PurrEmotion

Author: Herbert Parasio

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# Section I - Game Overview

## Game Concept

PurrEmotion is a heartwarming adventure game where players take on the role of a wise and caring cat navigating through a beautifully crafted environment. The game centers around the cat's mission to alleviate its owner's struggles with stress, anxiety, and depression. Through intuitive gameplay, players interact with various elements within the household, each interaction aimed at bringing comfort, joy, and relief to the cat's human companion.

## Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

## Feature Set

Empathetic Interaction Mechanics: Players use simple, intuitive controls to guide the cat in interacting with the environment and its owner. Each interaction is designed to influence the owner's mood positively.

Narrative-Driven Gameplay: The story unfolds through a combination of visual cues, environmental storytelling, and text-based hints that guide the player's actions. The narrative focuses on the owner's journey through stress, anxiety, and depression, with the cat's actions directly impacting the progression and outcome of the story.

Dynamic Emotional System: The owner's emotional state changes based on the cat's interactions within the game.

Endings Based on Player Choice: "PurrEmotion" features multiple endings, determined by the player's decisions and interactions throughout the game. This replayability factor encourages players to explore different approaches to supporting the owner, reflecting the varied paths to coping with mental health issues.

## Genre

Narrative driven adventure

## Target Audience

"PurrEmotion" is tailored for a diverse audience, appealing particularly to players who appreciate narrative-driven games with emotional depth and meaningful themes.

## Game Flow Summary

The game begins with a narrative introduction, setting the stage for the story and introducing the player to the game's unique premise. This segment uses both visuals and text to establish the emotional context and the bond between the cat and its owner.

After the introduction, "PurrEmotion" immerses players in an interactive environment where observation and quick action are key. The clues provided by the narrative texts serve as guides to locate specific points of interaction within the scene. These points are not merely random environmental elements but represent meaningful opportunities for the player, embodying the cat, to influence the emotional state of their owner.

The game's structure encourages an active experience of search and discovery. Players need to pay attention to the text and scene details to identify visual clues or narrative hints that indicate where and how to interact. This approach promotes exploration and detailed observation, enhancing immersion in the game world.

Interacting with these points within a specific timeframe is crucial. The opportunity window is designed to be fair yet challenging, requiring players to act decisively and swiftly. Each successful interaction directly affects the owner, capable of altering, even subtly, their feelings and perceptions.

## Look and Feel

The game was created using pixel art concepts for both its pre-rendered background and the creation of the cat and its animations.

## Project Scope

A summary of the scope of the game.

### Number of locations

1 Bedroom

### Number of levels

1 (Expandable)

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

"PurrEmotion" is primarily narrative-driven, with the player's interactions in the environment directly influencing the storyline. Progress is measured by the player's ability to discover and interact with specific objects within the game environment that can alter the owner's mood and move the story forward. Successful interactions lead to new narrative elements and possibly open up new dialogues.

### Mission/challenge Structure

The game structures its missions or challenges around the emotional states of the owner. Each challenge is designed to address a particular aspect of the owner's mental health, such as alleviating stress, anxiety, or depressive thoughts, through the player's actions as the cat. Completing these challenges requires observation and timing.

### Puzzle Structure

While "PurrEmotion" may not feature traditional puzzles, the puzzle structure can be seen in figuring out how to use the environment and the cat's abilities to positively affect the owner's mood. The player must deduce which objects or actions will yield the best outcomes, akin to solving a puzzle.

### Objectives – What are the objectives of the game?

The objectives of the game revolve around improving the mental and emotional well-being of the cat's owner. The player aims to navigate the bedroom as the cat, finding ways to comfort, cheer up, and provide support. Each interaction that leads to a positive change in the owner's mood is considered a step towards fulfilling the game's objectives.

### Play Flow – How does the game flow for the game player

PurrEmotion" is designed to be intuitive and reflective. Players explore their environment at a relaxed pace, seeking out items and points of interest that can affect change. The flow is cyclical, with players observing the owner's mood, finding the right objects or locations to interact with, and seeing the results of their actions. This cycle repeats with complexity and emotional depth increasing as the game progresses, offering a satisfying blend of exploration, interaction, and narrative progression.

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

"PurrEmotion" is designed to be simplistic and intuitive, aiming to keep the player's focus on exploration and interaction rather than on overcoming physical challenges. When jumping, gravity is present bringing the cat back to the ground but that's basically it.

### Movement

#### General Movement

General Movement is smooth and accessible, reflecting the agile nature of a cat. Players can move left, right, jump, and climb onto certain designated areas like shelves or furniture, reflecting a cat's ability to navigate various heights and obstacles.

### Actions

#### Interact

Interact is a key action in "PurrEmotion," allowing the player to engage with the environment and objects within it. This could be anything from nudging a book to fall off a shelf to bring attention to it, turning on a radio, or curling up next to the owner to provide comfort. Each interactive action is carefully chosen to contribute to the narrative's progression and the emotional journey of the game’s characters. Interactions are simple, requiring perhaps a button press when near an interactable object, emphasizing the ease of interaction over complexity.

## Screen Flow

### Screen Descriptions

The main menu features only a beautiful image of a cat in a cluttered room, visually conveying the game's tone and meaning. This artistic choice sets the stage for the narrative and emotional journey that players will embark on.

The game screen presents a scenario of a room with common furniture, including a bed, a desk, and a sofa. These serve as the navigable points where the cat can search for interactive elements. This setting is intentionally designed to evoke a familiar, everyday environment, emphasizing the game's themes of domestic life and the small moments that can have significant emotional impacts.

#### Main Menu Screen

Purpose: The main menu serves as the gateway to all areas of the game. It's the first interface players interact with, setting the tone for the game experience. The main menu allows players to:

Start a New Game: Embark on the journey from the beginning, introducing players to the game's story and mechanics.

Quit the Game: Exit the game safely, ensuring that progress is saved and resources are freed properly.

## Replaying

In "PurrEmotion," replayability is woven into the game's design, offering players fresh experiences with each playthrough. The game achieves this by incorporating varied interactions and outcomes based on the player's choices and the timing of their actions within the environment.

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

"PurrEmotion" unfolds in the cozy yet disheveled apartment shared by a young adult and their beloved cat. The human character struggles with the ebbs and flows of mental health, grappling with stress, anxiety, and bouts of depression. This internal turmoil is mirrored in the state of their living space – cluttered, chaotic, yet filled with potential for comfort and healing. The cat, attuned to its owner's emotional state, becomes the silent guardian of their well-being.

### Plot Elements

Introduction: The game begins with a serene morning, disturbed only by the overwhelming thoughts clouding the owner's mind. The narrative introduces players to the bond between the cat and its owner, setting the stage for the journey ahead.

Conflict: As the day progresses, the owner's mental state fluctuates, influenced by intrusive thoughts and emotional turmoil. The environment subtly changes to reflect these inner battles, with interactive elements.

Climax: The game reaches its climax as the player navigates through a series of challenges, using the cat's interactions to steer the owner away from the brink of despair. The effectiveness of these actions influences the narrative direction, leading to multiple possible outcomes.

Resolution: The story culminates in a moment of tranquility, where the cat's efforts manifest in the owner's improved state of mind. Depending on the player's choices, this scene varies from a glimmer of hope to a significant breakthrough in the owner's journey toward healing.

## Game World

### General look and feel of world

The game world of "PurrEmotion" is set within the confines of a small, somewhat cluttered bedroom, which serves as the entire universe in which the game takes place. This setting is meticulously designed to reflect the inner world of the human character, who is battling stress, anxiety, and depression. The apartment, while cozy and filled with elements of a lived-in home, also carries a sense of disarray that mirrors the tumultuous mental state of its inhabitant.

Visual Style: The game employs a pixel art style that adds a warm, nostalgic feel to the environment. This choice of art style serves to soften the game's heavy themes, making the narrative more approachable. The use of vibrant colors amidst the otherwise chaotic space creates a juxtaposition that highlights the potential for hope and positivity in the midst of despair.

## Characters

### Character #1

#### Back story

This cat was adopted by its owner during a particularly rough patch in the owner's life, serving as a silent, comforting presence through periods of stress, anxiety, and depression. The cat, intuitively sensing its owner's moods, has developed a unique bond with them, providing support without words, through actions and presence.

#### Personality

The cat embodies resilience, warmth, and an intuitive understanding of its owner's needs. It's playful yet sensitive, curious but comforting. Its personality shines through in its actions, whether it's nudging its owner for attention, curling up beside them, or playfully interacting with objects around the apartment to lighten the mood.

#### Look

##### Physical characteristics

Fur Color: A warm shade of gray.

Size: Medium, with a slightly chubby build, emphasizing comfort and presence.

##### Animations

Walking: A graceful, measured walk that portrays confidence and calm.

Jumping: Playful and agile movements when interacting with the environment or following the player's commands.

#### Relevance to game story

The cat is the player's avatar within the game world, representing the power of empathy, care, and the significant impact pets can have on mental health. Through its interactions and the choices, the player makes, the cat plays a pivotal role in navigating the story and influencing the emotional landscape of the game.

#### Relationship to other characters

The primary relationship is with its owner, where it acts as a beacon of hope and a catalyst for change. This dynamic is central to the game's narrative, emphasizing healing, support, and the unspoken bond between pets and their owners. The cat's actions and the resulting changes in the environment reflect the evolving relationship, highlighting moments of progress, setback, and ultimately, hope for recovery.

# Section IV – Levels

## Level #1

### Objectives

Interact with objects in the room to bring light and comfort.

Find and activate the hidden objects that trigger positive thoughts for the owner.

Successfully comfort the owner, encouraging them to get out of bed by the end of the level.

### Physical Description

The level is set in a small, cluttered bedroom with a bed, a desk, a bookshelf, and a window covered by heavy curtains. Subtle interactive elements are placed around the room, such as a photo album under the bed, a neglected plant on the windowsill, and a soft, comforting blanket on the sofa.

### Critical Path

The cat begins by climbing onto the bed and meowing softly, drawing the owner's attention away from their gloom.

Next, the cat moves to the bookshelf, nudging a specific book or object that recalls a cherished memory or inside joke between the cat and its owner, sparking a small smile.

The final task involves the cat jumping onto the desk, rummaging through papers and clutter to find the owner's diary.

### Level Walkthrough

The level progresses as the cat interacts with various objects, each action accompanied by a gentle narrative prompt guiding the player.

### Closing Material

The game concludes with a gentle fade-out, leading to a text display that varies based on the number of interactions the cat had and the objects it interacted with.

# Section V - Interface

## Visual System

### HUD - What controls

Minimalist HUD, focusing on immersion.

### Menus

Simple and thematic, featuring pixel art of the cat in the bedroom.

### Rendering System

Utilizes a pixel art aesthetic for both the characters and environments, ensuring a cohesive and nostalgic visual experience.

### Camera

Fixed Camera: Provides a consistent view of the room, ensuring all interactive elements are visible and accessible to the player.

## Control System

Movement: Arrow keys or WASD for navigating the cat around the room.

Interaction: Spacebar to interact with objects highlighted when the cat is near.

## Music

The music for PurrEmotion was carefully selected to reflect the game's current mood, played on the piano to aid in immersion.

## Sound Effects

The cat meows when it correctly interacts with the environment, providing auditory feedback to the player that their action has successfully influenced the game's world.

# Section VII – Technical

## Target Hardware and operating system

PurrEmotion is designed to be accessible and user-friendly, targeting a wide range of hardware platforms to ensure maximum reach. The primary target hardware includes both Windows and macOS operating systems on desktop computers. This decision was made to cater to the most common platforms used by our target audience, ensuring that players have a smooth and enjoyable experience without requiring high-end hardware.

Windows: The game is optimized for Windows 10 and later versions, ensuring compatibility with the majority of PCs used by gamers today. It is designed to run smoothly on mid-range hardware specifications, making it accessible to a wide audience.

macOS: Similarly, PurrEmotion is compatible with macOS Mojave (10.14) and later versions. The game's performance has been fine-tuned to match the hardware capabilities of Mac computers, providing a consistent gaming experience across different models.

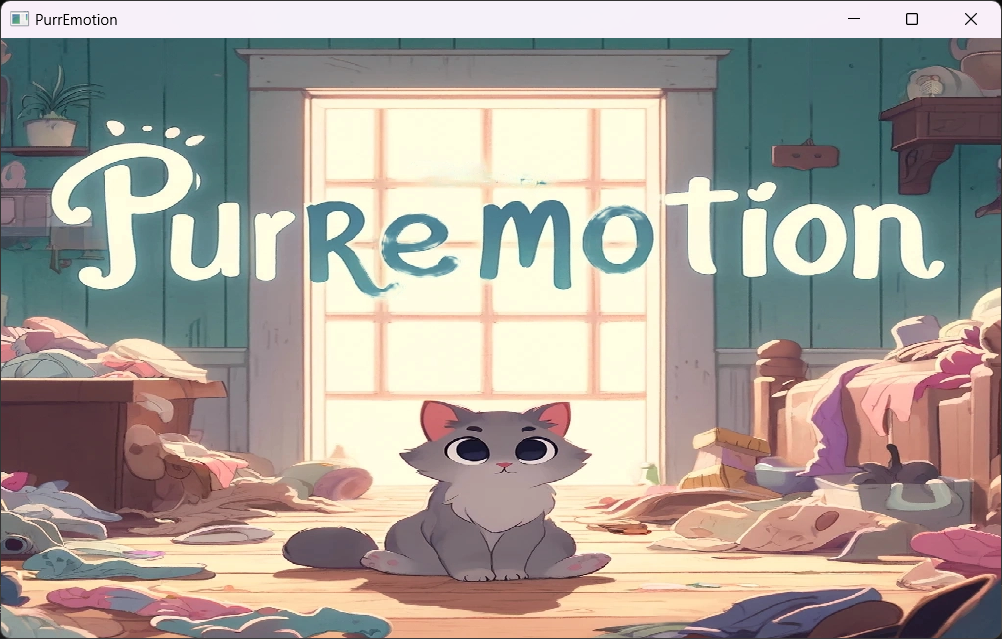
## Supported game controllers and peripherals

PurrEmotion primarily relies on keyboard input for navigation and interaction within the game world. The decision to focus on keyboard controls was driven by the desire to keep the game mechanics simple and intuitive, allowing players to easily control the cat and interact with objects in the environment.

Keyboard: The standard QWERTY keyboard is the primary input method, with specific keys mapped to movement and interaction functions. This allows for straightforward controls that are easy to learn for players of all skill levels.

# Section VIII – Game Art

## Concept Art



A video game of a bedroom

Description automatically generated