Streaming Talents Core Mechanics

The core mechanics of Streaming Talents revolve around a continuous daily cycle. Involving tending to real life activities, streaming, and dealing with both the company and fans.
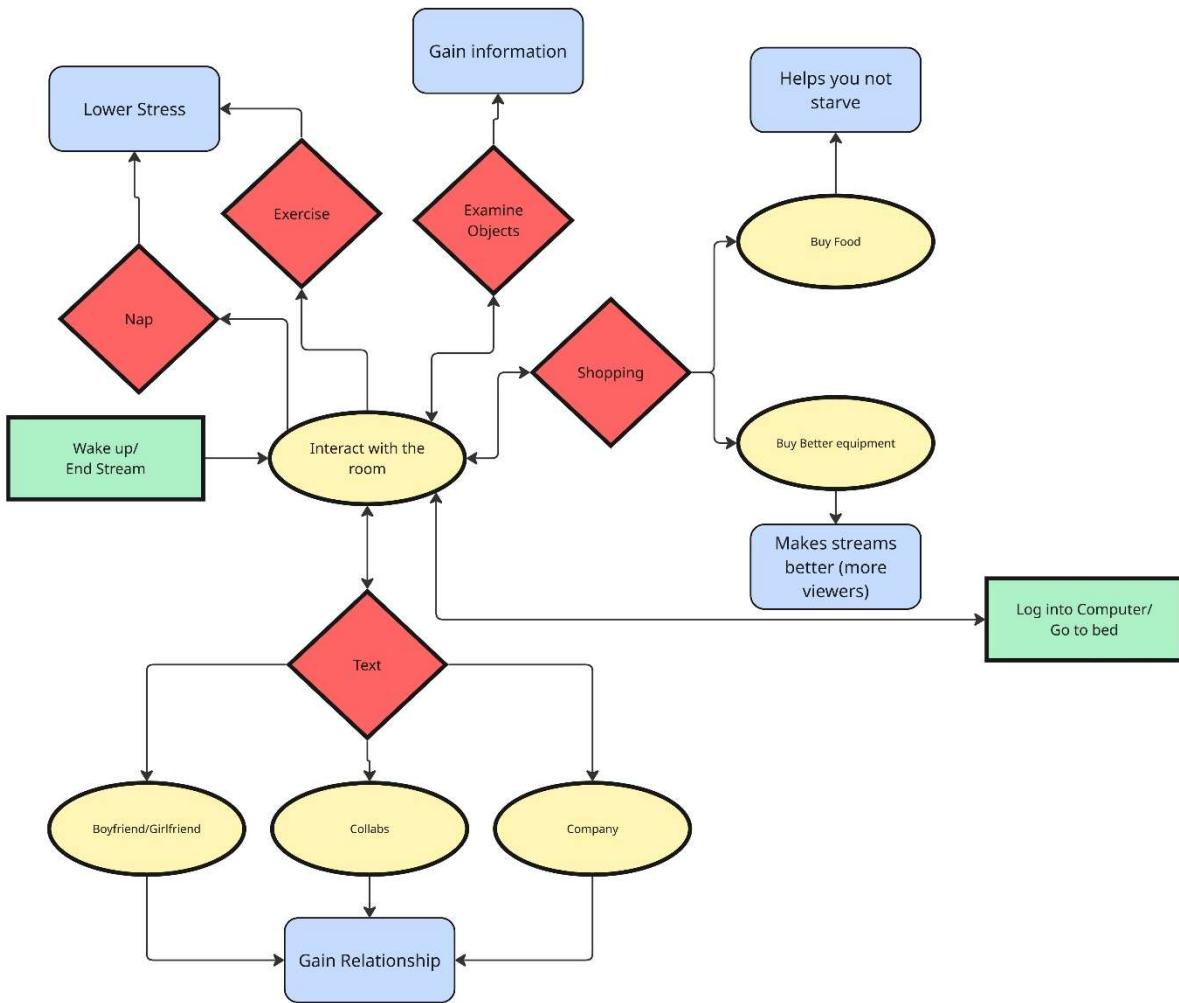
Each day, players determine their course of action based on their follower count, income, reputation, and psychological stress levels. The day begins by displaying the previous day's outcomes and status changes, prompting players to choose their streaming approach for the day—whether casual chatting, following trending topics, or collaborating with other VTubers in their company. Each streaming type carries distinct rewards and costs, determined by the player's specific choices. For instance, some may yield substantial income but increase stress levels. Or raise up their reputation but lower their income. These decisions force players to constantly balance "authenticity" against "profitability."

Live streaming forms core gameplay. Audience comments appear in real-time, ranging from encouragement and requests to criticism or emotional dependency. Player responses to these comments directly impact stress levels, fan reactions, and public image. Alongside these comments, they will also have to deal with whatever else they are doing on stream, whether it's playing a new game or talking about the latest drama.
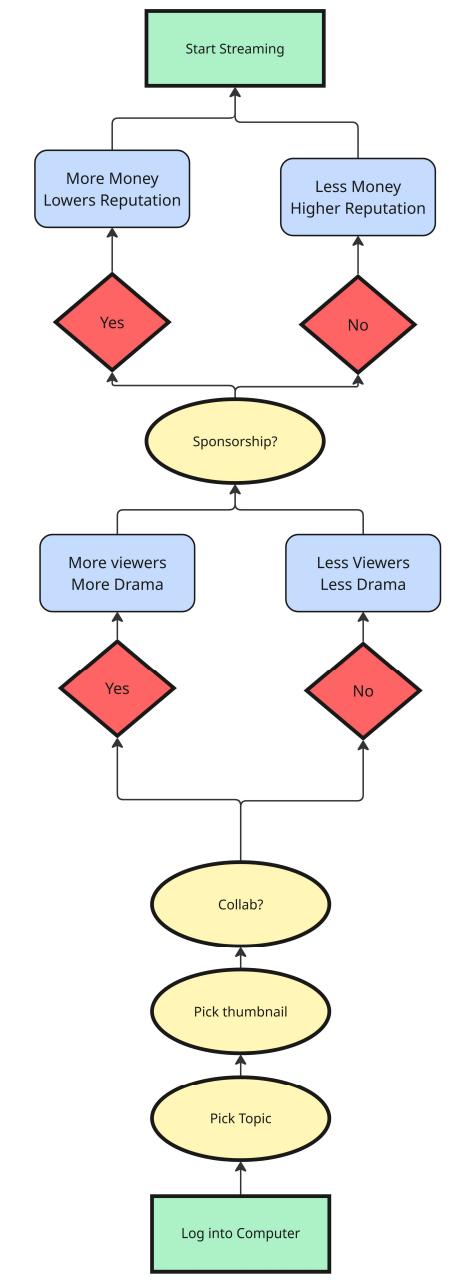
After signing off, players review daily fan growth, earnings, and stress fluctuations before entering Personal Time. During this period, players may choose to rest, exercise, go out, etc. Different leisure activities reduce stress, improve mood, or enhance streaming skills. These "self-management" choices form another crucial loop, requiring players to not only cultivate their character image but also maintain their own physical and mental sustainability.

Simultaneously, players must navigate the tension between "catering to the market" and "staying true to themselves." As the game progresses, conflicts arising from audience expectations, corporate demands, trends, and personal values gradually shape the protagonist's trajectory. Ultimately, players' choices determine whether they evolve into a highly commercialized online idol or a sincere yet vulnerable creator. This interwoven system aims to authentically convey the daily pressures, temptations, growth, and sacrifices experienced by online creators.

IRL Gameplay Loop (Before and after stream)

Gain information

Lower Stress

Helps you not starve

Exercise

Examine Objects

Buy Food

Nap

Shopping

Buy Better equipment

Wake up/
End Stream

Interact with the room

Makes streams better (more viewers)

Log into Computer/
Go to bed

Text

Boyfriend/Girlfriend

Collabs

Company

Gain Relationship

Stream Set-up Loop (Before the stream)

```
                    ┌─────────────────┐
                    │ Start Streaming │
                    └─────────────────┘
                             ▲
              ┌──────────────┴──────────────┐
    ┌──────────────────┐         ┌──────────────────┐
    │   More Money     │         │   Less Money     │
    │ Lowers Reputation│         │ Higher Reputation│
    └──────────────────┘         └──────────────────┘
              ▲                            ▲
         ┌─────────┐                  ┌─────────┐
         │   Yes   │                  │   No    │
         └─────────┘                  └─────────┘
              └──────────────┬──────────────┘
                      ┌──────────────┐
                      │ Sponsorship? │
                      └──────────────┘
                             ▲
              ┌──────────────┴──────────────┐
    ┌──────────────────┐         ┌──────────────────┐
    │   More viewers   │         │   Less Viewers   │
    │    More Drama    │         │    Less Drama    │
    └──────────────────┘         └──────────────────┘
              ▲                            ▲
         ┌─────────┐                  ┌─────────┐
         │   Yes   │                  │   No    │
         └─────────┘                  └─────────┘
              └──────────────┬──────────────┘
                      ┌──────────────┐
                      │    Collab?   │
                      └──────────────┘
                             ▲
                      ┌──────────────┐
                      │ Pick thumbnail│
                      └──────────────┘
                             ▲
                      ┌──────────────┐
                      │   Pick Topic │
                      └──────────────┘
                             ▲
                    ┌─────────────────┐
                    │ Log into Computer│
                    └─────────────────┘
```

Streaming Loop (During the stream)

Streaming Gameplay Loop

```
                              Start Streaming              End stream

                                                                          React to
                                                                          Chat
                                    Start stream                         Messages

Viewers go up or                                                                      Viewers mood go
down based on          Play game                 Manage Stream                        up or down
gameplay
                                                                          Ban
                                                                          Messages
                                    Events

                Special events                         Collab Interactions

         Do                    Real life         Talk with          Play with
         Sponsored             Problems          them               them
         Adds                  (internet,
                               partner)

  Gains more money      Lowers Viewers            Collab's
                                                  relationships goes
                                                  up or down
```