

Scope of Work

CREATE start screen scene:

- See mockup on slide 2 of [Art Look Deck](#), add background image and animate image of “arrow key”, when player presses arrow key they go to NW Live scene.

UPDATE “NW live” scene:

- Replace walking human character with pink pig from Assets/PixelFantasy/PixelMonsters/Pack1/Pig
- Update the scripts that handle attributes so that they adjust throughout the game according to the attribute logic (see slide 4 of this deck)

FYI: When players intersect with the home, gallery, work, social, and studio game objects, they are given a choice to enter the scene(s).

UPDATE “home” scene:

- See mockups on slide 9-11 of [Art Look Deck](#), add images and text, as well as the necessary logic to populate the scene with a random question from slide 5 of this deck. Player presses arrow key to continue to the next view (slide 10 of [Art Look Deck](#)) where they select their answer to the question. After they select their answer to the question the impact on their attribute score is revealed (slide 11 of [Art Look Deck](#)) before they proceed back to NW Live scene.

UPDATE gallery, work, social, and studio scenes using the same model as the home scene.

CREATE “chance card” scene:

- See mockup on slide 25 of [Art Look Deck](#), this scene is triggered according to the logic on slide 10 of this deck and features a random outcome from the list on slide 10.

CREATE Monthly Summary View

- This can be a pop up, it appears once a month in the game and notifies the player of the following: “It’s been one month, time to pay your bills: rent (-30 money), utilities (-10 money), groceries (-10 money).”
- The popup will only occur when you are in the main globe screen.

CREATE Yearly Summary View

- This can be a pop up, it appears once a year in the game and gives players the option to upgrade or downgrade their living environment, but monthly rent and utilities will increase by 5 for an upgrade: “It’s that time of year! You have the opportunity to upgrade or downgrade your living environment. Keep in mind that choosing to upgrade will increase your monthly rent and utilities by 5. Make your choice wisely!”
- The popup will only occur when you are in the main globe screen.

CREATE a simple game over scene:

- See mockups on slide 27 of [Art Look Deck](#), loop the pig dead animation. After 5 seconds go to back to Start screen.

CREATE a simple victory scene:

- See mockups on slide 28 of [Art Look Deck](#), loop the pig jumping animation. After 5 seconds go to back to Start screen.

Screens

Start Screen

- Start Game

Home World Scene

- Pig character is walking around a globe. When the character crosses paths with one of the five locations in the game, home, studio, gallery, social, and work, they have the option to enter.
- In the upper left hand corner of the game is the HUD, where five attributes are tracked: money, career, energy/health, creativity, and time. Refer to the Attribute Logic slide to see how game play impacts these attribute scores. When any attribute score reaches zero the game ends, and the player loses.

Game Interface

- HUD (Heads-Up Display)
 - Attributes Display (Money, Career, Energy, Creativity, Time)
 - Year/Month Display
 - Info icon, when click info pop up shows game intro, character background, game instructions

Location Scenes

- [Home](#)
 - Question Prompt
 - Player Choices
 - Result of Choices
- [Work](#)
 - Question Prompt
 - Player Choices
 - Result of Choices
- [Studio](#)
 - Question Prompt
 - Player Choices
 - Result of Choices
- [Gallery](#)
 - Question Prompt
 - Player Choices
 - Result of Choices
- [Social](#)
 - Question Prompt
 - Player Choices
 - Result of Choices

[Chance Card Scene](#)

- Random Event Prompt
- Event Description
- Result of Event (Attribute Changes)

Monthly Summary View

- Game Status (time remaining, current attribute values)

Yearly Summary View

- Game Status (time remaining, current attribute values)
- Once a year players are given the option to upgrade or downgrade their living environment. Monthly rent and utilities will increase by 5 for an upgrade.

Game Over Screen

- Game Over (after 5 seconds go to Start screen)

Victory Screen

- You Did It (after 5 seconds go to Start screen)

Notes

Game duration is 50 minutes, one year passes every 10 minutes.

Time is only passing when you are in the main globe screen.

How to win: Maintain at least 1 or more score on each of the five attributes before the game time ends

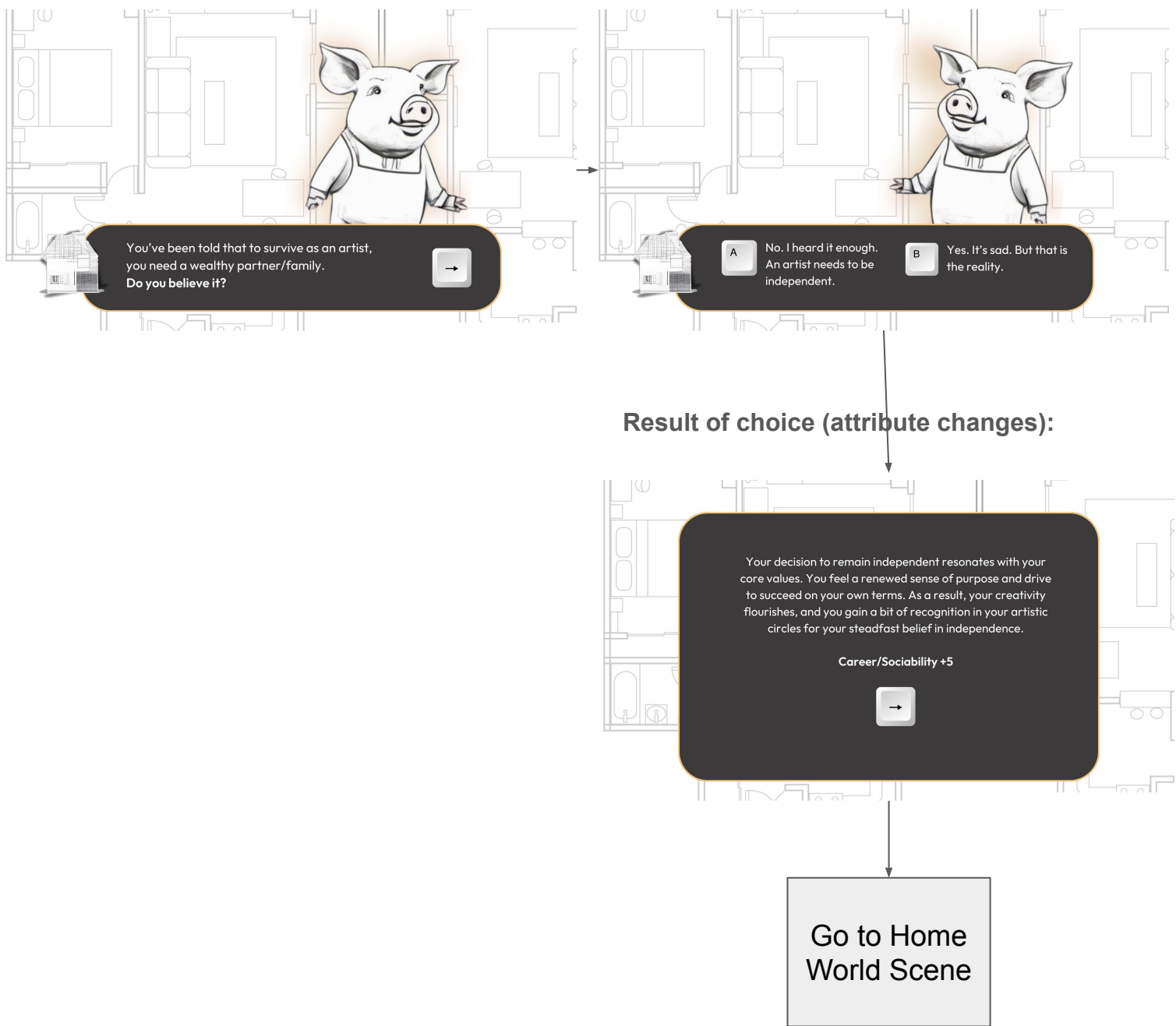
Attribute Logic

- Five attributes (“scores”) in the game:: money, career, energy, creativity, and time.
- Each attribute starts at 100 at the start of the game.
- Once a month the following attributes are effected: rent (-30 money), utilities (-10 money), groceries (-10 money).
- When any attribute score reaches zero the game ends, and the player loses.

Location Scene - Home

Question Prompt:

Player Choices:



Home Questions

Each time the player visits the Home location they are prompted with one of the following questions. Their choice impacts what happens next.

Questions

- in **Black**: appear only once
- in **Orange**: Can randomly repeat
- In **Green**: Can be asked two times at random.
- In **Blue**: Can repeat two times at random until year 3

You've been told that to survive as an artist, you need a wealthy partner/family. Do you believe it?

- A. No. I heard it enough. An artist needs to be independent. Game continues with no impact to the attribute scores.
- A wealthy patron takes an interest in your work and offers to sponsor your next project. (+30 Money, +10 Career)
 - Your partner/family faces a financial crisis, and you need to support them. (-30 Money, -10 Energy)
 - You or a close family member fall ill, leading to increased expenses and stress. (-20 Money, -20 Energy)
 - A distant relative leaves you an inheritance, easing your financial burden. (+40 Money, +5 Energy)
- B. Yes. It's sad. But that is the reality. (Impact on attributes is selected randomly from the options below)
- Your partner is pleased to support you (+10 money, +10 career, +10 energy)
 - The pressure to succeed causes a creative block, affecting your work. (-10 Creativity, -10 Career)
 - Dependence on financial support causes tension in your relationships. (-10 Career, -10 Energy)
 - Your reliance on financial support is criticized by peers, impacting your reputation. (-10 Career)

Your visa expires soon. After living in the US for 10 years, you must leave now.

- A. Leave. You've lived and seen enough here. (-30 energy) (You are out of the U.S. art world. You did not win. But you get out of "this" game. Your future is unknown.)
- B. Apply for O Visa, a.k.a. artist visa (-100 Money, -50 energy, -50 time)
- C. Marry someone who can give you a new eligible status. (-50 energy)

You have worked hard. You deserve to take a break. What would you do?

- A. Stay at home, watching Netflix.
- B. Go to nearby beaches, creeks, woods, and mountains. (+20 energy)
- C. Travel to cities, parks, and countries wherever you wanted to go for vacation. (-50 money, +30 energy, +30 creativity)
- D. Visit your family or friends (- 20 money)

You want to have a child. What would you do? (monthly subtraction)

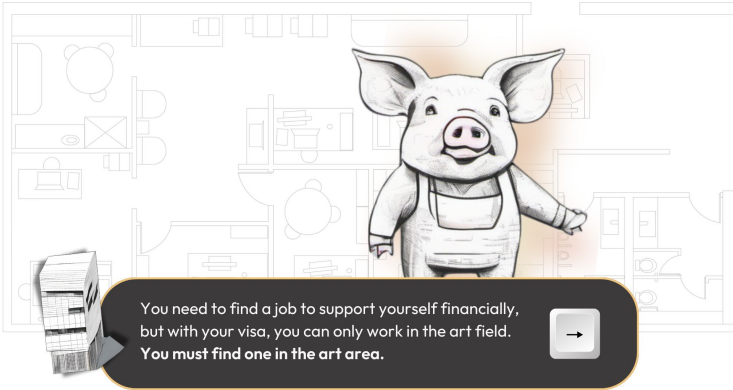
- A. You know that you can't have both art and child right now.
- B. You are optimistic. You believe everything is going to be alright. Start a family. (-30 energy, -20 time)
- a. Recurring penalty: -30 money for childcare, and other daily expenses per month
- C. Quit your day job and take care of your child. (-40 energy, -40 time -30 money.)
- D. (when you have a partner) Your partner quits their job and takes care of your child. (-60 money.)
- E. Quit your artist job (Your career automatically drops to zero)

You receive an unexpected bill for home repairs that you can't avoid. How do you handle it?

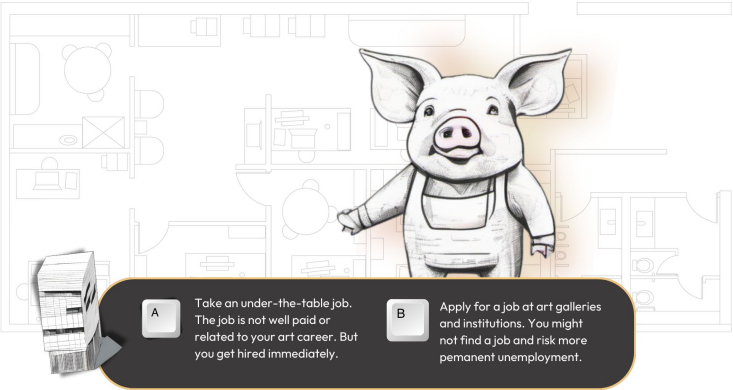
- A. Pay the bill using your savings (-30 Money, +5 Energy, +5 Time)
- B. Ask for help from family or friends (-10 Money, +10 Energy, +10 Time)

Location Scene - Work

Question Prompt:



Player Choices:



Result of choice (attribute changes):



Go to Home
World Scene

Work Questions

Each time the player visits the Work location they are prompted with one of the following questions. There choice impacts what happens next.

Questions

- in Black: appear only once
- in Orange: Can randomly repeat
- In Green: Can be asked two times at random.
- In Blue: Can repeat two times at random until year 3

Do you need to find a job to support yourself financially? But with your visa, you can only work in the art field. You must find one in the art area.
A. Take an under-the-table job. The job is not well paid or related to your art career. But you get hired immediately. (+50 money, -10 time, -20 energy)
B. Apply for a job at art galleries and institutions. (+70 money, -10 time, -20 energy, +10 career)

You realize your work is far from a profitable model. How would you continue your art practice?
A. Produce sellable objects or go on TikTok and Youtube (-20 career and +20 money).
B. Get another day job (-30 time and -20 career)
C. Apply for grants (-30 energy, and +/- 30 money based on chance)
D. Be friends with people with influence and power (+10 time and +20 career or money based on chance)

You have an unpaid part-time internship opportunity at a well-known art institution.
A. Yes. No pay, but I expect to learn something. (Impact on attributes is selected randomly from the options below)

- You can improve your skill through your internship. (+10 Creativity, +10 career)
- Your boss gives you a simple data entry job that does not inspire you or let you learn something new. (-5 energy)
- Your boss offers you a freelance job after the internship. (+10 money, +5 career)
- You are working in an isolated environment. Your boss doesn't give you any directions. (-20 energy)
- You grew your professional network through the internship (+10 career, -10 energy)
- Your boss gives you too many tasks. (-15 energy, -15 time, +5 career)

B. No. You will only need a job that pays you. (+10 money)

You can attend a 3 months artists-in-residency program in another city. But you must quit your job since your boss does not allow you to have 3 months' vacation. Would you attend?
A. Attend (-50 Money, +20 career, +20 creativity)
B. Do not attend (+50 money, -20 career)

You went to an artist residency, but now that is over you have to find a new job.
A. Part-time: You can have fairly enough time to work on your art practice. (+50 Money)
B. Non art-related Full-time: You may not have time to work on your art practice or cannot attend the out-of-town residency. But you can have health insurance, and possibly 401K, and a stable income. (-60 energy, +70 Money)
C. You decided to pursue a job in an art-related field, such as an art educator or a position in an art institution. This choice aligns well with your passion, but it requires some luck to secure a position. (Impact on attributes is selected randomly from the options below)

- You succeed (Career/: +30, Money: +70, Energy/Health: -60, Time: -20)
- You fail (Money: +20, Energy/Health: -30, Career: +10)

D. Run a business yourself. (-70 energy, +/- 100 money based on chance).

Studio Questions

Each time the player visits the Studio location they are prompted with one of the following questions. There choice impacts what happens next.

Questions

- in Black: appear only once
- in Orange: Can randomly repeat
- In Green: Can be asked two times at random.
- In Blue: Can repeat two times at random until year 3

You want to experiment with new materials for your art practice.

- A. Like to challenge! (Money -40, -30 energy, +40 creativity, +/- Career)
- B. No. I am running out of resources. Stick with what you’ve always done (-20 creativity, -10 energy).

You want to apply for a call for artists to attend an artist-in-residency. You are asked to get three reference letters. Would you apply?

- A. Yes, but you will need a little bit of luck and support from your artist friend, professor/teacher from a long time ago. (Impact on attributes is selected randomly from the options below)
 - Good: You manage to secure excellent reference letters and are accepted into the residency. (+5 Career, +5 Creativity, -20 Money)
 - Bad: Despite your efforts, your application is not successful. (-10 Energy, -5 Career)
- B. You got no one to ask for such things (-5 energy).
- C. You actively choose not to apply. You don’t think it is not a fair system. It promotes hierarchy in the art world. (+5 energy, -5 career)

A local gallery is hosting an exhibition with a specific theme. Would you create new work to fit the theme?

- A. Yes, you decide to create a new piece for the exhibition. (Impact on attributes is selected randomly from the options below)
 - Your work is well-received and featured prominently. (+10 Career, +10 Creativity, -20 Money)
 - The theme constrains your creativity, and the piece is not well-received. (-10 Creativity, -5 Career, -10 Money)
- B. You decide to submit existing work that loosely fits the theme. (Impact on attributes is selected randomly from the options below)
- C.
 - The gallery accepts your work, and you save time and resources. (+5 Career, +10 Time)
 - The gallery feels the work doesn’t fully align with the theme and rejects it. (-10 Career, -5 Creativity)
- D. You choose not to participate in the themed exhibition. (Impact on attributes is selected randomly from the options below)
 - You use the time to work on your personal projects, leading to a creative breakthrough. (+10 Creativity, +5 Energy)
 - You miss an opportunity to gain exposure and feel a bit regretful. (-5 Career, -5 Energy)

Gallery Questions

Each time the player visits the Gallery location they are prompted with one of the following questions. There choice impacts what happens next.

Questions

- in Black: appear only once
- in Orange: Can randomly repeat
- In Green: Can be asked two times at random.
- In Blue: Can repeat two times at random until year 3

A local gallery invites you to prepare for a major opening. Would you invest in a new piece for this event?

- A. Yes, you decide to invest in creating a new piece for the opening. (Impact on attributes is selected randomly from the options below)
 - The new piece captivates the audience, earning you praise and sales. (+10 Career, +20 Money, -20 Energy)
 - The piece fails to attract much attention, leaving you tired and financially strained. (-10 Career, -20 Money, -20 Energy)
- B. No, you decide to display an existing piece. (Impact on attributes is selected randomly from the options below)
 - Your existing piece receives positive feedback, saving you time and energy. (+5 Career, +10 Energy)
 - The gallery finds your work less exciting, and it doesn't make much impact. (-5 Career, -5 Energy)

A prestigious gallery event offers an excellent networking opportunity. Would you attend and try to make connections?

- A. Yes, you attend the event and actively network. (Impact on attributes is selected randomly from the options below)
 - You make valuable connections that boost your career prospects. (+10 Career, -10 Energy)
 - Despite your efforts, you don't connect with anyone influential. (-5 Career, -10 Energy)
- B. No, you decide to stay home and rest. (Impact on attributes is selected randomly from the options below)
 - You save energy and avoid the stress of networking. (+10 Energy, +5 Time)
 - You miss out on potential career-advancing opportunities. (-5 Career)

A well-known critic is coming to review your work at a gallery. Are you prepared to handle their feedback?

- A. Yes, you prepare thoroughly for the critique. (Impact on attributes is selected randomly from the options below)
 - The critic praises your work, leading to increased recognition. (+10 Career, +5 Creativity)
 - The critique is harsher than expected, affecting your confidence. (-10 Energy, -5 Creativity)
- B. No, you decide not to stress over it and take it as it comes. (+5 Energy, +5 Creativity)

The gallery sold one of your pieces, but the payment is delayed. How do you handle it?

- A. You politely follow up with the gallery about the payment.
 - The gallery promptly pays you and appreciates your professionalism. (+20 Money, +5 Career)
- B. You decide to wait patiently without following up.
 - The delay continues, causing financial stress. (-10 Money, -5 Career)

Social Questions

Each time the player visits the Social location they are prompted with one of the following questions. There choice impacts what happens next.

Questions

- in Black: appear only once
- in Orange: Can randomly repeat
- In Green: Can be asked two times at random.
- In Blue: Can repeat two times at random until year 3

Your friend is hosting a big party and invites you. Would you go?

- A. Yes, you attend the party. (Impact on attributes is selected randomly from the options below)
 - You have a great time and meet interesting people. (+10 Career, +5 Energy)
 - The party is exhausting, and you end up feeling tired. (-10 Energy, -5 Creativity)
- B. No, you decide to stay home and rest. (Impact on attributes is selected randomly from the options below)
 - You feel refreshed and ready to work on your projects. (+10 Energy, +5 Time)
 - You miss out on social interactions and feel a bit isolated. (-5 Career)

There's a community event that needs volunteers. Would you help out?

- A. Yes, you volunteer for the event. (Impact on attributes is selected randomly from the options below)
 - You feel fulfilled and make new connections. (+10 Career, +5 Energy)
 - The event is stressful, and you feel drained. (-10 Energy, -5 Career)
- B. No, you decide to focus on your own work. (Impact on attributes is selected randomly from the options below)
 - You make significant progress on your projects. (+10 Creativity, +10 Time)
 - You miss out on the community engagement. (-5 Career)

You are asked out on a date. Would you go?

- A. Yes, you go on the date. (Impact on attributes is selected randomly from the options below)
 - The date goes well, and you feel happy and energized. (+10 Energy, +10 Career)
 - The date is awkward and leaves you feeling stressed. (-10 Energy, -5 Creativity)
- B. No, you politely decline to focus on your work. (Impact on attributes is selected randomly from the options below)
 - You use the time to work on your projects. (+10 Time, +5 Creativity)
 - You feel lonely and miss the opportunity for a social connection. (-5 Career, -5 Energy)

Your friends invite you to spend the weekend with them. Would you go?

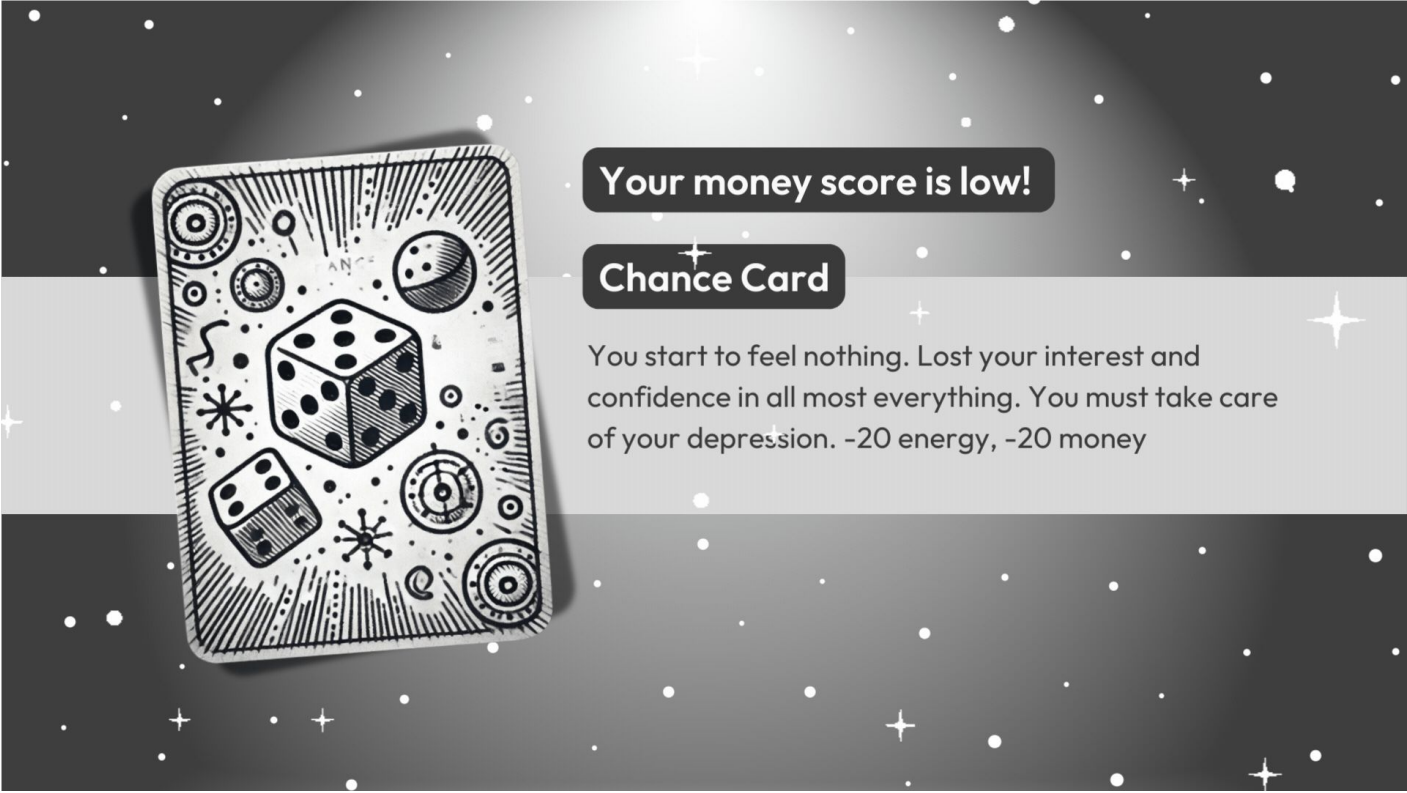
- A. Yes, you visit your friends. (Impact on attributes is selected randomly from the options below)
 - The visit is relaxing, and you feel recharged. (+10 Energy, +5 Career)
 - The visit is stressful, and you feel drained. (-10 Energy, -5 Creativity)
- B. No, you decide to stay home and work. (Impact on attributes is selected randomly from the options below)
 - You make great progress on your work. (+10 Creativity, +5 Time)
 - You miss your family and feel a bit guilty. (-5 Energy)

A local art club is looking for new members. Would you join?

- A. Yes, you join the club. (Impact on attributes is selected randomly from the options below)
 - You make new friends and feel more connected to your community. (+10 Career, +5 Energy)
 - The club meetings take up a lot of your time and energy. (-10 Time, -5 Energy)
- B. No, you decide not to join. (Impact on attributes is selected randomly from the options below)
 - You save time and energy for your personal projects. (+10 Time, +10 Creativity)
 - You miss out on potential social interactions and networking. (-5 Career)

Chance Card Scene

A Chance Card is triggered when any attribute reaches 20. Scenarios are randomly selected from the list below.



- A. -You start to feel nothing. Lost your interest and confidence in all most everything. You must
- B. -take care of your depression (-20 energy, -20 money)
- C. -Congratulations you got a grant for your project (+10 Money, and +10 energy)
- D. -Congratulations you got an opportunity to show your work (-10 money, +10 career)
- E. -You are involved in a minor accident. Your medical bill is sent to you. (-10 money)
- F. -You get to have more studio times during your vacation (+10 creativity, +10 energy)
- G. -You got a terrible toothache and need to see a dentist. (-10 money -10 energy)
- H. -Congratulations! You got a raise at your day job (+20 money)
- I. -You decided to take a year-long break from your practice to think about your career and
-recharge yourself. (+20 money, -20 career, -10 creativity, +5 energy, skip your next turn)
- J. -You learn new technic to apply to your new project (-5 money, +20 creativity)
- K. -You received a sincere message from an audience member about how your work touched -them.
(+10 energy, +10 creativity)