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# Basic Gameplay (Items in Red are personal ideas that we have not discussed as a group)

## Concept

Bubble Tea, the Game (henceforth BubzT) (name tbd), is a game focused around the player working to develop a Bubble Tea store. This store will be upgraded with a mixture of earned money and farmed ingredients. Items will have a level cap in order to limit player progression throughout the game.

## Basic Resources

There will be two primary ingredients shown in the upper task bar. This will contain money and exp the player has received.

Money and experience are received solely from the sale of bubble tea. These amounts may be occasionally increased depending on the sale of the day (see changing variables section). Details about the bubble tea are listed in the ‘Mixing Ingredients’ and ‘Selling Tea’ sections.

|  |  |  |
| --- | --- | --- |
| Tea Name | Profit | EXP |
| Tea1 |  |  |
| Tea2 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

(table pasted from excel sheet, excel is much more detailed)

## Purchased Resources

The player shall have the option to purchase multiple upgrades for their bubble tea store. These upgrades may be divided up into:

1. Additional workers
2. Additional gatherers
3. Building/location upgrades

### Additional Workers

Additional workers decrease the amount of time it takes for a bubble tea to sell. They also decrease the tea production time.

|  |  |  |  |
| --- | --- | --- | --- |
| # of Workers | Cost for next worker | % Time | Level Requirement |
| 0 |  | 100 |  |
| 1 |  | 95 |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

### Additional Gatherers

Additional gatherers increase the amount of ingredients found linearly. Each gatherer has the same chance to find a herb. Different locations have different gather rates. However, you may set gatherers on ‘focus’ mode which doubles the time it takes for them to find a herb, but increases the chances of them finding a rarer herb (common 50% get reduced by half, and rarer herbs have % increased).

|  |  |  |
| --- | --- | --- |
| # of Gatherers | Cost for next gatherer | Level Requirement |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

### Building Upgrades

As the player progresses they can choose to upgrade their building. Each successive upgrade costs more than the previous upgrade. After the player has reached level 3 in an area, the next upgrade will take them to a new background with their shop back at level 1, though all upgrades are kept. The benefits to upgrading shops are that it allows the user to purchase more workers/gatherers. Otherwise, workers/gatherers are capped by the size of the shop in addition to level. The image of the shop will change as the user upgrades in order to provide a larger sense of progression. The chance of finding the rarer ingredients also increase as one changes location. The location order will go mountains -> village -> city -> famous landmark -> space?

(INSERT BUILDING TABLE HERE)

(INSERT INGREDIENT FIND TABLE HERE)

## Mixing Ingredients

Players will have to mix ingredients to create their tea/bubble teas. They mix said ingredients by dragging two-three ingredients over to the mixing bowl. Will there be failure rates? There is a variable time to produce the tea based on how complex the ingredients are (since then it takes more prep to make). The produced bubble tea will have set values for the price and experience gained from it’s creation.

(INSERT RECIPIE TABLE HERE)

## Selling Tea

### Standard

The game will automatically sell the tea. However, to increase user interaction, users will be able to click the screen to ‘advertise’ their teas, which will help increase the rate the at which teas sell. Alternatively, there could be a ‘overwatch’ system, where the workers/gatherers work at an increased rate when the screen is focused. Both of these will encourage to player to at least leave the game up in order to progress faster. Thus, there is a steady flow of gold and experience to the player. We may introduce limitations to experience gained while afk in order to encourage more active gameplay.

### Sale Days

Everyday there will be one special type of tea on sale where users get a 10% boost for selling that specific tea. This once again encourages active players as they will progress much faster than those who remain primarily idle. Sale days will be random for all users based on RNG pulling from a table.

## Ascension

After a player reaches level 3 in space, they will be able to ‘ascend’ to another universe to start all over. There will be minute benefits to restarting, as they will have experienced running shops, and so workers/gatherers will be improved by a minute percentage. There could also be certain ingredients which only unlock after a set number of ascensions. I forget if we had any other ideas for this.