Little-sim-protype

Game **D**esign **D**ocument

v0.3
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Overview

Little-sim-prototype is a small 2D world simulation game. In this game, you'll control your character throughout the world, interacting with other NPCs and visiting nice places.

Brief History

The game takes place in a small touristic town. The character was on a tour with his crew visiting a number of tourist places when he dropped some pasta in his shirt and was left behind while he was trying to clean it up. Now he must buy some new clothes and kill time until the crew notices that he's missing and come back to pick him up.

Game Flow

At the game start, a cinematic sequence will take place, where a bus can be seen parked close to a restaurant. The camera will be motionless while some dialogues occur. After dropping some pasta in his shirt, the player will go to the bathroom and try to wash it, but won't succeed. In the meantime, the bus will leave with the other passengers. At this moment, the character will leave the restaurant and complain about being abandoned while having a dirty shirt. The dialogue will suggest the player search for a cloth shop and finish with the line: "It won't take long for them to notice I'm not there". Here the gameplay starts, and the bus never comes back.

Core Mechanics

Movement

The player will navigate through the world using **[W, A , S , D]** inputs to move his character around. In a second moment, it's also planned to implement click-to-move to suit more types of playability.

Interaction

The player will be able to interact with NPCs and some world objects. The interactive elements will respond to the player approaching them and react to the **[E]** input.
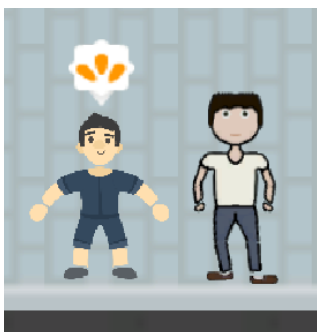
The standard answer to the player approaching an interactive element will be a balloon appearing over his head. That said, it is important to highlight that **this is not obligatory**, as a balloon may not suit all interactive objects.

Character customization

Custom characters are an important part of simulators, as they help the player to feel a connection between themselves and their characters. At the first moment, the player will be able to buy new clothes for the character and equip them. In the future, he'll be able to customize more aspects, like skin color, hair, gender, and other aspects of the character.

Shopping

As mentioned before, the player will be able to buy new clothes and other items. In order to do that, he'll interact with the shopkeeper. A quick dialogue will take place and then the player will see a shop window, through which he'll be able to buy or sell items.

The shop name and description, along with the items being sold and bought by it will be defined through a scriptable object. Also, each shop will define a different percentage paid for items sold by the user. This percentage will be applied to the original price of the item.

The shop screen will have 2 tabs, one for buying items, and another for selling. Even though the player can continue interacting with the game while he is shopping, the shop window must close if he gets far from the shopkeeper.

Standard Inputs

General

Esc - Pause Menu. [*Not implemented*]

Movement

W, A ,S ,D - Moves the character up, left, down, and right, respectively.

Interaction

E - Interacts with the highlighted Interactive Element.

Project Links

Github Repo | Code Reference | Development Process

GDD Changelog

v0.1 - 25/03/23

Initial GDD

v0.2 - 25/03/23

Added further description of the shop system

v0.3 - 28/03/23

Added Game flow section. Further description of the shop system.