Kaiju Capstone Game Design Document

# Story

KC is a virtual pet game where the player takes care of a mysterious scientific experiment gone wrong (or right!).

# Gameplay

The gameplay is very simple but gets a bit more complex once the systems start interconnecting.

## Stats

Age: Increases with time, not affected by other stats. After x minutes an egg will hatch into a child. After x hours a child will grow into an adult. After x days/weeks/years an adult will die. Alternatively, an adult will never die.

Displayed as a float in hours and then days after 24 hours.

A meter displays the growth milestones of child and adult and how far along the player is from them.

Hunger: Becomes hungrier with time, hunger is filled by feeding. Playing may make the kaiju hungrier.

Hunger is displayed as a meter, the more it drains the hungrier they are.

Hygiene: After x minutes the kaiju poops. Poops and kaiju can be cleaned with the rubber ducky bath function. If not cleaned up poop will continue to accumulate on screen up to 3 poops. Poor hygiene increases likelihood of becoming sick.

Hygiene is not displayed as a stat, rather the poops are the only indication.

Happiness: Decreases over time. Increases by playing. Eating junk food may also make the kaiju happy. Being sick or living in poop may make the kaiju lose happiness faster.

Happiness is displayed as a meter.

Sickness: An x% chance to become sick every x minutes. This chance increases by xx% per poop. Being sick affects happiness and rapidly applies raising mistakes if not taken care of.

Sickness is not displayed as a stat, rather a skull and crossbones is the indication.

Fussiness: Occurs randomly when the kaiju wants attention despite all it’s needs (happy healthy hygienic hunger) being met. Occurs more frequently the more raising mistakes the player has.

Fussiness is not displayed as a stat, the only indication is the “needs attention” icon is lit up even though all the kaiju’s needs are completely met

Raising Mistakes: If the kaiju’s needs are not met for x minutes or the kaiju is fussing for x minutes. Raising mistakes affect fussiness rate and happiness drain rate. In the future raising mistakes will result in less powerful stats or evolutions. Too many mistakes will result in the kaiju running away (or dying) and a game over.

Raising mistakes are not displayed.

Weight: Increases as the kaiju eats. Decreases over time.

Weight is displayed as a number in lb or kg.

## Interactions

Feed: Opens a menu with multiple foods. Different foods will satisfy hunger a different amount and may affect other stats too (junk food may increase hunger and weight).

Play: Opens a minigame, satisfies happiness. Alternatively, if we have more time, opens a menu with multiple mini games. Different games may satisfy happiness a different amount and may affect other stats too (extremely active games may decrease weight, games where the kaiju eats people may improve hunger).

Clean: Clears the poops and sets hygiene back to 0. Small increase in happiness per poop cleaned.

Medicate: Removes sickness. Small increase in happiness.

Discipline/Love: Stops the kaiju from fussing.

Sleep: Darkens the screen and pauses the kaiju, for when you need to take a break. Goes back to normal gameplay if already in sleep mode.

## Attention Icon

When the kaiju’s happiness or hunger drop below a certain threshold, or if they’re sick or poop is on screen, the needs attention icon lights up.

If none of this is true and the icon is still lit, it means they’re fussing and need discipline.

## Mini games

I’m leaving this up to the dev team who work on it. If you need direction or assistance or just want to brainstorm, ask or bring it up during a meeting.

## Database and Website

During milestone 2 we may implement high scores to the minigames, if/when we get to this point, during a minigame you will be prompted to enter three initials, your score and initials will then be uploaded to the database. The website will then display the scores and initials in descending order. If we have multiple minigames, multiple tabs will be required to display each category.