

# Raising Royalty

Team CAT

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## Overview

Raising Royalty is a fantasy child-raising simulator in which the player is the guardian of the titular Princess. She will simply be referred to as Princess. The player schedules out her tasks per week over a period of a year. What tasks they choose will affect her character and game stats. The results of the choices made will determine if your ward ends up a spoiled brat or the epitome of refined royalty (etc.).

## How to Play

Please make sure that your display resolution is set to 1920x1080 and the game is running in fullscreen. Thank you for your understanding.

- Title - displays the Game logo
  - Start - begins the game and opens *Main* scene
  - Quit - Exits to desktop
- Main - the main screen of the game
  - Schedule - takes you to the *Schedule* scene where you will schedule out the week for Princess
  - Talk - Click this to enter a *Dialogue* scene where you can talk with Princess
  - Stat Panel - Click the arrow on the left side of the screen to view your current stats
  - Quit This Game - Returns to the title screen, which will allow you to start over without relaunching the game
  - The month, year, and your *Gold* is shown on the top left of the screen. You lose 30 Gold each month from living expenses
- Pause - can be accessed from any of the scenes to pause the game
  - Pause the game by pressing tab or escape
  - Resume - Closes the pause menu
  - Quit - Allows the user to quit to desktop
- Schedule - players schedule out what Princess does for the week
  - You have up to 4 choices to perform tasks per week
  - Click a category to view the tasks per category
    - Work - makes money, but gains stress, and there is a chance to fail
    - Study - costs money, increases stress moderately, cannot fail. Certain stats can only be increased through studying
    - Relax - lowers stress. Vacation costs money, but lowers stress greatly
  - Add - adds a task
  - Remove - removes a task
  - Go! - This button appears after you have selected 4 tasks. Using the tasks you chose for the week, your stats and your Gold will update accordingly
  - Return - go back to the Main screen
- Results - The results screen shows how stats are affected by the tasks Princess does
- Dialogue - there are multiple lines of dialogue for speaking with the Princess.
  - The dialogue may give you a hint about the progress of the Princess

- Sick! - If your Stress becomes higher than your Constitution, you have a chance to get sick. There is a 50% chance to lower one of the Princess' personality stats by 1 for every day that you are sick. Getting your stress below your constitution causes the Princess to recover from sickness.
- Ending Screen - This screen appears when you either win or lose the game.
  - Restart - restarts the game
  - Quit - quits the game
  - Credits - displays the game credits
- Credits - shows the credits. Click "back" to return to the Ending Screen

### **Winning and Losing**

The game provides multiple different endings all based on the decisions and task delegations the players chooses. Each action will affect Princess's stats, and depending on those stat values after 1 year in game has elapsed, the player receives an ending. The "losing" condition of this game would be to receive one of the two bad endings: "destitute", in which the player runs out of money, or "ordinary" which results because of stat values that are too low based on the schedule the player chooses. The "winning" condition is to receive any other ending. This indicates that your stats were high enough by the end of the year.