LIFE SIMULATOR

The Life Savers
Muhammad Irfan Ayub

Target Audience: Kids and Adults
Gamer Type: Simulation
Target Platforms Mobile (Android and iOS)
 Genre: Life Simulation
 Number of Players: Single Player
 Projected Release Date: 1 Years after production starts

High Concept Statement

- The Player has to play as a real Human being during the game and survive through all the barriers and hardships of the life.
- The goals of the player is to be a good human being and be a successful person in the end.
- The Story is about a new born baby who is just starting to learn how to talk and walk and all the other stuff. The player then needs to be trained and interact regularly for a constant progress and regular training and tasks need to be performed in the daily life of the person (in Game) as a human
- A learning and achieving emotion as the player is progressing in the life.
- The game is unique in a way of the gameplay its offering and the story of the game (a real life story for a human being)

Feature Set

- A real Human Life simulation
- A Food to be used as energy
- A goal to be achieved as a Dream
- An Education Goal to achieve the Dream

Team Roles

- Team Lead
- Game Programmer
- Game Designer
- Art Designer (CG Artist)
- Marketing Manager

10/01/ 2015

The Competition

There are different simulator in this category but I don't know about any of Simulator as an actual human being. There are simulators as animals and drivers etc. but as a real life human being I don't have any in my mind

Competition: Goat Simulator

This game might be a competition for this idea but the simulation in this game is as a Goat not as a human so it is a different idea.

Competition: Truck Driver Simulator

This game is the simulation of a truck driver trying to transport good from location A to location B. This game include different terrains and roads. The idea is essentially different because a life simulator is the simulation of a real life as a human being from a kid to being an adult and at last death.

Innovation/Creativity

The Style of the Game and the art design style may be vary time to time so it might be the different and innovative part of the game

Scope Management

For the first release we will be working on a part of the life to simulate in the game. The part of life may be the college part or the childhood part of the life.