TDDD23 Game Project Plan "Arcade Haven"

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Information: The following description is probably bigger than the scope allows. It has to be boiled down and suitable for the course. The game title might change in the future.

Game Idea

The game is an angled top-down 2D pixel-art Life Sim/Management game including RPG elements.
In the game, an old bar/bowling alley/arcade hall is being handed over to the character/protagonist, which needs to be fixed and renovated for operation.
To run a successful business, investments have to be made. For those investments (e.g. pool table) money and resources are needed.
Money can be obtained by selling items, serving, and having customers during the evening. Customers have different demands that need to be handled (e.g. specific commodities).
During the day, changes to the establishment, and preparation for the operation of the establishment can be made. Further, resources for expansion can be gathered.
Resources are obtained by fighting enemies (e.g. rats) in a dungeon-like environment, logically embedded in the overall setting of the game. On occasion, additional items are being dropped which can be sold to customers. General items for operation need to be procured.

Inspirational games:
- Stardew Valley
- Moonlighter
- Dave the diver

Game Tech

Unity Engine

Progression in the Game

The player starts with his character and the handover of the establishment. In the beginning, some basic renovation tasks must be completed so the player is ready for the first opening in the evening.

Progression is planned in two ways:
1. Extension and improvement of the establishment
2. Character development

Extension and improvement of the establishment
The establishment can be extended and improved with money from customers and resources gathered in the dungeon. As time passes more customers and possibly more demands occur which need to be managed.
The further the establishment progresses more people are attracted and more money can be made. The player can change the interior of the establishment throughout the playthrough according to the increasing needs.

Character development
The character itself progresses through leveling its attributes. There are attributes that help the player to cope with the demands of the establishment and attributes that are able to fight the enemies in the dungeon for resources. Attribute points are acquired by executing tasks or fighting enemies. The more the character evolves the further he can go down the dungeon and fight stronger enemies. There rarer items drop and resources for bigger investments can be found.

In-game feedback and visuals for teaching the game

Teaching the game's mechanics will follow a "learn as you go" approach. Hence, it will be embedded in the player's activities. The player starts with basic tasks removing junk and placing a new interior to get ready for the first evening. Further, it will include a short introduction to the in-game economy e.g. setting prices, acquiring products, etc.
Further mechanics are explained once they occur.
All Tasks will be shown in an on-screen log and things will be appropriately highlighted. Once all mechanics have been shown, the player can proceed as they wish.