CONFINED INDORMS

Development Team "Quaranteam"

Gameheads Oakland -- Summer Accelerator Program 2020

Game Description

'Confined Indorms' is an isometric, interactive, management game. You strive to complete tasks in the dorm room while maintaining mental health and studies with a focus on solving ethical dilemmas.

You play as an undeclared 2nd-year college student. Starting the new semester, things are going well. You're starting to think that you finally got a hold of college life and you're starting to think about your plans for the future.

BUT, you're forced into isolation due to a lockdown order. You chose to stay in the dorms for school, HOWEVER, you feel that you're losing your connection with your friends and family. To make matters worse, you need to declare a major by the end of the semester. With little time left, what do you sacrifice to make the best out of your situation?

Design Goals

The game aims to achieve the following goals: 1) to address the inconsistent portrayal of young adults being irresponsible and unorganized in general, 3) and to demonstrate the player's reactions and choices made in the game

Influences & Inspirations

The influences and inspirations for Project Confined Indorms are One Chance, Princess maker, Monster Prom, 60 seconds, No Time to Relax, and The Yawhg.

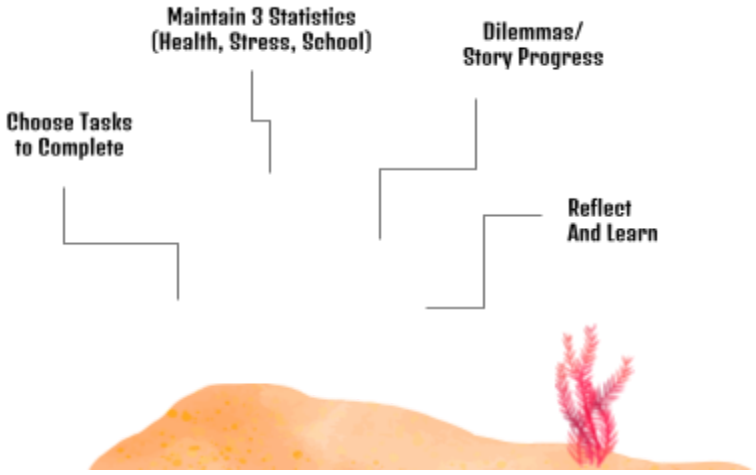
Target Market

Teenagers who feel as though they are not good enough due to the normative tendencies of portraying a teenager as moody, irresponsible, and lazy.

Functional Specifications

Core Game Mechanics

Core Gameplay Loop



Actions that the Player can perform:

→ Interact with environment

→ Choose your Tasks per day

→ Modify/Maintain 3 Statistics

→ Weekly Test (with stat check/mini-game)

→ Dilemmas (with stat checks)

→ Reflect and Learn

→ Repeat on next in-game week

Playable Characters

- Main character; College student

Non-Playable Characters

- One other roommate
- Parents (stretch)

Gameplay Elements

REFER TO THE STAT LIST FOR MORE INFO

Game Loop/Length

The game will be in 3 weeks in-game.

- Monday, Tuesday, Wednesday, and Thursday
    - Standard loop
- Friday
    - Test day
- Saturday and Sunday
    - Player reflection.

Dilemmas will be spaced every 3 days

Player Stats

- Stress
- Health/Hygiene
- Weekly Knowledge

Other stats

- Grades
- Action points

What do the Stats do:

- Action points
    - The player has x amount of action points a day
    - Each task consumes x/x amount
        - Tied to stress thresholds
- Budget
    - Tier 1-3 budget system
        - Tied to grade thresholds
        - Required to perform most pro-health actions
- Health/Hygiene
    - The physical condition of the player
        - Neglecting debuffs player
- Stress
    - The mental condition of the player
    - Judges how MUCH the player can work/study
        - AKA action points
- Weekly Knowledge
    - Information on an upcoming test known

        - Better weekly knowledge = easier test difficulty
            - +Additional grade based on this stat
        - Resets weekly
- Grade
    - Main long term goal of the game
    - Win/Lose condition
    - Test scores determine grade

What Poor Stats Mean:

- High Stress: Less max action points a day
- Low Health/Hygiene
    - Less social options
    - Debuffs (example: Reduced stat gain)
    - (OPTIONAL) @0 = Gameover
- Poor Weekly Knowledge: Harder tests: AKA worse grades

How to change/modify stats:

Completing tasks will change stats based on how many action points are required and task focus.

- Chore focus = +Health/Hygiene | -relative action points (Requires X budget)
- Stress relief focus = +Reduced Stress | -Health/Hygiene

- Weekly Knowledge focus = +Weekly Knowledge | +Stress

What are the Weekly Tests?:

Weekly tests consist of the player performing a mini-game. The mini-game's difficulty will scale based on their Weekly Knowledge stat.

- Lower Weekly Knowledge = High difficulty
- Higher Weekly Knowledge = Low difficulty

Failing or performing poorly on these mini-games will impact the test score.

*Test scores will be determined through a function in the future.

Example A: Test score = (Weekly Knowledge# - 35%) + mini-game score

- This uses
    - wK: 0-50, 50-75, 75-100
    - Score = mini-game (0-50)

Example B: Test score = (Weekly Knowledge# + mini-game score) - 50%

- This uses
    - wk: 0-33, 34-66, 67-100
    - Score = minigame (0-100)

Mini-game 1: "Stacker"

- Stack blocks to a minimum requirement
- As stack height increases block movement increases

- Difficulty scales from stack requirement
    - wK
        - 0-50 = Hard (18)
        - 50-75 = Normal (13)
        - 75=100 = Easy (7)

What are the Dilemmas?:

Weekly events challenge the player to make the best of the situation by forcing them to act.

- Dilemma Type 1:
    - Pick one of two actions that result in:
        - Stat changes
        - Buffs/Debuffs
        - Gaining tasks
- Dilemmas Type 2:
    - Perform a task enough/not enough during a duration results in:
        - Stat changes
        - Buffs/Debuffs

Elements that convey Playable Characters Stats:

- Stress, Health, Knowledge (knowledge resets weekly)
- Grades -- Hidden

- Relationships -- Hidden

Additionally, Elements that convey playable characters' game stats:

- Completing and choosing tasks
    - Some stats may increase, but some more important stats might decrease
    - Imidate stat changes are shown with an arrow next to the text of said stat
- All stats showed in a manner during Saturday/Sunday sleep/reflection period
    - Show an overall direction each stat made during VS last loop
- The end of the game shows a graph of stats

Players can interact with or touch:

- Computer
- Desk
    - Phone
    - journal
- Couch
- Roommate Conversation(s) <- ethical dilemmas
- Toilet
- Sink
- Bed

- *Cat
- T.V.?

Game Physics

- Player Movement
- Trigger Fields
- Gravity

User Interface / User Experience

Flowchart here

Functional Requirements of Flowchart: Adobe XD and Chrome

Mock-Ups

ART & VIDEO

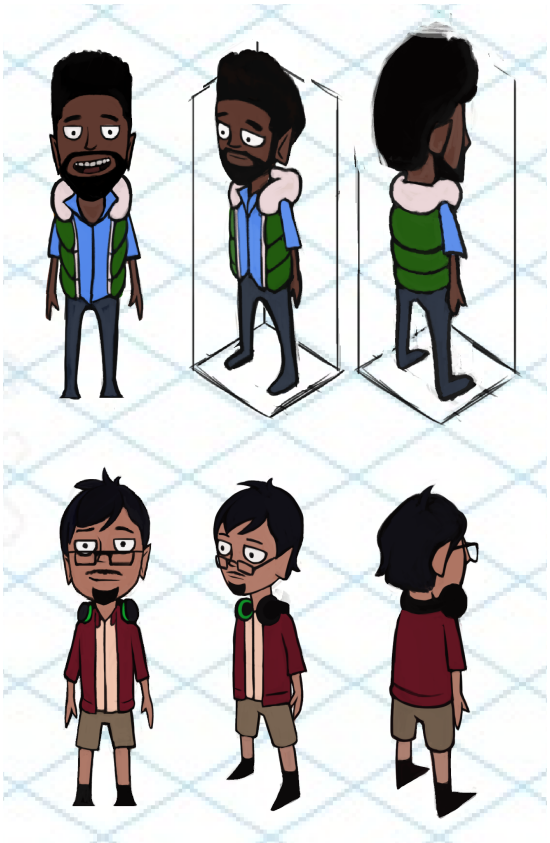
Overall Goals

Simple proportioned and desaturated color palette. The feeling of the game is not childish but not dark and grim. Art is suited for around a teenage audience.

2D & 2.5D Art & Animation

- Isometric view
- Cartoony art style with black outlines and flat shading

Concept Art



Sound & Music

Overall Goals

- To help show the emotion of the

A character without relying too much on art.

(List) Sound FX / Music FX

1) Voice Acting
2) Interacting with other objects and GUI
3) Sound Cues
    a) Hungry
    b) Tired
    c) Mental Health decreasing

Narrative / Story

Playable Characters

New College Student

- Starting the new semester, things are going well. You're starting to think that you finally got a hold of college life and you're starting to think about your plans for the future.
- BUT, you're forced into isolation due to a lockdown order. You chose to stay in the dorms for school.
- HOWEVER, you feel that you're losing your connection with your friends and family.
- To make matters worse, you need to declare a major by the end of the semester.
- With little time left, what do you sacrifice to make the best out of your situation?

Secondary Character

Roommate

Enemy Characters/Obstacles

- Running out of energy/mental health
- Ethical Dilemmas

Story Theme

Managing and maintaining energy, health, stress, relationships, and grades

Visual Theme

Seeing how the dorm will be affected based on his moods and statuses throughout the day

Story Outline

End of the game, based on your decisions in the game, your ending is shown.

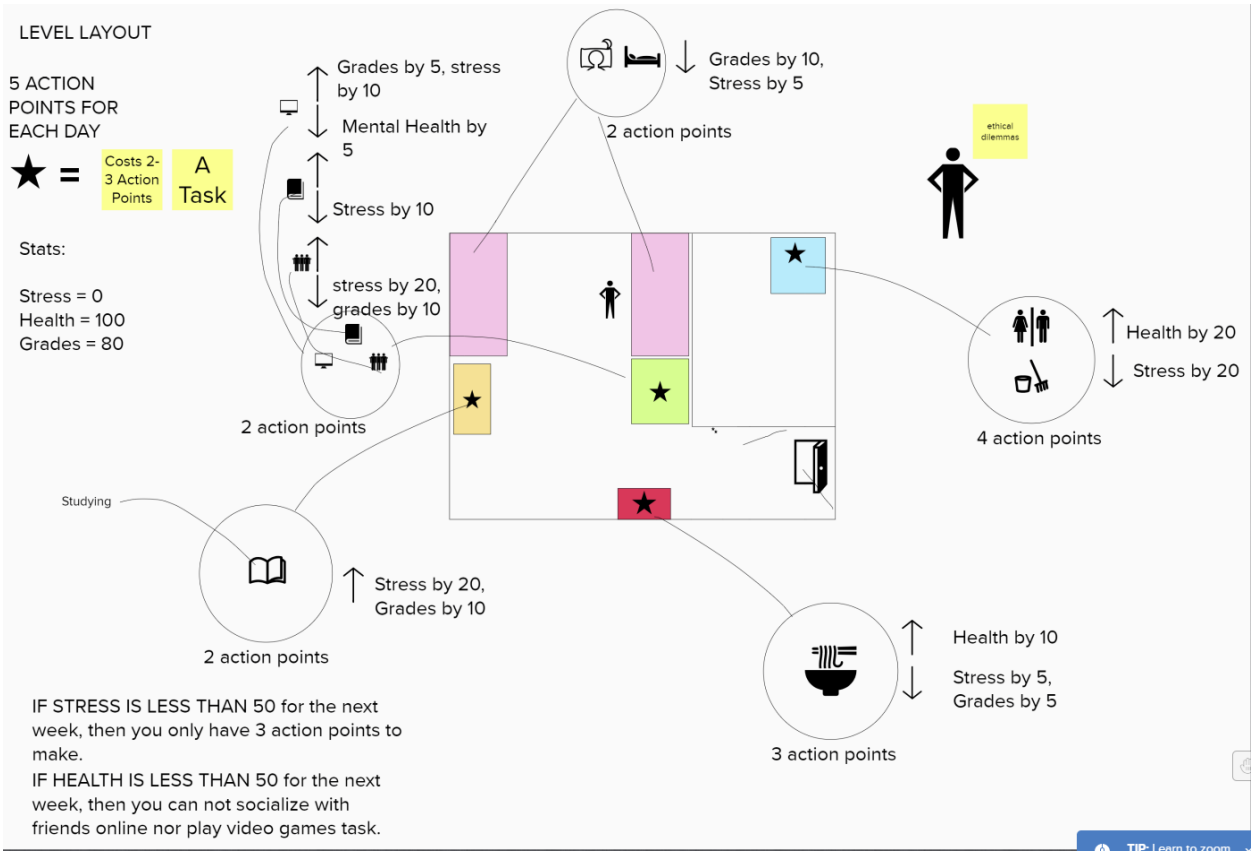
You learn that you have a semester to figure out what your major is.

Player decisions in the game loop:

- Which task(s) to focus on
- Ethical dilemmas

Level Design

Level Layout / Metrics



Level Narrative

[Level Narrative Week 2]

Technical Specifications

Game Engine

- Unity3d

Collab Software

- Git & Github

Platform

- PC
- Mac

Controller

- Keyboard and Mouse
- Gamepads (XBOX and PS4)

External Code

- New Input System
- Fungus
- FullScreen Editor
- Volume Control
- Zone UI

PRODUCTION

Stretch Goals

- Longer session
    - More loops

Scope

- 5 statistics & meters
- 1 location: Dorm

- 1 roommate shows in the level and dialogue
- 1 Best friend shows in dialogue only

Scheduling

Trello, Github, & Discord

Dependencies

Unity3d 2019.4.0f1