Casual Fluffies Documentation and Specification

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|  |
| + State: int |
|  |
| + Speed: float |
|  |
| - Action: int |
| Unused. |
| + Size: float |
|  |
| + Target: GameObject |
|  |
| + Needs: FluffyVariables |
|  |
| - TargetTag: string |
| Unused. |
| + Motivator: int |
|  |
| + FrozenState: bool |
|  |
| + Falling: bool |
| Is set to “true” when a fluffy is falling. |
| + Held: bool |
|  |
| + Mood: float |
|  |
| + ID: int |
|  |
| + LimbNumber: int |
| Tracks the number of limbs a fluffy has. |
| + LoadedIn: bool |
| Tracks if a fluffy was loaded in via the Fluffy Business Menu. |
| 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 |
| Sets a fluffy’s genetics, randomizes its Needs component attributes and sets the fluffy model’s components and its colors.  “This tedious, repetitive shitheap sets the fluffy's sex, mood, health, and a bunch of shit that could have just been put in the prefab, then uses its genetics to determine its appearance. Also includes support for spawning fluffies without limbs.” |
| Technical | + SetRelationship (Relationship, bool): void |
| “This adds to the values of a relationship between fluffies and creates that relationship if it isn't already present.  Major determines whether or not special relationship flags will be affected.“ |
| + GetRelationship (int): Relationship |
| “This retrieves a relationship between the owner of the script and the fluffy with the specified ID.” |
| + Seek (string): void |
| Seeks fluffies in an euclidian distance of 30 (2 for blind fluffies) for an action, based on the current Motivator attribute.  “<40 morality: rapes mares without asking  <25 morality: rapes talkie babbehs  <10 morality: rapes chirpie babbehs“ |
| + Check (): void |
| “Check the fluffy's motivator for approaching the current Target and perform an action on it accordingly.” |
| - Update(): void |
| Unity’s Update() method is used to determine if a fluffy dies (when Needs.Health reaches 0) or is falling. |
| - FixedUpdate(): void |
| Unity’s FixedUpdate() method is used to move the fluffy GameObject on the screen. Only triggers when the State attribute is either walking (1), seeking (2), or fleeing (4).  “if state is set to walking, seeking, or fleeing, move” |
| + SetDirection (Dir: int): void |
| Sets a fluffy model’s direction to the left (Dir == 0) or to the right (Dir == 1). |
| - GetDescendants (GameObject, List<GameObject>): void |
| “get all the descendants of the target object, useful for setting colors within bullshit convoluted skeleton hierarchy”  Note: this method returns void, so you would need to declare a new List<GameObject> first before using it. |
| - OnTriggerEnter2D (Collider2D): void |
| “If the fluffy is seeking something out, perform an action on it.“ |
| + Mate (Alicorn: bool, Submissive: bool): void |
| Handles the act of mating of two fluffies, including messages of the fluffies involved and fluffies watching, impregnation and death due to rape.  “ENFIES.” |
| + FluffyEvent(FluffyState: int, Action: int, Object: GameObject, Turns: int, Animation: string, FluffySpeed: float, Face: int, Forced: bool): void |
| Sets the animator trigger (<https://docs.unity3d.com/ScriptReference/Animator.SetTrigger.html>) and face in the AnimEvents component of a fluffy based on its current state. |
| + LoseLimb (int Limb): void |
| Handles the loss of a limb when a player uses the knife tool. Generates a |
| + AffectPersonality (Morality: float, Decency: float, Cannibalism: float, Sexuality: float): void |
| Changes the attributes in the Needs component and assures its value lies between 1 and 100. |
| Effects | + Die (): void |
| Handles the instantiation of the fluffy corpse and destruction of the living fluffy GameObject. |
| + Poop (): void |
| Spawns a poop object when a fluffy poops and changes its stance based on its age. |
| + Bleed (): void |
| Spawns a blood object where the fluffy stands. |
| + Vomit (): void |
| Spawns a Vomit object at the head of the fluffy. Increases the Needs.Hunger attribute by 30. |
| + SpawnParticle(Particle: string): void |
| Spawns the particle defined by the string parameter. |
| + Message (Text: sting, OtherName: string[], Substitute: string[], SelfSubstitute: string[]): void |
| Instantiates a Message textbox with a string message defined by the Text attribute. The fluffspeak transformation happens here. |
| + PlaySound (Sound: string, Voice: bool): void |
| “Hoo boy, this one gets used a lot. When this is called, a one-shot sound effect that plays a sound and then deletes itself will be spawned at the fluffy's position.  Voice determines whether the fluffy's age will affect the pitch of the sound.” |
| Affects Bystanders | - OnCollisionEnter2D (collision: Collision2D): void |
| Handles the fall damage a fluffy receives, and also its messages and those of other fluffies witnessing the fall.  “Detect that the fluffy is no longer falling and apply fall damage while scaring the shit out of other fluffies if possible.” |
| - SpecialHuggies (Fluffy: GameObject, Submissive: bool): void |
| „The owner of the script impregnates the specified fluffy. See Mate for the actual enfing.“ |
| Doesn’t Affect Bystanders | + Eat(Food: GameObject): void |
| Let’s the fluffy eat a certain GameObject by calling the FoodScript.Eat() method. Handles the decrease/increase in morality/cannibalism depending on the food item eaten. |
| + HitAction (Fluffy: GameObject): void |
| Is called when the fluffy hits another fluffy. Decreases the mood, health of the fluffy passed as an argument, and sets the relationship accordingly. Also handles sounds and messages of the fluffy hit and triggers the Bleed() method. The method checks if a fluffy has a missing right or left front leg and won’t do anything in case it does. |
| - Nurse (Fluffy: GameObject): void |
| Used by newborn fluffies to get milk from the fluffy passed as an argument. Handles the messages by the nursing fluffy, based on the relationship to the baby fluffy and different morals of the nursing fluffy.  Nursing fluffies do not have to be the mother of the fluffy. High morale in fluffies can lead to lactating fluffy mares to nurse other babies as well.  “The owner of the script tries to nurse from the specified fluffy.” |
| - Suckle (Fluffy: GameObject): void |
| „This is where the fluffy actually drinks milk. Successful Nurse attempts lead here.“ |
| + Converse (Fluffy: FluffyScript): IEnumerator |
| Starts a conversation action between the fluffy object and another game object with the FluffyScript attached. The “alicorn fear” action is checked first. Then it handles different interactions (see below).  “The owner of the script has a short conversation with the specified fluffy.”  “type 0 = greeting  type 1 = proposal  type 2 = breakup  type 3 = first meeting  type 4 = soliciting” |

|  |  |
| --- | --- |
| FluffyVariables | |
|  | + Morality: float |
|  |  |
|  | + Decency: float |
|  |  |
|  | + Cannibalism: float |
|  |  |
|  | + Sexuality: float |
|  |  |
|  | + IsCannibal: bool |
|  |  |
|  | + Hunger: float |
|  |  |
|  | + Thirst: float |
|  |  |
|  | + Poop: float |
|  |  |
|  | + Health: float |
|  |  |
|  | + SexDrive: float |
|  |  |
|  | + Milk: float |
|  |  |
|  | + Lactating: bool |
|  |  |
|  | + LactationTime: float |
|  |  |
|  | + Gestation: float |
|  |  |
|  | + Pregnant: bool |
|  |  |
|  | + FoalNumber: int |
|  |  |
|  | + Miscarrying: bool |
|  |  |
|  | + Sex: int |
|  |  |
|  | + Age: float |
|  |  |
|  | + Name: string |
|  |  |
|  | + ID: int |
|  |  |
|  | + Description: string |
|  |  |
|  | + Race: int |
|  |  |
|  | + FatherGenes: FluffyVariables |
|  |  |
|  | + Base: Color |
|  |  |
|  | + Mane: Color |
|  |  |
|  | + Eyes: Color |
|  |  |
|  | + CutieMark: Color |
|  |  |
|  | + Hair: int |
|  |  |
|  | + Size: float |
|  |  |
|  | + Relationships: List<Relationship> |
|  |  |
|  | + NoEyes: bool |
|  |  |
|  | + NoEarR: bool |
|  |  |
|  | + NoEarL: bool |
|  |  |
|  | + NoFrontLegR: bool |
|  |  |
|  | + No FrontLegL: bool |
|  |  |
|  | + NoBackLegR: bool |
|  |  |
|  | + NoBackLegL: bool |
|  |  |
|  | + NoTail: bool |
|  |  |
|  | + NoHorn: bool |
|  |  |
|  | + NoWings: bool |
|  |  |
|  | + NoCutieMark: bool |
|  |  |
|  | + RaceGenes: int[] |
|  |  |
|  | + AlicornGenes: bool[] |
|  |  |
|  | + BaseGenes: Color[] |
|  |  |
|  | + ManeGenes: Color[] |
|  |  |
|  | + EyeGenes: Color[] |
|  |  |
|  | + HairGenes: int[] |
|  |  |
|  | + SizeGenes: float[] |
|  |  |

|  |
| --- |
| Relationship |
| + FluffyID: int |
| Tracks the ID of the fluffy the script owner has a relationship with, initialized as -1 (i.e. unknown fluffy, gets greeted with a “nyu fwiend?” message). |
| + TimeSince: float |
|  |
| + Met: float |
|  |
| + Fluffy: GameObject |
| References the fluffy GameObject of the fluffy the script owner has a relationship with. |
| + LastSeen: Vector2 |
| The place (as a Vector2 object) where the fluffy was seen by the script owner. |
| + Lust: float |
|  |
| + Protectiveness: float |
|  |
| + Admiration: float |
|  |
| + Submission: float |
|  |
| + Love: float |
|  |
| + Fear: float |
|  |
| + Anger: float |
|  |
| + IsChild: bool |
|  |
| + IsParent: bool |
|  |
| + IsSpecialFriend: bool |
|  |
| + IsSibling: bool |
|  |
| + IsDeceased: bool |
|  |

|  |
| --- |
| MessageScript |
| + RelativePosition: Vector3 |
|  |
| + Anchor: GameObject |
|  |
| *+ Number: int* |
| Keeps track of the number of message object. Important for determining the sorting order in the Start() method. |
| - Start(): void |
| Invokes the DestroyObject() in 5 seconds and sets the sorting order of the message object based on the Number field. Increments Number. |
| - Update(): void |
|  |
| - DestroyObject(): void |
| Destroys the message object. Exists only to be invoked by name in Start(). |

Findings during original playtesting:

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 1 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 2 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 3 | 0.8.5.1 |  |
| Observation | | |
| Fluffies convert their names into fluffspeak. | | |
| Assumptions | | |
| The scripting contains a fluffspeak generator method. | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 4 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 5 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 6 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 7 | 0.8.5.1 |  |
| 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 | | |

|  |  |  |
| --- | --- | --- |
|  | | |
| No. | Version | Date |
| 8 | 0.8.5.1 |  |
| Observation | | |
| Fluffies are scared during nighttime. | | |
| Assumptions | | |
|  | | |
| Findings | | |
| TBD | | |
| Resolution | | |
| TBD | | |

Changelog:

0.8.5.2

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

0.8.5

CASUAL FLUFFIES V0.8.5

 i noticed that my stallions kept dickraping each other, so i fixed it.  
  
-stallions can now properly break up with low-morality mares  
-horny stallions can no longer rape other stallions

0.8

CASUAL FLUFFIES V0.8

the big, untested, potentially dangerous rape update   
  
-mares without front limbs can no longer prevent alicorn foals from nursing  
-cutie marks are no longer visible when other fluffies stand in front of them  
-allowing a pregnant mare to be raped no longer changes the biological father of the foals  
-color dominance has been altered, making brighter, more saturated colors further along the color spectrum dominant  
-white mushrooms from the feeding menu no longer heal fluffies  
-alicorn genes can now produce stillborn foals  
-the mouse wheel now zooms the screen in/out and it looks like shit   
-low-morality mares now correctly remember and hate strange foals that try to nurse  
-added special dialogue for pillowed mares being unable to stop strange foals from nursing  
-mares can no longer ask other fluffies for special huggies, as this may have contributed to ghost foal creation  
-stallions can now ask mares for special huggies and then rape them if they say no  
-mares who are repeatedly attacked/raped by a special friend will become submissive toward the special friend   
-reworked shameless horny stallion behavior  
-added decency stat that affects most social interactions  
-low decency will not say the other fluffy's name when chatting  
-very low decency will walk up to random strangers and ask them if they want to have sex or display horny stallion behavior with low morality  
-fluffies now learn from their environment and will slowly change their personalities depending on actions performed on and around them  
-fluffies now walk more slowly depending on their health and will crawl at <40 health  
-fluffies now forget relationships over time instead of all at once after not speaking for ten minutes  
-nameless fluffies with a very strong friendship will now call each other "bestest fwend"  
-non-rapist fluffies who would ordinarily talk about wanting special huggies will now talk to fluffies of the opposite sex if they are nearby  
-the game will now launch in potato mode if it detects that your screen resolution is too small for the window, people having trouble reaching the build button should now be able to but the entire game will look like actual ass for those people  
-day/night cycle now progresses 3 times faster

0.7

CASUAL FLUFFIES V0.7

 i struggled with a lot of unnecessary bullshit here but it's less buggy than usual  
  
-blind mares can no longer reject foals or identify alicorns  
-fluffies no longer complain about their stumps when hitting to preserve context  
-mares without front legs can no longer prevent foals from nursing  
-stallions without front legs can no longer give special huggies  
-corpse parts are now eaten in one bite  
-corpse torsos with stump legs can now be properly eaten  
-nutrition gained from wild plants has been redistributed so that pregnant and nursing ferals can't starve to death while constantly eating  
-altered "empty bowl" dialogue  
-alicorns are now properly treated as alicorns after having their horns/wings removed and will no longer fear other alicorns who still have their wings/horn  
-added an inventory system similar to the building menu, with a bunch of reskinned food bowls and balls that fluffies can play with  
-pregnant mares' bellies start showing much sooner and slow them down a little  
-altered poison-related dialogue  
-altered wild plant dialogue  
-added a food menu with a bunch of different things to fill food bowls with, including spaghetti, poison, and actual feces  
-cannibals no longer kill and eat non-cannibal friends, what counts as a friend depends on morality  
-added a bunch of little graphical effects  
-added visible vomit  
-plants now properly grow on placed grass tiles  
-the scroll wheel is now less useless when navigating menus  
-added a food trough

0.6.5

-mothers can now properly tell the difference between being away from foals and having witnessed all of their deaths and will no longer slide across the ground when unable to find them  
-living fluffies' limbs, tails, wings, horns, ears, eyes, and cutie marks can now be removed  
-dead fluffies' faces now have the same colors as living fluffies' faces  
-added dirt walls and metal bars to the building menu   
-fluffies will now snap out of a glitched falling state on their own, it's not ideal but it's the only thing i could think of doing without breaking things  
-the foal "scawy noisie" fix now applies to everything, not just rape

0.6

CASUAL FLUFFIES V0.6

i've seen fluffies sliding across the ground and walking backwards sometimes, but i can't figure out how to replicate it, so while i think my fixes worked, i can't be sure. let me know if you can reliably get fluffies to slide around on their bellies at running speed, or replicate any other bug, because this build feels like a fucking mess.  
  
-tweaked several animations  
-pregnant mares now gain visible bellies  
-mothers now lactate and gain visible teats  
-chirpy foals can no longer walk or eat regular food, and instead crawl slowly and drink milk from lactating mares  
-cannibal mares can pass cannibalism on through their milk  
-mares with low morality will reject strange foals and possibly beat them   
-chirpy foals no longer speak when fluffies are smashed against the floor or raped in other rooms  
-hunting cannibal speech bubbles now read "\*fucking BITE\*" instead of "\*fucking SMACK\*"  
-fluffies now interact with each other and form rudimentary relationships  
-fluffies can forget about each other if separated for long periods of time  
-cannibals no longer get excited when other cannibals are hurt near them  
-fluffies have new dialogue for events related to fluffies they have different relationships with  
-fluffies will now run from cannibals if they have previously been hit by them  
-consensual enfing now occurs as part of conversations instead of randomly, rape can also happen during a conversation but still happens randomly  
-regular grass can no longer poison fluffies   
-alicorn fear is now triggered through attempts to converse and be conversed with instead of through existing in general, preventing the inevitable ear rape that used to occur when doing literally anything involving alicorns  
-fluffies now say 'gib' instead of 'gif', both for consistency and because 'gif' sounds stupid  
-added a window tile  
-plants can no longer grow on tiles that have been placed over the base grass layer  
-mechanical and building tiles can no longer occupy the same space  
-plants are now deleted when the tile under them is replaced  
-mechanical tiles are now visible when placed underground  
-plants are no longer deleted when editing wall tiles

0.5

CASUAL FLUFFIES V0.5

no flufficide drones but you can build a machine that automatically identifies chirpy rapists so that's close enough   
  
-added a brand-new building menu with several cosmetic tiles and a mechanical component system that's basically just a less functional version of the one in fluffsim  
-reworked the way fluffies walk so that it doesn't fuck up their physics  
-mares can no longer lose foals when interrupted while giving birth  
-fluffies no longer change direction randomly outside of walking/running during wandering  
-fluffy animation transitions are now slightly smoother  
-fluffies no longer slide across the ground  
-fixed general falling-related weirdness  
-fluffy hitboxes are now slightly shorter as a side effect of falling fixes, fluffies can no longer function when suspended in three-block gaps  
-added in-game instructions so that new players can more easily figure out what the hell is going on  
-tool tray is now disabled when editing to prevent menu-related bugs, returns when leaving editing window

0.4

CASUAL FLUFFIES V0.4

it's here and it's disappointing  
  
this is just a bunch of visuals and bugfixes, expect flufficide drones in the next update.  
  
-cannibals now attack and chase more reliably   
-fluffies no longer slide across the ground after performing some actions  
-reworked a bunch of shit internally  
-fluffies now flinch when smacked against the ground  
-new animations for falling and being held, fluffies falling or being held cannot perform any actions  
-fluffies no longer stick to walls  
-fluffies now have different fluff styles and sizes, sexes can be told apart visually through hair  
-added seasons and weather, currently affects sun height and plant spawning behavior  
-added new music that isn't my little pony for each season  
-starving cannibals will now eat regular fluffy food and can be converted back to regular behavior the same way normal fluffies become cannibals  
-fluffies now say the name of a fluffy who is smashed to death instead of just 'fwend'  
-the camera still does weird shit at world borders but will no longer go out of bounds  
-fluffies are now born without cutie marks and gain them at maturity  
-fluffies with low morality will no longer react when a fluffy is raped near them  
-mares in labor can no longer be pulled out of labor by nearby events  
-pooping no longer increases a fluffy's ambient mood  
-poison now decreases a fluffy's ambient mood  
-vomiting makes fluffies hungrier  
-cannibals no longer make weird noises when hungry  
-stallions no longer teleport into the air when mating with a fluffy being held up in the air  
-sex drive is now set to 0 instead of just being reduced, this keeps stallions from repeatedly raping mares and keeps pregnant fluffies from retaining sex drive  
-sexually frustrated stallions will now rape fluffies they wouldn't normally rape  
-pregnant fluffies now require more food  
-corpses have been massively nerfed, pits full of fluffies with no food can no longer sustain themselves on their own dead alone  
-miscarriage now decreases ambient mood  
-fixed some pause menu fuckery

0.3

CASUAL FLUFFIES V0.3

* boom it‘s finally out
* -foals no longer look like they want to kill someone as they’re fleeing from a rapist  
  -fluffies can now interact with things in very cramped spaces and can no longer see through walls  
  -build mode is now a button on the tray  
  -corpse bleeding on dismembering is no longer fucked up   
  -audio is now louder by default  
  -starving fluffies can now eat corpses and will become enthusiastic cannibals who don’t give two shits about death if it happens enough times  
  -plants now grow on grass, some safe, some toxic, some hallucinogenic, whether any of them have realistic sizes compared to fluffies is up for debate but that’s a problem for another update  
  -mares can no longer miscarry from being raped while giving birth  
  -fluffies now flee when attacked by other fluffies  
  -added basic day/night cycle, will affect things in the future but currently just looks weird  
  -added options menu with volume settings  
  -(probably) removed all traces of unity placeholder graphics, now all the menus are covered in hearts and shit and the font is pixelated  
  -cleaned up a bunch of stuff internally  
  -made the game window slightly smaller so that it doesn’t get fucked up on smaller screens  
  -added a box button that will be an inventory system in the future but currently just replaces the “e to spawn food dish” bullshit and also lets you destroy them  
  -not exactly a fix, but the rare ‘floater’ bug should now be able to be resolved by picking up the afflicted object and putting it back down  
    
  game is mainly controlled with the mouse, press space to spawn a fluffy  
  interact with the world using the buttons, some of them can click and drag while others just click  
  building and dish spawning operate using shift-click, left click to spawn and right click to delete  
    
  http://www.mediafire.com/file/yktshuj84p5y15s/Casual+Fluffies+v0.3.zip  
    
  UPDATE: there has been a hotfix. Plants are now deleted when you build on top of them, and major graphical issues involving the sun being a piece of shit have (hopefully) been fixed.

0.2

CASUAL FLUFFIES V2.0 IS HERE [sic]  
  
  
-the floor is now grass and it wants to go in your ass  
-added unicorns, pegasi, and alicorns  
-fluffies fear alicorns and will run from them  
-added a morality stat that affects a fluffy’s decisions, from "only has special huggies with willing mares" to "classic babbeh enfer"  
-fluffies now react to all rape, not just that which results in death  
-fluffies now react when other fluffies die or are bashed against walls  
-shit and blood stains are now handled in an entirely different manner, massively increasing performance  
-small falls ("oof!" "cheep!") no longer affect ambient mood  
-fluffies can now be named and given descriptions with the magnifying glass tool, named fluffies will refer to themselves and be referred to using their names  
-mares willing to have special huggies now talk about wanting to have babies  
-fluffies now have realistic genetics and will pass them down to offspring  
-added a button replacement tray that may or may not look less like shit than the old gui but i'm not making any promises, it looks awkward because more tools are planned  
-fluffies spawned with the space bar are now fully grown so you can get right to the fuckery  
-speech bubbles are now less fucked up  
-the game now has its own icon instead of the default unity icon  
-removed the shitty popup you see before the game starts  
  
still no title screen or saving but i have a blog now: https://casualfluffies.blogspot.com/  
  
wasd to move the camera  
hand button in tray picks up objects  
sponge cleans shit/blood splatters  
garbage bag removes corpses  
bowl fills food bowls  
magnifying glass brings up fluffy info  
knife dismembers corpses  
space to spawn a fluffy  
e to spawn a dish

Known Bugs:

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| ID No. | Date | Version | Status | Fixed in version: |
| B001 | 03-01-22 | 0.8.5.1 | fixed | 0.8.5.2 |
| Description | | | | |
| The “eye-missing” sprite won’t show on living fluffies after eyes were cut out | | | | |
| Solution | | | | |
| Added a line in FluffyScript that sets the Shine sprite to inactive when the LoseLimb() method is called for the eyes. | | | | |

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| ID No. | Date | Version | Status | Fixed in version: |
| B002 | 03-01-22 | 0.8.5.1 | fixed | 0.8.5.2 |
| Description | | | | |
| GUI elements do not fit into screen. | | | | |
| Solution | | | | |
| Changed “Render Mode” in the Canvas component of every GUI element (i.e. “Interface”, “Menu”, “Option”, “Building Menu”, “Sensor Menu”, “Inventory Menu”, “Food Menu”, “Weird Technical Shit Menu”, “Fluffy Business Menu”) to “Screen Space – Camera”, and the Screen Match mode in the Canvas Renderer components to “Expand”. | | | | |

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| ID No. | Date | Version | Status | Fixed in version: |
| B003 | 03-01-22 | 0.8.5.1 | open |  |
| Description | | | | |
| Fluffies get stuck while walking if part of their model touches a block above them (unicorns!). | | | | |
| Solution | | | | |
| Rework the walking mechanics. Check if a fluffy can fit underneath a block, and try to crawl under it if necessary. | | | | |

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| ID No. | Date | Version | Status | Fixed in version: |
| B004 | 03-01-22 | 0.8.5.1 | open |  |
| Description | | | | |
| “BestFit is only supported for dynamic fonts. Font 'PIXEARG\_' is not dynamic.  UnityEngine.Canvas:SendWillRenderCanvases ()” | | | | |
| Solution | | | | |
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| ID No. | Date | Version | Status | Fixed in version: |
| B005 | 03-01-22 | 0.8.5.1 | open |  |
| Description | | | | |
| Mating fluffies face different directions. | | | | |
| Solution | | | | |
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| ID No. | Date | Version | Status | Fixed in version: |
| B006 | 03-01-22 | 0.8.5.1 | open |  |
| Description | | | | |
| Pressing the Options button in the menu while having the magnifying glass selected opens the details panel for fluffies behind the menu. | | | | |
| Solution | | | | |
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Possible Features and Changes:

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| ID No. | Date | Status | Implemented in Version |
| C001 | 04-01-22 | Open |  |
| Description | | | |
| Plants are stored under a global game object. | | | |
| Details | | | |
| The moment you start the game, the hierarchy gets flooded with newly generated plant game objects. It would make sense to store them in a game object to keep the hierarchy view clean. | | | |

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| ID No. | Date | Status | Implemented in Version |
| C002 | 04-01-22 | Open |  |
| Description | | | |
| Fluffies are stored under a global game object. | | | |
| Details | | | |
| See C001. Also, the system is currently taking in every fluffy in game via a raycast – every time it needs to iterate through all fluffy game objects. This takes a toll on the performance in the long run. Better to keep them stored their own game object. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F001a | 03-01-22 | Open |  |
| Description | | | |
| A method to remove or opt out toxic and hallucinogenic plants. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F001b | 03-01-22 | Open |  |
| Description | | | |
| Gardening tools to add/remove plants. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F002 | 03-01-22 | Open |  |
| Description | | | |
| Names of (named) fluffies shown. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F003 | 03-01-22 | Open |  |
| Description | | | |
| More details in the fluffy stats view, for example health status, mood, relationships, physical characteristics like amputations etc. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F004 | 03-01-22 | Open |  |
| Description | | | |
| Different variety of toys, like blocks. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F005a | 03-01-22 | Open |  |
| Description | | | |
| Liquids like water and acid. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F005b | 03-01-22 | Open |  |
| Description | | | |
| Fluffies being scared of water. | | | |
| Details | | | |
| “Wawa bad fo fwuffy!” | | | |

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| ID No. | Date | Status | Implemented in Version |
| F005c | 03-01-22 | Open |  |
| Description | | | |
| Fluffies can drown. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F005d | 03-01-22 | Open |  |
| Description | | | |
| Fluffies need to hydrate regularly. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F006 | 03-01-22 | Open |  |
| Description | | | |
| An option to spawn fluffies with certain characteristics instead of only being able to gain randomized fluffies. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F007a | 03-01-22 | Open |  |
| Description | | | |
| Saving the game world. | | | |
| Details | | | |
| Can be achieved with JSON. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F007b | 03-01-22 | Open |  |
| Description | | | |
| Permanently saving fluffies via the Fluffy Business Menu. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F007c | 03-01-22 | Open |  |
| Description | | | |
| Importing/exporting fluffies via the Fluffy Business Menu. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F008 | 03-01-22 | Open |  |
| Description | | | |
| Resizable application window and full screen mode. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F009 | 03-01-22 | Open |  |
| Description | | | |
| Divide gameplay into Business and Sandbox modes. | | | |
| Details | | | |
| Sandbox mode: classic gameplay. No money needed to place items and building. Can spawn fluffies indefinitely.  Business mode: start with a handful of fluffies and make money. Food, items and building blocks cost money. Gain money by selling fluffies. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F010 | 03-01-22 | Open |  |
| Description | | | |
| Feral fluffies | | | |
| Details | | | |
| Feral fluffies can spawn randomly. Might cause “unwanted effects” to your fluffies (bad enfies, cannibalism). | | | |

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| ID No. | Date | Status | Implemented in Version |
| F011a | 03-01-22 | Open |  |
| Description | | | |
| Fences | | | |
| Details | | | |
| See-through blocks which stops intruders and the player’s fluffies from running off. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F011b | 03-01-22 | Open |  |
| Description | | | |
| Fluffies can break fences or dig under them. | | | |
| Details | | | |
| Fluffies who have a mischievous personality or want to flee from the player can break fences or dig under them. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F011c | 03-01-22 | Open |  |
| Description | | | |
| Different type of fences | | | |
| Details | | | |
| Fences come in different types (wood, metal, brick) and have different attributes (metal fences are harder to break than wooden fences for example). | | | |

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| ID No. | Date | Status | Implemented in Version |
| F012 | 03-01-22 | Open |  |
| Description | | | |
| Important events like birth, sickness and death are shown as messages to the player. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F013 | 03-03-22 | Open |  |
| Description | | | |
| Means (like weapons) to instantly kill fluffies. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F014 | 03-03-22 | Open |  |
| Description | | | |
| Fluffies can be dyed. | | | |
| Details | | | |
| Fluffy can be dyed in a different color than their original fluff color. Other fluffies react differently when a formerly pretty colored fluffy is now poopy-colored. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F015a | 03-03-22 | Open |  |
| Description | | | |
| Pregnant mares become immobile. | | | |
| Details | | | |
| This is headcanon-specific, where mares bloat up so much they cannot move on their own. May be implemented as an option or genetic variety. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F015b | 03-03-22 | Open |  |
| Description | | | |
| Special friends and other fluffies help feed immobile mares. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F015c | 03-03-22 | Open |  |
| Description | | | |
| Immobile pregnant fluffy mares are getting moved around by other fluffies. | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F016 | 03-03-22 | Open |  |
| Description | | | |
| Fluffies can be castrated/neutered. | | | |
| Details | | | |
| Fluffies can be castrated by cutting off their genitals, or chemically neutered to allow them to still enjoy sex. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F017a | 03-03-22 | Open |  |
| Description | | | |
| Rewarding/discipling fluffies. | | | |
| Details | | | |
| I’m thinking of a system like in “Creatures 3”, where fluffies can get strokes or huggies from the player, rewarding the last action performed by the fluffy and strengthening the bond between the player and the fluffy, or getting beaten (“sorry stick”) to discourage the fluffy from doing the same thing again, but making the fluffy fear the player more. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F017b | 03-03-22 | Open |  |
| Description | | | |
| Sorry boxes. | | | |
| Details | | | |
| Sorry boxes as items to discipline fluffies, or fluffies generally being afraid of cramped spaces. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F017c | 03-03-22 | Open |  |
| Description | | | |
| Sorry sticks | | | |
| Details | | | |
| Sorry boxes as items to discipline fluffies, maybe as a graphic for disciplining the fluffy or a special item that increases the effect. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F018 | 03-03-22 | Open |  |
| Description | | | |
| Leashes and shackles. | | | |
| Details | | | |
| Leashes allows the player to limit the movement of fluffies around a certain diameter. Shackles fix a fluffy to a block and is an alternative to pillowing them. Useful for milkbags. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F019a | 03-19-22 | Open |  |
| Description | | | |
| Hygiene | | | |
| Details | | | |
| Fluffies have a hygiene variable, which decreases by playing in dirt, by pooping and getting pooped on, or just over time. Fluffies with low hygiene are susceptible to illness and are avoided and/or shamed by other fluffies. Bathing, “wicky cweanies” and litter pals raise the hygiene level. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F019b | 03-19-22 | Open |  |
| Description | | | |
| Bathing | | | |
| Details | | | |
| The ability to give fluffies a bath to raise their hygiene level. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F019c | 03-19-22 | Open |  |
| Description | | | |
| Fluffies can clean other fluffies (“Wicky cweanies”) | | | |
| Details | | | |
| Fluffies can clean other fluffies with their tongues (“wicky cweanies”). It raises the hygiene level of a the receiving fluffy and strengthens their bond. Only fluffies in close relationships give “wicky cweanies” (special friends, family, very close friends). Some fluffies are fussier about cleaning their peers than others. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F019d | 03-19-22 | Open |  |
| Description | | | |
| Litter pals | | | |
| Details | | | |
| Fluffies can act as “litter pals”, which means their only purpose is to eat the poop of other fluffies and clean their rectum with their tongues. This drastically lowers their self-esteem and will to live. Other fluffies might react differently to litter pals – while most of them will generally ignore them and make use of their “service”, others might attack and bully them, while another group of fluffies is more sympathetic to them and won’t make use of the litter pal. Fluffies get used to seeing and using litter pals over time, especially when there are no alternatives to make “gud poopies”. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F020 | 03-19-22 | Open |  |
| Description | | | |
| Milk and formula as alternatives to feed babies | | | |
| Details | | | |
| The amount of milk a mare can produce is limited, and some mares won’t feed their babies at all. The player should have an option to use bottles and automatic feeders filled with milk or milk formula to feed babies, as an alternative to their mares and milkbags. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F021 | 03-19-22 | Open |  |
| Description | | | |
| Milkbags | | | |
| Details | | | |
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| ID No. | Date | Status | Implemented in Version |
| F022 | 03-19-22 | Open |  |
| Description | | | |
| Muting fluffies | | | |
| Details | | | |
| Giving the player the ability to mute fluffies, either permanently (by cutting out their tongues) or by using a scarf or ball gag.  Needs some rewriting of the way messages are handled. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F023 | 03-24-22 | Open |  |
| Description | | | |
| Babies can ride on their parents’ backs | | | |
| Details | | | |
| Babies can ride on the backs of their parents until they reach a certain size or age. It is warmer, faster and safer for baby fluffies to stay in the fluff while the mother is searching for food, for example. Some fluffies prefer taking their babies on these trips, while others never carry them around, but keep them in a nesting area.  Headcanons differ if foals can climb their parents themselves or if they can only be put onto their backs with help. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F024 | 03-24-22 | open |  |
| Description | | | |
| Fluffies can carry things in their mouths | | | |
| Details | | | |
| Fluffies should be able to carry small objects and foals in their mouths. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F025 | 03-24-22 | open |  |
| Description | | | |
| Fluffies say a message after being named. | | | |
| Details | | | |
| Some flavor. After a new name was given via the detail interface, a fluffy should say something like “Fwuffy nyu namesie is <name>? <name> wub nyu namesie!” | | | |

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| ID No. | Date | Status | Implemented in Version |
| F026a | 03-24-22 | open |  |
| Description | | | |
| Fluffies can crawl through tight spaces | | | |
| Details | | | |
| Bug B003 happens because fluffies do not check if a space is high enough to walk under. The fluffy model keeps getting stuck because of the way Unity handles object collisions. If a fluffy cannot fit through a narrow passage, it should try to crawl instead. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F026b | 03-24-22 | open |  |
| Description | | | |
| Fluffies can jump over obstacles | | | |
| Details | | | |
| Fluffies aren’t very athletic but should be at least able to jump over blocks and objects blocking their way about ¼ their height. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F027 | 04-01-22 | Open |  |
| Description | | | |
| Different layers to the fluffy models. | | | |
| Details | | | |
| The fluffy models need different layers (bare skin, unskinned, skeleton), which can be used to simulate shearing, flailing and permanent damage. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F028 | 04-01-22 | Open |  |
| Description | | | |
| New machinery. | | | |
| Details | | | |
| New mechanical components like meat grinders, auto-feeders etc. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F029 | 04-03-22 | Open |  |
| Description | | | |
| Fluffy relationships are affected by their colors. | | | |
| Details | | | |
| A very common headcanon trope: fluffies with bad colors (brown, puke-green, or just sallow colors and unfortunate color combinations) are being shunned by other fluffies or outright bullied. Mothers favorize foals that have bright, vivid colors that match their own over foals with dull colored fluff.  A certain personality trait (“color sensitivity”?) decides how much a fluffy judges others by the color of their fluff. Some fluffies are extremely prejudiced to bad colors, while others don’t care about the others’ colors. This trait can be taught | | | |

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| ID No. | Date | Status | Implemented in Version |
| F030 | 04-03-22 | Open |  |
| Description | | | |
| Fluffy colors affect their prize. | | | |
| Details | | | |
| Buyers prefer certain colors, which may change abruptly due to fads. Some colors and combinations are always in high demand (pure white, pure black) and extremely rare to occur. | | | |

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| ID No. | Date | Status | Implemented in Version |
| F031 | 04-04-22 | Open |  |
| Description | | | |
| Option to opt out cutie marks. | | | |
| Details | | | |
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