Helping Paw

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# Overview

## **Theme / Setting / Genre**

- Animal Shelter

## **Core Gameplay Mechanics Brief**

* Animal Micro-Management
* Shelter Macro-Management

## **Targeted platforms**

* Windows

## **Project Scope**

- <Game Time Scale>

- Cost? Lol

- Time Scale 3 Weeks

- <Team Size>

- <Core Team>

- Gerry

- What does he/she do?

- 5 nuts/h

- Arjen

- Me

- Viktoria

- Victor

- Valentin

## **Influences (Brief)**

### **- <Influence #1>**

-

### **- <Influence #2>**

-

**- <Influence #3>**

-

## 

## **The elevator Pitch**

TBD

## **Project Description (Brief):**

## **Project Description (Detailed)**

## **Core Gameplay Mechanics (Detailed) [Not Yet]**

### **- <Core Gameplay Mechanic #1>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #2>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #3>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### **- <Core Gameplay Mechanic #4>**

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## **Story (Brief)**

<The Summary or TL;DR version of below>

## **Story (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## **Gameplay (Brief)**

<The Summary version of below>

## **Gameplay (Detailed)**

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

**S.W.O.T. Analysis**

Goal: Raise awareness and educate the public on the subject of Pet Adoption

Dog Perspective Idea

General Idea: Player plays as a dog. They go through the streets, looking for food. Two endings, where either the dog gets adopted or passes away from (x), (y) or (z) reason.

Strengths:

- Helps users better relate to the real life situation of stray animals.

- Efficiently shows the importance of the adopting parties in the process of animal rescuing.

- Taps into people’s strong empathy towards animals

Weaknesses:

- Nature of the branching storyline into different endings forces the game to rely on replayability to convey the full intended information spectrum.

- Engaging gameplay may desensitize users to the chief message of the game as the focus shifts to the action rather than the story.

Opportunities:

- Engaging gameplay and inclusive nature of the product increase its outreach potential.

Threats:

- Complexity of the project in relation to its scope runs the risk of delays in terms of production. (Multiple branches in the story. Dependence on time-consuming asset production.)

Animal Police Idea

General Idea: Following the point of view of a cop that goes to check a call for an animal hoarder. Player finds a person that has 50 dogs in their house. Objective is to get all the dogs and bring them to the shelter.

Strengths:

- Showcases the importance of Animal Shelters and procedure in the context of animal rescuing.

- Efficient portrayal of bad practices in the context of animal rescuing.

Weaknesses:

* Only showcases a niche part of the overall problem. Focus on its respective context may defocus people from the big picture.

Opportunities:

* Familiarity in the gameplay and engagement of the audience
* Availability on both phone and desktop

Threats:

* The existing possibility of the game not portraying the situation well enough, aka if not executed well enough, runs the risk of being cringey and/or unintentionally hilarious

Tamagotchi Idea

General Idea: Player works at a pet shelter. Player has to take care of animals that are brought into the shelter. There is an X amount of “cages”, at some point, there are a lot of animals that remain dirty and sick, waiting outside of the shelter and dying. Player starts having to spend more time tending to them, the overwhelming tasks degrade the state of the animals which inevitably become less attractive to potential adopters over time, take up too much time at the shelter and have to be eventually put down.

Strengths:

* Efficient at portraying shelter conditions and circumstances relevant to the goal.
* Engaging and meaningful gameplay drives the point across using the intrinsic context of the interaction rather than an adjacent story component.

Weaknesses:

* Game relies on the player’s inevitable failure to efficiently sustain their shelter, which may lead to players quitting before the end of the game.

Opportunities:

* Engaging gameplay helps increase the outreach of the product without diminishing its efficiency.
* The simplicity of the game makes it easy to understand and to keep playing, with the potential of an endless mode

Threats:

* Complexity of the project may lead to production delays and may force important content to be cut out of the final version.
* Without proper information for the designing team, the game could potentially not get the right message across