

# Rainy Friday

## Description

It is 5p.m. on a rainy Friday. After a long day in class, Frankie must do some tasks on the way home.

In this adventure PC walking simulator for all audiences, you'll explore the city under the calm sound of the rain and the warm reflection of the streetlights, meanwhile joking with the neighbours and completing some short missions through different minigames.



## Unique selling points

- Walking simulator + short missions (consisting of visiting houses on the road) which are easy-to-play minigames, that made the game more dynamic.
- Everyday situations/conversations, everyone can relate easily.
- Relaxing light rain ambient sound, which makes the player immerse into the game atmosphere.

## Target

- Students / Ex-students (16-35 years old).
- People who enjoy chill games, reading some (short) dialogs, paying attention to details and having a peaceful break while playing.

## Main features

Feature	Type	Priority
Interact with other things/people	Game Mechanics	Must have
Moving around (left, right, back, forth)	Game Mechanics	Must have
Perspective camera with angles limitations, depending on the scene.	Game Mechanics	Must have
Mini game: Help your friend pass level of Tyrian-like game in his/her console.	Game Mechanics	Must have
Mini game: Play some instrument (piano), QTE, guitar hero style.	Game Mechanics	Must have
Mini game: Go to the supermarket. It's crowded. Labyrinth with "enemies" to dodge.	Game Mechanics	Must have
To-do list (missions list). Strikethrough already completed missions <del>like this</del>	Game Mechanics & Visuals	Must have
Have 7 NPCs (own model, animation, dialogue)	Game Mechanics & Visuals	Must have
Have at least 3 different "large" streets, 3 alleys and 3 houses/interiors	Visuals	Must have
Menus, GUIs,...	Visuals	Must have
Transitions between scenes	Visuals	Must have
Rain particles/rain	Visuals	Must have
Cel shader	Visuals	Must have
Rainy background sound	Audio	Must have

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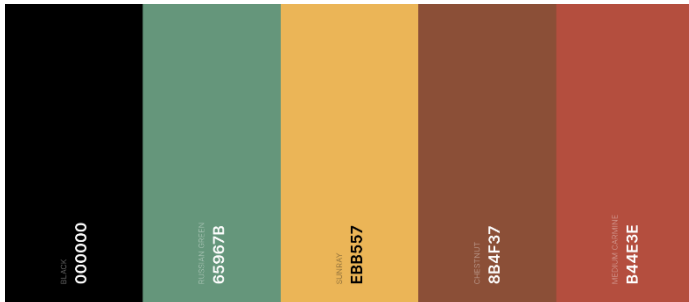
## Main features

Feature	Type	Priority
Inventory with descriptions (backpack)	Game Mechanics & Visuals	Must have
Dialog (speech bubbles)	Visuals	Must have
Having an iPod and unlock songs (in game) by interacting with things (as an achievement/reward). Play music and listening to it (at the same time it's raining).	Audio	Must have
Nice punch jokes, comments...	Story	Important
Different dialogs depending on the objects collected/some actions	Story	Important
Settings panel (sound control, window size?)	Programming	Nice to have
Use object to replay game (Game Boy stored on inventory, play whenever the user wants)	Game Mechanics	Nice to have
Another “more-complex-to-implement” re-playable minigame	Game Mechanics	Nice to have
Another “easy-to-implement” quick minigame	Game Mechanics	Nice to have
Idle animations (secondary characters)	Visuals	Nice to have
Idle and some basic interact animations (Frankie)	Visuals	Nice to have
Save/load system	Programming	Idea for later

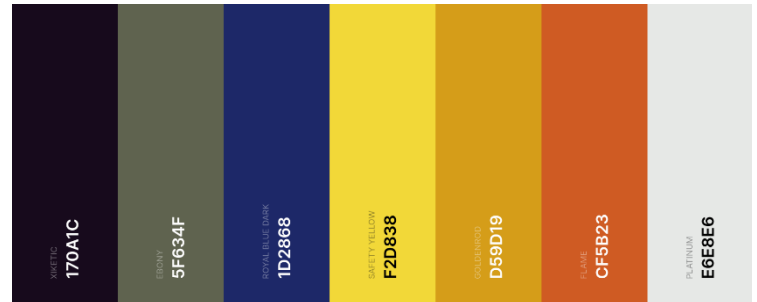
Add slingshot and possibility of breaking objects.	Game Mechanics & Visuals	Idea for later
Possibility of creating your own songs by some simple interface/audio editor and save them on your MP3.	Game Mechanics & Visuals & Audio	Idea for later

## Mood board

### Frankie's colour palette



### Main colour palette



### Aesthetics inspiration



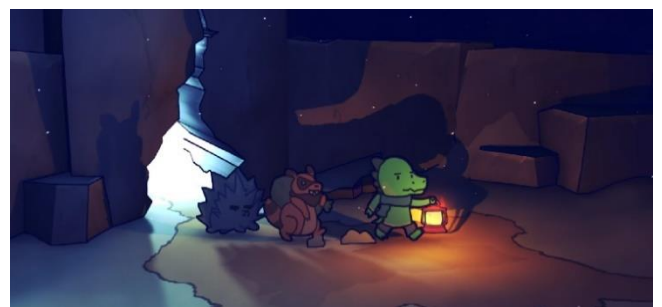
Studio Ghibli



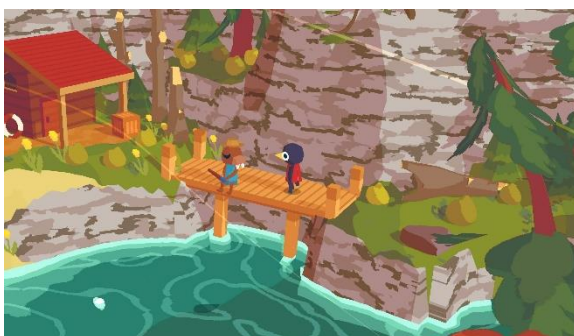
Night in the Woods



Professor Layton



Untitled Paper RPG

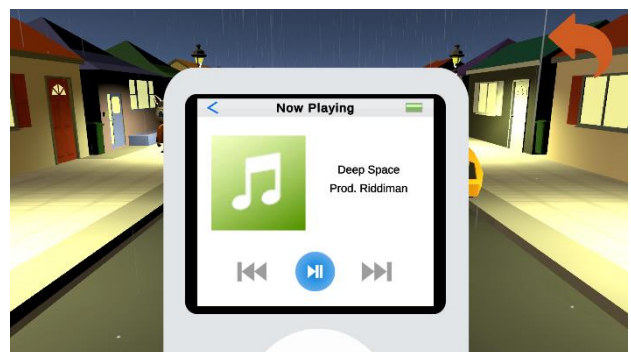
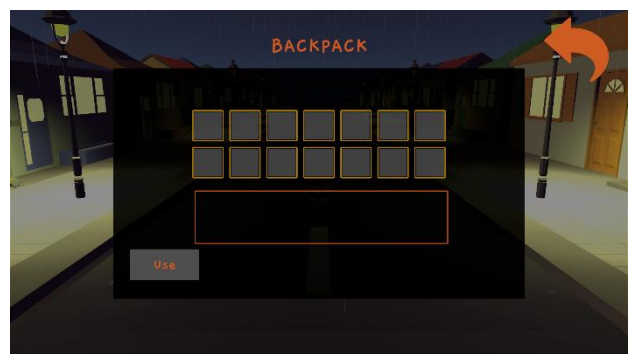
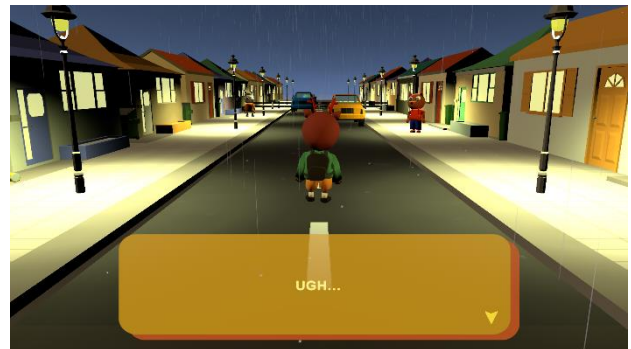


A Short Hike



Random Internet image (Google Images)

## Mood board (prototype)



Note: Scenes will have cel shading



## Time plan

