Tentative Title: Cosmic Cafe

Short description:

Star Sips is a gacha visual novel-like game where the user is running a dream-like cafe that is seemingly placed among the stars. The user gathers recipes and ingredients to serve customers' unique needs, for example, if the customer wants something calming, then they could be given an herbal tea. If the customer wants something energizing, then they could be given an energizing drink such as coffee. In the game, however, all of the ingredients are inspired by space. The user wants to earn more money, so that they can buy more types of ingredients, and thus be able to discover new recipes. The user, with enough money, will be able to decorate the cafe. This game genre would be in the visual novel and comfort game category. The motivation would be to create a comfort-style game that is themed around the cosmos and celestial bodies, such as pulsars, nebulas, and the galactic megastructure, Laniakaea. This game is influenced by the fact that comfort games are very popular at the moment, such as Stardew Valley or Animal crossing. Games that have the simple task of gathering and selling and earning money offer a feeling of accomplishment and control. These games also usually offer special items and in-game lore, with story-building that the user can relate to. This game is also an ode to space and celebrating the pursuit of learning about the cosmos, which will be a part of the in-game lore.

Github Repo Link: Sha3-git/Cosmic-Cafe (github.com)

Project Timeline:

May 6: Laying down a foundation for creating the game, getting the engine in the repo, and doing basic tweaks to account for things we would like in the game, such as auto-save.

Step 1: Create tentative hierarchy map of game scenes and objects, create a story board

Step 2: Create Hi-Fi prototype in Figma, gathering images and citing them, that we can use in the game. Creating names for ingredients and recipes. Updating the storyboard accordingly

Step 3: Coding for the animations, working in the back end to support the prototype. Updating the storyboard accordingly

May 24:

Step 4: Complete the Hi-Fi prototype

Step 5: Begin putting all of the pieces together

Step 6: Testing along the way, updating the storyboard accordingly

June 6:

Step 7: Complete the mechanics of the game (Inscribed, dynamic, and cultural layers)

Step 8: More testing…and more

Assignment of Responsibility

Back-end, UX design: Shema

Object/Recipe design, UI design: Jessica