

Introduction

In this game, the player takes control of an MMORPG-obsessed avatar, and must help them achieve success in their beloved game by keeping them alive and in good health.

Description

You begin the game by providing basic characteristics to the avatar that you'll be controlling. Characteristics will include giving your avatar a name, age, and gender, and allocating stat points that roughly outline the avatar's personality, perks that will give your avatar a leg up on certain tasks, and foils that will make your avatar less capable or prone to certain unpleasant conditions.

The game takes place over a period of time up to year. During this time your avatar will strive to become the best player in the world at the role-playing game that they find themselves newly obsessed with. The game starts with them living in their mother's basement or a dingy dorm/apartment, using a crappy computer that's barely able to run the game they so love. Over the course of the year, your avatar will have to deal with all the other tediums of life that interrupt their online game pursuits – work, school, other people, etc. You'll have the opportunity to use any money they accumulate to purchase upgrades, such as a new computer, better food, or a new place to live.

After the year is over, or if your avatar is no longer able to continue playing, you will have your score calculated and see how far your avatar managed to get in the game.

Key Features

See attached text file.

Genre

The game can best be described as a simulation with a mixture of RPG elements. It takes place in modern-day America and the game's setting will reflect this fact.

Platform

The game will be developed primarily for PC. By merit of the languages the game is written in, it will be either standalone or web-based. No multiplayer functionality is planned.