Project Judgment

Idea and Notes Document

# Gameplay

I want for the game to primarily be a bit of a life management simulator, where the player has multiple values to keep track of and maintain.

## Dopamine Loop

What values do you have to maintain?

1. Strength- The character’s physical state, and how strong they are.
2. Skill- The characters ability in their herbalist craft.
3. Happiness- How satisfied the character is with their life.
4. Currency- Used to buy food, and anything character needs.

What resolution do we want? 800 x 600!

There are 3-9 total days in this small game. Each day, you have a set amount of strength that you can spend on doing activities. Each of the story acts will last 3 days allowing you to freely choose what you’d like to do.

# Story

I either want this game to take place in a college setting or perhaps in a fantasy setting (D&D/Medieval/LOTR type setting). Our main character goes about their daily life at first, but then they start to be plagued by a shadow who taunts them and stabs into their flaws and insecurities. Soon their life becomes harder and harder to manage, and it’s obvious that this shadow is a burden.

So who is our main protagonist? A blacksmith? An adventurer? A merchant? All of the above? Maybe an herbalist who wants to be an adventurer? They start out gathering herbs, learning the craft, and earning money. However, they also wish to be an adventurer, but aren’t sure of whether or not they fit for the job, so they attempt to train themselves.

## Mini Act 1 (3 days)

Everything is normal. Gameplay elements are introduced.

## Mini Act 2 (3 days)

The shadow is introduced. Choices start being locked away based on values.

## Mini Act 3 (3 days)

Everything starts to collapse. Values remain, but character is at low point. An ending will occur based on choices and values.

# Aesthetics