

Shop Prototype: Game Design Document

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Core Loop

Buy clothes for a cheap amount restock your markets and sell them to get money, repeat it indefinitely.

Basics Mechanics

The player will be able to walk (W/A/S/D) and interact (E) with the world. He will also have a currency system based in gold coins.

Clothes sell for double the price they were bought for.

Interactions

Mirror

When interacting with the mirror, the player can change its outfit, altering its appearance in the game world.



Product

When interacting with the product, the player can restock it if he/she has enough clothes in his/her inventory to do so. The stock shows a counter to give feedback to the player.



Shop

While interacting with the shop, a UI will show up to let the player buy new clothes to sell.



Buyers (NPCS)

Buyers will from time to time enter the player's shop, they always purchase a random clothe in the player's store, if they find it, if they don't, they simply give up and go away.

NPCs have a random generated clothe.

Clothes

Name	Item Type	Buy Value	Sell Value
Underpants	Body Clothe	5	10
Alternative Underwear	Body Clothe	7	14
Cleric Robes	Body Clothe	35	70
Stylish Robes	Body Clothe	115	230
Sleek Hair	Hair	25	50
Elegant Hair	Hair	70	140
Cold Hat	Hat	15	30
Wizard Hat	Hat	90	180

Feedbacks

There will be 2 major feedbacks in this short game:

- Floating animated interact "E" Key when in an intractable range;
- Coin sound after purchasing or selling an item.