

CPSC 427 Written Pitch

Game Title: Eggly Buddies

Team Members:

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Story:

One day, you suddenly receive a mysterious egg in the mail. It hatches immediately as you open the package, and a little eggly creature emerges. You've only heard of such eggly creatures in books and fantasy stories. Now you get to take care of this creature and watch it grow up in your house.

Play minigames and perform actions to take care of your creature's needs. Influence its personality as it grows up and experiences different phases of life: from Baby to Toddler, Child, Teen, and Adult. Deal with surprise elements throughout its lifetime. After your buddy leaves (if it doesn't die within your care), it sends you a postcard detailing its fate. Did you do a good job raising it? The End.

Core Game Design Elements:

Game Mechanics / Content:

- Main Scene
 - Displays creatures status via some kind of visual or UI
 - Buddy is animated using rotations and splines
 - Buddy is made up of 3 random pieces, head, torso and legs
 - UI for selecting activities to play with your buddy
 - Buddy will randomly walk around, sit down, pick something up
- Kitchen Scene
 - Feed your creature by catching food in its mouth (Gravity & Collision Detection)
- Backyard Scene
 - Garden: plant and grow food
 - Play with your creature to keep it happy by playing table tennis with it
 - Collision Detection
 - Fishing (extra)
- Bedroom Scene
 - Help your creature fall asleep by counting sheep with it
 - Gravity and Collision Detection
 - Infinite runner where a sheep needs to jump over obstacles
- Bathroom Scene

- Bathe your creature to clean it
 - Collision Detection
- Creature can relieve itself
- Mail Box
 - Receive random packages at random intervals which contain things like food, hats, furniture
 - Random events influenced by personality occur that need you to select a course of action
- Transition between scenes
 - Click on the left or right side of each scene to scroll to the next one
 - Your creature can walk in between scenes as needed (for example, after playing outside, the creature is hungry so it moves to the kitchen)
 - You can drag your creature between scenes

Other information:

- Personality and Creature Status
 - Your creature keeps track of different personality traits
 - It will influence what type of food or activities it likes
 - It will influence what kind of hat it likes to wear
 - Life stages: Baby → Toddler → Child → Teen → Adult → Leaves house (and sends letter)
- Status Screen
 - Displays buddies personality type, name, age → it leaves the house at age 25
- Saving/loading
 - Simulating time while you were away when you reopen the game

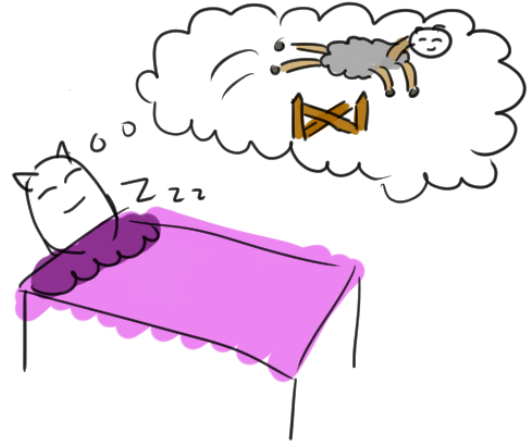
Technical Elements:

- Rendering
 - Buddy
 - Materials / Shaders
- Assets:
 - Music and Sound: Background music
 - Audio feedback
- Sprites
- Geometry
- 2D Geometry Manipulation
 - Colliders for room walls, your creature, objects and other structures/barriers
 - Transformations

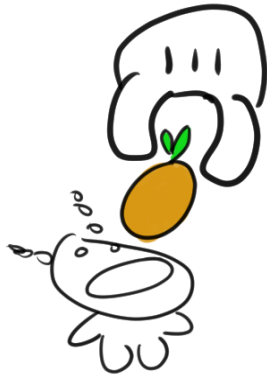
Concept Art:



Main scene: displays creature, their status, and UI for selecting actions



Bedroom scene: counting sheep as buddy is sleeping.



Example action: drag food above Eggly Buddy to feed it.



Mailbox: random interactable gift received!