

The Life of Alice



While working 3 jobs and being a full-time student, can Alice fend for herself when a boy...better yet a man catches her attention?

This game is suitable for all ages, particularly 10 and up.



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Platforms:

The Life of Alice will be played on PC, iOS, and Android.

Genre:

Life Simulation

Category:

The Life of Alice is unique because you get to experience a hard-working college student that isn't stereotyped as the sorority girl. It's like the Sims being a simulation game but instead of trying to fall in love or have kids, you're trying to please each of your clients by cleaning and organizing their homes the way they want it. Everything must be perfect.

Premise:

In, The Life of Alice, the game is set in a suburb of Seattle, Washington, Pine Haven (fictional). You play Alice Kirk, a college student with a not so fun job, dealing with the most OCD people. Your goal is to please your clients, make money, and pay for school. The challenges you'll go through will include boys trying to distract you from work, trying to finish work on time, and keeping your clients happy when the job is done.

Story Summary:

The Life of Alice follows a young college girl who is working her life away while keeping up with school. Alice goes throughout her daily routine of house-keeping, class, and any other work she can find to help pay for school. As she cleans houses she starts to notice that one of her clients is starting to fall for her. This rich middle-aged man, Rick Garrison, is very OCD on how things need to be cleaned. Alice has mastered the way he likes his home to look, and because of this, he is her top client. He pays well, and always tips generously. She doesn't want to discontinue house-keeping for him but at the same time she needs to be careful because she doesn't need the distraction. Alice's specialty for house-keeping is being able to deal with the most difficult, OCD clients. If

someone likes their home cleaned a certain way and things put away in a certain order, Alice is the one to do it.

Game Summary:

The Life of Alice is structured around individual levels. Each level is a clients' home that needs to be cleaned/organized. Alice uses the mouse to maneuver throughout the home and clicks on the certain objects that need to be selected. At the end of each level, the client will appear and give their report on how the home looks. If it is to their liking then Alice will be paid and receive a potential tip. If Alice runs out of time then she will have to come back and clean the home but may not hear back from that client again. As Alice journeys through her work week the levels will continue to get harder. The same clients will appear in most levels but will be more specific on how the house or area gets cleaned/organized. To beat the game, Alice must pass each level with flying colors and be able to pay off all her student loans.

Character Summary:

Being a house keeper for different homes has its challenges, such as needing to finish different homes within the same time frame or else you might not get paid. Time can be the hero or the enemy here and needs to be used wisely, if you get done before the time runs out, you get a tip (aka those pair of shoes you've been dying to purchase)! If time runs out before you're done, you can kiss those extra coffees before class good-bye.

Enemies:

One basic enemy: Rick's dog who can never seem to learn the concept of being house trained. **One level boss:** Rick, the divorce lawyer who could easily snap you in half if he wanted to but at the same time has this peculiar charm to him. **The End Boss:** Time, time is of the essence. If time runs out before Alice is done with her job, it may cost her, that job.

Alice Character Design:

Alice, the young college girl who is spunky and hard-working.

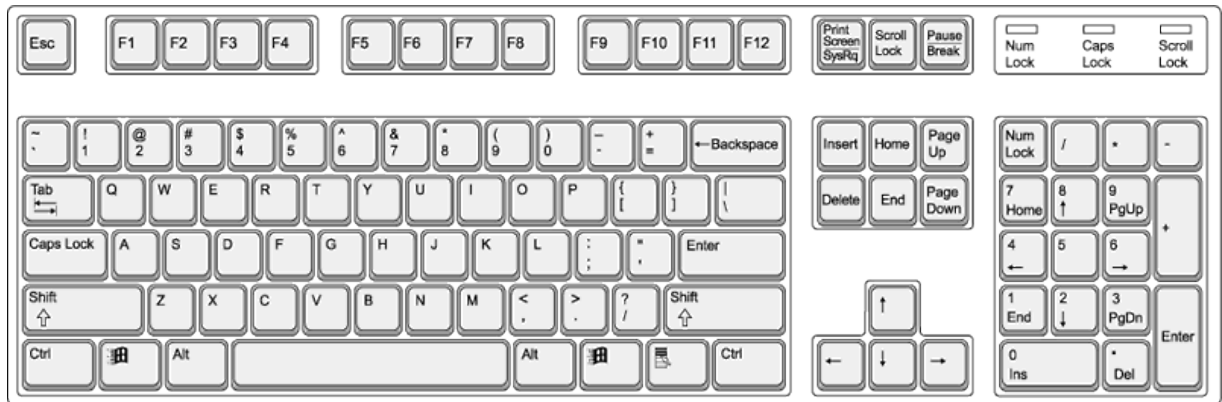


Enemy Design:

Rick, the middle-aged man with impeccable charm and a generous wallet.



PC/ Mac Platform Controls:



Up, Down, Left, Right - Arrow Keys

Select object – Enter or right click on mouse

Release object – Enter or right click on mouse

Switch out cleaning equipment – Space Bar

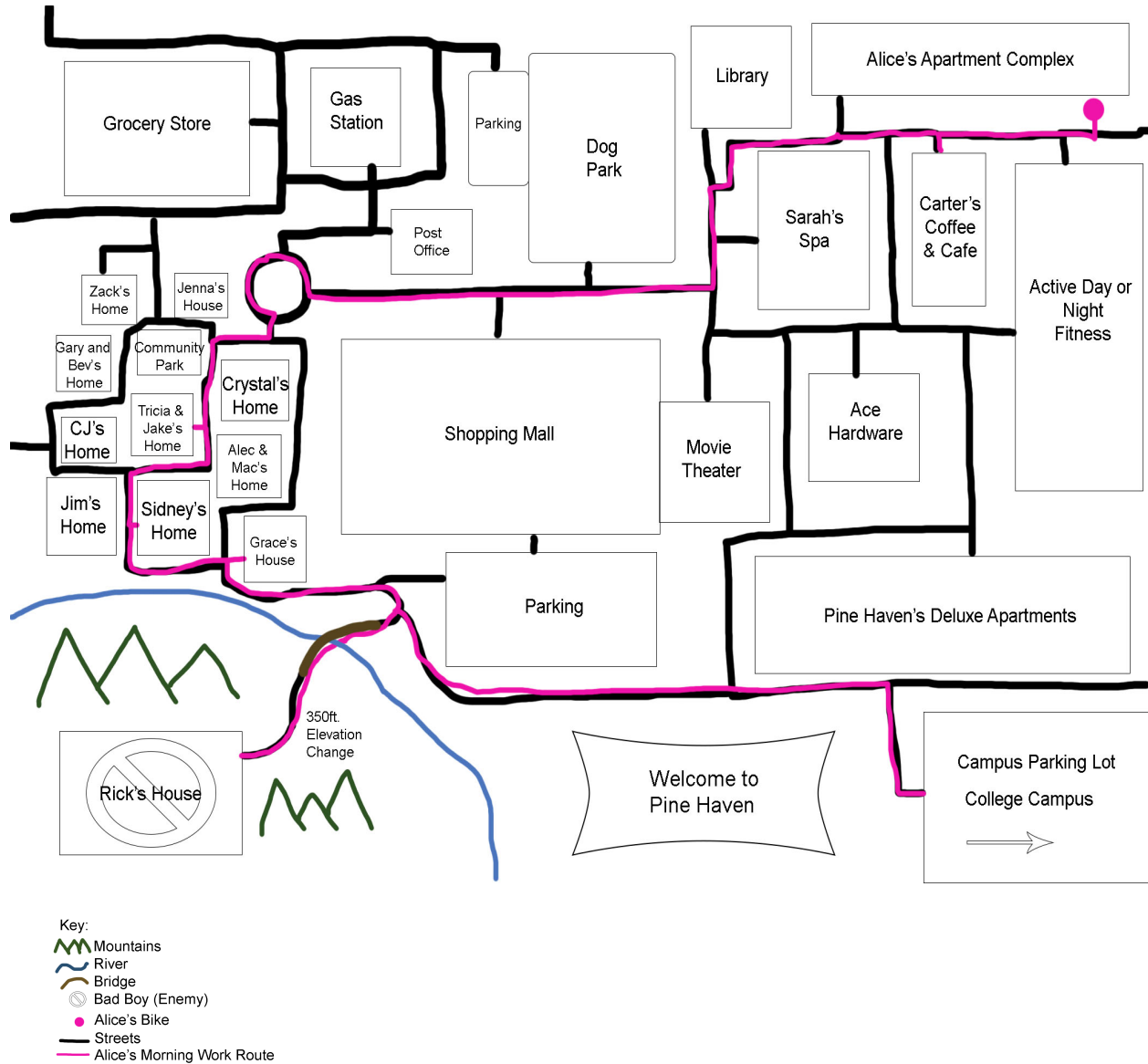
Art Style:

This game design will be cartoony but with some realistic characteristics to it. The levels will be bright and colorful while being easy to follow. It works for my game because most life simulation games are bright and simple, and that's what I am going for. I want this game to be appealing to the eye while still having fun silly aspects to it. The Life of Alice will look and work like the game Cooking Fever.



Level Design:

This is the main mapped out area of where Alice lives, in Pine Haven, a suburb of Seattle, Washington.



Audio Design:

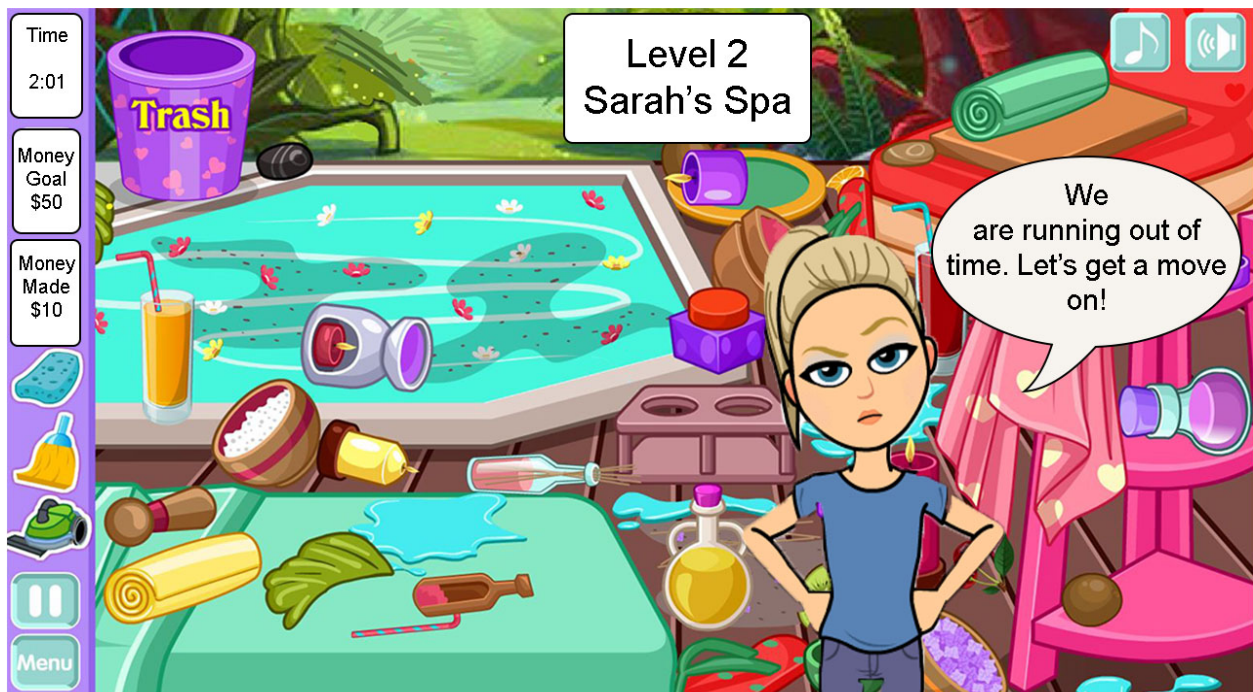
The startup of the game will have a soundtrack and music throughout the game that gives off the mood of where the player is at. It will also have sound effects when each level or destination/location is reached or not reached. Alice will be talking throughout the game to tell us what needs to happen. We will also have the option to speak for her using caption bubbles that will appear when our response is needed. Then she will speak using the response we chose corresponding with the correct tone. For example, if she is walking and passes by a dog leashed to a bike rack outside a bookstore, we can choose from these responses: 1) "Hi puppy! Oh, you are so cute!", using an excited tone of voice 2) "That dog looks dirty better not touch it.", using a disgusted tone of voice.

The soundtrack or opening music for the game: <https://youtu.be/v7fohPA9fk0>
I would use this for the startup music throughout the game because it is happy and sounds like you're walking through a virtual world.

HUD:

You have your character in 3rd person and on the left side of the screen is the time you have left to clean, the amount of money you're trying to reach, and the amount you have made. There will also be a few cleaning objects to the left that you can use. Up at the top of the screen will show the level you are on and who's space you are cleaning. To clean up you simply move the mouse to click and drag things. You can throw away objects by dragging them to the garbage can in the upper left hand corner. Or you can click and drag the sponge to the spilled water to soak it up. The only enemy that you have in this level shown is the time. If you run out of time before you have finished cleaning you don't reach your money goal and won't get a tip at the end. See photo on the next page.

HUD Look:



Monetization:

In the game “The Life of Alice”, I think the best way to make money off the game would be using virtual goods. For example, say she was cleaning an apartment and there was gum stuck to the carpet, she could buy a special product that removed the gum, or the player would have to wait until a certain level to obtain access to this product. Another option would be to have coins available to purchase on bulk for “Alice’s Purse”, this would give the player virtual money to update cleaning equipment, like vacuums, or upgrade to a new bike for Alice. Little things like that to help the player succeed in the game. I would want my game to be a free-to-play game but in app-purchases always seem to be a big hit. I am not sure on the price but in other games for coins its usually around 50 coins for \$.99, 100 coins for \$1.99, etc.

Demographics:

The Life of Alice is suited for ages 10+. It's easy to play for young ages, but the main target is female players, between the ages of 10-25. The Life of Alice will appeal to those who have experienced similar occurrences like college life and having a job but any age will be able to play it and understand it.

Rating Descriptors:



Contains:

Mild Language

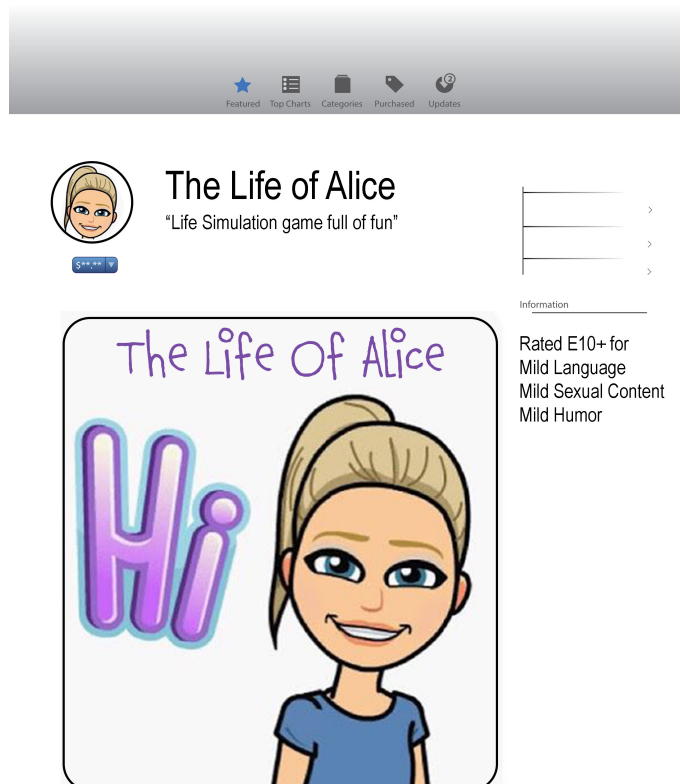
Mild Adult Humor

Mild Use of Alcohol

Mild Sexual Content

Retail Art:

The retail art goes along with the style of game. Full of color and realistic cartoons. Enough cartoon to make it relatable to children while still giving the effect of being a game available to adults.



Conclusion:

The Life of Alice brings you into a world where coffee is the only thing that keeps you going each day. You get to experience the challenges of cleaning for very uptight OCD people. Being able to clean is one thing but to clean and organize, let's say in alphabetical order Z-A is insane. Alice can do it! Are you up for the challenge of being a college girl and trying to please everyone?

Extra Credit Dialogue:

“The Life of Alice”

Alice & Mary (Level 1's Client)

File Name	Dialogue	Notes (Action)
Opening_01_01	Good Morning! Ready to get to work today?!	Chipper, excited tone
Opening_01_02	First let's go get some coffee...we will need it.	Emphasize on need it.
[Alice]_Bike Ride_01	It is so beautiful out today!	Smiling
[Alice]_Puppy_01	OMG it's a puppy!!	Give the player 2 options to pick from "Go pet the puppy" or "continue biking"
[Mary]_Level1_01	Good Morning Alice! I left a list on how I want things cleaned. Good Luck.	Note is shown on the table.
[Alice]_Level1_01	Wow, this a detailed list. Are you ready?	Looks to player excitedly.
[Alice]_Time_01	We are doing so well on time! 15 min left and almost done!	Smiling and giving a thumb up to player.
[Mary]_Level1_02	Great job Alice, the kitchen looks great!	Smiling, handing Alice a tip.
[Alice]_Tip_01	Thank you! Oh, thank you for the tip!	Smiling
[Alice]_Level Complete_01	We did so great today! Thanks for being amazing! Time for class!	Waving on Alice's bike to the player, riding off.

