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Tech 190 CRN

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**Number Wizard & Hidden Objects**

**Game Design**

**Game Title**

Welcome to the game“**Pete’s Venus Café**”, a title that uses a little bit of purple cow/In the know naming structure. Is the café on Venus? Is the game related to love? What kind of person is Pete? Our gamers will be enticed, then stupefied by the out of this world nature of this slice of life game.

**Game System**

Web or Mobile using cursor/selection. This is more of a down time game, simple and fulfilling. This game could be played while waiting at the bus stop or as a break in between studying for Tech 190 quizzes. The controls need to be simple enough to kill time easily and get the player addicted.

**Audience and Rating**

Rated T for Teen, the reason being there is simulated gambling and minimal blood. Enter this café hungry but you might not walk out with your life. Also Pete’s comic mischief as a café owner would be more puny to players mature enough to also understand nature and business practices. And in the process they might even learn something new.

**Game Summary**

This is a space café on Mars that happens to be housed inside of a humongous Venus Flytrap. The player is a hungry space citizen and Pete, our harmless looking plant alien, is both our waiter and the owner who runs the café VERY sustainably. To reduce overharvesting of resources across the galaxy Pete has customers pick planet #’s at random to source their food ingredients from. Left over food from customers even cycles into keeping up the establishment to pay rent (feed the Venus Fly Trap holding the Cafe). If Pete can’t guess your numbered planet, he can’t be sustainable, and then there won’t be any leftovers to maintain the café. However, if Pete does guess your planet #, you get to select your ingredients from the market shelves of the planet you picked using Pete’s portal gun.

**Level 1-2 Intersectionality**

They both have the theme of being “slice of space life” that pairs the number convention with location and selection with retrieval. Without picking a planet in level 1 players wouldn’t have a planet market to visit in level 2 to obtain ingredients for their meal. Again, Pete is very sustainable (and possibly cheap on labor) so he’ll cook what ever you like but you also have to play a larger part in orchestrating the meal you get.

**Diagram

Description automatically generated**

**Game Start Screen**

The Leaf to the left players can select to play the game. The image depicts the outside scenery of Pete’s Venus Café.

**Screen Image Mockups**

Majority of the images are hand drawn using illustrator with the exception of the marketplace which will jolt the player into hyper realism (photography of market). The market ingredients will be drawn to blend into the market.

**Game Over Screen and Retry/Quit Screen**

**A picture containing text, stationary, envelope, businesscard

Description automatically generated**

Diagram

Description automatically generated with low confidence

**Hidden Object Screen**

The player chooses the number associated with earth. Since the player was in the mood for Samosas (shrugs) they will have to pick the ingredients from out of the food market place. Using the same color of the piles I can redraw the ingredients they will have to select.

**Game Stage Screen**

This is where Pete will ask his customers to randomly pick a planet # to source their meal ingredients from. If Pete guess is right the customer will go through the portal. If Pete’s guess is wrong, the player will go to the center of the dinning bar and fall to the Venus Cafés stomach. Players can select number higher, lower, or correct from the left plates. This is the screen the players can also return to after successfully finding ingredients.

A picture containing food, marketplace, scene, several

Description automatically generated

**Music and Sound Effects:**

Music will be something upbeat and custom made on my Akai producer key board and using my own voice recording.