events, find new eating spots, and consume. It will take energy but it's worth it. Sometimes.
- **Inventory Access:** eat food at random, and access pills or creams, creams will take you to the bathroom

Kitchen:

- **Eating Mechanic:** Here, Nina prepares her meals, influencing her growth and energy levels. The kitchen becomes a strategic point where players manage Nina's diet, choosing between quick snacks or more substantial meals that consume time and resources.

- **Inventory Access:** The kitchen also serves as a place to check food supplies, with options to restock by visiting stores or ordering deliveries.
- **Cooking:** Cooking will let you conjure high caloric meals with minimal effort you have to go to the supermarket tho.

Bathroom:

All interaction from the house remains only a backdrop move and have nina in more scantily cladness.

- **Growth Check-Up:** Players can track Nina's physical changes here, using a scale and a mirror for detailed body comparisons and growth measurements.
- **Creams and Pills Application:** This is where Nina applies any growth-enhancing creams or consumes supplements, which are critical for her transformation journey.

Bedroom:

- **Sleep Check-In:** The bedroom is where the day ends, allowing Nina to rest and rejuvenate. Sleep quality can affect her energy levels and overall well-being.
- **Personal Reflection:** Nina can reflect on her day, make journal entries, or ponder her next steps, adding depth to her character and providing players with insights into her thoughts and feelings.

Balcony (Optional, not in V1):

- **Extra Space:** If the apartment includes a balcony, it can offer Nina a place to get fresh air, practice exercises, or simply unwind, providing minor boosts to her morale or energy.

Transition to Outside:

- **Leaving the Apartment:** When Nina steps outside, players can choose her destination: work, gym, stores, or social spots. Each location offers unique activities and interactions.
- **Dynamic Environment:** The apartment's proximity to different venues can influence Nina's commute times and energy expenditure, adding a layer of strategic planning to daily activities.

Event Triggers:

- **Routine Activities:** Regular activities like eating, exercising, and studying can trigger small narrative events or growth milestones.

- **Special Events:** Occasional unique events can occur in the apartment, such as receiving guests, special deliveries, or personal breakthroughs, offering variety and unexpected developments in Nina's story.

Technical Requirements:

- **Platform:** Web-based/PC, optimized for various screen sizes and accessible on multiple devices.
- **Cloud Saving:** Allows players to save progress online and access their game from different devices.
- **Patreon Integration:** Special areas and features available for Patreon supporters.
- **Animation and Visuals:** Detailed sprites and animations to represent Nina's transformation and key game events.
- **Audio:** A rich soundtrack that adapts to game phases and player choices.

Monetization Strategy:

- Base game is free with optional Patreon subscription for exclusive content.
- Microtransactions for cosmetic items and special in-game boosts.
- One-time purchase for full game unlock (includes all areas, features, and removes ads).

Marketing Plan:

- Leverage social media platforms for promotion and community engagement.
- Partner with influencers in the gaming and body positivity communities for wider reach.
- Regular updates and engagement with backers on Patreon for sustained interest and support.