

Page 1: Title Page (no graphic yet)

- **Title:** *City Chic: Fashion Chronicles*
- **Contact Info:** estramonte@chapman.edu
- **Target Platform:** PC
- **Target Audience:** Fans of fashion simulation and narrative-driven games, particularly ages 16+ with a focus on players interested in fashion, social simulation, and open-world dynamics.
- **Target Rating:** Teen (due to mild language and suggestive themes)
- **Expected Shipping Date:** December 2, 2024

Page 2: Story and Gameplay

Story: The player takes the role of a young fashion model in New York City, newly accepted into the elite social circle of Carrie Bradshaw and her friends. The city's social scene revolves around high-stakes fashion shows, exclusive parties, and fierce rivalries. The player's goal is to rise to the top of the fashion world by attending events, building relationships, and competing in prestigious fashion challenges. NPC interactions will drive the story, including encounters with social rivals, romantic interests, and key figures in the fashion industry.

Gameplay Example: On a typical day, the player might start in their apartment, reviewing emails about upcoming fashion events. The player receives an invitation to a fashion show happening at 7 PM and must spend the day preparing. They'll need to:

- **Morning:** Travel to a fashion boutique to pick out a new outfit for the show.
- **Afternoon:** Meet up with friends at a café for a gossip session, where NPC interactions affect relationship dynamics (positive responses increase reputation, while negative responses might create social tension).
- **Evening:** Attend the fashion show, where the player's outfit is judged based on its adherence to the show's theme (e.g., "Glamour Evening-wear"). Winning the show boosts the player's reputation and unlocks exclusive rewards like new outfits or social events.
- **Post-Event:** The player might be invited to an after-party, which could further impact their relationships or lead to story-altering decisions.

Page 3: Game Flow

Player Progression: The player's progress is measured by three core metrics:

- **Money:** Earned through modeling gigs and winning fashion challenges. It is used to purchase outfits, furniture, and event entries.
- **Experience (XP):** Earned by completing daily tasks and events. It unlocks new abilities, locations, and storylines.
- **Reputation:** This is the key to unlocking more prestigious fashion events and social circles. The higher the reputation, the more elite events the player can attend.

Challenges & Rewards: The game's challenge lies in balancing time, relationships, and fashion. For example:

- **Fashion Competitions:** Players select an outfit based on event themes (e.g., "Casual Streetwear" or "Red Carpet Glam"), and the game judges the outfit based on color coordination, style, and accessories. Success rewards the player with exclusive outfits and reputation boosts.
- **Social Rivalries:** Players will encounter NPC rivals at events. For instance, a rival might insult the player's outfit at a party, prompting a dialogue choice—should the player brush off the insult, or fire back with a witty retort? These decisions impact the player's standing with their social circle and can unlock new story paths.

Page 4: Character(s) and Controls

Main Character: The player's avatar is fully customizable, with a wide range of hairstyle, clothing, and accessory options. As the game progresses, players unlock more customization options through successful challenges and story progression.

Abilities:

- **Outfit Selection:** Using a detailed wardrobe interface, players can mix and match clothing pieces to create unique outfits. Outfits are rated based on how well they match event themes, with bonuses for creativity and accessorizing.
- **Dialogue Choices:** NPC interactions are driven by a branching dialogue system. For example, at a party, the player might be approached by a famous fashion designer. Choosing the right dialogue options could lead to future collaboration opportunities, while poor choices might damage the relationship.

Control Mapping:

- **Movement:** Keys **WASD** control the character's movement through the city and events.
- **Interaction:** Press **Spacebar** to interact with NPCs, access wardrobe, or engage in mini-games.
- **Wardrobe Access:** Press **R** to open the wardrobe, where players can select outfits.
- **Event Actions:** During fashion shows, press **E** to engage in specific actions, like walking the runway or making a dramatic entrance. (subject to change)

Page 5: Main Gameplay Concepts and Platform Specific Features

Daily Task Structure: A typical day is divided into three segments:

- **Morning:** This is a planning phase where players check their calendar for upcoming events, visit shops to purchase new outfits, and engage in light NPC interactions.
- **Afternoon:** Socializing takes place in locations like cafés or bars, where players can meet with friends and network with influential NPCs. Each interaction has dialogue options that impact the storyline and relationships.
- **Evening:** Fashion events and parties are the highlight of the day. Players must ensure they're dressed for the occasion and prepared for any challenges, such as impressing judges or competing against rivals in fashion competitions.

Example: The player attends a mid-day brunch with a rival fashion model. During their conversation, the player is given three dialogue options:

- Compliment the rival's outfit (increases friendship but might lower reputation with other NPCs).
- Criticize the rival's shoes (increases rivalry, unlocks a competitive event later).
- Stay neutral (no immediate effect but might miss out on future story paths).

Page 6: Game World

Locations:

- **Apartment:** The player's home base, where they can change outfits, check their calendar, and rest. The apartment can be customized with furniture and décor earned through gameplay.
- **Boutiques:** High-end shops where players can purchase new clothing items. Each boutique has a theme (e.g., streetwear, high fashion), and different stores offer exclusive items.
- **Café:** A social hub where players can interact with friends and other NPCs. Gossip and networking here can open new opportunities or lead to storyline developments.
- **Fashion Shows:** These events are where the player's fashion choices are put to the test. Players must walk the runway and be judged on their outfit, style, and presentation.

Example of Event Flow: The player attends an evening fashion show with the theme "Vintage Glamour." They must select an outfit from their wardrobe that matches the theme. During the show, they are judged based on their outfit's accuracy to the theme, creativity, and overall presentation. Winning the event grants them access to an after-party where they can network with NPCs for future opportunities.

Page 7: Interface

Wardrobe Screen:

- **Functionality:** The wardrobe screen allows players to browse and select outfits from their collection. The wardrobe is categorized into various sections—tops, bottoms, shoes, accessories, and special items like gowns or seasonal outfits. Each item displays key stats (e.g., “Casual,” “Formal,” “Trendy”) that affect the player’s performance in fashion events.
- **Example:** Before attending a themed event (e.g., “Street Chic”), the player can use filters in the wardrobe to quickly find matching outfits based on the event requirements. If the event specifies “Casual,” the player can sort their outfits to only show casual items and accessories that boost the outfit’s score.
- **Customization:** As the player progresses, they unlock unique pieces of clothing by winning challenges or purchasing from boutiques. Special outfit combinations can unlock hidden bonuses, such as reputation boosts or exclusive event invitations.

HUD (Heads-Up Display):

- The HUD dynamically updates based on the player’s actions and current objectives. Core HUD elements include:
 - **Time of Day:** A clock in the upper corner shows the current time, which affects available events and NPC interactions.
 - **Reputation Bar:** This bar indicates the player’s current reputation. The player’s social standing with different NPC groups is reflected here, with higher reputation unlocking new events and storylines.
 - **Money:** The player’s available funds, used to purchase new outfits, attend events, or upgrade their apartment.
- **Example:** While attending a social event, the HUD might show the player’s **current relationship status** with different NPCs at the party. If the player impresses certain key figures, their reputation bar will increase, opening up more networking opportunities.

Map and Fast Travel:

- The map screen allows players to quickly move between key locations in the city (e.g., their apartment, fashion shows, cafés). Each location on the map includes event icons that show when a special event or storyline moment is available.
- **Example:** If the player sees a flashing icon at the downtown boutique, they know there’s a limited-time sale or exclusive item that can only be purchased for a short period. Fast travel allows the player to quickly access these events without losing valuable in-game time.

Music:

Light jazz during the day and upbeat pop music at night, matching the laid-back yet vibrant city vibes.

Page 8: Mechanics and Power-ups

Fashion Competitions:

- Fashion competitions are one of the game's central mechanics. Players are presented with a theme (e.g., "Glamour Night") and must select an outfit that fits the theme. Competitions are scored based on a combination of criteria:
 - **Theme Accuracy:** How well does the outfit align with the event's theme?
 - **Creativity:** Is the outfit unique, or does it follow predictable trends?
 - **Color Coordination:** Do the colors of the outfit complement each other?
 - **Accessories:** How well are accessories, like handbags or jewelry, incorporated into the outfit?
- **Example:** During a "Glamour Night" event, the player might select an elegant gown paired with a vintage necklace and high heels. The outfit is judged based on how glamorous and cohesive it looks. If the player nails the theme but lacks creativity (e.g., they choose a common outfit), they might still win but won't get the highest score.
- **Scoring:** Each competition has a **judging panel** of three NPCs, each with their own preferences. One judge might value creativity over theme accuracy, while another might prioritize accessories. The player's outfit must balance these elements to earn a high score.

Power-ups/Collectibles:

- **Exclusive Outfits:** As players progress through the story and win competitions, they unlock rare and exclusive outfits. These items have higher stats and can provide bonuses during special events.
- **Example:** Winning a "Red Carpet" competition might reward the player with a limited-edition designer gown that gives them a +10 reputation boost when worn to elite social events.
- **Apartment Décor:** Players can collect unique pieces of furniture or art to customize their apartment. Some décor items also provide passive bonuses, such as boosting NPC interactions or unlocking hidden storylines.
- **Example:** Hanging a rare painting in the apartment might attract certain NPCs to visit, leading to new story interactions. Players can purchase these items from boutiques or unlock them through quests.

Page 9: Enemies and Bosses

Rival Fashionistas:

- Throughout the game, players will encounter rival fashion influencers who try to outshine them at events and parties. These rivals create tension and challenge the player's social standing.
- **Example:** At a high-profile fashion show, the player's rival shows up wearing a similar outfit. This forces the player to either take the risk of competing in the same outfit or scramble to find a new look before walking the runway. If the rival outshines the player, it can damage their reputation, and they may lose out on future event invites.
- **Rival Encounters:** Rivals often appear at the same events as the player, making passive-aggressive comments or attempting to sabotage the player's social standing by spreading rumors. Each encounter with a rival presents multiple dialogue options. Handling these situations tactfully can either turn rivals into allies or escalate the rivalry further. (maybe a catfight)
- **Progression:** As the game progresses, rivals become more difficult to deal with. Their outfits improve, their social networks grow, and they begin to spread more harmful rumors. Defeating a rival in a fashion competition can boost the player's reputation significantly.

Work and Life Balance:

- In addition to social challenges, the player must also manage their work-life balance. This includes balancing personal life, friendships, and career responsibilities. Missing important work deadlines (e.g., writing fashion articles) can lead to financial penalties or loss of reputation.
- **Example:** The player is invited to an exclusive party on the same night they have a deadline for a fashion magazine article. The player must decide whether to prioritize work or attend the party. Missing the deadline might lead to their article being rejected, reducing their income and status at work.

Time-Based Challenges:

- The player must plan their day wisely, as certain events and NPC interactions are only available at specific times. Failing to attend a time-sensitive event can result in missed opportunities for new storylines or exclusive rewards.
- **Example:** A major fashion show might only be accessible in the evening, but the player also has a brunch date with an important NPC in the morning. Missing the brunch might damage the relationship, but skipping the fashion show could mean losing out on a big reputation boost.

Page 10: Cutscenes, Bonus Material, and Comps

Cutscenes:

- The game features short pixel-art cutscenes that appear at key moments in the storyline. These cutscenes help to emphasize important events, such as winning a major fashion competition or facing off against a rival. Cutscenes can also introduce new locations or major story beats, like entering an elite social circle or unlocking access to new boutiques.
- **Example:** After winning a fashion competition, a cutscene might show the player being approached by a famous designer who offers them an exclusive modeling gig. The cutscene ends with the player's invitation to an elite after-party, setting the stage for the next big event in the game.

Bonus Content:

- **Unlockable Outfits and Events:** By completing certain challenges or story paths, players can unlock hidden outfits and exclusive events. For example, successfully completing all of the rivalry challenges might unlock a secret fashion event where the player competes against all of their rivals in a final showdown.
- **Example:** Completing all "Red Carpet" events unlocks a special collaboration with a celebrity designer, allowing the player to design their own exclusive outfit. This outfit can then be worn in future events to gain special bonuses.

Replayability:

- The game encourages multiple playthroughs by offering different storylines and outcomes based on the player's choices. Players can build relationships with different NPCs, choose different career paths, and unlock unique storylines on each playthrough.
- **Example:** On one playthrough, the player might choose to focus on becoming a high-profile model, while in another, they might focus on building relationships and securing collaborations with famous designers.

Competition:

Similar games in the market might include:

- The Sims (life simulation and customization)
- Animal Crossing (daily tasks, exploration, and character interactions)
- Mission Runway (fashion simulation elements)
- Stardew Valley (pixel art, open-world exploration)

Milestones

Milestone 1
<ul style="list-style-type: none">• Finalize the Game Development Document.• Import game map and character sprites.• Implement basic character movement and game controls.• Build out basic mechanics (collectibles, progress tracking).
Milestone 2
<ul style="list-style-type: none">• Create the main menu screen and integrate wardrobe interface.• Implement outfit selection screen and the first key location (apartment).• Build out additional key locations (runway, restaurant, Downtown) with character movement.• Implement NPC functionality (roaming, cutscenes) and develop a branching storyline.
Milestone 3
<ul style="list-style-type: none">• Introduce event triggers based on reputation, relationships, and time of day.• Continue developing storyline branches and implement more complex event outcomes.• Build and refine the time-of-day mechanic (event triggers tied to time of day).• Create multiple outcomes for key fashion events and social challenges.
Milestone 4
<ul style="list-style-type: none">• Review progress, catch up on any delayed tasks, and refine mechanics.• Ensure smooth NPC interactions, story progression, and bug fixes.• Integrate final assets, polish event triggers, and optimize gameplay.• Finalize polishing and playtesting.• Add music, sound effects, and animations.• Refine the user interface, character movement, and fashion competitions.• Final testing and debugging to prepare for final submission.
Milestone 5
<ul style="list-style-type: none">• Game Build