**Art style:**

Faces in dialogue boxes will be real pictures but just heavily posturized and colour graded.

As for the top-down style, still not completely sure, although cartoony would be alright. Maybe having an overall posturized theme would be fitting. It would require top-down images of each object, each with the posturized effect.

GUI style – flat and simple with tweens for smooth animation. Greyscale.

Mini-map – similar to GUI, either simple with shadows, or just blocks with outlines like in Hitman.

**Audio:**

Music:

* Main menu music, simple and bassy?
* Tense music fading in when anxiety gets too high.
* Briefing screen music, elevator music?

SFX:

* Different ambience for each level.
* Footsteps on carpet, tiles, grass, granite (maybe more).
* Either spoken dialogue (more fun and engaging) or short grunts when dialogue comes up (easier to do but less fun to make and play with).
* Doors opening and closing (sliding and squeaking).
* Pencil on paper.
* Clothes bustling when you bump into someone.
* Grunts

**Characters:**

Main character (player) – Damian (reference to Damian Hart)

Main shop checkout person – Mr. Parfait (reference to Mr. Perfect?), advertises milk that’s “Good for the bones”

Pharmacist checkout person – Mrs. C. Zanbil (reference to Ziggurat)

Zumzizeroo petition person (reference to Cat in the Hat):

Are you aware of the senseless, wholesale slaughter... of the flatulating, acid spitting Zumzizeroo?

Just sign my petition... with this large, oversized pen that requires two hands.

Officer from the West Orange Pavilion Mall, Paul Blart. Came here on vacation and was hired temporarily from security officer strikes (reference to Paul Blart: Mall Cop).

Zeo and Gladio, two best friends.

I.T. teacher – Jedi (reference to a schoolteacher):

* Teaches about game development with GDevelop?
* Must answer a question sheet (multiple choice) with questions relating to how SADS was made (e.g., how are the different levels implemented? With the answer being “External layouts”)

Geek kid – Conroy

Bully – Leon (kind of reference to Kyoya with Leone):

* Cool and popular kid with a fatter kid who follows him everywhere.

Art student – Jack

Misc characters:

* Emily – clothes storekeeper
* Sophie and Wales – twins in your class
* “The Princess” – asks you to fetch her a pitcher (unlocks an achieve called “The Princess Bride”?)

**Levels each character is in:**

**Monday - Park/playground:**

* Zumzizeroo man – Asking for petitions
* Jedi (and family?) – Picnic
* Conroy – Sitting on a bench using a laptop (mother told him to get some fresh air)
* Jack – Out getting inspiration

**Dinner with your neighbours:**

* Your parents
* Neighbours

**Tuesday - Shopping centre:**

* Mr. Parfait – Selling food to customers
* Mr. C. Zanbil – Selling drugs and medicine to customers
* Paul Blart – Keeping the “mall” safe
* Zumzizeroo man – Asking for petitions

**Wednesday – Gym:**

* Zeo and Gladio – Helping each other bench weights
* Leon – Using the treadmill (or rock climbing if that’s common enough in gyms)
* Mr. C. Zanbil (will have one spare drug) – Doesn’t work Wednesdays, there as a personal trainer for someone.

**Thursday - School:**

* Zeo and Gladio – Score 60% and 90% respectively on the test.
* Jedi – Teaches the lesson
* Conroy (gets everything right) – Stays in the computer room the whole day
* Leon (gets most things wrong) – Could mock Conroy and you pipe in and save him?
* Jack – Asks you for a portrait to draw in your break

**Friday - Party:**

* Zeo and Gladio – On the dance floor
* Leon – Obviously he’s there
* Jack – Chilling out by the food and drinks

**Each day planned out:**

**MONDAY – PARK/PLAYGROUND:**

**TASK:**

* Walk for X number of steps for exercise

**LEVEL BOUNDARIES:**

* Normal SADS rules since it’s the first level and should introduce the player to the game somewhat.
* Must stay on the running path, in which other runners will run on, both clockwise and anti-clockwise.

**DINNER WITH NEIGHBOURS:**

**TASK:**

* Make casual conversation when spoken to, and don’t speak out-of-line.

**LEVEL BOUNDARIES:**

* Talking out-of-line increases anxiety.
* Answering in an un-civil manner increases anxiety.

**TUESDAY – SHOPPING CENTRE:**

**TASK:**

* Buy milk

**LEVEL BOUNDARIES:**

* Normal SADS rules, except moving people give less anxiety than people standing still.
* If you pass zumzizeroo man he asks you to sign his petition, this increases anxiety. If you sign it, this will increase it further, but will give you a reward, maybe some kind of accomplishment or direction to milk shop. Could have a system like Hitman showing what opportunities the player has completed in the level.
* Going into the pharmacist you can buy drugs to decrease your anxiety. Only works if anxiety is more than 50%? Or maybe zumzizeroo man gives you money in exchange for the petition?

**WEDNESDAY – GYM:**

**TASK:**

* Do reps and tone up your rock-hard abs.

**LEVEL BOUNDARIES:**

* Play a mini game like The Escapists’ workout one where you need to do a certain number of reps.
* Failing to do reps while in view of other people causes your anxiety to increase. By finding a spot with no one in, you can miss as many reps as you like, and your anxiety will not increase.
* Being spotted by Leon will cause you anxiety to increase generally.

**THURSDAY – SCHOOL:**

**TASK:**

* Get a good education.

**LEVEL BOUNDARIES:**

* Go to first lesson, normal SADS rules apply in corridors.
* Get to Jedi’s lesson, then you’re taught very briefly on certain aspects used to make SADS.
* You then take a test based on what was taught. If you get lots of questions wrong, then your anxiety will increase a lot, and people will notice you not doing well. If you fail completely, Jedi will ask you in front of the whole class why you didn’t do well, in which case you may get an automatic anxiety attack, making you fail. Succeeding lowers your anxiety, depending on how well you did (above 60% to succeed for example).
* The test:
  + Done on a computer.
  + Computer turns on and logs in when the test starts, the player must open the test in the browser (the search bar is disabled since it’s a test, however bookmarks are not, and for some reason the SADS wiki is a bookmark, allowing the player to cheat by literally showing the answers, but not super blatantly. However, a radar will be on the screen which shows where Jedi is, and if he’s close to your computer when you have the wiki open, the fail the test and suffer from anxiety).

**FRIDAY – PARTY:**

**TASK:**

* Eat food.
* Exit by a non-conventional mean.

**LEVEL BOUNDARIES:**

* Normal SADS rules apply here, but to a way lesser extent. Touching someone does 0.1 anxiety at most.
* If you cross the dance floor (which you will to get to the food), Zeo and Gladio will pressure you to dance. This goes into a rhythm mini game like Just Dance with buttons where you time it right. If you do it well, you don’t get any anxiety. If you fail, you become a laughingstock and have an attack or gain a ton of anxiety.

Asset list for each level:

Shopping centre:

* Tiled floor
* Railings
* Plants
* Carpet
* Counters
* Doors
* Stairs

Gym:

* Carpet
* Weights
* Tiled floor
* Stairs

School:

* Carpet
* Tiles
* Doors
* Desks
* Computers
* New UI for the test
* Chairs
* Lockers

Party:

* Carpet
* Stairs
* Dining table
* Dining chairs
* Plastic cups
* Plates with food
* Bathroom (toilet, bath, sink, etc)
* Kitchen (sink, fridge, oven, counters, etc.)