**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 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.

**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 GUI**

**3 Game Elements**

**3.1 Characters**

**3.2 Environment**

**3.3 Objects**

**4 Story Overview**

**4.1 Plot**

**5 Game Progression**

**6 System Menus**

**6.1 Main Menu**

**6.2 Options Menu**