

GAME DESIGN DOCUMENT



BUBBLE TEA VALLEY

Café RPG

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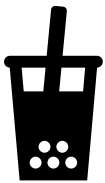
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Introduction

Game Concept

Café RPG life simulator based on managing and designing your own café within a fantasy village. Meet villagers, discover new ingredients, and create new dishes and drinks to sell at your café. A semi-open world with a unique spin on the live-simulator genre.

Design Pillars



Café Management



Discovery



Interactions

Genre

Life Simulation, RPG, Adventure, Management

Platforms

Main target: Windows

Sub target: Linux

Future targets: Switch, Mobile

Target Audience

Audience Age: Young teen to young adult (15-30)

Audience Likes: Stardew Valley, Harvest Moon, Animal Crossing, Littlewood, Zelda (BOTW)

The audience is targeting the sub-section who enjoy light-hearted and pick-up & play adventure games, with progression made through player creation and involvement.

Minimal Viable Product Requirements

Task	Description	Priority	Misc. Info
Movement System	Allow for any entity in the game to move either through controls or moving to a set location.	High	All entities should be allowed to use this system.
Entity Stat System	Allow for unique stats to be filled out on each entity	Low	All entities should be allowed to use this system.
Dialogue System	Dialogue framework for interacting and filling information.	Medium	A tool should be created or used
Inventory System	Inventory framework for the player	High	Should be modular enough to support future iteration
Shop System	Sell items at your own shop. Sell, purchase items at other markets.	High	Should be usable by players and AI
Farming System	Plant, allow crops to grow, harvest crops	High	
Tilemap Editor	Custom runtime tilemap editor to edit the layout of your location	Low	

Basic AI	Animals move, people go about their day.	Low	
Crafting Framework	Create dishes, create simple items	Medium	
Village	Small prototype level design of the main village	High	Should contain the important houses & locations (shops, café, etc)
Cooking system	Bake, cook or make food & beverages through mini-games	High	Should contain some sample mini-games

Gameplay & Design

Overview of Gameplay

The game begins with the player moving into a new village after spending all their money on a local café. Expand and design your café to gain traction from amongst the village. Bake goods, create menus, and set up your café to your liking. Explore the semi-open world and discover new ingredients and recipes. Utilize the surrounding areas of your café to grow crops, fish, and garden. Interact with the villagers; Befriend, hire, and talk with your residents.

External Goals

Emergent dialogue system
Emergent economy & shop system
Possibility of customization and design

Internal Goals

Creativity
Explorable world
Make meaningful connections
Progression at their own pace
Time isn't a large constraint

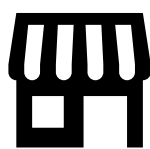
Inspiration

The game takes inspiration from a variety of games within its respective genres.

Game	Inspiration
Stardew Valley	General game concept, village interactions, home customization.
Zelda: Breath of the Wild	Exploration, discovery, crafting, inventory design
Animal Crossing: New Horizons	Player progression speed, home design

Gameplay Loops

High Level



Set up Café



Explore World



Interact with World

Low Level

Café Loop



Collect Ingredients



Create Goods



Sell Goods

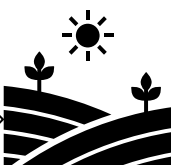
Harvesting Loop



Plant & Grow Crops



Nurture Crops



Collect Crops

Features

Café

The café is one of the main focal points and home for your player at the game. The café is split in multiple areas and departments such as a housing area, kitchen area, farming/garden area, etc. The goal with the café is for it to be customizable to the players liking, allowing for the players own design & aesthetics. Within the players café they will be able to bake, cook and prepare goods that can be added to the café selling area or menu.

This will be the main source of revenue for players, allowing for steady growth within their community. Exploring the world and finding new ingredients for seasonal specials or dedicating your café to a specific genre of food can help you gain more traction and a loyal customer base. Work within the café can be automated through machinery or hiring workers for the village.

Cooking

Cooking, baking, and preparing food is a vital part of the game and allows for progression to be held for the player. Cooking can be done through the use of mini-games, with cooking being one of the primary actions within the game, its necessary to give it some form of gamification. To cut down on repetitiveness, through cooking mastery for particular dishes its possible to automatically prepare the food without the use of a mini-game.

Mini-games will be designed and altered based on the ingredients being used, this means mini-games with the same core gameplay loop will be present with slight alterations in art, design, or mechanics to make sure this feature is feasible and not over scoped.

Harvesting & Foraging

It is possible to harvest crops, vegetation, and other ingredients throughout the world. Find harvestable objects across the open-world or through your garden. Harvesting allows for the collection of new or existing ingredients for your café. Rather the player is adventurous and want to explore the world finding the best ingredients or they're looking to create their own vegetarian store, the harvesting system allows the player to choose their own path.

Villagers

Villagers can be interacted with in various ways. Normal interaction with villagers would result in a dialogue branch. Deeper options such as making requests, selling goods or learning from the villager, would all be possible through this system. Villagers have their own hobbies, likes & dislikes. With enough interaction with a villager, you can learn skills from them and discover unique information.

Game Aesthetics

The art style of the game will utilize a pixel-art style similar to that of Stardew Valley. With the lighthearted nature of the game, the simple and warm aesthetic of this style suits the game the most.

