Formal Game Design Template (Based from Fullerton)

Morgan Hodge , Prototype 3 – "Santa Sim"

Atmosphere Goal: Cozy, Festive

1. **Players**
   - **Number of Players:** Single Player (You play as santa)
   - **Player Role(s):** Take the role of Santa, gift giver traveling through warm festive environments
   - **How the player perspective supports atmosphere:** cozy atmospheric intent, player should feel calm, joyful, and festive

2. **Objectives**
   - **Core Objective:**
     Deliver presents to children by flying across wintry landscapes
   - **Optional/Sub Objective(s)**
     Sort presents in Santas Workshop
     Feed reindeer
     Decorate the workshop
     Manage "holiday spirit levels"
     Mini Games:
     1) Cookie Cutting
     2) Need to think of more

   - **How the objectives contribute to the atmosphere:**
     The objectives heavily contribute to the overall theme as the tasks you will carry out are all Christmas related objectives. Additionally the way these tasks will play out will fit the cozy vibe as they will be simple and satisfying.

3. **Procedures**
   - **Basic player actions (what the player can do)**
     Fly the sleigh
     Drop presents down chimneys
     Sort toys into correct categories
     Interact with elves
     Decorate trees and rooms
     Pet/reward/customise reindeer

   - **Atmospheric function**
     Soft, slow, cozy interactions reinforce calmness, holiday mood, easy

4. **Rules**
   - **Core Rules**
     I. Presents must be organised into the correct sacks

II.   Presents must be delivered on time on Christmas eve
III. Christmas spirit level can't hit 0 for the elves and reindeers (maybe cut this feature)
IV.   Workshop tasks

- **Atmospheric Purpose of rules**
  Rules encourage positive play and gentle pressure without stress

5. Resources

- **Key resources the player manages:**
  Presents
  Time (Night cycle)
  Reindeer stamina
  Holiday Spirit meter
  Decoration / crafting materials
- **How resource design creates atmosphere:**
  Resource management is light and friendly (could be optional), keeping the cozy atmosphere

6. Conflict

- **Type of conflict (Puzzle, enemy, environmental)**
  Mild obstacles when riding the sleigh
  Weather (Snow, rain, hailstorm)
  Mild purposeful confusion when sorting presents
  Dropping gifts down the chimney
  Workshop time management

7. Boundaries

- **Physical boundaries in the world:**
  Thick snow and other elemental features such as fog and rain for sleigh boundaries
  Inside the grotto/workspace simple walls as boundaries
- **How boundaries shape the mood:**
  Boundaries keep the player contained while still keeping the tone of the game

8. Outcome

- **Win state:**
  Kids presents organised successfully
  Presents delivered
  Kids wake up happy
- **Emotional/ atmospheric impact of the outcomes:**
  End state promotes joy, celebration, and Christmas magic

9. **Premise/Narrative**
   - **Setting:** You are Santa trying to prepare for Christmas and then make the Christmas eve deliveries
   - **Story Summary:** Helping elves, caring for reindeer, and spreading joy
   - **How narrative supports the atmosphere:** Cozy story moments through letters from children or elf dialogue

10. **Atmosphere Implementation Notes**

Visuals –

Warm lighting, fairy lights, soft glows

Snowflakes falling

Cozy cabins and fireplaces

Sound –

Soft bells

Christmas music

Fire

Game Feel –

Soft sleigh sway

Soft camera easing

Gentile present drop particles (untiy particle system)