

# SED - And I Oop

By: Courtney FERREIRA, Romain GUYON and Cyprien VIMAL



<b>SED And I Oop</b>	<b>1</b>
<b>Intro</b>	<b>1</b>
Game summary/pitch (GDO)	1
Definitions	2
Games Data Sheet	2
<b>Economic system</b>	<b>2</b>
Design goals	2
List of resources + agents	3
Table of resource life cycles	3
Diagram of economic path with resources and agents	4
<b>Annex</b>	<b>5</b>
Lessons learned	5
Balancing scenarios	5

## Intro

### Game summary/pitch ([GDO](#))

Be the ultimate VSCO girl, explore the city, finding the best photo spots to take the best photos to add to your feed and upgrade your VSCO points by buying more scrunchies and poses for your bomb photos.

You are a VSCO girl, personalising your character using your VSCO points. Explore your city searching for the best photo spots to take photos to add to your feed. Gain more VSCO points for every like on your photos. Buy new poses, accessories and outfits that will all increase the amount of VSCO points you get per like (and they make you look cute)The goal is to get Turtle points which you can get in many different ways and these turtle points can be used to save turtles in real life, and you can have real life update about the turtle you helped save

# Definitions

VSCO = An app used for simple photo edits. It's become quite popular as of 2018/2019. Commonly made fun of due to the type of girls (appropriately named VSCO Girls) who use this application and are typically quite annoying about it and other things.

Feed = Something that provides updates whenever new content is available. A physical example is an ammunition belt that feeds cartridges into a gun. In the "social media" context, a "feed" is a piece of software that provides notifications when new items have been posted to a social medium.

## Games Data Sheet

Title : And I oop

One liner : Be the ultimate VSCO girl, explore the city, finding the best photo spots to take the best photos to add to your feed and upgrade your VSCO points by buying more scrunchies and poses for your photos

Genre : Role Playing Game

Target Audience : The target audience is principally young teenage girls

Platform : Mobile game

## Economic system

### Design goals

Constraints: The game studied must feature an economic system.

The game's soft currency, "Scrunchies" is earned through regular interaction with the game (taking and uploading pictures to the app, gaining levels, improving the player's avatar and shots...)

The game's hard currency, "Stickers" is bought in the shop and can be used to instantly unlock accessories and clothing options for the player's avatar, acquire more Scrunchies or adopt a real sea turtle.

The emphasis on using the money generated by the game to help a good cause (nominally endangered sea turtles) is encouragement for players to invest into a game without feeling guilty for spending on mobile games.

## List of resources + agents

Name	Type	Used for
VSCO points	XP	Gain rank
Scunchies	money	To buy new items such as clothes or poses
Stickers	Premium money	To buy exclusive poses, to buy more scrunchies and to adopt turtles
Player	player	

## Table of resource life cycles



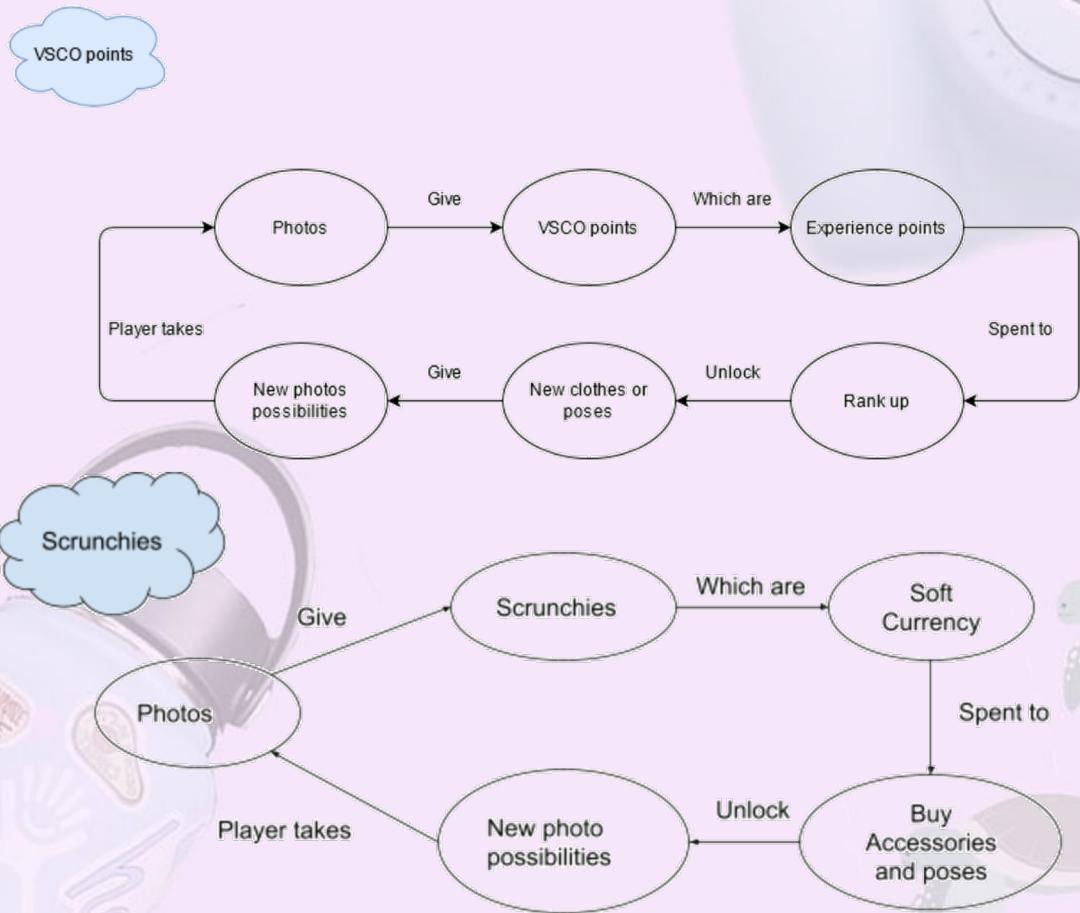
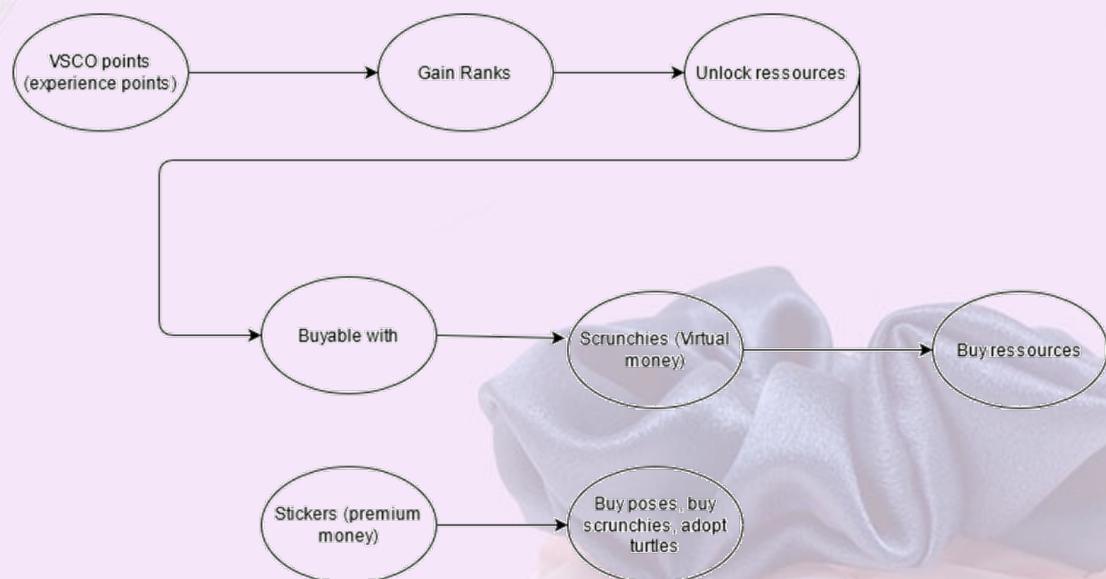


Diagram of economic path with resources and agents



# Annex

## Lessons learned

There are many different resources and agents in video games that we'd never really thought about before. Balancing is very important and there are many different scenarios that need to be considered. Draw.IO is useful when drawing diagrams.

## Balancing scenarios

In *And i oop* there is a possibility to have 3 different scenarios in terms of balancing; there is the player who always buys everything as soon as he can and so put a lot of money into the game, there is the player who never puts a cent into the game and will never buy anything, and then there is the player who will buy things from time to time but never a huge amount and never too often.

In the scenarios where the player put a ton of money into the game it will clearly not be the same experience as the person that never puts any money into the game but we have tried to minimize the gap between the two so that the player who doesn't spend any money isn't necessarily disadvantaged.

The player who puts a lot of money in will have an exclusive option to adopt a turtle (real) as this is part of the incentive to put money into the game. They may also have certain poses and outfits sooner and some exclusive outfits and poses however these are not needed to get further in the game.

The player who puts no money into the game will have a slightly slower experience as they will have to earn all the money in game and will not have access to the same poses and outfits that the paying player will, this will not prevent them from moving forward as most things are purely aesthetic.

The player who puts a bit of money into the game will be able to adopt a turtle and that could also be an incentive to spend more money as they could get attached to their turtle and so would want to keep being its "parent". The player who spends a bit of money will also have access to exclusive outfits and poses but will not be able to have them all as they don't spend enough money and so the most expensive outfits they will not be able to buy.