

Page 1: Title Page (no graphic yet)

- **Title:** Sex and the City: Pixel Diaries
- **Contact Info:** estramonte@chapman.edu
- **Target Platform:** PC (Steam) or Nintendo Switch
- **Target Audience:** Fans of simulation games (ages 16+), particularly those interested in fashion, social simulation, and narrative-driven gameplay.
- **Target Rating:** Teen (due to mild language and suggestive themes)
- **Expected Shipping Date:** The end of this semester - December 2, 2024

Page 2: Story and Gameplay

Story:

The player controls a character inspired by Carrie Bradshaw, navigating her social life, career, and fashion in [New York City](#). The game begins with the player moving to the city, setting up their apartment, and meeting new friends. As they explore the city, they encounter different events and characters like Samantha, Miranda, Charlotte, and Mr. Big. The main character faces conflicts such as balancing work, relationships, and friendships, culminating in key moments where the player must make life-altering decisions.

Gameplay:

The player navigates an open-world city map, completing daily tasks such as writing, socializing, and attending fashion shows.

Gameplay is divided into morning, afternoon, and evening segments with a day-night cycle.

Key events trigger based on location and time, advancing the storyline or providing mini-game opportunities (e.g., fashion challenges or social interactions).

Page 3: Game Flow

Player Growth:

As the player completes tasks, they earn money, experience, and reputation points. These rewards allow them to unlock new outfits, furniture for their apartment, and social events.

Challenges & Rewards:

Over time, tasks become more complex. The player's choices in interactions can affect their friendships or career, unlocking new storylines and outcomes. Completing fashion challenges allows the player to unlock exclusive clothing and accessories.

Mechanics:

- **Collectibles:** Clothes, accessories, and home decor.
- **Progress:** Reputation with friends and experience points earned from successful outfits and events.

Page 4: Character(s) and Controls

Main Character: The player controls a pixel-art version of Carrie (or a customizable character). The character's story revolves around navigating the city's social and professional landscape.

Unique Abilities:

- **Outfit Selection:** The player can dress the character based on events, using a wardrobe interface similar to Mission Runway (the DS Game).
- **Story-based choices:** Dialogue and interaction choices influence relationships and story outcomes.

Control Mapping: Basic movement with arrow keys and mouse. Interactions with NPCs and objects are done with simple button presses/clicks. A dedicated key for the wardrobe to switch outfits at any time.

Page 5: Main Gameplay Concepts and Platform Specific Features

Gameplay:

The core gameplay is divided into:

- **Daily tasks:** Write articles, socialize with friends, complete fashion challenges.
- **Events:** Entering specific locations triggers story-based events (e.g., meeting Mr. Big or a fashion show).

Platform Features:

On PC or Switch, players can take advantage of the platform's storage to save outfits and stories. The Switch's portability allows for quick play sessions, perfect for the game's shorter, task-based structure.

Page 6: Game World

World Locations:

- **Carrie's Apartment:** Where the player writes, rests, and changes outfits.
- **Café:** A social hub for meeting friends and gossip.
- **Fashion Shows/Club:** Where fashion challenges and events occur.
- **Downtown Streets:** Walkable areas that lead to events and random encounters.

World Mood:

The environments evoke a cozy yet bustling city atmosphere, with soft, pastel colors during the day and vibrant nightlife scenes in the evening.

Navigation:

The player navigates through a hub-style city map. Each location connects seamlessly, with events triggered based on the player's movements and time of day.

Page 7: Interface

Interface Flow:

The interface is designed to evoke a chic, fashionable mood with sleek, minimalistic menus. It includes:

- A map for fast travel between key locations.
- Wardrobe and inventory screens for outfit selection.

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

Unique Mechanics:

- **Fashion Competitions:** Inspired by Mission Runway, the player competes in fashion shows by selecting outfits that match the event's theme.*
- **Time-based Events:** Certain NPC interactions and storylines only occur at specific times of day, adding a layer of strategy to the player's schedule.

Power-ups/Collectibles:

Fashion items and home decor can be purchased or unlocked through gameplay. These items enhance the player's fashion score and reputation.

Page 9: Enemies and Bosses

Enemies:

The game doesn't have traditional enemies, but there are social rivals and difficult interactions that act as "obstacles." These could be rival fashion influencers, competitive colleagues, or even characters with conflicting goals.

Social Challenges:

- **Rival Fashionistas:** They may critique the player's fashion choices or compete with them in fashion challenges. Winning over these rivals or impressing them can unlock new social circles and exclusive events.
- **Work Obstacles:** Deadlines and workplace drama serve as barriers to the player's progress in writing tasks, adding tension to the gameplay.

Bosses:

- **Major Events:** Boss-like challenges could be in the form of high-stakes fashion competitions or pivotal life decisions (e.g., choosing between two major career opportunities). Success in these moments can unlock story advancements, special outfits, or new areas of the game world.

Page 10: Cutscenes, Bonus Material, and Comps

Cutscenes:

The game features short, pixel-art cutscenes that occur between major story milestones. These include scenes like meeting Mr. Big or attending a major fashion event. They play at the beginning of the game, before and after big events, and at the conclusion of important story arcs.

Bonus Material:

Players can unlock special outfits, dialogue options, and even additional characters (like side friends or love interests) by completing certain tasks or winning fashion challenges.

Replayability:

The game encourages multiple playthroughs by offering different story outcomes based on the player's choices in relationships, career, and fashion challenges. There may also be unlockable content tied to specific character interactions or fashion scores.

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)