Chemical Cavy

The Pitch

The modern video game is many things. Loud. Complicated. Predictable. Salamander Studios seeks to throw out the monotony of the modern game and create something new, innovative, and simple. Enter Chemical Cavy.

In Chemical Cavy, you are the cavy potion novice who brews potions to give to your cavy friends. A cavy will request a certain effect, and through trial and error, the player will discover what reagents produce what effect. As the player gets better at brewing potions they will climb up the ranks, eventually earning the title potion master. Requests get more and more complicated as the player’s reputation grows; can you keep up?

The Mechanics

The player is given a request from a random list of adjectives; for example tall, short, tiny, giant, colorful, however the request will never contradict itself. They can either accept the request by double tapping (a single tap will start a .6 second timer, should the player tap again before the timer hits 0 it counts as a double tap) or reject it by single tapping.

If the player accepts the request, they are taken to the brewing screen. From there they can add a reagent to a brew by long-tapping (when a button is pressed on this screen a timer starts, if the button is held for .8 seconds it counts as a long tap), or not add it by single tapping. When the player wants to finish the brew they double tap the screen, which loads a scene where the customer drinks the potion. If the effect is achieved with no side effects, the player gets 10 XP \* the number of desired effects. If the desired effect is achieved with side effects, the player gets 5 XP \* the number of desired effects. If the desired effect is not achieved, the player receives no XP.

The player gains a level every 100 XP points for the first five levels, every 300 points for the next 3, every 500 points for the next two, and every 1000 points for every level after.

At level 1-4 the player is a Potion Novice, 5-9 Potion Apprentice, 10-14 Potion Journeyman, 15-19 Potion Expert, and 20+ Potion Master. Level, title, and XP amount are displayed to the player.

Novices have a .15 \* level chance of getting a double-effect request stating at level 2. Apprentices always get double-effect requests and starting at level 6 have a .1 \* level chance of getting a triple-effect request. Journeymen always get triple-effect requests and have a .05 \* level chance of getting a quadruple-effect request. Experts always get quadruple-effect requests and have a .02 \* level chance of getting a quintuple-effect request. Experts always get quintuple-effect requests.

At any point, a player may sacrifice 10% of their max XP (cannot go below 0 XP) to “research” a random reagent and learn its effect without trial and error. However, this can only be used thrice per XP level.

