**Cape Flats Chronicles: Prototype Design Document**

# 1. Core Concept, Theme & Genre:

**Concept:** "Cape Flats Chronicles" is a PC game that uses a narrative-driven approach to raise awareness about the complex challenges faced by teenagers growing up in disadvantaged communities like the Cape Flats, South Africa. Players take on the role of Lindiwe, a teenager navigating choices that impact her education, relationships, and safety.

**Theme:** Social awareness, resilience, consequence of choices, importance of education, breaking the cycle of poverty and crime.

**Genre:** Interactive Drama/Simulation

**Approach to Awareness and Empathy:**

* Players experience the challenges firsthand through Lindiwe's eyes.
* Actions and task completion directly influence the narrative and character relationships, highlighting the impact of decisions.
* Positive role models within the story showcase alternative paths and community upliftment initiatives.

# 2. Core Gameplay

This section outlines the core gameplay mechanics for "Cape Flats Chronicles."

**Movement and Controls:**

* The game utilizes a 3D perspective. Players use WASD keys for movement and the mouse to look around and interact with objects/NPCs.

**Objectives:**

* Complete tasks assigned by the teacher to improve Lindiwe's educational status.
* Make moral choices through actions and task completion, influencing Lindiwe's character development.
* Navigate challenges related to gang violence, poverty, limited educational opportunities, and peer pressure.

**Challenges:**

* **Prioritization:** Without a strict time limit, players must prioritize tasks based on their desired outcome (improve education or succumb to gang pressure).

**Progression:**

* The core system based on actions and task completion influencing stats (education/gang reputation) is important. This system tracks Lindiwe's progress and influences the narrative.

**Consequence System: (To be Added)**

* **Overachieving:** Focusing too heavily on one area can lead to negative events or missed opportunities.
  + **Education:** Neglecting social life and personal needs due to excessive focus on schoolwork could lead to isolation, depression, and potentially impacting grades due to burnout.
  + **Work/Gang Activity:** Neglecting schoolwork to focus on work or gang activity could lead to failing grades and limited future opportunities.

Buildings to add

* **Community Centre:** Opportunities to participate in positive activities, find mentorship, or gain access to resources that can help Lindiwe navigate challenges.
* **Shops:** Balancing work hours with schoolwork to avoid neglecting education, while also providing a way to earn money for supplies or participation in extracurricular activities.

# 3. Core Game Elements:

**Game World:** The Cape Flats, South Africa, represented by a single, fixed map. Key locations within the map will be explorable, including:

* **Lindiwe's Home:** A small, crowded apartment where Lindiwe lives with her mother and brothers. This is a haven for rest and family interaction.
* **Schoolyard:** The centre of education, where Lindiwe attends classes, interacts with teachers and classmates, and completes schoolwork.
* **Community Centre:** A source of support and guidance, offering activities, resources, and potentially positive peer relationships.
* **Shops:** Provide part-time work opportunities, impacting Lindiwe's financial situation.
* **Street Scenes:** Public areas throughout the Cape Flats where Lindiwe can encounter random events, challenges, and interactions with gang members or positive peers.

**Challenges and Narrative Integration:**

While the map itself is fixed, the challenges Lindiwe faces will be strategically placed within these locations and will evolve throughout the story:

* **Schoolyard:** Educational challenges like completing assignments, maintaining good grades, and facing peer pressure related to academics or gang involvement.

# 4. Core Game Mechanics

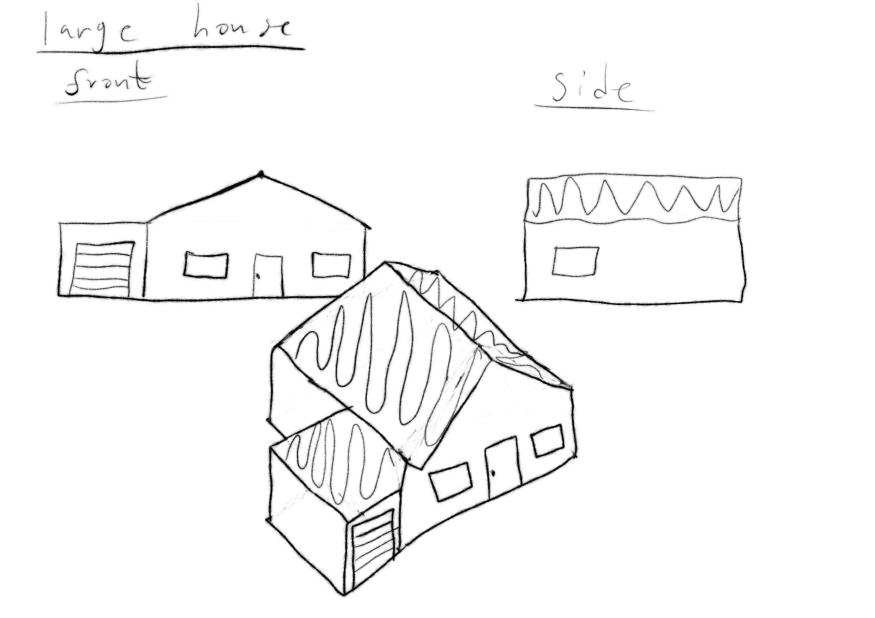
* **Task Management:** Players complete tasks assigned by the Teacher (homework, projects) and the Gang Leader (errands, community service). Completing tasks will influence educational and gang reputation stats.

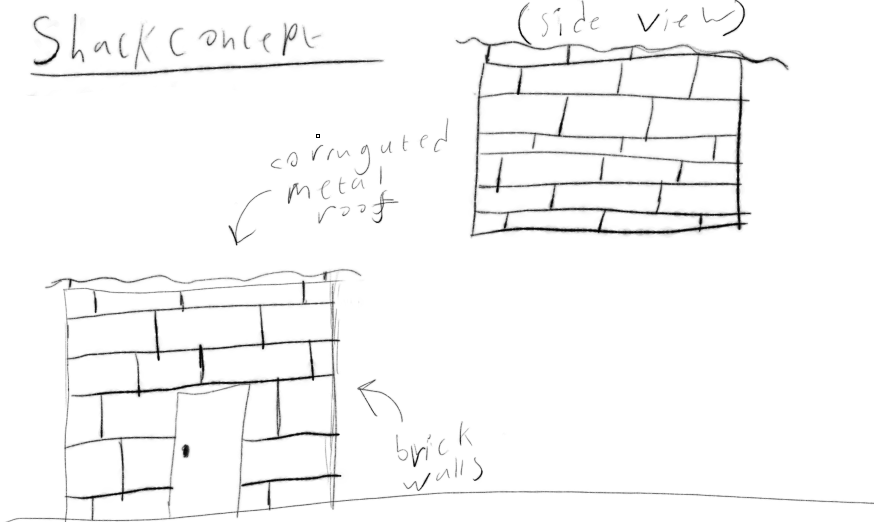
# 5. User Interface (UI)

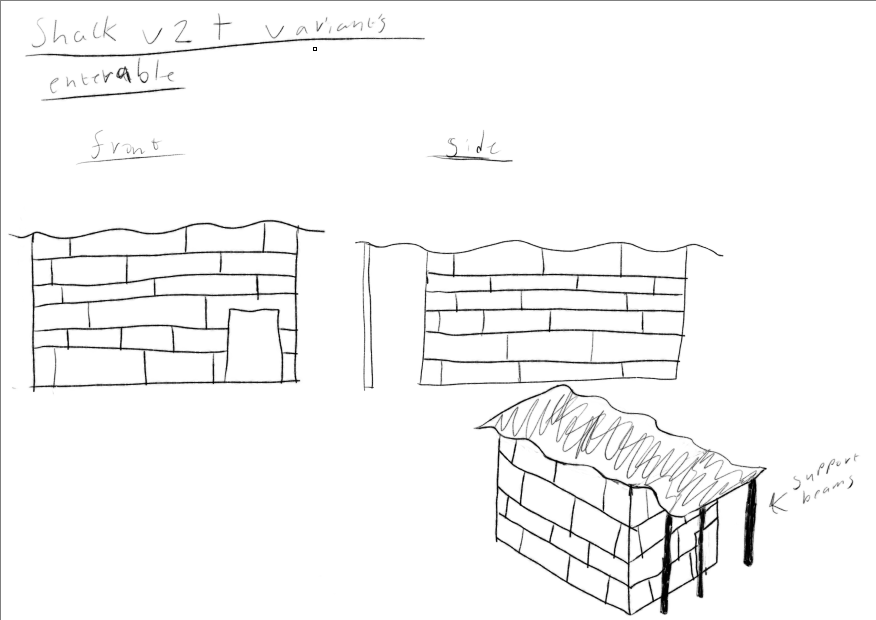
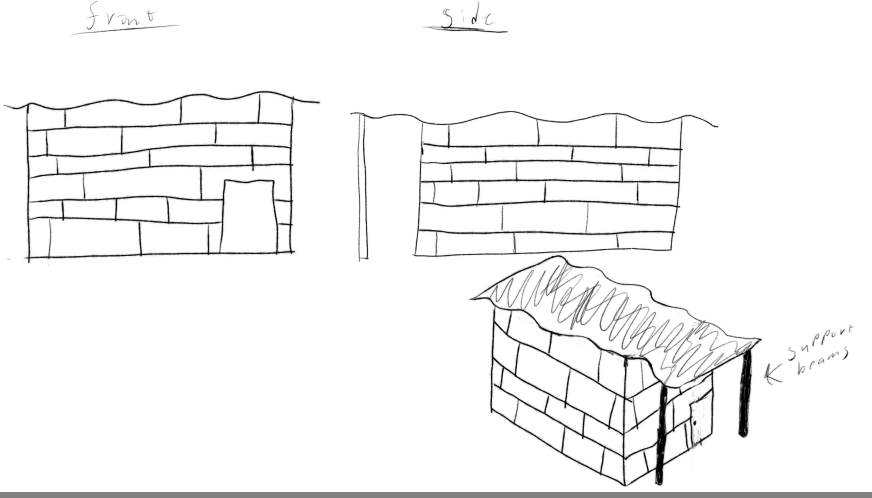
The UI will be basic and uncluttered to avoid overwhelming the player. There will be two key elements displayed on-screen:

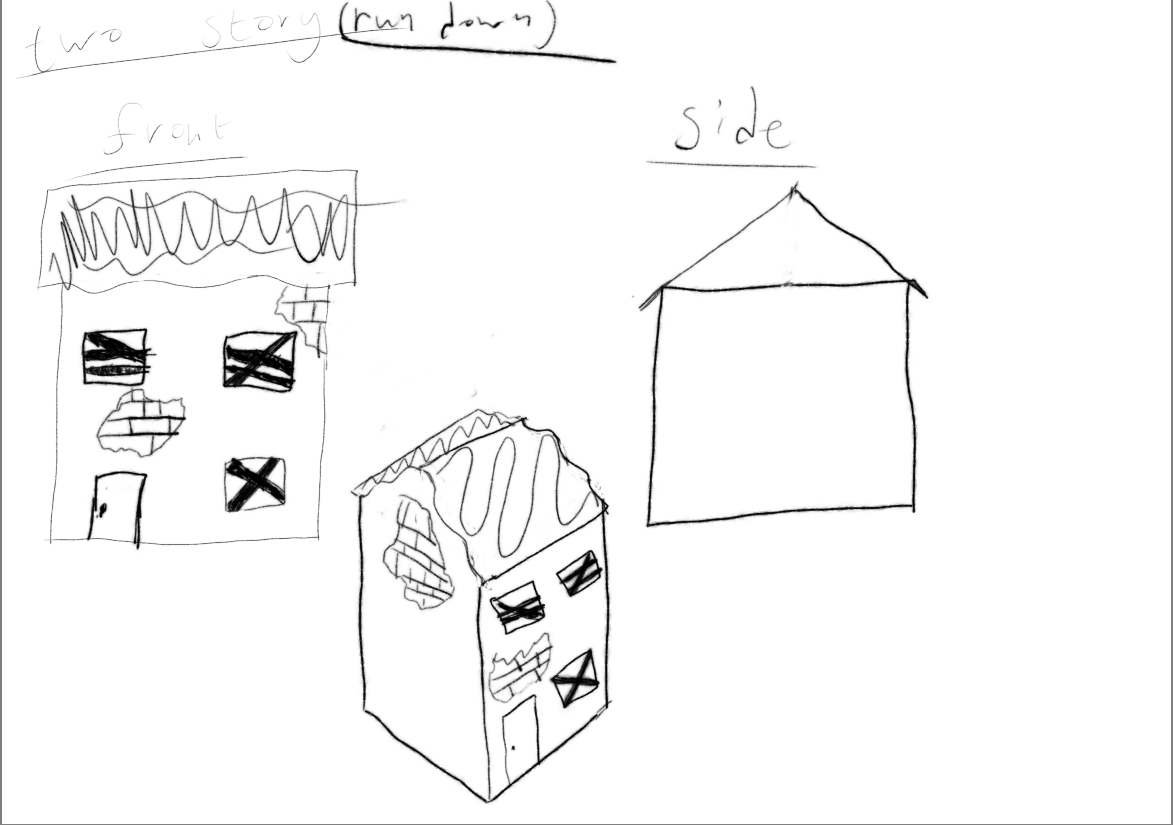
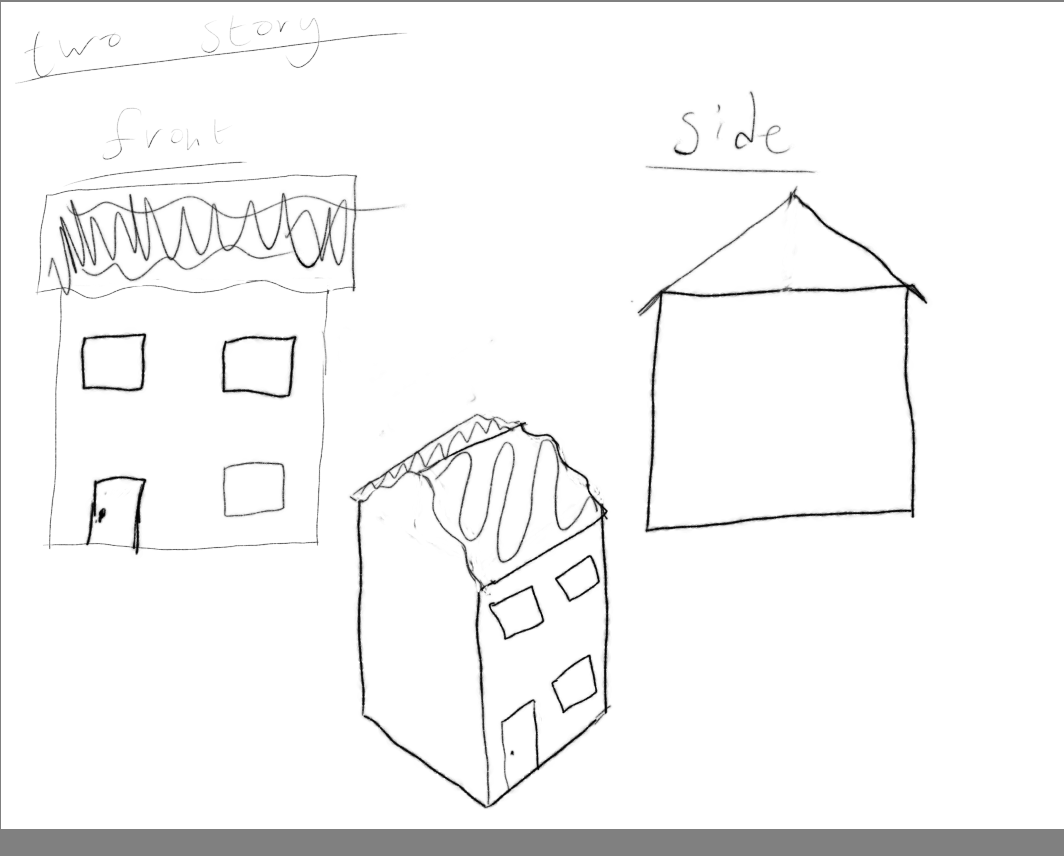
* **Education Status:** This will be represented by an image and a number, that changes based on the protagonist's educational progress.
* **Gang Status:** This will be represented by a separate image and a number, that changes based on the protagonist's Gang progress.

# 6. Concept art of game assets









# 7. Concept art of game characters

# 8. Concept art of the game world

# 9. Description of sound effects, music

The sound design in "Cape Flats Chronicles" aims to create a realistic and immersive experience that reflects the complexities of life in the Cape Flats. It will balance the vibrant community spirit with the ever-present danger of the environment.

**Soundscape:**

* **Ambient Sounds:** Background noises like birds chirping and rain will create a sense of place and enhance immersion.

**Character Interaction:**

* **People Talking:** NPC conversations and background chatter will add life to the world, provide narrative context, and potentially offer clues to the player.
* **Interactive Sounds:** Audio cues will confirm player actions, like picking up items or navigating menus.

**Environmental Effects:**

* **Cars Hooting:** The sounds of cars driving by will enhance the realism of the urban setting.
* **Gunshots:** Gunfire used strategically can signal danger zones or gang activity.

This thoughtful use of sound effects will draw players deeper into the world of "Cape Flats Chronicles," fostering a sense of presence while conveying the realities of the community.