Penguine

Document History:

Version	When	Who	What
1.0	9/13/2024	Amanda Board, Carla Kolze, Carson Gustavel, Emily Smith, Lance Townsend, Owen McDaniel, Patrick Du	Initial Drafting

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1.0 Opportunity Description

Dating is difficult. Sometimes you may have many pursuers from which you did not know you were even dating. From your classmates to your professors, every person must find a match. However, dating is scary and is made even worse by the fact that to get better you must go on more dates. It is a positive feedback loop of terror, but it does not have to be.

We are proposing an online interactive dating simulator to prepare everyone for the real world. By creating a silly environment that is fun to play, we can trojan horse a real world experience into the minds of our audience. Users will be able to gain valuable experience while having fun with the charming and romantic characters of the dating simulator.

Dating simulators are a popular category with little innovation. They found a successful formula that pushed units and, like bugs in a sticky trap, stuck to it. Many dating simulators focus on bland interaction with set outcomes: the gameplay consists of pressing this text dialog and getting these points. This leaves opportunities for new studios to innovate in the space. Gamers want to play a dynamic game that will change with each playthrough. Including randomness will satiate gamers needs and disrupts the archaic dating sim genre.

2.0 Project Objectives

Penguine Inc is requesting the production of our intended video game, Doki Doki Library Club. The project will include technical, writing, and multimedia components.

The game will include the following features:

- The main character player
    - The game is played from the main character's perspective.
    - The player is able to earn affection points from the love interests (LIs) based off responses and minigame results.
- Multiple love interest (LI) characters for the player to date and interact with in game
    - Each LI will have certain dialogues that the user can respond to
    - Each LI will have certain preferences that determine whether the main character player earns their affection points.
    - Each LI's affection towards the main player will be measured with their affection points.

- Multiple minigames that simulate dates or activities done with the LI characters
    - The main player will play against the LI characters (AI).
    - Minigames will include several games like Pong, a Platformer, a Math Game, a Memory Test Game and Minesweeper.
- A varying range of difficulties, including a "normal" and "Dr BC" mode
    - "Normal" mode provides a customer-facing mode designed for entertainment.
    - "Dr BC" mode provides an effortless victory in the game for graders, journalists, investors, and other non-gamers to review the game.
- Win and Lose Conditions:
    - When the main character successfully earns enough affection points from a LI, the player will win.
    - If the main player rotates through each LI character and does not manage to win over any of them, they lose.

3.0 Similar Systems

There are several similar dating sim games, the most notable being *Doki Doki Literature Club!* (DDLC). In DDLC, the player plays the main character who is looking for love from a selection of romantic interest characters. The game is played from a first-person perspective of the user, who is interacting with 2D characters through text bubbles. The user is able to select limited "responses" to the dialogue, which will influence the advancement of their relationships. Relationships are heavily influenced by minigames in which the player must compose a poem from a selection of words. Each romantic interest has different preferences that influence their affection levels. Some characters, such as Monika, are not able to be romanced like other characters; that is, some characters are more difficult to romance than others.

4.0 Intended users and their basic interaction with the system

TEEN

Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.

Users:

1. People who are interested in playing a parody of a popular dating simulator.
2. Students in the CS383 University of Idaho Fall 2024 class

Uses:

1. Mouse to control the player movement and decisions (point and click).

    a. Touch input on mobile devices.

2. Keyboard input for some minigames.

    a. Tap buttons on mobile devices.

3. Learn how to interact with different character types.

4. Have fun playing a parody of a popular dating simulator.

5.0 Known interactions with other systems within or outside of the client organization.

1. Google Play Store

2. Apple App Store

3. Steam

4. Development Team Devices

5. User Devices

6. Our game will be developed utilizing the Unity Engine

6.0 Known constraints to development

Game Engine:

Our company is constructing the game entirely using the Unity Game Engine which no members of the team are experienced with.

Resource Constraints:

Constraints on resources like memory, storage, and processing power could affect the complexity of our game. Our development team will need to manage these resources to ensure a smooth gameplay experience without performance issues as well as to make development proceed on all devices.

Playable Platforms:

Our game will be playable on many different platforms and our design must be accommodating for each platform. The Unity Game Engine has support for multiple platforms but controls and visual aspects must look appropriate and function properly. Our main platform will be for computers, and mobile accommodations will be implemented after computer elements.

7.0 Project Schedule

Date	Goal
09/19/2024	Present Story Board
09/17/2024	Proposals Due
09/19/2024	Proposal Winner Chosen
09/27/2024	Dialogue Prompts / Outline of Minigames / Character Designs Selected / User Input
10/04/2024	3 Characters Completed (1 per character designer) / One Minigame Completed / Score Bar / Start Menu
10/11/2024	Dialogue Prompts Implemented / Minigame 2 / Scoring System Improvement / Help Menu
10/17/2024	Initial Test Plan
10/18/2024	Minigame 3 / Audio for Dialogue / Difficulty Levels Defined / Setting Production
10/25/2024	3 Character Completed (1 per character designer) / Scoring Mechanics / Minigame 4 / Scoring Display

11/01/2024	Minigame 5 / Full Audio / Difficulty Levels Assigned / Setting Completed
11/08/2024	Game Completed, only final touch ups needed
11/21/2024	Final Product
12/05/2024	Final Presentation

8.0 How to Submit Proposals

Please email all proposals to gust1185@vandals.uidaho.edu in pdf format. Please send any questions to the same email address, or call or text 1(208)850-2233. Answers to all questions will be provided to all applicants. See project schedule or dates sections for submission deadlines.

9.0 Dates

9/13/2024 - Deadline for proposal submission by 11:59 PM, PST.

9/18/2024 - Winning applicant will be notified by 5:00 PM, PST.

10.0 Glossary of terms

- Dating Sim: A simulator that shares the same interactions one would experience while exploring the dating world like interacting with romanceable characters.
- Mini-Game: A miniature game within our game, where players need to complete tasks within the mini-game to win affinity points with their desired LI.
- LI: Abbreviation for LI, the romanceable character that the player interacts with.
- RP: Abbreviation for role-playing, where in our game the player is role-playing as a college student interacting with people in the Library Club.
- DDLC: Our game, Doki Doki Library Club.
- Affection Points: How the user gains affinity with their LI, in the form of points. This is like a score for each LI on how much they like the main player.
- Gamers: People who play video games
- Main Character: The character the user plays as.
- Pong: A game resembling ping-pong where two players control paddles that attempt to hit a ball into the other player's goal.

- <u>Platformer</u>: A game where the objective is to gain enough collectables while interacting with an environment and escaping enemies to hit a goal.
- <u>Math Game</u>: A game where the player must correctly complete multiple math equations under a certain time.
- <u>Minesweeper</u>: A puzzle game where a user must navigate a given minefield and mark each of the mines. If a user sets off a mine, they lose.
- <u>Memory Test</u>: A memorization game where the player must watch the colors that flash across the screen then re-iterate the pattern.