Casual Fluffies Documentation and Specification

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| FluffyScript |  |
| Variables | + Direction: float |
|  | + State: int |
|  | + Speed: float |
|  | - Action: int |
|  | + Size: float |
|  | + Target: GameObject |
|  | + Needs: FluffyVariables |
|  | - TargetTag: string |
|  | + Motivator: int |
|  | + FrozenState: bool |
|  | + Falling: bool |
|  | + Held: bool |
|  | + Mood: float |
|  | + ID: int |
|  | + LimbNumber: int |
|  | + LoadedIn: bool |
|  |  |
| Genetics | + SetRace(int, int): void |
|  | + SetAlicorn(bool, bool): void |
|  | + SetBase(Color, Color): void |
|  | + SetMane(Color, Color): void |
|  | + SetEyes(Color, Color): void |
|  | + SetHair(int, int): void |
|  | + SetSize(float, float): void |
|  |  |
|  | - Start(): void |
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Findings during original playtesting:

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| No. | Version | Date |
|  |  |  |
| Observation | | |
| Fluffies do not die from getting their limbs or ears chopped off. | | |
| Assumptions | | |
| 1. Fluffies do not have a system to track their physical health besides food intake. 2. Chopping off limbs does not affect their health right now. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Male adult fluffies try to rape mares. | | |
| Assumptions | | |
| 1. Some male fluffies are generated with a “rapey” characteristic. 2. There is a certain threshold for sexual desire in male fluffies that, once surpassed, makes a fluffy rape a mare instead of asking for “special huggies”. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Fluffies convert their names into fluffspeak. | | |
| Assumptions | | |
| The scripting contains a fluffspeak generator method. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Fluffy speech bubbles do not contain capital letters, even if their names are written with capital letters. | | |
| Assumptions | | |
| The fluffspeak generator method converts the name in lower case letters before making the adjustments for fluffspeak. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| The game has a day-and-night cycle. The sun rises at the left side of the screen and sets at the right side. The lighting changes with the daytime. | | |
| Assumptions | | |
| 1. A script handles the lighting and the sun’s movement. 2. A shader handles the lighting of the scene, based on the current daytime. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Fluffy mare dies shortly after childbirth. Blood splatters are generated where she gave birth. | | |
| Assumptions | | |
| 1. A script handles the outcome of a childbirth event. 2. The outcome of birth is determined by luck. 3. The outcome of birth is determined by other factors, like the number of babies. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Some babies are dead after childbirth. | | |
| Assumptions | | |
| 1. A script determines the chance of a baby being a stillbirth. 2. The chance of a baby being a stillbirth is determined by luck. 3. The chance of a baby being a stillbirth is determined by other factors, like the number of babies. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

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| No. | Version | Date |
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| Observation | | |
| Fluffies are scared during nighttime. | | |
| Assumptions | | |
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| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

Changelog:

* Bugfix: cut out eyes don’t show the right sprite.