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| |  |  | | --- | --- | | **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      |  | | --- | | Page 1 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.   |  | | --- | | Page 2 10/01/ 2015 | |