**1 Introduction**

* 1. **Aim of Project**
  2. **Platform**
  3. **Target audience**
  4. **Language**

**2 Game Mechanics**

**2.1 Gameplay**

The game’s main mechanic is based on the traditional rock/paper/scissors. The player has to collect tokens that appear on the screen throughout the level. There are three types of tokens **WORK**, **STUDY** and **SOCIALISE**. By collecting these tokens the player fills up three status bars **MONEY**, **KNOWLEDGE** and **SOCIAL SKILLS**, respectively. However all of the status bars are related to one another. When the player collects the **WORK** token the **MONEY** status bar will increase but the **KNOWLEDGE** status bar will decrease. When the player collects a **STUDY** token the **KNOWLEDGE** status bar will increase but the **SOCIAL SKILLS** bar will decrease. When the player picks up a **SOCIALISE** token the **SOCIAL SKILLS** status bar will increase but the **MONEY** status bar will decrease. If the player does not collect any tokens, after a certain time all of the gauges will begin to decrease steadily. There are two variations of each token: there are normal tokens and there are bonus tokens that give double the amount of **MONEY/KNOWLEDGE/SOCIAL SKILLS**.

There is a stress meter within the game which gauges the players stress level depending on how well they are doing through the level. At the beginning of the level the stress meter is at zero. If any of the player’s status bars drops below 10% the stress level will begin to increase steadily until the status bar is over 10% again.

The game is unending but is split into sections of time. Each of these sections will represent one month in the calendar. At the end of a month there will be an **EVENT**. These events will test the levels of the status bars. The player must pass a certain threshold on a specific status bar or they will ‘gain’ stress. The amount of stress ‘gained’ will be a corresponding to amount missing in the status bar to pass the threshold. For example if the player is coming across a **SOCIAL EVENT** the player must have above 70% of their **SCOCIAL SKILLS** meter filled to gain no stress. However if the player only has 60% of their stress meter filled they will gain an extra 10% stress to their stress meter.

As the player passes through an event the game will go in to slow motion and the player will see if the passed the threshold. If they pass the threshold they will get a ‘congratulations’ message on the screen and they will continue on with the game. If the player does not pass the threshold they will be shown how far under the threshold they are and the percentage that they are under the threshold will be added to their stress meter.

**2.2 Player Controls**

**PC**

The controls for the PC game only involve the left button. The player collects tokens by clicking on them as they appear.

**Android/Touchscreen**

The controls of android involve the player using their finger as the same function as the left click of a mouse.

**2.3 Graphical User Interface (GUI)**

When the player starts the game there will be the team logo followed by a ‘start’ screen. This screen will have the name of the game and artwork from the game on it and a ‘START’ button on the screen.

When the player presses start they will be taken to the main menu. On the main menu there are three buttons: ‘PLAY’ ‘OPTIONS’ ‘QUIT’. Between all of these menus there will be transitions through various artwork throughout the game.

The in-game graphical user interface will consist of **FOUR** status bars: Money, Social skills, knowledge and stress. The money, social skills and knowledge status bars will be placed just above the centre of the screen. The stress status bar will be placed about these three in an arc shape.

**3 Game Elements**

**3.1 Characters**

The player will have the option to choose from two playable characters within the game: One male, one female. The choice between these characters is cosmetic. This was chosen as not to create a bias towards either gender. There are no other characters within the game.

**3.2 Environment**

There are three environments within the game. A ‘work’ environment, a ‘study’ environment and a ‘social’ environment. The environments within the game are also part of the GUI. They are key in telling the player what event they are leading up to. For example if the player is leading up to a study event they will be going through a study environment. The environments will change as the events change.

**3.3 Objects**

The only objects in the game are the tokens that player can collect. There are two versions on each token. There will be a normal type of token that will regularly appear. The second type of token gives the player double the amount either money/knowledge/social skills. The bonus tokens will be larger and will have a gold lining with golden particle effect surrounding the token.

**4 Story Overview**

**4.1 Plot**

**5 Game Progression**

**6 System Menus**

**6.1 Main Menu**

**6.2 Options Menu**