

Streaming Talents Design Direction

The Core Pillars

The design direction of this proposed project is composed to three pillars. These three pillars are designated as:

The Core Pillars



The player in this game will have their very own VTube career offered by a talent agency. The player must manage all the certain mechanics and systems that revolve around this pillar. These systems include the player's career growth in the online space, their reputation and how they interact with other VTubers. Beyond that, the player must appease their company by bringing in enough growth and money.

When not on the computer, the player must manage their own real life. This goes from expenses, rent and mental health. The player also has their own partner that they are forced to hide from their fans. The player lives in an apartment that they must clean and pay rent for. If the player does not take care of themselves, their mental health and work performance will falter.

Streaming is another core pillar of the game. The player as a VTuber has their own 3D model that they stream with. The player has their own stream chat, who the player must manage unless they get out of control. Along with this, on the player must play a series of minigames during the stream. Before the stream, the player can do a series of options to set up the stream. These can result in a positive or negative outcome.

Design Razors

A common part of working with people, especially in a team are conflicts. Conflicts can divide or seriously damage both teams and projects. However, in a high-pressure environment? It can destroy a project. To help address these conflicts, we created a series of actions we can choose to mitigate arguments and tension between peers.

- Dot Voting

Dot voting helps to add a sort of democracy to the team. People anonymously select what their preferred option and based on that the decision is made. However, if someone is the feature owner, they have the final say.

- Take a break/walk

Taking a break/walk can calm down the mind before anything rash is said or done. If something rash happens, it can create further conflict.

- Allow peers to both explain sides fully

Interrupting someone's flow of thought or speech can distract and entirely overwrite someone's idea. Allowing someone in a conflict to express their full intentions and reasons behind it can help find a decision or a common ground between team members.

Criteria

Our criteria for our game's success are built upon the player's transformation and response to the gameplay. Our goal here is to educate the player and help them empathize with VTubers (and live streamers) that work in the industry. Players don't necessarily have to sympathize, but the focus is still on educating and helping the players empathize with VTubers is still relevant. Therefore, our criteria remain that if players are transformed through our project by education, then it is considered a success.