Trust In The Trend is a game that is loosely based on modern influencers and social media personalities, and how they shape our world, in a medieval setting. In this game you start of in a store and the purpose of the game is to use the trends and sales generated by such people to buy and sell items so as to reach the goal of earning 1000 gold from your starter 100 gold. This can be achieved by keeping an eye on the trends, buying low and selling high. An item sold normally incurs a 20% loss on purchase so timing is everything. One can also explore the store, see the items for sale, use the magic mirror that allows you to equip the items you have bought as well as interact with the storekeeper. A player does not need to earn all 1000 gold but if they want to look their best and wear great equipment, they will have to participate in the game somewhat as well.

At the beginning of my process I first drew up a flowchart, that can be seen below, to get the basic understanding of what will be needed to create the game. I then started building the back end systems that everything is built upon and then started adding layers onto them to create the final product. It became clear through the building process that beyond the systems required to be in the game, I had to add more of a game play mechanic that gave the player a goal to achieve. That goal became the Trust In The Trend mini game. I believe this added a much needed factor to make the game more than just a clothes equipment simulator.

I believe I did great considering the constraints and the time of year and I do realise there is room for improvement and hopefully I may gain such knowledge and build up my skills with you as I work to create a great game with you if accepted.

Thank you for your consideration.

Project Store

Gameplay

- Changing Room
  - Equip Items
    - Not bought Item Returns To Inventory
    - Bought Item Stays Equipped
  - Unequip Items
- Shopkeeper
  - Initial Interaction
  - Interaction Choice
    - Buy
    - Sell (20% off)
- Shelves
  - Take Item
  - Return Item

Mechanics

- Camera
  - Top Down (Stardew Valley)
- Movement
  - WASD
- Mouse
- Actions
  - Left Click (Activate)
  - Right Click (Close)

Sound

- Equip Item
- UnEquip Item
- Footsteps
- Open Menu
- Close Menu
- Store
- Changing Room
- Mirror
- Text
- Character
- Interactions
- Music

Possible

- Hip/Not System, Messages every 30sec, RNG +/- and RNG item type and RNG Item ID (RNG % 10 - 30%) 3 positive messages, 3 negative depending on hype
- Trending Mini Game to generate more gold
- Ciberpunk Robot change

Visual

- Store
  - Interactable Mirror
  - Background
  - Interactable Shelves
  - Non interactable Objects
- UI
  - Menu
    - Exit
    - Reset Game
  - Start Menu
    - New Game
    - Exit
  - Inventories
    - Basket (Player) - Bottom of screen HUD, Always Visible
    - Shelf (Shop)
    - Shopkeeper (Buy/Sell)
      - Icons Side
      - Visual Side (With Description)
  - Text Boxes
    - Shopkeeper
    - Changing Room
    - Player Info (Money)
  - Item Showcase
    - Mirror (Changing Clothes), Character Equip/UnEquip
    - Shelf (Showing Clothes)
  - Money Bar
- Items (Icons + Full) 5 Variants of each. (Default + 4 Reskins)
  - Shoes
  - Shirts
  - Pants
  - Headgear