Project *Notes*

Game Design Document

# Introduction

*Notes* is a puzzle game for the PC that puts players in the seat of a loan officer, whose role is to accept or deny applications for automobile loans in an economy recovering from the brink of disaster.

# Description

It’s your first day on the job. You’ve just been sat in front of a computer screen that prominently displays the seal of a department of the United States government that was formed only a month ago, the Department of Economic Prosperity. You started working here for the same reason the new department was created, the economy went through another downturn, but it was the worse the United States has ever seen, the media called it the Great Catastrophe. After every bank went bankrupt, you, an employee of one such bank, lost their job, like millions of other Americans. The government, tired of seeing the banks fail their citizens, took matters into their own hands. At least you have a job now.

After logging in, you get a brief tutorial on how to perform your job. Based on the rules the department sets, you approve or deny the loan. While it sounds simple, infractions to these rules will be met with a penalization. At first, the rules are simple, but as the days go by, additional rules are applied. Fraud checks. Background checks. Repossession checks. The requirements will become relentless, but you’re expected to perform.

The prosperity of the United States economy depends on you.

# Key Features

Focus on Empathy: *Notes* will be designed in a way that snippets of people’s lives will be featured in every application, some of which will pull at the player’s heart strings or give them a moral dilemma.

Focus on Time Management: *Notes* will be designed in a way that puts pressure on the player to process as many applications as they can with the time given to them in a given “day”, while avoiding stiff penalties for incorrectly approved or denied applications.

# Genre

Dystopian, Time Management, Puzzle, Simulation

# Platforms

Primary: PC. Secondary: Mac, Linux, iOS, Android, Nintendo Switch

# Accessibility

Single player, local only.

# Engine

Unity

# Game Flow

The game starts with the main menu. When starting a new game, the player enters their first and last name. The player then gets introduced to the system, which the countdown for the day has yet to start, but gives the player a chance to read a tutorial message sent to them through their main game interface. Once the game begins, a clock begins to run, starting from 8AM and ending at 5PM, but hours go by as minutes, and minutes as seconds. The player accepts or denies applications as the day progresses. Once the day ends, a calculation screen displays the amount of money they made based on the amount of applications they processed, minus any penalties. After this, they proceed to a Purchases screen, which allows them to purchase rent (forcefully), car payment, food, electricity, and other bills.

# Look and Feel

Somewhere between *Papers, Please* and *Orwell: Keeping an Eye On You*. The main menu should give the player a feeling of being either at home, or in traffic, or in the shower, like they’re about to head to work. Main game interface might look like an MS-DOS program. Very much lacking any actual GUI. There may be dialogue from people in the form of chat bubbles that appear from time to time. Other screens have an undecided art style appearance.

# Game Mechanics

Basic Economy: After the player completes a work day, they will be awarded some amount of US Dollars, which they will then spend on

# User Interface

