

# Fairy Hands

## Game Design Document



**Intended game system:** PC - HTC Vive

**Target age of players:** 14+

**ESRB:** Everyone

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## Story

Once upon a time, in a faraway time, there was a young sorcerer whose passion was the creation of potions.

He was the young apprentice of a much more powerful sorcerer, who one day died during a war.

The young apprentice took possession of his master's potion workshop and using his recipes book, began to follow his example and learned at his own expense how to make potions worthy of the name.

His goal: To become the greatest potion maker the world has ever known.

## Game Flow

The player is confronted with a worktop on which is a board, tools (of kitchen). To his left is a book used as the main menu. To his right is an open book with the recipes. The player can see a table with ingredients on it, a cauldron (which is used to make potions) and a chest containing empty vials.

The book contains all the potions and their recipes to be made. When all the recipes have been completed, the game is over.

The player can then take the ingredients, modify (cut, crush and grate) them on the work surface and place them in the cauldron.

If he places the right ingredients in the cauldron and choose the appropriate empty flask, the potion will be validated and display a special FX.

If the wrong ingredient is placed in the pot, the pot will display an "error" FX and the container will be reset.

## Characters

### Player

The player is a wizard.

### Ingredients

- Apple
- Bat
- Blood
- Cherry
- Butterfly
- Heart
- Rose
- Wolf Paw
- Lemon
- Feather
- Water
- Watermelon
- Golem
- Spider
- Mushroom
- Eye
- Frog
- Slime
- Chili
- Jelly Fish

## Potions

**Ingredient:** The ingredients used to make the potion.

**Number of ingredients:** The number of each ingredient needed.

**Special action:** If the ingredient needs an action (cut, crush, grate), following by the numbers of hit you need.

**Cost:** The number total of action needed to transform the ingredient.

### **Health potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Blood	2	NONE	2
Cherry	2	Crush * 2	6
Butterfly	1	Cut 1/1	3

**Score: 11**

### **Love potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Heart	2	NONE	2
Apple	2	Cut 1/2	8
Rose	2	NONE	2
Blood	2	NONE	2

**Score: 14**

**Werewolf morphos potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Wolf_Paw	4	NONE	4
Heart	1	NONE	1
Eye_Mushroom	2	Cut 1/1/1	8
Blood	2	NONE	2
Slime	2	NONE	2

**Score: 17**

**Mobility potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Wolf_Paw	4	NONE	4
Lemon_Juice	2	Crushed * 5	12
Feather	1	NONE	1
Water	1	NONE	1

**Score: 18**

**Strength potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Watermelon	1	Cut 1/2/4	8
Golem_Powder	1	Grate * 8	9
Water	2	NONE	2

**Score: 19**

**Fear potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Spider	1	Cut 8	9
Eye_Mushroom	2	Cut 1/1/1	8
Frog	2	NONE	2
Slime	2	NONE	2

**Score: 21**

**Night vision potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Eye	2	NONE	2
Eye_Mushroom	2	Cut 1/1/1	8
Bat	2	Cut 1	4
Wolf_Paw	4	NONE	4
Slime	2	NONE	2

**Score: 22**

**Explosion potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Chilli_Pepper_Powder	3	Crush * 4	15
Eye_Mushroom	2	Cut 1/1/1	8
Water	1	1	1

**Score: 24**



**Invisibility potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
JellyFish	3	Cut 1/1/1	12
Lemon_Juice	1	Crushed * 5	6
Slime	3	NONE	3
Water	3	NONE	3

**Score: 24**

**Underwater breathing potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Fish	2	Cut 1/3/1/1	14
Jellyfish	2	Cut 1/1/1	8
Water	2	NONE	2

**Score: 24**

**Shield potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Golem_Powder	2	Grate * 8	9
Lemon_Juice	1	Crushed * 5	6
Water	1	NONE	1

**Score: 25**

**Revive potion:**

INGREDIENT	NUMBER OF INGREDIENTS	SPECIAL ACTION	COST
Heart	1	NONE	1
Blood	3	NONE	3
Cherry	2	Crush * 2	6
Butterfly	2	Cut 1/1	6
Eye_Mushroom	2	Cut 1/1/1	8
Slime	2	NONE	2

**Score: 28**

## Controls

The game uses HTC Vive technology.

The player has an HTC Vive headset and two HTC Vive controllers.

The player can plug in (external) headphones if he wants to be able to hear the music and sounds of the game.

Thanks to the headphones, the player is immersed in the game, so he can move freely (to the limit of his own physical room).

Thanks to the controllers, the player can hold objects in his hands with the trigger behind the controllers.

## Game Play

The player must press Play / Play with Tuto to start a game.

At the beginning of the game, the recipes book opens allowing the player to turn the pages and learn about the potions.

The player must then use the ingredients at his disposal, transform them if necessary, and place them in the cauldron.

Once the player thinks they have all the ingredients for one of the potions in the book, they can take an empty flask (which must match the recipe) and slide it into the pot. If the recipe is successful, the player will have a potion with a colored liquid in his hand. If it fails, the flask will disappear, and the cauldron will be emptied of all its ingredients. In both cases, a visual "warning" (signified by an FX) will appear above the cauldron.

When the player succeeds with a potion, the progress will be displayed in the recipes book at the bottom of the page of the successful potion. This way, the player can see his progress.

A "virtual watch" is attached to the player's left hand. The watch shows the time passed since the Start (or Restart) of a game.

When the player finishes all the potions in the book, the clock stops running. The score and the elapsed time will then be displayed on a scroll floating in the room.

## Game World

### Room

The room represents a dungeon in which the sorcerer makes his potions.

There is a main table (worktop), a cauldron, a board (to transform the ingredients), a table (containing the ingredients) and a chest (to store the empty flask). The room is decorated with objects representing the fantasy world and witchcraft.

### Player's view

The player can see a worktop with different tools, a cauldron, a "Main menu" book, a recipes book and a shelf with ingredients.

# Game Experience

## Feelings, emotions and moods

1. **Stress** about completing potions by time.
2. **Satisfaction** when completing a potion.
3. **Determination** about reaching the highest score.
4. **Scared** of being overwhelmed.

## Player first vision

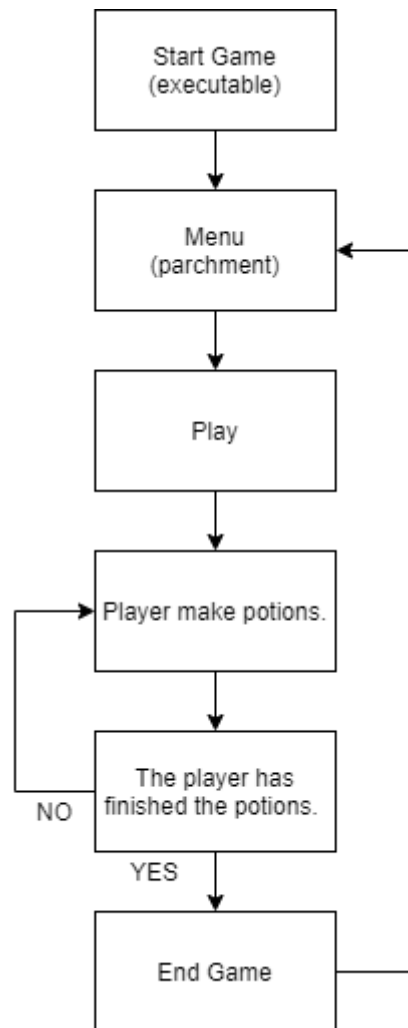
First, the player can see a worktop with different tools, a cauldron, a “Main Menu” book, a recipes book and a shelf with ingredients.

## Music

A light background music (fantasy world) can be perceived in the game.

Sounds exist on the different actions (Cut, The bubbles of the cauldron, Strike, Scratch, etc...).

## Activity Diagram



## Game Play Mechanics

### Ingredients

Some ingredients can be modified:

- **Cut**: Using a knife on the ingredient
- **Crush**: Using the hammer on the ingredient
- **Grate**: Using the grate on the ingredient

Not all ingredients are modifiable.

When an ingredient is editable, a progress bar appears above it. If there is no progress bar, it means that the ingredient is ready to be used in a recipe.

### Cauldron

The cauldron is one of the main elements of the game. It allows you to combined ingredients to create recipes.

When an ingredient is thrown into the cauldron, it is saved. When an empty vial is dragged into the cauldron, it is checked to see if the ingredients match a recipe.

**Success**: If the vial and the ingredients match the recipe.

**Failure**: If the vial or one of the ingredients do not match the recipe.