H MINISTRY OF EDUCATION, SINGAPORE

in collaboration with

CAMBRIDGE ASSESSMENT INTERNATIONAL EDUCATION

General Certificate of Education Advanced Level

List Game JaMF-24

List of Game Design Choices for Game

For use in the development of Game

(Yes, the game’s name is ‘Game’)

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# 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

This booklet is the property of ME