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ENGL 3500.002

**Game Concept Document**

* **Working Title:**
  + The Adventure(s) of Jack Narciss
* **Concept Statement:**
  + Jack Narciss tries to seduce everyone in the world to fulfill his ultimate goal: becoming the world's most beautiful person ever.
* **Genre(s):**
  + Adventure, Dialogue Interactive
* **Target Audience:**
  + Adults (18+), no specific gender (though men might be more interested in this than women), ESRB rating of M

* **Unique Selling Points:**
  + Your whole goal is to seduce anyone and everyone that you come across with, meaning there will be hundreds (possibly thousands) of possible people to seduce. And to seduce you need to use your Silver Tongue ability and choose the correct dialogue options in order to prove yourself as the most beautiful person ever!
* **Player Experience and Game POV:**
  + You are Jack Narciss, a narcissist (pun intended) who thinks of himself as the pinnacle of beauty. The game is set around the world, with the first chapter or so taken place in the United States. As Jack, you have a certain charm and charisma when talking to people, and that charm, along with your special ability, allows you to woo anyone you desire! Jack loves to have fun, whether it's getting high off Molly or showing off in some sort of game, but ultimately his desired fun is to talk with people and watch as they slowly start to fall for him.
* **Visual and Audio Style:**
  + The game takes place in a 3D world, similar to that of GTA, etc. This gives the player ample view of their surroundings and better looks at the NPCs they wish to woo over. The environment will also have intractable minigames similar to casino and bar games, like poker, blackjack, darts, pool, etc, as well as drugs and alcohol to change the experience for the player.

* **Game World Fiction:**
  + The game world itself is essentially the world; you'll travel from the United States to parts of Europe, Asia, The Middle East, Africa, South America, and even Australia in order to compete (and eventually try to seduce) against the most beautiful people on those continents (I'm lumping in Polynesia and Indonesia together and having that take place on Australia).
* **Core Loops:**
  + Your essential loop for the game is to seduce a certain amount of people until you reach a reputation in the area, than you compete in a beauty competition, where once again you start to seduce the contenders until it's just you and the current most beautiful person in the part of the world you're in, in which you try to seduce them, then you move on to another area and repeat. This process is what reminds Jack of his goals, and each boss he beats gets him closer and closer to confirming himself as the most beautiful person in the world.
* **Objectives and Progression:**
  + The player can move around with a mouse or analogue stick and then interact with people they can seduce, and sometimes must either get drugs to take with them or impress them in a minigame. Once in the beauty contest, the player will interact with contestants in a sort of who can be the most seductive in getting a partner; essentially, Jack will use his dialogue options and his Silver Tongue ability to try and seduce someone the fastest before his contestant can (and as a bonus for winning, you can seduce the person you went up against to ultimately prove your goal). The short-term goals are to get your reputation up in order to compete, with the long-term goals being proving yourself as being the most beautiful person on that continent (and ultimately the world).
* **Interactivity:**
  + When interacting with drugs, your vision gets different and your dialogue options may change to reflect what someone on certain drugs may say at times. With the mingames, anything related to casino games will play like a casino game, while also betting in-game currency to reflect the seriousness of the minigame; if playing a bar game, instead of money you may have to play against someone and beat them to win the person you wish to seduce. Drugs can also affect you performance in those minigames too, sometimes good and sometimes bad. The player will be interacting with people and the minigames in order to progress the story and complete their goal.