

Mistakes Into Miracles

ARTG 120

### Rhinoceromance Concept Doc

The northern white rhino is a critically-endangered species—today, only 3 members still remain, one male and two female. Due to fertility difficulties, scientist have been unable to induce a natural pregnancy between these rhinos, and with the male at an already ancient age of 47, their last attempt at repopulating the species lies in in-vitro fertilization. As this procedure has never been done with rhinos before, a large amount of money—over 9 million dollars—is needed in order for the operation to go safely. Researchers have turned to an unorthodox method of fundraising through a joint collaboration with Tinder. The last male northern white rhino, Sudan, has created a Tinder account of his own. Worldwide, Tinder users can match with Sudan, redirecting them to a donation page where they can help save this species. We decided to make a game about that.

***Rhinoceromance ~Horny for You~*** (pending title) is a rhino dating sim where players take on the role of Sudan and try to woo one of two lovely lady rhinos, Najin and Fatu. The players must manage their time between going on dates and raising their stats in order to impress their love interests. If they are unable to win the other rhinos' love, the species will go extinct! The game features multiple endings, time-management stat raising, and narrative events.

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## Rhinoceromance MDA

### **Mechanics:**

Taking inspiration from other games in the dating simulator genre, Rhinoceromance focuses on raising parameters in order to unlock events. The player is given a set of (6?) stats corresponding to the protagonist's features. Players can raise or lower these stats by choosing from (8?) actions to focus on over each day, each of which affect said stats differently. Events are unlocked by raising stats to certain amounts. The two love interests in Rhinoceromance also have an 'affection meter' stat, which determines their feelings towards the player. This meter affects which ending the player gets and can be increased by going on dates. Rhinoceromance has a time limit of (30?) in-game days for the player to raise their stats/relations

### **Dynamics:**

The player is not told the exact percentage by which their stats are being changed through their actions, or how high they need to be in order to activate events. This encourages experimentation with actions. The game's multiple endings encourage the player to complete multiple playthroughs, experiment with the activities to raise different stats and unlock different events. Also, multiple love interests gives the player more freedom to choose how they want to approach the game, as well as provides an outline of what stats the player wants to focus on.

### **Aesthetics:**

The combination of different activities, love interests and endings provide a sense of sensation, where the player works against the game's systems to obtain the game's best possible outcome. The player can either feel accomplishment for raising enough stats to unlock an event, or despair for failing to raise their stats high enough to get a good ending. Also, the game can be perceived as a narrative, for the player is crafting their own story through the activities they complete and the dates they go on. In a way, it becomes their story of either success and love, or failure and tragedy. Similarly to parody games such as *Hatoful Boyfriend* and *My Horse Prince*, Rhinoceromance subverts standard dating sim tropes through its use of absurd premise and lighthearted humor.

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Rhinoceromance 1/3/5

**5 Sentences:**

Rhinoceromance is a dating sim game where the player takes the role of the last male northern white rhino, trying to save his species with one of the two remaining female northern white rhinos. The game tasks the player to woo one of the potential romance options before a set date by both building up their own stats through completing side tasks, and by taking the potential romance options on dates. Players are expected to manage their time carefully, for building stats and going on dates use up time, and focusing too much on building stats may not leave the player enough time to find love. Players are also expected to do a bit of trial and error, for it may take a few playthroughs to figure out the most efficient way to use your time. Overall, Rhinoceromance provides the player with an experience of self improvement, planning, and true love.

**3 Sentences:**

Rhinoceromance is an experience where the player is tasked to find love before it is too late. In order to do this, the player is expected to manage their time carefully between building their stats through tasks and taking potential partners on dates, although it may take a few playthroughs for the player to figure out the most efficient way to use their time. Regardless, Rhinoceromance provides the player with an experience of self improvement, planning, and true love.

**1 Sentence:**

Rhinoceromance is a dating experience that tasks the player to find true love through self improvement and going out on dates before a set day in order to find true love and save your critically endangered species.