Alina Xia
Interaction Design
Project 1 Concept

My concept for Project 1 is a pet simulator game. The game should be simple enough for a kid with decent english comprehension to understand how to play, but also complex enough to be interesting for young adults, as the pet sim online community is actually a fairly sizable niche.

The objective of the game would be to foster a (random) animal, and eventually have it adopted. The game operates in a daily loop, where every day you can select three actions, and actions affect the pet's stats. At the end of the week, the game prompts you with one random adopter. This person has specific wishes for the pets, and depending on the pet you've been assigned and how well you've taken care of it, adoption may or may not be available. Alternatively if you wish to keep taking care of the pet, you can always choose to not let them be adopted. This game ends when the pet is adopted.

I chose a "storybook" aesthetic for the game because I like that style and I thought it was appropriate for a simple, pet sim game, and because I wanted to hand draw the elements and my style lends itself to more of a sketchy, paint-y style. I would have liked to vectorize some of the graphic text elements, such as the button images, but I currently don't have access to a vector illustration software.