**GAME DESIGN DOCUMENT**

SUB TITLE

Purrfect Café

Un dibujo de una persona

Descripción generada automáticamente con confianza baja

**Last Updated:**

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**Prepared By:**

Alejandro Fuentelsaz

Vera Perales Buil

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# Game Analysis

Purrfect Café is a collectathon game where the principal concept and catch of the game is collecting cats to show them in your café and try to be the best coffee shop in the world.

You collect hairballs from clicking on your cats and coins from your coffee shop when people come to visit it automatically. With these coins and hairballs you can upgrade your coffee shop to give more money and upgrade your cats with different clothes so they give more hairballs.

# Mission Statement

Your grandfather passed a few weeks ago and he left his coffee shop to you. But to your surprise this coffee shop has cats in it!

Click and rescue different new cats while you redecorate the cafe with cute furniture. Keep the family business and grow your cafe while filling it with purrsonality and love.

# Genre

Collectathon (principal)

Resource management clicker

# Platforms

Android and IOS

# Target Audience

Casual players between the age of 14 – 29 that love cozy and relaxed collectathon games like Pokémon Go or Fire Emblem Heroes, but don’t have the time to play many hours. Also, cat lovers and people who enjoy the cute aesthetic.

The game is intended for people who like playing game while commuting or people who don’t have many free time to play games that require a lot from you.

# Storyline & Characters

Your grandfather passed a few weeks ago and he left his coffee shop to you, but to your surprise this coffee shop has cats in it. Your goal is to keep the family business and be the best coffee shop in the district and who knows maybe the world.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Hairball per Click | Coins per Second | Ability | Type of cat | Probability of appearing |
| European Orange Cat | 10 | 5 | None | Standard | 40% |
| Blue Russian Cat | 5 | 10 | None | Standard | 40% |
| Pink Cotton-Candy Cat | 2 | 15 | Bubbly Cute: People are more often to buy special coffee when this cat is in the shop, 20% more coins with this cat in the shop | Shopper | 100% |
| Siames Cat | 10 | 10 | None | Standard | 20% |
| Bengal Cat | 15 | 2 | Cat-Trick: For each three pets you do to a cat while this cat is supporting or on the main area you get an extra pet for free. | Hairy | 20% |

# Gameplay

## Overview of Gameplay

Purrfect Café is a collectathon game with clicker concepts, that’s allow you to adopt and pet cats while having a cat café. Is like Cookie clicker and Clicker heroes but without the depth of these two so casual players would enjoy more the experience.

It will be on Android and IOS.

The main selling point is the possibility of rescuing all the different cats the game has to offer while enjoying the cute and cozy aesthetics.

## Player Experience

Imagen de la pantalla de un celular con letras

Descripción generada automáticamente con confianza bajaUn dibujo de una persona

Descripción generada automáticamente con confianza mediaUn dibujo de una persona

Descripción generada automáticamente con confianza mediaRescue a new cat

Buy a new upgrade for a cat

Un dibujo de un pizarrón blanco

Descripción generada automáticamente con confianza mediaImagen que contiene Diagrama

Descripción generada automáticamenteUn dibujo de una persona

Descripción generada automáticamente con confianza media

Un dibujo de una persona

Descripción generada automáticamente con confianza mediaMove a cat from the main screen

Un dibujo de una persona

Descripción generada automáticamente con confianza mediaImagen que contiene Diagrama

Descripción generada automáticamenteImagen que contiene Diagrama

Descripción generada automáticamenteUn dibujo de una persona

Descripción generada automáticamente con confianza media

Un dibujo de una persona

Descripción generada automáticamente con confianza media

## Gameplay Guidelines

* The game won’t have any type of violence or bad language, it will keep a friendly and calm tone.
* The player can´t have more than 4 supportive cats in the nursery and no more than 3 cats in the café.
* The player will have a limited number of slots in the house for the cats that are not on the café screen or the nursery. This will work as a storage area of cats and the player will have the possibility to upgrade it to shelter more cats upgraded.
* The game would be easy to pick up and play. It also can´t have any complicated dynamic/mechanic.
* The main goal is collecting different cats, everything apart of that will be a super secondary mechanic or it will be removed from the game.

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | How to obtain? | What they do? |
| Coins | You obtain them by clicking the coins in the shop that appear after a few minutes.  The number of coins you get it depends on how much time has passed. The longer the player isn’t playing the slower the coins are generated.   * 1st hour -> 100% coins generation * 2nd hour -> 75% coins generation * From the 3rd hour and on -> 50% coins generation | They could be used for buying new upgrades in the upgrade menu. These upgrades will be beneficial for how much hairballs cats make and special upgrades.  They will also be useful to send rescue hunters to obtain new cats. |
| Hairballs | You obtain them by clicking on the cats that are in the nursing screen.  Each cat will give different number of hairballs depending on their stats. | They could be used for buying new upgrades in the upgrade menu. These upgrades will be beneficial for how much coins the shop produce and special upgrades.  They will also be useful to send rescue hunters to obtain new cats. |
| Popularity | You obtain more popularity by having more cats and with special upgrades. | The popularity will determine which upgrades you can buy. |

## Gameplay Mechanics

The principal mechanic is clicking the cats and obtaining hairballs while getting coins from the shop automatically.

The player can improve these two points by adding supportive cats, they can manage which are supporting and which ones are not. Each screen has different supportive cats and their stats will define how much will support.

The player can send rescue hunters to obtain new cats, this will cost coins hairballs and in real lifetime and depending how much you use it will give you different probabilities of obtaining different types of cats.

Each type of cat requires different number of collectives, and for you to obtain the type of cat you need to give the minimum of each collective.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type of cat | Coins | Hairballs | Time | Percentage of obtain another random type of cat |
| Standard | 50 | 50 | 1 hour | 0% |
| Shopper | 200 | 50 | 2 hours | 15% |
| Hairy | 50 | 200 | 2 hours | 15% |

The player can buy upgrades to obtain more benefits:

|  |  |  |  |
| --- | --- | --- | --- |
| Upgrade | Type | Cost H/C | Description |
| Magic Hat | Cat Upgrade | 100coins / 50 hairballs | The hat gives your cats the power of growing more hair.  All cats give 20% more hairballs which each click. |
| Bubble Tea | Shop Upgrade | 50coins / 100 hairballs | You now can sell tea in the shop.  All you cats generate 20% more coins. |

## Level Design

|  |  |
| --- | --- |
| **Levels** |  |
| Nursery | The main screen of the game where they can see the principal cat and the supportive ones. They could manage which cats are supporting.  They will past more of the playtime here clicking the cats to obtain hairballs. |
| Café | In this screen the player will see the supportive cats who helps the shop. They could manage which cats are helping. |
| House | This screen will display all the cats that you have previously collected but you can’t put in the store because there’s no space there. The player can change a cat from this screen to the nursery one or shop. The player can also put the cat into adoption in other to leave a space. |
| Upgrades | This is where all the upgrades are, divided by type. |
| Rescue Haunters | In this screen the player will select which resources they want to use in other to obtain new cats. |

# Control Scheme

All will be controlled by touch Input, and you will only need one finger.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action which performs** |
| Touch the cat | You pet the cat and will get hairballs |
| Cat Button | Will change the screen to the Nursery |
| Shop Button | Will change the screen to the Coffee Shop |
| Upgrade Button | Will open the menu of the upgrades |
| House Button | Will open all your cats |
| Click on the cat (while in the house screen) | Will open a menu to release the cat |
| Yes/No (while in the release menu) | Will release or not the cat. |
| Rescue Button | Will open the rescue menu and will show how much you will spend |
| Plus/Minus Button (in the Rescue Menu) | Will change how much you spend in the rescue menu |
| Specific Upgrade | Will let you see what the upgrades does and will show a buy button |
| Buy Button | Will buy the upgrade |

# Game Aesthetics & User Interface

The aesthetics of the game are based on soft pastel colors, round and fluffy shapes and a cute and simple art style. The game is intended to be relaxing and cute and make the players feel calm for the short time they play.

The UI is designed to be simple and easy to understand, so everything is easy and quick to understand and start playing right away.

Gráfico, Gráfico de rectángulos

Descripción generada automáticamenteUn grupo de folletos sobre una mesa

Descripción generada automáticamente con confianza mediaInterfaz de usuario gráfica, Aplicación

Descripción generada automáticamenteImagen que contiene interior, tabla, taza, pequeño

Descripción generada automáticamenteImagen que contiene interior, rosa, pequeño, tabla

Descripción generada automáticamenteUn gato encima de un librero

Descripción generada automáticamenteImagen que contiene tabla, comida, edificio, ventana

Descripción generada automáticamente