Space Game Design Doc

Game Name: TBD
Game Genre: Dating Sim
Game Engine: Unity3D
Target Audience: Males most likely, probably between the ages of 15-25 (not confirmed).
Platforms:

- Steam
    - Windows
    - macOS
    - Linux
- Android(?)
- iOS(?)

Design Pillars

1. Dating
2. Sci-Fi
3. Random Events
4. Mini Games

Dating

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Sci-Fi

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Random Events

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Mini Games

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Core System
Stage 1

- Ship Navigation - **Seanny**
  - Move between different rooms
    - Forward/Backwards buttons
    - Game controller to switch background, room name, character
- Dialogue System - **RZU-7**
  - Different conversations
    - Dependant on current time
  - Fix inaccurate affection level
- Relationship System - **RZU-7**
  - Respond to milestone events
    - Minigame
    - Cut scene
    - Change relationship status
  - Update the affection meter
- Mini-games - **Seanny, OI Roody**
  - How many?
  - OI Roody to work on one
    - Which one?
  - Types?
    - Space Battle vs Bounty Hunter (should be stage 2?)
      - Bounty Hunter
      - Janky Controls
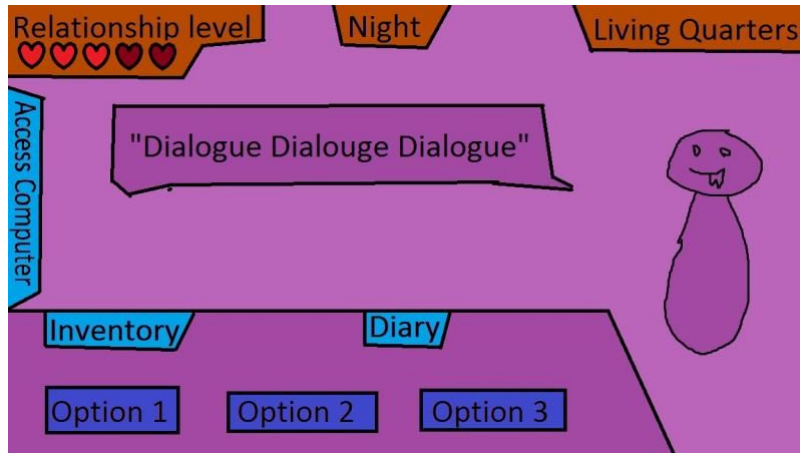   - Fight?

Stage 2

- Day & Night Cycle
  - 1 real life minute = 1 in-game hour
- Inventory
  - Item Limit: 25
- Computer
- Resources System
- Save & Loading System
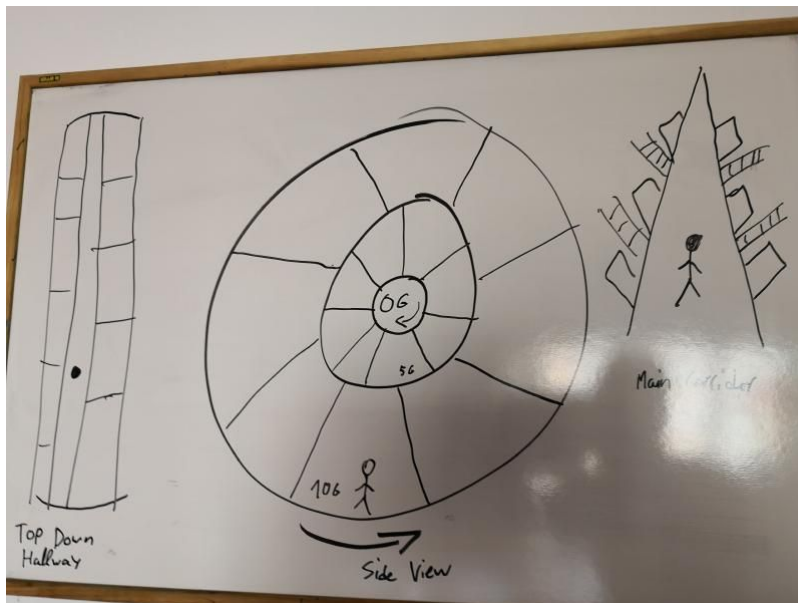- Sexuality/Gender

- Quest Journal / Diary
- Currency

UI Design

To be discussed

UI Design (credits. Ol Roody)

Ship Design (credits. Fiorino)

Legal

- Privacy Policy, required due to European Union GDPR rules. Allow users to opt-out of data collection (if any exist).
- End User License Agreement, recommended to cover us.
  - Must define who owns the game. (Required)
  - Must state that the game is licensed, not sold, to the end user.
    - Meaning the end user does not own the game, they have a license to use the game. (Required)
  - Should state that recordings, streaming, etc are allowed.
    - YouTube, Twitch, etc (Common practice)
- Contracts for everyone so everyone knows how much they get paid, who owns what, etc.
  - Maybe we should split by the number of people on team?
    - Currently people on team is 7.
    - If game earns $1,000 in a year, everyone gets $142.85 each at end of year.
    - Formula: Profit ÷ 7