**CareTech**

Caretaker Simulator

Game Design Document

Version 0.1

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# **Introduction**

This document specifies a design for the gameplay and feel of an educational game with the title “CareTech”. The intended use of the game is to teach students of health and wellbeing about how to use caretaker specific technology in a “normal way at the office” way and get them acquainted with it.

## **Scope**

The scope of the project includes a feature complete but content incomplete MVP of the educational game that will be tested by ROC PIT as a teaching tool.

## **Overview**

|  |  |
| --- | --- |
| Genre | Simulation |
| Platform | Desktop |
| Target Audience | Students of health and wellbeing |

## **Types of fun**

* Discovery
  + Players discover the needs of the NPCs.
  + Players discover and learn about different technologies and tools.
* Challenge
  + Players will be challenged to do a good job and do it fast.
* Griefing
  + Many other games in the simulation genre attract players for this type of fun, where the player purposefully tries to make the life of the inhabitants of the world as dark and miserable as possible (Ex: RimWorld being known as “War Crime Simulator”).

## **Theme and Mood**

**Theme:**

* **Educational**
  + The main goal of the game is to teach the students of health and wellbeing how to use technology.

**Mood:**

* **Semi-Realistic**
  + The game will have a semi-realistic interpretation of the working conditions of a caretaker.

## **Elevator Pitch**

First person Dwarf Fortress in the visual style of low-poly Phasmophobia, except the dwarves are old people and the player needs to care for them like in Two-Point Hospital.

# **Specifications**

## **Concept**

The aim of CareTech is to provide a fun and engaging way of learning about how to use caretaker specific technology in a simulation environment.

# **Background**

## **Setting**

The setting of the game will be located in a nursing home, as shown in the images below. More environments could/might be added in future developments of the game if the game will continue development after the prototype.

A group of people sitting in chairs

Description automatically generated with low confidence

Figure 1: Nursing home.

Diagram, engineering drawing

Description automatically generated

Figure 2: House Plan of a nursing home.

# **Game Structure/Gameplay**

## **Gameplay Loop**

The gameplay loop consists of the player reacting to the events and needs of the NPCs present in the game for an in game (10-15 minutes) day. (Example: a NPC that forgets to come to breakfast/lunch/dinner should have a Robot Tessa - [https://www.zorgvannu.nl/innovaties/zorgrobots-voor-dagstructuur](https://www.zorgvannu.nl/innovaties/zorgrobots-) installed in his room)

The player is rewarded with points for correctly using the technology and tools available to them based on the situation and punished for using them incorrect technology and/or tools and taking too much time to react.

The game will have a play time of 70-100 minutes (7 in game days).

At the end of the game, a quiz similar to a test might take place, where the knowledge of the player will be tested based on what he learned during the game. This feature is not set in stone and needs further discussion.

## **Player**

The player character will be controlled using mouse and keyboard in a first-person perspective. The player can interact with the technologies and tools available in the game and carry tools in his hands.

|  |  |
| --- | --- |
| **Key(s)** | **Action** |
| WASD | Movement |
| Shift | Sprint |
| Mouse | Look Around |
| E/F | Grab object |
| G | Drop object |
| Scroll Wheel / 1,2,3,4 | Switch between objects |
| Left Click | Interact |

## **Actions**

The player will be able to interact with the NPCs/Technologies based on the event, needs of the NPC and tools that are available.

The interaction consists of the player being in the proximity of the interactable object/location/NPC and pressing the interact button.

The interactions that can happen are specific per instance of the interactable.

## **Non-Playable Characters (NPCs)**

The interaction and events in the game are all based around NPCs. Since the NPCs are the biggest part of the game, they need to be complex.

The goal when designing the NPCs is to make them feel alive and semi-realistic. In order to achieve this, a few extra systems containing data will be implemented.

### **Stats**

The NPCs will have visually accessible stats such as hunger, the need to go to the toilet, sleep, etc.They will react to the stats as necessary. (Example: going to drink water when thirsty).The stats will be randomized within certain thresholds for every NPC.

### **Needs/Problems**

Each NPC will have specific needs that might trigger events to which the player needs to respond. These needs link to issues that lead to a caretaker specific situation. As for an example, a NPC that forgets to show up during group lunch will have a Robots Tessa installed in his room, in this case the problem is “forgetfulness” and the need is “reminder.

### **Schedules**

Each NPC will have a semi-randomized schedule each day, taking stats and needs into account.

Schedules might abruptly change based on events.

## **Objective/Goal**

The objective of the game consists of the player taking care of the needs of the nursed NPCs.

If the player takes care correctly and swiftly, he will receive a higher number of points.

The goal of the game is to complete the 7 days with the highest possible number of points.