Simple video game concept and story

“Home Reno Story” a sim/adventure/hidden object/puzzle game

Simple linear story:

Our protagonist has finished an online course in simply DIY renovations and has decided to flip their house. It’s going to take a lot of work but if it works there could be a profit, and a newer bigger house. Neighbors show up to help/give advice/cause or notice problems.

Simple non-linear story:

Our protagonist has finished an online course in simply DIY renovations and has decided to flip their house. It’s going to take a lot of work but if it works there could be a profit, and a newer bigger house. Choices made by player change the value of the house and moral alignment. You could cheat the old lady across the street out of her power tools or you can be honest, this effects the next house available and the goodwill of the neighborhood.

Being good or evil will drive later prices up as the neighborhood becomes nicer or as people dislike you more. Being good will lead to people looking for help that may distract you from your goal, being evil attracts people who will play mean pranks or try to shoot you in later levels.

If you kill someone in the house it may become haunted

Long term evil will slowly turn the look of the neighborhood to looking more rundown, while good actions will help make the whole neighborhood look nicer.

Admittedly the outside world will only be seen here and there between levels so updating the image should be manageable.

In a dark neighborhood drug dealers and other less upstanding citizens will move in, this will lead eventually to a police presence.

In the nicer area you may eventually find yourself dodging yuppies and their puppies or having to deal with input from a neighborhood association.

Eventually, you become the richest person around and get the biggest house, do you still want to live in the area?

Opening: So you’ve decided to renovate your home, think you have talent as a designer? Well, we’ll see…

Start game with say $15000, some basic skills, like cleaning and minor repairs, basic tools like hammer, sandpaper, screwdriver, broom etc.

Real time play, fixed multiple choices for interactions.

Entities: some basic tools, hammer, cloth etc, most tasks work like a mini game, tap or swipe with tool to complete task

For example, sanding walls or wiping windows with cloth may have different image but still underneath only requires swiping back and forth on screen.

1st mission clean/fix spare room. “Let’s start with something easy, the old spare room.”

Medium sized room, looks neglected, might have been a home office once. Orange walls, brown curtains, tan carpet. Ew.

Remove Spider webs, and spiders, clean windows, repair crack in plaster, hammer loose base board, cover walls (paint, wallpaper? $ ) remove/replace curtains, remove/replace carpet, clean out closet (one click)– have yard sale to increase funds, find book on intermediate repairs (will take time to read)

Removing things won’t cost more than time but to get new things will take funds.

Some furniture in later levels will give an option to refinish rather than replace for reduced $

More options and more side quests added as game progresses.

Hidden coins and power ups (hints look like lightbulbs, skip/finish task looks like checkmarks) may appear, click to collect.

2nd clean attic

Remove many boxes and old furniture (another yard sale), sweep, hammer loose nails, find metal cover remove with screwdriver and find wrench. Loose floorboard find necklace and get cash reward, replace cracked window, ‘level boss’ chase raccoons out of rafters

3rd dining room – a vase to trade for a tool

4th basement – some power tools – mice! Cat or traps?

5th master BR – advanced DIY book

6th Kids room – laptop with you tube videos – unauthorized pet snake!

7th Living room – extension cord in closet – plumbing for dummies

8th Kitchen – few more tools – bugs!

9th Bathroom – electricity for dummies

10th Outside – at this point more neighbors will start showing up, fix the shed, choose flowers or concrete. AAAAHH Skunks!