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TRADITIONAL TAILS

Scope Check

Traditional Tails

Genre: Casual Puzzle/ Stacking Game

Platform: Mobile (iOS & Android) mainly but open to other platforms in the future

Game Overview: 'Traditional Tails' is a very cute and charming 2D style stacking game where the player must make the highest and most stable bunny tower but there is a twist the bunnies are wearing cute and traditional outfits from all around the world.

Game Mechanics:

- **Moving Bunnies and Stacking:** Players must click to drop the bunnies onto the bunny tower.
- **Pivot-based Stacking:** Pivots are going to be applied thus making the stacking challenging yet entertaining.
- **Traditional Outfits:** The bunnies will be wearing outfits from different cultures such as kimonos, saris, kilts etc.

Progression:

- **Unlockable Outfits/Bunnies:** As the player progresses in the game, they can unlock unique outfits and bunnies.
- **Global Leaderboard:** Players get to compete with other players worldwide and try and make it at the top of the leaderboard.
- **Achievements:** Getting different achievements can also help the player unlock locked outfits and bunnies.

Graphics and Art Style:

- **Cute and Vibrant:** The outcome of the game will include colourful and vibrant backdrops and assets.
- **Smooth Animations:** Will include satisfying and smooth animations to ensure seamless stacking.

Sound and Music:

- **Music:** Include a fun and upbeat soundtrack to add to the cheerful atmosphere.
- **Sound Effects:** Include stacking sounds that are satisfying, bunny reactions, and positive feedback for successful stacks.

Scope Check

Part 1: Visualization and Implementation

Visualization

1.



2. I see the following:
 - a. Grassy Background
 - b. Clouds
 - c. Height Score
 - d. Wind Factor
 - e. Bunny Tower
3. What moves/changes:
 - a. Bunnies move side to side till you place them.
 - b. A small thump when placing correctly.
 - c. Small sound when the wind is about to kick off.
 - d. Sad sound when the tower topples, or a bunny misses.
 - e. Wind icon will go red when its not in effect.
4. The game will do the following to aid the player;
 - a. Will tell the player to press spacebar, mouse button or tap screen to drop the bunny.
 - b. Will make a sound for a correct placement.
 - c. Will make a sound when the wind is about to kick off.
 - d. Will make a sound when the tower topples or a bunny misses.

Implementation

1. I have never done a stacking game before so I have no prior knowledge of coding such games but I do have previous experience with coding menus and settings etc so that would be covered by previous projects.
 - a. The following are links I can use for help with making the assets of the menus and icons;
 - i. <https://assetstore.unity.com/packages/2d/gui/extra-clean-ui-138812>

- ii. <https://assetstore.unity.com/packages/2d/gui/icons/simple-icon-pastel-tone-107568>
- b. I know people who work with coding etc whom I can ask for a helping hand or even for reviewing my code etc.
- 2. My top three coding questions for this project are the following;
 - a. How to code a wind factor which comes in effect at certain increments
 - b. How to make proper stacking physics which feel real and seamless.
 - c. How to make a forever backdrop that keeps going upwards and upwards.
- 3. Regarding my questions I found the following;
 - a. Unfortunately for the Wind factor I have not found anything as of yet
 - b. <https://forum.unity.com/threads/questions-on-stacking-physics-objects.369993/>
 - c. <https://forum.unity.com/threads/infinite-background-loop.307594/>
- 4. I will require the following assets for my game;
 - a. Different Bunnies with different outfits
 - b. Grassy background/Sky
 - c. Moving clouds etc
 - d. Menu and Setting assets
 - e. Cheerful and playful music for the whole game

Asset Examples: I will be making most of them the rest from free unity asset packs online



Part 2: Scale, Challenges and Resources

Scale

1. Parts of the game will not write down the level as it is an infinite level technically speaking.
 - a. 3 Power Ups
 - b. 6 different rabbits
2. If I half the game I will end up with;
 - a. 1-2 power ups
 - b. 3 different rabbits
 - i. In my opinion the game is still playable with these numbers

Challenges

1. Do I have enough time to do my final vision?
2. Am I even that good at coding and will I be able to do this by myself?
3. Can I find matching assets and icons to match the assets I have made?

Resources

10 hours a week = $10/6 = 1.75$ hrs a day

10 hours a week for 5 weeks = 50 hours

25% of 50 = 12.5 hours

Total Working Hours = 37.5 hours





The following are 3 links to 3 videos that can aid me when making my game and make the process a lot easier;

- <https://www.youtube.com/watch?v=H6q-Y5JAiDk>
- <https://www.youtube.com/watch?v=8hboKm-hoXg>
- <https://www.youtube.com/watch?v=DYXyAU9uk7Q>





Part 3: Market Research

1. Based on the current trends and the current top apps on the app store and google play store I think my game has a fair chance at becoming one of them as most of the time wasters and puzzle games tend to be enjoyed more by casual gamers.
2. My main target audience are casual gamers and people who need to pass some time. I feel like my game will hit a lot of their likes as it features not only a puzzle game but also adds a bit of a challenge.
3. My main competitor on both the app store and the play store is;
 - a. Stack – Ketchapp (it is on the top of the stacking app list on both stores)
 - b. What my game has compared to ‘Stack’ is the difference between the assets for ‘Stack’ they are different coloured squares whereas mine offers a cute factor with the bunnies and even the background etc.
4. My main source of market feedback is going to be fellow people at my school, I will be going around asking some students and even teachers what they think of stacking games as well as other questions to see where my game would stand with them and the market.

User Personas

NAME Peter		TYPE Rational	
	Background Is an avid gamer and gets it from his father, when he is not playing on the playstation with his dad he is playing some casual game on the ipad or his mothers phone.		
	Motivations Reaching a new high score in a game	Frustrations Not being able to do a certain puzzle and getting stuck at it for hours or days	
	Demographic ♂ Male 8 years _____ _____ Marital Status _____ _____		
Technology 		Skills Casual Games  0 25 50 75 100 Puzzle Solving  0 25 50 75 100	

UXPRESSIA
This persona was built in uxpressia.com

NAME Amanda		TYPE Artisan	
	Background Does not play much games aside from when she is waiting in line somewhere or just has time to waste		
	Motivations Finishing levels or getting a reward	Frustrations Not being instantly rewarded for something sometimes gets to her	
	Demographic ♀ Female 27 years _____ Single _____ Secretary _____		
Technology 		Skills Casual Games  0 25 50 75 100 Puzzle Solving  0 25 50 75 100	

UXPRESSIA
This persona was built in uxpressia.com

Part 4: Reality Check

Looking back at both the Scope Check and my Game Design Document I am confident in myself that I can make my vision come true and that I can create a fun stacking game for all ages.

