Dog Petting:
A Concept

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Brainstorming!

Wendi:
1. Background Story
2. Our main goal: Entertainment? Educational? For kids?
3. Pet more dogs to accumulate more coins, coins can be used later to buy equipments like skateboard(increase speed of petting dogs), coffee(release anxiety)... etc.
4. Different goal lead to different emphasis for the game, could bring in solid knowledge of dog petting like the steps of petting a dog in real-world setting, what do different dog's body signatures indicate, different types of dogs have different personalities, so there are multiple ways to pet them, and the goal is to find the most compatible way.
5. perspective--2D or 2.5D? First-person perspective? Or third-person?
6. Level-up: Do we need to switch between different background settings? Or should we stick to one background and increase the difficulty of petting dogs?
7. Bring in more types of dogs and different tasks as leveling up
8. Can create a collection system, if the player collection more coins, he or she can spend the coin on unlocking new type of dogs and buying gifts for dogs
9. You can name your own dog in the game, could record your score everytime
10. Compete with other dog petters? (This idea might to hard to realize because that turns this game into a multiplayer game)

Lea:
1. Different phases that a dog are in: wary, calm, etc. that make it easier or harder to be pet
2. Items that can be used?
   a. Dog toys make dogs easier to tame
   b. Dog food/treat
   c. Some sort of currency and a store to buy items (each dog you befriend might drop some)
3. What is the goal of the game?
   a. Petting the biggest/scariest dog
   b. Befriending all the dogs
   c. Getting your anxiety level to 0
4. Run around park, encounter dogs in a battle-like screen
5. Tameness bar (how close you are to taming or befriending the dog), anxiety bar
6. If anxiety bar gets too high, you run away from the dog or the dog runs away
7. Is there a way to lose the game?
   a. Anxiety bar gets maxed out
   b. Or is it like a grinding game where you work to get stronger and beat the "boss"
8. Tutorial phase to introduce the game
9. Can dogs that you have befriended help you befriend other dogs?
   a. Powerup
   b. Temporarily make your anxiety lower
   c. Make the dog less aggressive
10. Once you befriend a dog, maybe some sort of area where you can interact with them, could drop items occasionally for you to pick up
11. The longer you are in a "battle" with a dog, the higher your anxiety gets, if it takes too long for you to befriend the dog, fail and the dog runs away, can encounter it later

12. If you befriend a higher level dog, you become more confident, makes it harder for your anxiety bar to go up
13. When confronted by a dog, different actions you can do that can raise or decrease your anxiety level
    a. Throw toy (lower anxiety)
    b. Set out food (lower anxiety)
    c. Approach dog (raise anxiety)
14. Art: 2.5D, battle scene

Raffy:

1. Anxiety meter
   a. Increases when dogs reject being pet
   b. Decreases every time you successfully pet a dog
   c. Tied into player movement?
   d. Make the player look physically withdrawn
   e. Certain dogs are more likely to run away from you if you don't look inviting and others are more likely to allow you to pet them if you do
2. Emphasize movement
   a. Free form movement -- NO TILES
   b. Dash to pet dogs?
   c. Movement speed decreases when anxious?
   d. Sprinting?
   e. Time trial?
   f. Optimal pathing?
      i. Need to pet as many "easy" dogs as possible before you can approach "difficult" dogs
3. Dog petting mechanics
   a. Dog treats?
   b. Dog toys?
   c. Does the petting happen in the same environment as the moving around?
      i. Pokemon style 1v1 petting (think of Safari Zone)
   d. Do dogs disappear once we pet them?
      i. Do they run off-screen?
      ii. Maybe petting the same dog gives diminishing returns?
   e. Random dog spawning
      i. hopefully off-screen so the player doesn't get freaked out by dogs spawning out of thin air
   f. Dog AI? Artificial Canine Intelligence?
   g. Score increases by petting dogs
4. Dog Petting aesthetics
   a. Petting the dogs NEEDS TO LOOK CUTE
      i. Ear twitches
      ii. "Dog smiles"
      iii. Background changes to reflect dogs' happiness
   b. 2D or 2.5D? The game probably doesn't work too well in 2D so probably a Pokemon style

Tiffany:

1. Help I am late to this party
2. I was thinking parallax side scrolling kind of thing. Not hard to implement and backgrounds can be easily reused.

3. Owners should have suspicion levels. If you act too weird they get more suspicious and start avoiding you, making it harder to pet their dogs.
4. Random item drops
   a. Coffee: increases your speed but raises your anxiety (just like real life)
   b. Dog Treats: makes dogs friendlier to you but raises dog owners' suspicion levels
   c. Tea (?): lowers anxiety (only concern is how to distinguish tea from coffee in drawing. Normally they're in the same type of to-go cup)
5. Can the dogs maul you if you pet them too suddenly or like scare/surprise them?
6. If your anxiety is above a certain threshold you can't ask the owner to pet their dog.
7. Asking owners to pet their dog first lowers their suspicion levels but petting them without asking will raise it.
8. Petting dogs lower your anxiety.
9. Anxiety slowly increases over time -> more incentive to pet dogs fast.
10. I think it should be time based not score or goal based. You've just got a time limit to pet as many dogs as possible.
    a. We can keep track of high scores?
    b. Have levels and to proceed to the next level you have to pet a minimum number of dogs within that level's time limit. (Obviously gets harder to pet the dogs because of obstacles or time limit or etc.)

Team Setup

Primary Communication: Facebook Group (We Pet Dogs)

Weekly Meetings: Wednesdays (7-8ish)

Roles

Rafael Calleja - Project Manager / Programmer

Wendi Zhang - Programmer

Lea Nakatsukasa - Programmer

Tiffany Cappellari - Artist / Programmer

Game Overview

A dog petting simulator for PC. You play as a socially anxious person who really wants to pet dogs. Your goal is to navigate around the dog park petting dogs by approaching them and attempting to gain their trust through treats and toys before petting them. All the dogs deserve to be pet!

Gameplay Mechanics

- Basic walking: The player can walk left, right, up (forward), or down (backwards) on a 2.5D background
- Level ends when the timer runs out
- Score is based on the number of dogs you pet and the difficulty of the dog that you have pet
- Will potentially have multiple levels
- Encounter dogs: The player can find dogs on the map and go up to them. Approaching a dog will initiate a 2D "battle" sequence
- Pet the dog: Given a set of options when encountering a dog
    - Pet: the player will try to successfully pet the dog
    - Offer food: depending on the type of dog, the dog will want food to be satisfied enough to be pet
    - Throw toy: depending on the type of dog, the dog will want a toy to be satisfied enough to be pet
    - Back off: the player chooses not to pet the dog because they are too anxious
- Each dog has different wants that will help them become easier to pet. If you do not fulfill a dog's wishes, it will run away without you petting it

Gameplay Controls

Action	Keybinding
Moving Left / Select Left	A
Moving Right / Select Right	D
Moving Up / Select Up	W
Moving Down / Select Down	S

Select	Enter / Return

Setting

Your local dog park! Very cute! Much dogs!

UI

Very minimal UI, most of the elements will be in the corner of the screen displaying: time, # of treats, # of toys, and the number of dogs the player has pet.

Story

You are just an anxious person who desperately wants to pet dogs to soothe your anxiety. Can you figure out how to win the love of all the dogs at the park? Or will your anxiety consume you?
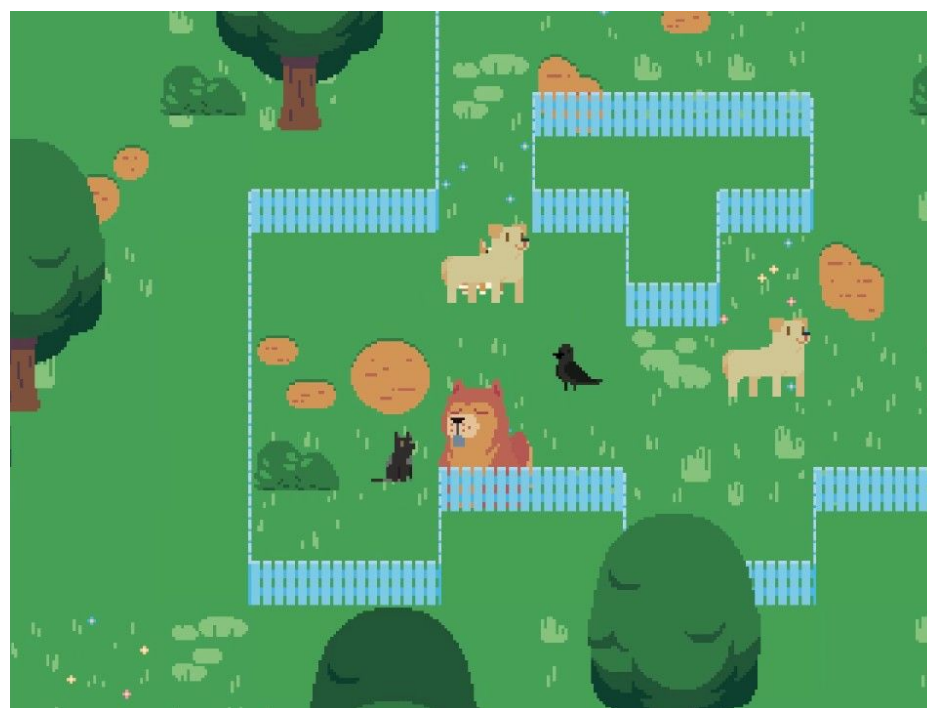
Inspirations

We all love dogs!

Art Style

Pixel-art.

Overworld - 2.5D; Petting Sequence - 2D

Level Design

We set the timer for each level, when time runs out, we can switch to the next level. Right now we are focusing on the first level. If time runs out but there are dogs left, you lose the game.

Each different level will feature a different location (dog park, beach, junkyard) to pet dogs at.

We can give the player certain tasks such as finding specific kinds of dogs to pet and punish the player if the task isn't met (e.g. petting the wrong types of dogs will make the right type of dogs unhappy and less friendly towards you.

Minimum Viable Product

Weekly Schedule

Project Timeline

Date	Art	Programming
Week 1 (10/2)		Overworld: ● Dog movement ● Player Movement ● When player comes into contact with dog, opens sequence Petting Sequence: ● Menu Selection ● Pet Action
Week 2 (10/9)		Overworld ● Basic Background setup ● Camera Spotting ● Dog Movement Petting Sequence: ● More Menu Selection ● Toy/Treat Action
Week 3 (10/11) Milestone 1 (playable prototype)		● Parallaxing background ● Set up the timer ● Level Design

Week 4 (10/23)		
Week 5 (10/30)		-- Menu Design
Week 6 (11/1) MileStone 2		--Different dogs' body signatures --Add background story --Add different characters
Week 7 (11/13)		-- Store and coin -- Badge??
Week 8 (11/20)		
Week 9 (11/29) MileStone 3		--Final Test
Due Date: 12/4		