Mama’s Little Witch(es)

By Eve and Matt Milan

# Flow

Game takes place in one programmatic location with submenus and transitions

# Daily Events

Wake Up – Narration. Daily weather can be seen out the window.

Planning Phase – Player chooses an activity which will be accomplished during a phase of the day.

Action Phase – Player attempts the activity and is scored at the end

# Daily Schedule

Wake Up

Morning

Planning Phase

Action Phase

Mid day

Planning Phase

Action Phase

Evening

Planning Phase

Action Phase

Wrap-up

Narration

# Activities

Gather - Explore a nearby location. Gives materials.

Market – Travel to village to buy, sell, and requests

Mix – Create things from materials.

Special – Limited-time actions, sometimes unavailable.

Study – Improve witch qualities