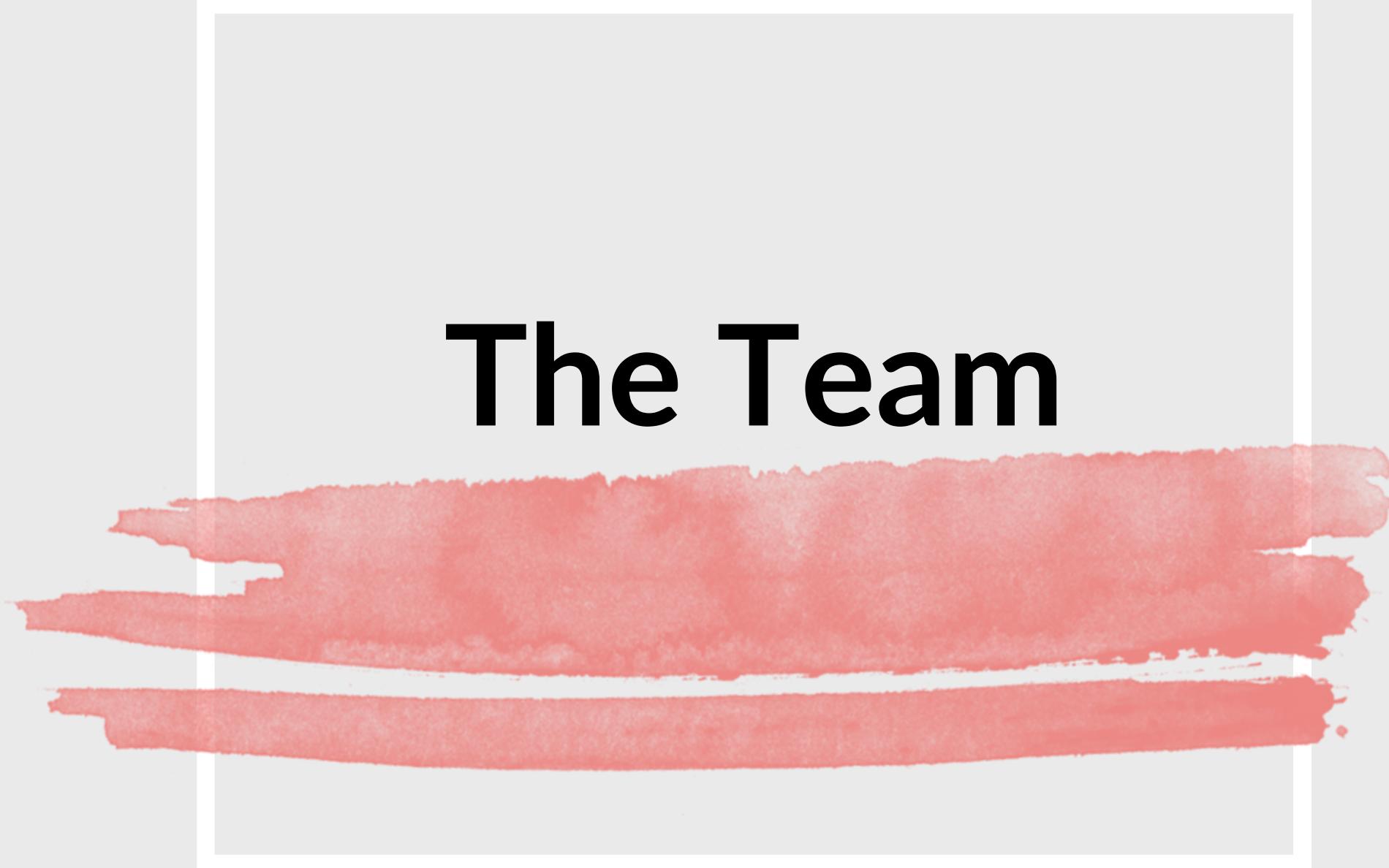




**GLOW HOME**



# The Team

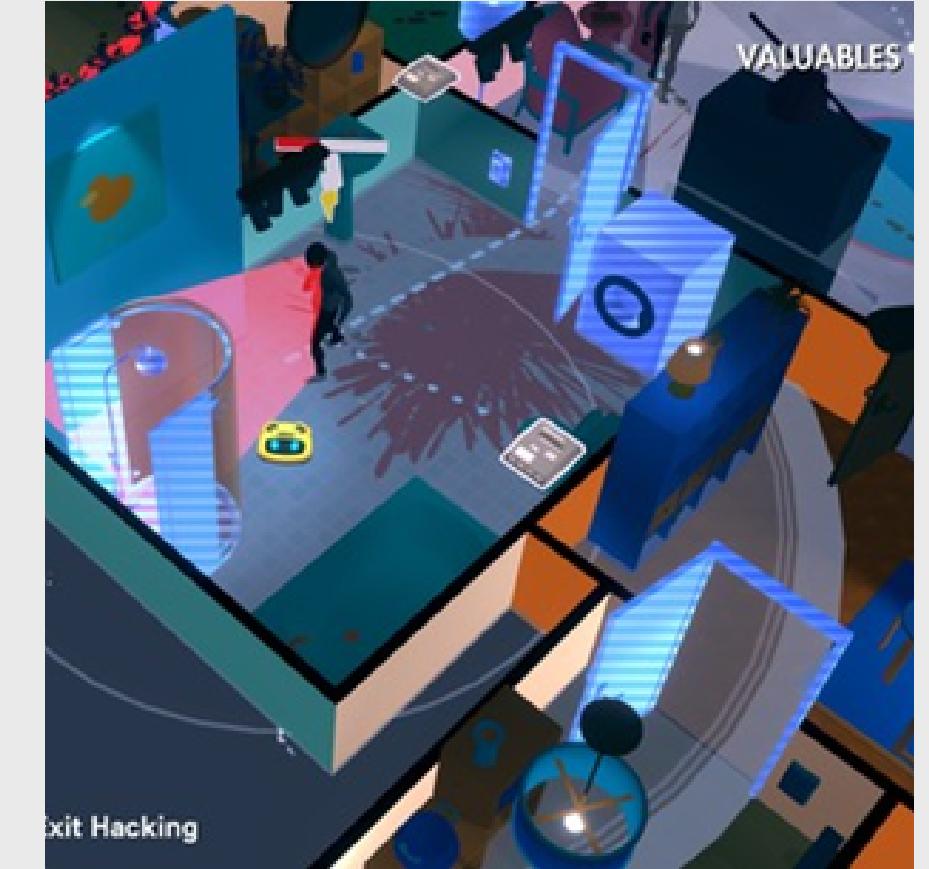
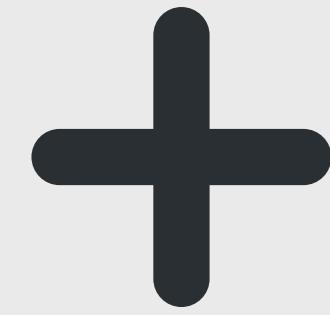
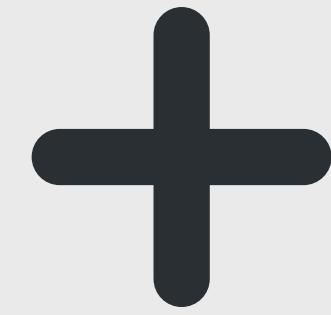
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**Environment Designer/Object Animation**

# The Ingredients



## The Sims

Indirect Communication  
(Icons & Speech Bubbles)

Observation Sim

## Google Home

Ai Home Assistant  
  
Watch & Interact With  
Home Life

## Roombo: First Blood

Orthographic Environment  
  
Interactive Household  
Appliances

# The Overview

The game in essence.

## **Single Player, 3D Resource Management Low-Poly Visual Style, Orthographic View**

Play as an AI managing a household through electrical connections.

Focus on environmental manipulation to achieve goals set by the home occupant and expand your appliance access.

Understand the homeowners needs, both explicit (listed) and implicit (to achieve the best results).

Learn the intricacies of each appliance and how they fit into the daily schedule of the tenant.

Observe the daily life of the homeowner and its development.

Made using Unity for PC with keyboard and mouse controls.

# The Mechanics

Click to control appliances through interactions and experiment to understand their unique operations.

i.e. time-limited devices, on/off switches, cooldowns.

Manage the multitasking and coordination between the AI (the player), the homeowner's daily routine, and the necessary appliances.

# The World

You play as a recently implemented home AI system in a single occupant apartment. You oversee electrical appliances connected to your system to fulfil daily essential (and optional) goals set by your owner.

By appeasing your owner's wants and needs (a task list), you can expand your access to electronics and appliances to further assist in the owner's daily life.

However, if you fail in your basic tasks, you may lose access to unlocked appliances, or be disconnected entirely.

# Scope

- 1 Level
- 1 Room (Kitchen)
- 3 Appliances/Electronics (Kettle, Toaster, Lights)
- 3 Electronic Types:
  - Switch - On/Off instantaneous effect.
  - Bar - On/Off will add or subtract from completion rate.
  - Cooldown - Can only be switched on and will automatically switch off.
- 1 Character Path (Scripted)
- No unlockable appliances
- No character development/influence

# Inspirations



Orthographic Viewpoint, Low-Poly/Cube-Focus



Sims 4  
Character Expressions/Whims



AI Interface



Unpacking  
Environmental Storytelling, Isometric Camera View, Simple Controls



Low-Poly Environment/Character Design

# References

The Sims

Roombo: First Blood

Unpacking

Cult simulator

Google Home