

Introduction to the Level

Theme and Setting: Since the game is set in a metropolis, the introduction level takes place in a part of the cityscape.

Start Point: Player's own room in a shared apartment.

End Point: The vending machine by the apartment building.

Objective Achievement: After purchasing food at the vending machine and eating it, the player's hunger index is restored.

Mechanics Implementation

- Health Mechanics: Players should avoid being either hungry or overweight (Being an idol is all about stamina and fitness).
- Dress-up System: Players can gather decorative items and wear them on.
- NPC Interaction: Players can interact with the NPCs, such as exchanging information or just making small talks.
- Money Mechanics: The player (of course) needs money to live.

Tutorial Elements

The player wakes up from their own bed feeling hungry, at which point the **health index** suggests that the player needs to eat.

There are several pieces of clothing on the table next to the player's bed, and the player can **choose what to wear**.

The player walks out of the room and meets their roommate. **The roommate tells the player** that there is no breakfast at home, so they can go to the vending machine and buy something to eat.

The player arrived at the vending machine and **purchased** something to eat.

Dynamics and Aesthetics

This section is hardly difficult. The player's room is cramped but cozy, with some cute stuffed animals on the bed and pictures of favorite stars on the wall. The apartment and the streets outside are slightly run down, reflecting the low cost of living here.

Rough Top-Down Sketch

