Game JaMF-24

Yes, the game’s name is ‘game’.

Contents

[Introduction 2](#_Toc182326106)

[Game summary 2](#_Toc182326107)

[Inspiration 2](#_Toc182326108)

[Player Experience 2](#_Toc182326109)

[Platform 2](#_Toc182326110)

[Development Software 2](#_Toc182326111)

[Genre 2](#_Toc182326112)

[Target Audience 2](#_Toc182326113)

[Concept 3](#_Toc182326114)

[Gameplay Overview 3](#_Toc182326115)

[Theme Interpretation 3](#_Toc182326116)

[Primary Mechanics 3](#_Toc182326117)

[Secondary Mechanics 3](#_Toc182326118)

[Art 4](#_Toc182326119)

[Theme Interpretation 4](#_Toc182326120)

[Design 4](#_Toc182326121)

[Audio 5](#_Toc182326122)

[Music 5](#_Toc182326123)

[Sound Effects 5](#_Toc182326124)

[Game Experience 6](#_Toc182326125)

[UI 6](#_Toc182326126)

[Controls 6](#_Toc182326127)

# Introduction

## Game summary

Game is point and click game about learning about someone’s life.

## Inspiration

Erich

A bit of ‘The Beginner’s Guide’

## Player Experience

## Platform

Windows

## Development Software

Game: C++17, CMake, SDL2

Art: Free stuff from itch.io, Aseprite

Music: TBD

## Genre

Singleplayer, Life Simulation,

## Target Audience

Probably the metafiction guys.

# Concept

## Gameplay Overview

Player takes over main character after he passes away, and is expected to learn the routines of the main character.

## Theme Interpretation

Deception: The player is attempting to deceive the main character’s friends and family.

Symbiosis: The main character benefits because he doesn’t want his family to be sad; The player ‘benefits’ by experiencing the world through the main character’s body.

## Primary Mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
| Point and Click |  |

## Secondary Mechanics

|  |  |
| --- | --- |
| Mechanic | Example |
| The Beginner’s Guide style text for conversations |  |

# Art

## Theme Interpretation

Good question. Why would I know?

## Design

If I knew, I wouldn’t be dying right now.

# Audio

## Music

Because this game is fundamentally based on the death of someone, the music will, hopefully, be a muted piano (AZALI, please compose something soft and loopable between now and December 20th)

## Sound Effects

Who knows? Not me.

# Game Experience

## UI

Still pixel art.

## Controls

Mouse, maybe keyboard for quickly responding to people