## **GAME DESIGN DOCUMENT**

#### I. INTRODUCTION

Jack o' Land is a 2D virtual world game where players create and customize their own adorable pumpkin character. Inspired by popular games like Animal Jam, Club Penguin, And Toontown. Jack o' Land offers a wide range of features and activities for players to enjoy. In Jack o' Land, players can explore a colorful and imaginative game world, filled with vibrant landscapes, exciting adventures, and friendly characters. They can interact with other players, participate in events and festivals, and level up their character by developing their skills and abilities. The game also includes a variety of gameplay features, such as mini-games, quests, achievements, and trading, as well as opportunities to gather materials, participate in archeology, and take care of pets. With its charming graphics, fun activities, and engaging gameplay, Jack o' Land offers players an immersive and entertaining virtual world experience. The game is designed to be accessible and enjoyable for players of all ages and backgrounds, and is sure to provide hours of fun and adventure.

### **II. CHARACTER CREATION**

- At the start of the game, players will create their own unique pumpkin character.
- The character creation process will allow players to choose their pumpkin's appearance, including size, shape, and patterns, as well as various clothing and accessory options.
- Players can also customize their character's name and select a starting home.
- Upon account creation, the player will also receive starter items and receive a quick tutorial.

### **III. LORE AND WORLDBUILDING**

Jack o' Land is set in a magical and imaginative world filled with vibrant landscapes, friendly characters, and exciting adventures. In order to bring this world to life, the game will include a rich and detailed lore and worldbuilding, designed to deepen the player's connection to the game and provide an immersive and believable experience.

- Some of the key elements of Jack o' Land's lore and worldbuilding will include:
- Characters: Jack o' Land will feature a cast of interesting and diverse NPCs and characters, each with their own unique personality and backstory.
- History: The game world will have a rich history, filled with ancient civilizations, powerful magic, and long-forgotten secrets.
- Landscapes: The various lands in Jack o' Land will be filled with breathtaking and varied environments, each with their own unique flora and fauna.
- Myths and Legends: Jack o' Land will be home to a range of myths, legends, and folklore, which will provide players with an engaging and imaginative world to explore.

By building a strong and detailed lore and worldbuilding, Jack o' Land will provide players with an engaging and immersive virtual world experience, where they can explore and discover the secrets of this magical game world.

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#### IV. GAMEPLAY

Jack o' Land offers a wide range of gameplay features and activities to keep players engaged and entertained. Some of these key features include:

- **Skills**: Players will be able to develop their skills as they play Jack o' Land, unlocking new abilities and abilities that will enhance their experience. Skills might include fishing, cooking, crafting, and more.
- **Combat**: Jack o' Land will include a combat system that allows players to engage in battles with monsters and other foes. This system will include a variety of weapons, abilities,] and skills that players can use to defeat their enemies.
- Achievements: Players will be able to unlock a variety of achievements as they play Jack o' Land, providing a sense of accomplishment and motivation to keep playing. These achievements might include completing quests, reaching certain levels, and unlocking special items or abilities.
- Player Messaging: Players will be able to send messages to each other within the game, allowing them to stay in touch and coordinate their activities. This feature will include options for privacy and filtering to help ensure that all player interactions are positive and appropriate.
- **Trading**: Jack o' Land will include a trading system that allows players to trade items, currency, and other in-game assets with each other. This feature will help foster a sense of community within the game and encourage players to engage with each other.

**Shops**: Players will be able to visit shops in Jack o' Land, where they can purchase items and resources using in-game currency. These shops will be located in various locations throughout the game world. Items will rotate in and out of shops.

- **Mini-Games**: Jack o' Land will feature a variety of mini-games that players can participate in to earn rewards and have fun. These games might include racing games, puzzle games, and other fun challenges.
- Quests and Missions: Players will be able to participate in a range of quests and missions that will challenge their skills and offer rewards for completion. These quests will provide a structured gameplay experience and help players progress through the game world.
- Seasonal Content: Jack o' Land will feature a variety of seasonal content, such as special events and decorations, that will change throughout the year. This will keep the game feeling fresh and provide players with new and exciting experiences.

**Player Clans**: Players will be able to form clans and join together to complete quests and participate in activities. Clans will offer a social and cooperative aspect to the game, allowing players to work together to achieve their goals.

**Masterpieces**: Players will be able to create their own art and have it as an item to place in their house. This will allow players to express their creativity and show off their skills to others in the game.

- **Materials**: Players can gather materials from the various lands in Jack o' Land and use them to craft items and structures.
- Archeology: Players can participate in archeology by digging up fossils and discovering the history of Jack o' Land. By offering a wide range of gameplay features, Jack o' Land will provide players with a rich and engaging virtual world experience.
- Rare Items and Scarcity: Some items in Jack o' Land will be rare and difficult to obtain, adding an extra layer of challenge and excitement to the game.

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### V. LEVELING AND PROGRESSION

Players will earn experience points through various activities in Jack o' Land, such as questing, crafting, and participating in mini-games. As players earn experience points, they will level up and gain access to new areas of the game world, items, and activities. This system provides a sense of progression and encourages players to continue to participate in the various activities available in Jack o' Land.

#### **VI. APP PURCHASES**

In addition to the free content available in Jack o' Land, players will also have the option to make in-app purchases to enhance their gaming experience.

One of the main types of app purchases available will be in-game currency. This currency can be used to purchase a variety of items and resources, such as costumes for your pumpkin, rare pets, and special materials for crafting. Players can purchase in-game currency using real-world money, and the amount of currency received will depend on the amount spent.

Another type of app purchase available in Jack o' Land will be Season Passes. Season Passes will provide players with exclusive content, such as new lands to explore, special events, and unique items. Season Passes will be available for purchase on a regular basis, and will provide players with new and exciting ways to experience Jack o' Land.

Overall, app purchases in Jack o' Land will provide players with additional ways to enhance their gaming experience, whether through purchasing in-game currency or unlocking exclusive content through a Season Pass.

#### VIII. ENGAGEMENT

Jack o' Land is designed to be a highly engaging virtual world game that encourages players to spend time exploring, participating in activities, and interacting with others. To achieve this, the following engagement features will be implemented:

**Events**: Jack o' Land will feature regular events, such as festivals, that take place throughout the game world. These events will introduce new content and activities for players to participate in and will provide a sense of excitement and anticipation.

**XP Boosts**: Certain days of the week will be designated as XP Boost days, where players will earn extra experience points for their actions in the game. This will encourage players to log in and participate in activities more frequently, helping to maintain player engagement.

**Log In Streaks**: Players who log in to Jack o' Land on a regular basis will be rewarded with special bonuses, such as exclusive items or special access to certain areas of the game world. This will encourage players to maintain a consistent presence in the game and will reward those who are Dedicated to the virtual world.

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#### IX MODERATION AND SECURITY

Jack o' Land is committed to providing a safe and secure virtual world for its players. To achieve this, the following moderation and security measures will be implemented:

**Moderation Tools**: Jack o' Land will include a range of moderation tools that will allow players to report any inappropriate behavior or rule-breaking. This will help to ensure that Jack o' Land remains a positive and enjoyable experience for all players.

**Chat Filters**: To help prevent players from encountering inappropriate language or content, Jack o' Land will include robust chat filters that will automatically screen messages and remove any offensive or unwanted content.

**Account Safety**: Players will be able to set up parental controls and limit who they can interact with in the game, helping to ensure that their experience is safe and secure. Jack o' Land will also employ secure account verification processes to prevent unauthorized access to player accounts.

**Data Privacy**: Jack o' Land will take data privacy seriously and will employ industry-standard security measures to protect player information. The game will also include an option for players to manage their data and control how it is used.

