

Eachday Game Design Document

For the Gameplay Portion of the Eachday App

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eachday

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Summary

App Summary

This application serves as the gamified portion of the medical mobile ADHD app, Eachday. It uses an RPG battle system, character-collection, and story elements to create a compelling game loop alongside the medical functionalities of the app, pushing users to return to it time and time again. For the sake of simplicity, this gamified portion of the app will just be referred to as Eachday for the rest of this Game Design Document.

Target Platform(s)

- Android
- iOS

Design Considerations

The app should still provide value to the patients, even if they don't participate in the gameplay portion. We should assume that majority of our audience is familiar with gaming.

- It should also be very accessible / easy to learn but a highlight to work through Eachday
- The medical side utilizes much self-reporting — any ties task management has to resources in game should not be compelling enough as to lead users to lie about task completion

(The self-reporting will help players participate in the gameplay, but can't drive anything related to balancing since the number of things being tracked by each patient will be unique to them)
- Users will be completing multiple battles throughout their day, and will likely be in many different contexts when playing (in line for food, shopping, at home, etc) and thus need fast, accessible experiences.
- Battles should be short and visceral

Useful Links

- Research
 - Wesley Research Synthesis:
<https://www.figma.com/file/N2Xz5W67a3qwjcDpzXJzJd/Wesley-Research-Synthesis?node-id=0%3A1&t=kDMAqUZ4oHDfrpS7-1>
 -  Research Question.docx (How can we generate far transfer in EF skill sets?)
- UX Work

- Game Flow Wireframes:
<https://www.figma.com/file/kxoAebvsqFZiCRSc3vcvD4/Game-Flow-Wireframes?node-id=0%3A1&t=NpXmHrycl8tzWDf0-1>
 - Overall App to Game User Flow:
<https://www.figma.com/file/ccsH0Ng27Mq95y7EFpetVE/User-Flow-Diagram?node-id=0%3A1&t=4yOELxEHyZdG4a9j-1>
- Brainstorming
 - Enemies Brainstorm:
<https://www.figma.com/file/0SB89yTIPwJyFoSVutaAEu/Enemies?node-id=0%3A1&t=Dd3ISlyG4RGgtsrz-1>
 - Battle System Inspirations and Brainstorming:
<https://www.figma.com/file/Fn7l5dQOmRpPVTSA8ej7qa/Battle-System-Inspirations?node-id=0%3A1&t=quGJbNfCMOVxD4KN-1>
 - Battle System Deep Dive into Mechanics:
<https://docs.google.com/document/d/1UCeldmirMOAPZ2nklgkpiinoOjjG8YqqQNApY5QKrqA/edit>
- Templates
 - Enemy Template
 - Class / Hero Template
- Core Content
 - Battle System Core Design Board:
<https://www.figma.com/file/lrqMiltbYls9KBamYtc3BC/Battle-System-Design-Document?node-id=0%3A1&t=14nXqULtzpdw9IT2-1>
 - Skills Document:
https://docs.google.com/spreadsheets/d/1xja1YfhHsRN_iDXrWM49PYi7MeRkKeH0OvP825K_3U4/edit#gid=0
 - Characters Spreadsheet:
https://docs.google.com/spreadsheets/d/1XUYCmTbdZpqRhDqNodP14Ytno5gy4_xNdqrwRUaADa4/edit#gid=0

Overview

Core Concept

Eachday is a turn-based RPG where you command a party of three protagonists as well as one guest hero to fight groups of enemies that represent common problems those suffering from ADHD deal with.

Genre(s)

- Turn-based
- RPG

- (?)Gacha

Target Audience

Eachday's target audience is those suffering from ADHD, specifically ADHD patients over the age of 18, which is the age requirement to use the application.

Why are we making a turn-based RPG?

1. Turn-based RPG battles are **fast and accessible**
2. Battles can be played in **any user context** since they are not real-time and do not require undivided attention
3. Turn-based RPGs are **fraught with semantic information, relationships between ideas, and problem solving** → these elements open many possibilities for tie-ins with ADHD education
4. Turn-based RPGs are **extremely modular** — new content can be added (ex: characters, abilities, items) and old content can be modified without altering the fundamental framework of the game
5. Turn-based RPGs are **low scope from an engineering perspective**, and do not require complex animations or physics interactions

Visual Style

TBD, potentially looking at pixel art or 3D with turn-based animations.

Narrative and World

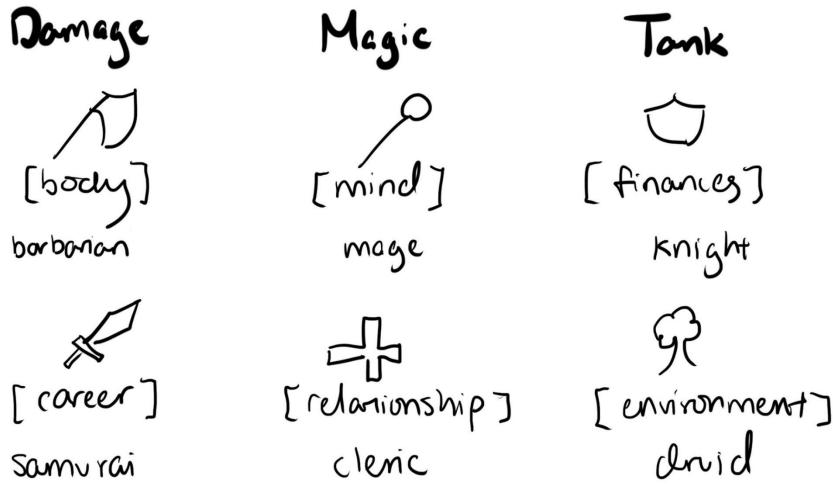
Narrative

The Narrative follows the protagonist and the heroes he travels with to quell the chaos of ADHD across the universe.

Characters

The game is played through the perspective of the protagonist. Along your journey you first meet 6 heroes, each being the first representative of a class within one of 6 class types corresponding to 6 ADHD categories. These 6 heroes will serve as your mentors and become recurring influences in the story even if you later switch them out of your party for other heroes. Below are examples of what those classes and

their type correlations could be.



World - [World Template](#)

- Summary
- Monthly Maps



- January "Name" - Link
 - New beginnings, Bitter cold, resolutions for change, failure
- Star signs: Capricorn & Aquarius
 - Boss:
- February "Name" - Link

- Themes: Valentines Day, love, relationships, rejections sensitive dysphoria,
 - Star signs: Aquarius & Pisces
 - Boss:
- March “Name” - Link
 - Start of Spring, Melting of Cold,
 - Star signs: Pisces & Aries
 - Boss:
- April “Name” - Link
 - Themes: Rain, 4/20, Windpower, Lungs, Tar pits, Swamp,
 - Star signs: Aries & Taurus
 - Boss:
- May “Name” - Link
 - Spring, sex, new life, fledglings, family, flowers, buds
 - Star signs: Taurus & Gemini
 - Boss:
- June “Name” - Link
 - Summer, greens
 - Star signs: Gemini & Cancer
 - Boss:
- July “Name” - Link
 - Mid summer, Lava,
 - Star signs: Cancer & Leo
 - Boss:
- August “Name” - Link
 - Start of school,
 - Star signs: Leo & Virgo
 - Boss:
- September “Name” - Link
 - Fall
 - Star signs: Virgo & Libra
 - Boss:
- October “Name” - Link
 - halloween, sugary foods, National ADHD awareness month
 - Star signs: Libra & Scorpio
 - Boss:
- November “Name” - Link
 - Thanksgiving, Family, Higher buying rates/christmas switching
 - Star signs: Scorpio & Sagittarius
 - Boss:
- December “Name” - Link

- Christmas, loneliness, financial distress, year-end corporate, dying trees
- Star signs: Sagittarius & Capricorn
 - Boss:
 - Multiplayer Map “Name” - Link

Setting

TBD - The setting will incorporate different “worlds” and could cross time and space.

Art Style

TBD - Currently leaning towards pixel art

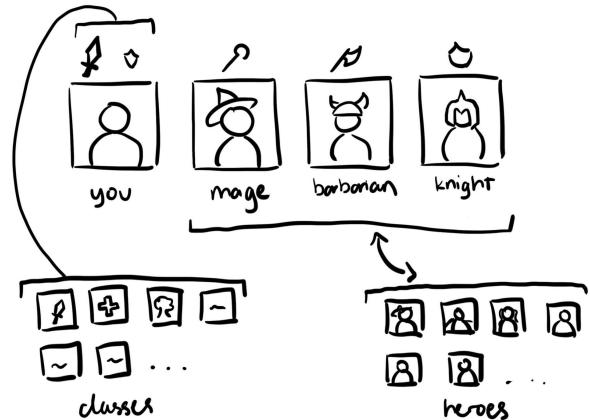
Gameplay

Objectives

1. Progress the Story by strengthening your team
2. Build and maintain streaks
3. Unlock all of the characters

Party Setup

Your party for each battle consists of your avatar character along with 3 heroes you have unlocked along your journey. The first 6 heroes you encounter, and thus the first 6 heroes you will battle with will be the first representatives of the 6 categories of classes that correspond to the 6 categories of symptoms.



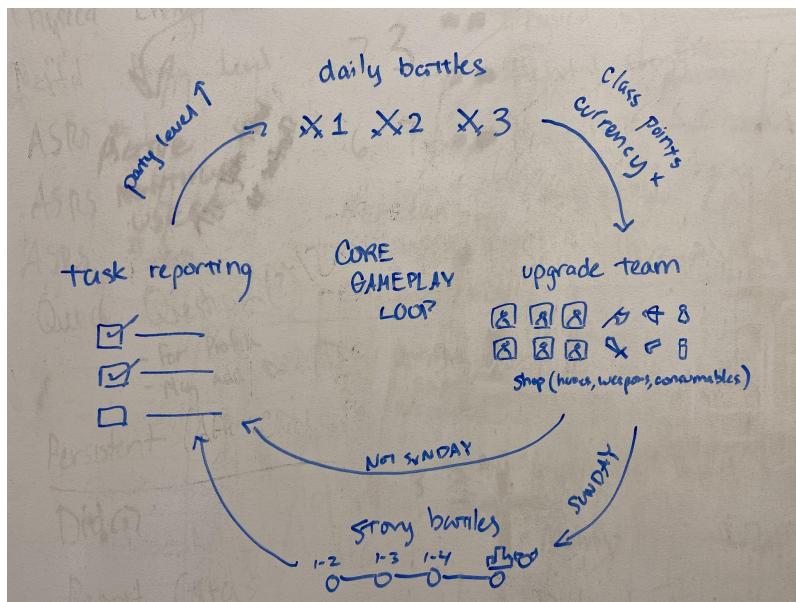
Previous Iteration: 6 flagship protagonists characters representing each category — for each battle you choose 3 of them along with one hero chosen from the heroes you have unlocked. These 6 protagonists represent you rather than a player avatar.

Game Progression

- Honestly reporting tasks and answering scales increases your ADHD Level / Party Level, which determines the base stats of your party
- Daily Battle Map

- 3 per day (morning, afternoon, night)
- Unlock one each time you finish / report of all your tasks for a certain time of day (ex: all morning tasks have been finished → morning battle unlocked)
- Easy to beat, awards you with hero currency
- Battles and map are themed around months
- Sunday Battle World Map
 - Sunday gives you access to the world map, where you can tackle the story
 - More difficult than daily battles, will take more strategy
 - This map progresses only when you complete levels
 - On Sunday, can tackle one level as many times as you want, but you can only complete one level
 - Progression awards you with more characters to purchase in the shop
 - Battles and map are themed around the story

Game Loop



Battle System

Useful Links

- Main Design Board:
<https://www.figma.com/file/lTqMiltbY1s9KBamYtc3BC/Battle-System-Design-Document?node-id=0%3A1&t=lTy4kToub9F4Darz-1>
- 📄 Enemy Template
- Enemy FigJam Board:
<https://www.figma.com/file/0SB89yTIPwJyFoSVutaAEu/Enemies?node-id=0%3A1&t=6rbdVEjbyqrEv2Qk-1>
- Inspirations and Brainstorming Board:
<https://www.figma.com/file/Fn7I5dOOmRpPVTSA8ej7qa/Battle-System?node-id=0%3A1&t=t9IksN7SNVFuT1Ee-1>
- Wesley Research & Paper Prototype Findings:
<https://www.figma.com/file/N2Xz5W67a3qwjcdpzXJzJd/Wesley-Research-Synthesis?node-id=0%3A1&t=FxYUX5OSeK5xXODc-1>

Mechanics

Economy / Growth

- ADHD Level / Party Level - increases with honest task reporting
 - ADHD Level could lead to a separate currency that allows you to use a gacha system to get different cosmetic items, for your avatar, so that it doesn't impact your strength in battle (So that players wouldn't be incentivized to just swipe tasks to get stronger in battle).
 - The base level of your characters, which determines their stats (health, defense, etc.) matches your ADHD level
 - Completing all of your tasks for a section gives a set amount of XP, scales also give a set amount of XP
- Class points - specific to each character
 - Given to your active party each time a battle is completed
 - Responsible for unlocking new moves and abilities
 - For avatar
 - Class point gain is independent to class points of the heroes of the classes you have equipped
- Hero currency - money that you use to purchase new heroes
 - Once heroes are unlocked through the world map (Sunday battles) they can be purchased in the shop using hero currency

- “Other” currency - money for consumables, weapons, cosmetics

Emotions

Depending on the types of task you have completed throughout the day, certain classes will start battles with half of their focus meter filled. Since the avatar has two classes, if both of those task types have been completed during that day, the avatar will enter battle with a full focus meter.

Previous: Outside of battle, you have an avatar that is a virtual representation of yourself and has emotions based off of how many tasks you’ve completed throughout the day. If you have tasks that need to be completed, your avatar will look tired/ragged. When you complete tasks, your avatar starts to look better and better until you have all of your tasks completed (Where they look happy and excited). Based on the percentage of completed tasks the avatar will provide a special buff to your party for the boss fight during the weekend and/or a buff for daily battles.

Class System

- Class types
 - The first 6 heroes (protagonists) are the first representative of 6 class types (TBD) which share basic gameplay styles (ex: health tank, evasive tank, etc.)
- What classes define
 - Base stats
 - Moveset/abilities
- Who has what class
 - Heroes only have one class, their primary class which cannot be changed — customization for heroes comes in choosing their moveset
 - Your avatar has two classes, a primary and secondary class which are chosen from two classes of your unlocked heroes
 - The primary class defines most of your moveset while your secondary class defines a smaller subset of them
 - Art Assets
 - What primary class your avatar has equipped will change their sprite accordingly, secondary classes have no effect on appearance
- Previous Iteration (3 protags 1 hero): Protagonists have 1 set class — you can customize their abilities, heroes are not customizable in any way. Secondary classes out of scope, but if implemented, all protagonists would have a secondary class, chosen from classes of your unlocked heroes, that defines a smaller subset of their abilities than the primary class.

Shop System

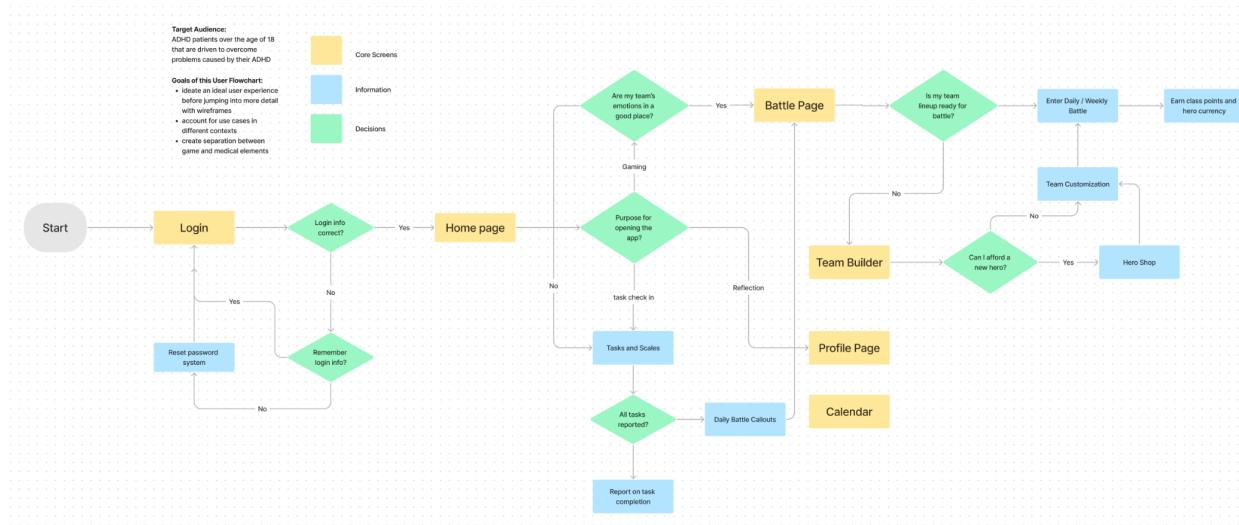
- Food to heal party members
- Swag/cosmetics
- Weapons/abilities
- Classes from bosses
- Pills/Medication as buffs? (Think of The Witcher or Fallout)

Should We Do a Gacha System?

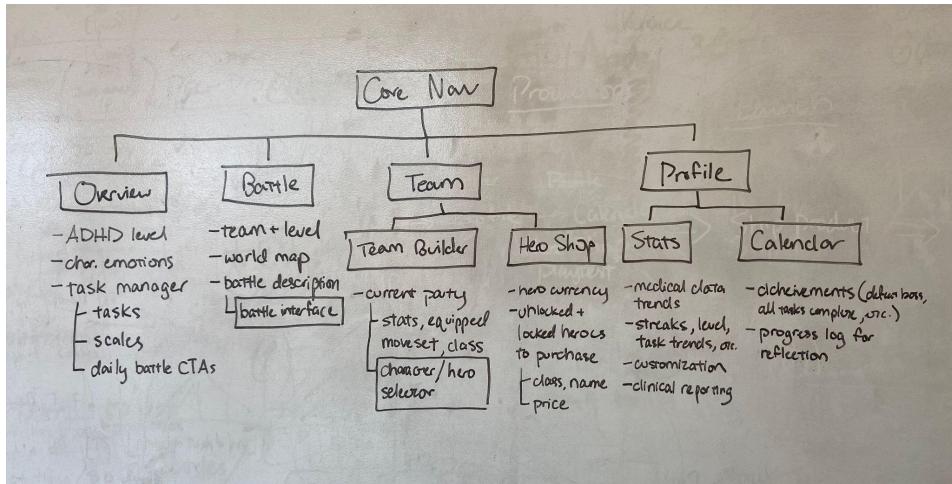
- Microtransactions or the price of the app
- Pros
 - difficult to collect all characters so lower in scope
 - pushes players to use the app every day in FOMO / to get all rewards
 - hard to quit — but at the same time, hard to get back into it
 - rewards give more dopamine than those in a normal game
- Cons
 - preys on those without self control
 - can create anxiety from FOMO
 - hard work is not a guaranteed pay off, it's up to chance — someone who has not worked as hard may be stronger than you due to luck
 - gacha games have a bad stereotype because they are often predatory
 - diablo immortal
 - genshin impact
- there are virtually no gacha games without microtransactions
 - examples: XC2, games from Lunmine Inc.
 - these games do not give as much of a dopamine rush from pulls as gacha games that use microtransactions because risk is less --> how much more is it than normal rewards
- Gacha Elements
 - Weapons

Interface / Screens

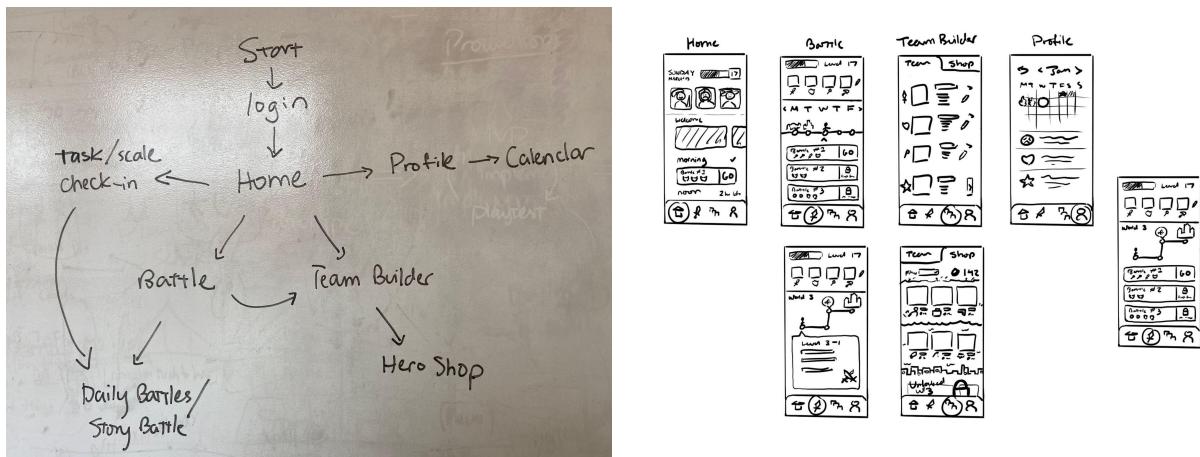
WIP Flowchart



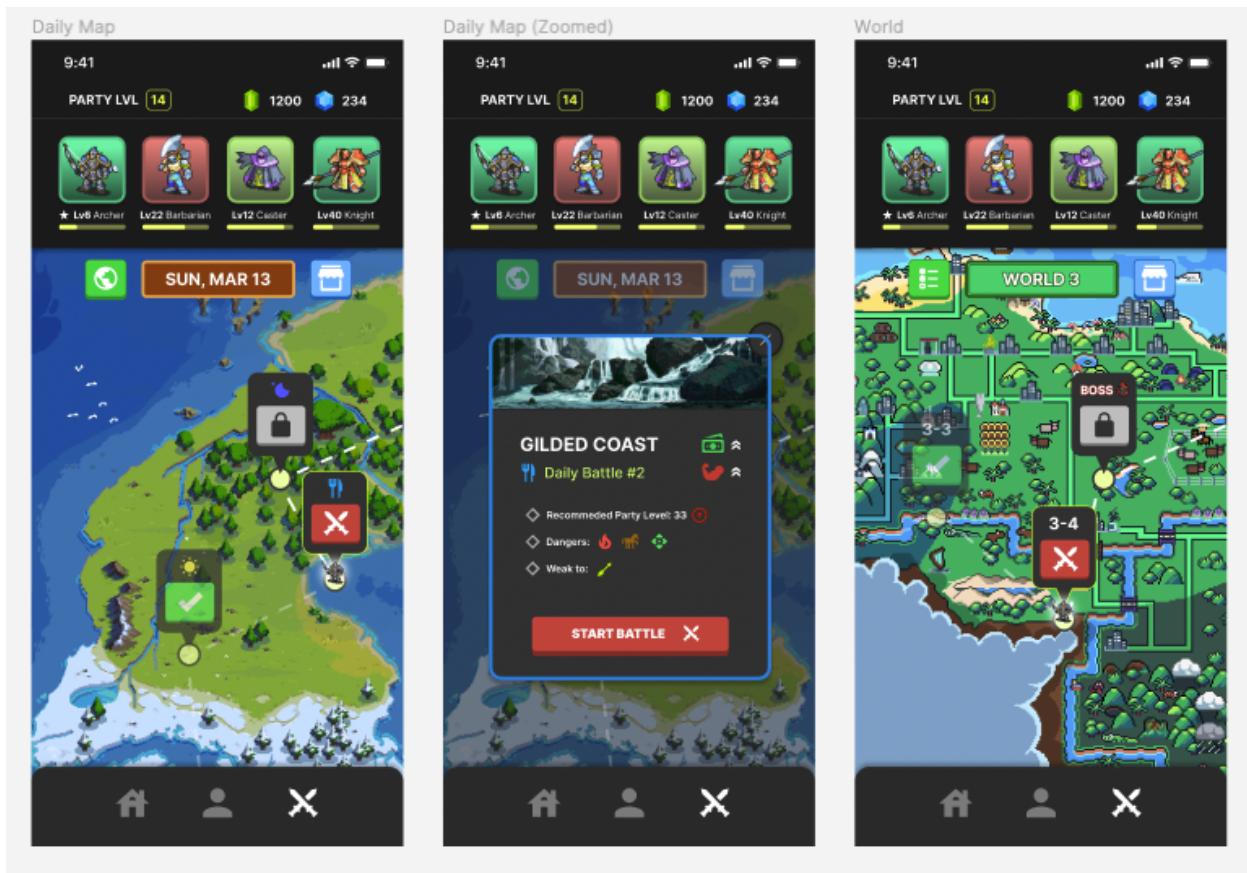
IA Map (Iteration 1)



High-Level App Wireframes (Iteration 1)

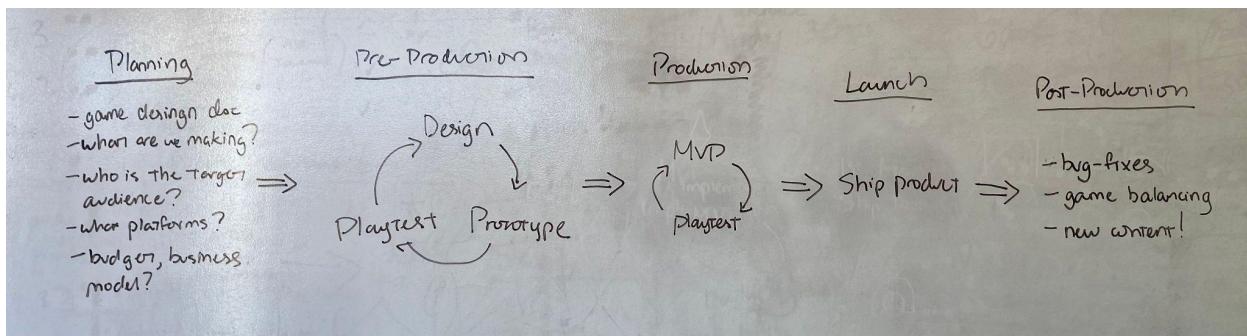


World Page Mid-Fi Wireframes (Iteration 1)



Timeline

Current stage: **Pre-Production — Design**



Discussion

Agreed:

Character types, humanoid protagonist

Enemy types, related to human who has ADHD problem

Time or era, stick to one or have each world have their own age/science/magic rules

Universal rules: magic

Planetary rules: era, gravity

Party Setup (what distribution of avatar, 6 protagonists, and heroes from the shop)

Progression based on time,

Progression based on skill,

Outstanding:

Storylines:

- Character-based stories: protagonist has full story arcs and heroes have smaller arcs about developing then overcoming symptoms

Types of battles:

- Daily battles: Based on the day of the year, consistent for everyone
- Story battles: With dialogue that teaches about the impact of ADHD on the character. Involves the protagonists and the characters you've unlocked
- Universe battles: Take turns with your friends defeating tougher enemies

Enemy types:

- Boss: the heroes of the game that are corrupted by their ADHD symptoms, have abilities and can be unlocked to use in your party.
- Symptom Minions: Unique enemies tied to worlds and based on the ASRS
- EF Minions: Simple generic enemies that can be

Items

- Used inside battle like a traditional RPG
- Used to prep for battle to strengthen planning and prioritization EF

Currency system, how we reward people for Do adherence ADHD level: Based on section completion and scale completion.

XP system, how we reward people for participating in stories.

Multiplayer component

- See unity plugin stream
(https://getstream.io/maker-account/?utm_source=Youtube&utm_medium=Vi)

[deo_Ad&utm_content=Developer&utm_campaign=Blackthorn_November2022_MakerAccount](#)) which has flutter integration