

Report on Improvements and Future Work on Gameplay, Art and Sound

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- **Item 1:** Balancing
 - **Type of improvement:** Balance the game in relation to money.
 - **Previous state:** Receives a value of 1000 in-game coins per month (four cycles).
 - **Improvement description:** Analyze the expenses of each game cycle and change the amount received every four cycles if necessary.
 - **Has it been implemented?** Not implemented.
- **Item 2:** Implementation of new games and new mechanics
 - **Type of improvement:** Implement new games and new mechanics.
 - **Previous state:** The following scenarios and mechanics are currently enabled in the game: Room, cell phone, post office for messages and missions, bank on cell phone, map, transport service (bus and taxi), street, market, market game, investment bank and deposit, work, amusement park.
 - **Improvement description:** Implement new minigame ideas (mainly in other types of work), scenarios and mechanics.
 - **Has it been implemented?** Not implemented.
- **Item 3:** Incorrect calculations in the cash debt and incorrect numbers in the end-of-cycle financial summary
 - **Type of improvement:** Refine and improve code regarding character money numbers.
 - **Previous state:** Numbers presented incorrectly, money being debited incorrectly, and money rising at an irregular time.
 - **Improvement description:** Refine and improve as needed the numbers presented in the financial summary available at the end of each cycle and the calculated debit in total money.
 - **Has it been implemented?** Not implemented.

- **Item 4:** Work job levels restriction
 - **Type of improvement:** Refine and improve code in relation to character work.
 - **Previous state:** Currently the player can access all job modes, even in the first level.
 - **Improvement description:** Restrict advanced job types by skill level and ensure player can access all jobs.
 - **Has it been implemented?** Not implemented.
- **Item 5:** Joystick
 - **Type of improvement:** Interface and Graphic.
 - **Previous state:** Joystick is difficult to locate and view on screens with high opacity and high contrast.
 - **Improvement description:** Analyze how the control appears on different screens, if the contrast remains in different scenarios, change it. If this visualization difficulty is only on the home screen, only this scenario will be changed.
 - **Has it been implemented?** Not implemented.
- **Item 6:** Home screen sound
 - **Type of improvement:** Soundtrack and sound effects.
 - **Previous state:** The home screen does not have any sound interaction with the user.
 - **Improvement description:** Add a sound effect to the home screen.
 - **Has it been implemented?** Yes.
- **Item 7:** Bedroom scenery
 - **Type of improvement:** Graphic, illustration
 - **Previous state:** The room featured high-contrast colors, the frames had no aspect directly related to the game.
 - **Improvement description:** Changing the colors to the palette being used and the frames being changed to something that makes sense in the game, like an easter egg.
 - **Has it been implemented?** Yes, below are the images of the implementation.

Previous room scenery



Later room scenery



- **Item 8: Sounds in the market minigame**
 - **Type of improvement:** Soundtrack and sound effects.
 - **Previous state:** When the user hit or miss the product, no sound was displayed to signal such action.
 - **Improvement description:** When the user picks up the right product, a “celebration” sound is displayed, when the product is wrong, a “sadness” sound is displayed.
 - **Has it been implemented?** Yes

BACKGROUND FX

