

# Streaming Talents Complete Scope

## Planned Features

### *Life Work Balance, Time Management*

- Day Cycle
- Time System
  - o A Time Limit (Quota)
  - o Time Given in Hours
  - o Time Changes:
    - Streaming removes hours
      - Adds & Stress Popularity
    - Doing IRL activities removes hours
      - Removes Stress
- IRL (3D first person interactive)
  - o 3D Vtuber Model
  - o Interactive environment
    - Dialogue popups
  - o Stress system
  - o Additional Activates
    - Exercise
    - Napping
  - o Texting system with collabs and boyfriend/girlfriend
- Collab Vtuber Socialization
  - o Decide which collab to talk to
    - Increases chemistry
    - Removes stress based on chemistry

### *Popularity vs Reputation Management*

- Streaming Decisions
  - o Collab
    - 4 choices
  - o Sponsor
  - o Charity
  - o Stream Type (Will change chemistry with collabs depending on choice)
    - Games
    - ASMR
    - Singing

- Talking
- Streaming Game
  - Interactions with 2D/3D Games
  - Managing Comments
    - Comments spanning system
    - Responding to comments
    - Removing/Banning comments
    - Super chats and donations
  - Interacting with collabs

## Priority List

For our priorities, we created a list from 1 to 9 to what we considered the most important features/mechanics for the game:

1. Streaming
2. Company Quota
3. Story
4. Real Life / Apartment Area
5. Stream Chat System
6. Partner Story
7. Stream decisions/setup
8. Rent / Expenses and revenue
9. Collab System and Socialization