**Game Title:** “Home Reno Story” a sim/adventure/hidden object/puzzle game

**Intended Game Systems:** Mobile/PC

**Target Age of Players:** 8+

**Intended ESRB:** E for everyone – might hit E 10+

**Game Story / Gameplay:**

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.

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.

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,

**Distinct Modes of Gameplay:**

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.

Between tasks we have Yard sales and auctions to generate cash,

Yard sales: screen image shows a yard with boxes and tables, NPC will appear with an item and you can take their first offer or haggle, too much will cause NPC to leave without purchase. Players can stay in this mode as long as they want to build up cash. The longer they are in this mode the more of the same basic items they will see over and over but they can choose to go back to their renovations anytime.

Auctions work nearly the same, with an item up and a number of NPCs bidding. Auctions will only have 1-3 items but they will be worth more than individual yard sale items.

**Unique Selling Points:**

* Dozens of homes from a 1 BR starter home to an 8 BR mansion
* At least 10 options for every decoration item, in most cases more
* No need to redo a room/level multiple times before you can move onto the next
* Many kinds of fixes/repairs from hammering nails, tightening or loosening screws, repairing drywall, fixing pipes, and soldering electrical connections.
* Optional time limit in hard mode

**Competition:**

House flip

House Flipper

Design this home

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!