TaskMonster

Game Design Document

Prepared on 6/02/15

by Amanda Rosado

redflowergames@gmail.com

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I. Introduction

A. Summary

TaskMonster is a virtual pet simulation (VPS) game for teenagers, because the genre has not been explored to the fullest extent that it can. The task list is a motivational tool designed to provide positive reinforcement, with people with depression and other mental illnesses in mind.

VPS users have long been asking for these games to utilize new technology and include more pet interaction and provide long-term goals and continuous pet improvement.

Additionally, though there are many to-do list apps out there, the incorporation of one into a pet sim will encourage players to complete their tasks in order to improve their pets, and to keep checking back for more rewards.

B. Feature List

To meet the above needs, my game will include the following, which will be described in depth in later sections.

- Interactive pets
    - Pets react to touch
    - Fulfill your pets' needs by feeding them, playing with them, petting them, cleaning up after them, and more
    - Rich, unique personalities so no two pets are the same
- Nonstatic, improvable pets that change over time
    - Influence their growth and behavior with training and reinforcement
    - After certain criteria are met, pets will change into a new, advanced form.
    - If you treated them exceptionally well, the form will be reflect your effort
- Positive reinforcement and encouragement, and a reason to come back and keep playing and completing tasks
    - Completing tasks gives gold and experience
    - Pets provide reminders and suggestions to complete tasks
    - A wide variety of options allows for easy tracking of tasks

C. Target Audience

Who

This game will primarily be marketed to teenagers, as under-18's make up the majority of the VPS userbase.

> By May 2005, a Neopets-affiliated video game producer cited about 35 million unique users, 11 million unique IP addresses per month, and 4 billion web page views per month. This producer also described 20% of the users as 18 or older, with the median of the remaining 80% at about 14.
> http://en.wikipedia.org/wiki/Neopets#Reception

It will also be created with the mentally ill community in mind.

Why

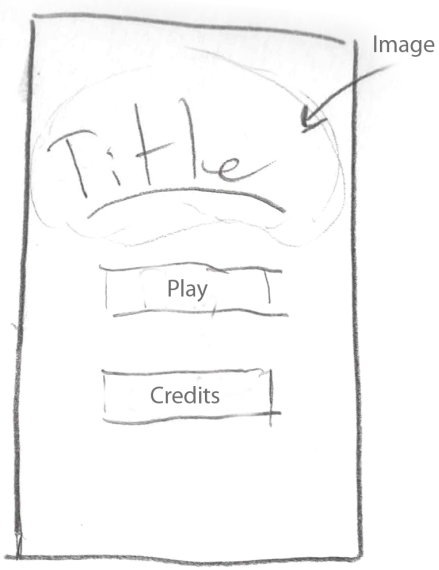
The VPS scene has been growing slowly ever since the early iterations of Neopets and Pokemon, and Pet-Raising Simulations such as Nintendogs and Fish Farm.

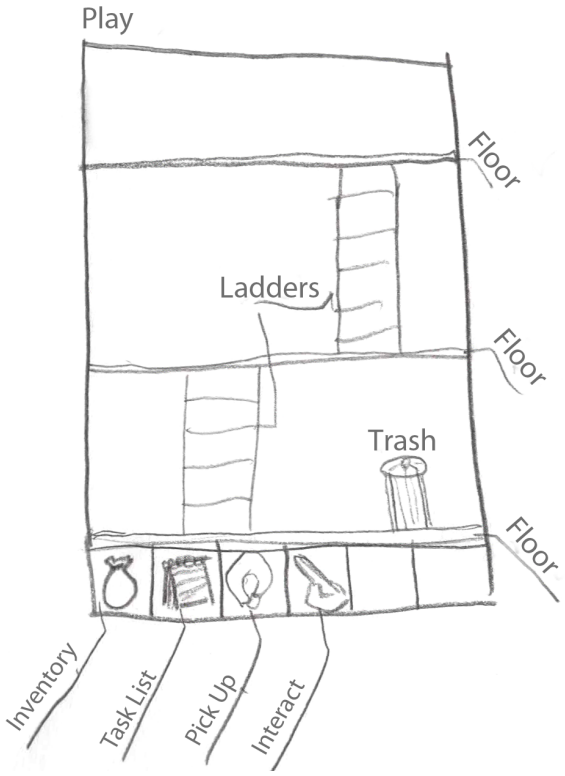
I created an open survey to VPS users. After reviewing the results, and from my own personal experience and observations, I have determined the following things that consumers want to see most out of VPS games:

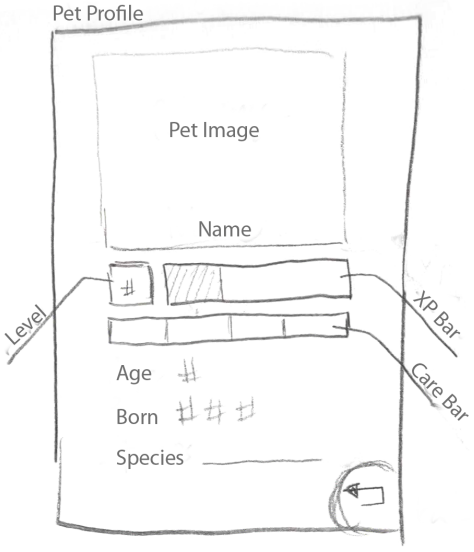
- More pet interaction to feel more connected to your pets
- Activities that make sense - and are more than just clicking a button
- A fun way to make money that is also engaging, and more than just selling things
- Pets that level up or change over time, and have good variety
- Surprises throughout; knowing what you're going to get before you get it is boring
- No arbitrary limits; balance overpopulation with user desire to hoard pets and items
- Visually appealing artwork

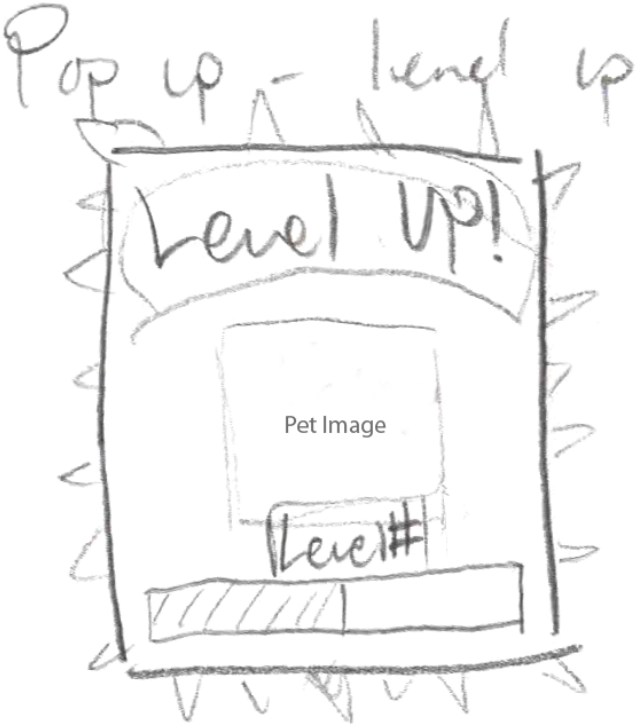
II. Gameplay

A. Screens









B. User Actions

The things that the user can do to interact with their monster include:

- Feed
    - Drag and drop a food item from the inventory to the pet
- Give toy/play
    - Drag and drop a toy from the inventory, then tap it to throw it around
- Clean up/throw things away
    - Drag waste or other unwanted items to the trash
- Turn lights out/put to bed
    - Tap the light and take out your pet's bed to tuck it in for the night

C. Pet Actions

The things that the monster can do include:

- Sleep
    - Pets will sleep for a random length of time (x) between 6 and 12 hours. Their sleepiness max is (24 - x) and will reduce to 30% of their maximum after (24 - x) hours. If the player does not put their pet to bed before its sleepiness reaches 0, it will fall asleep on its own and the player will have failed to care for their pet.
- Eat
    - Hunger is out of 100, and pets will become hungry when the meter reached 30% of max. This happens twice a day, depending on how long they sleep. First, when they wake up, and second, ((24 - x) / 2) hours later. If the hunger meter reaches 0, it will remain at 0 and the player will have failed to care for their pet.
- Poop
    - Happens a random length of time after eating
- Play with something
    - There is a chance, each time the player returns to the play screen or after eating, that the pet will get bored and want to play.
- Manners
    - Each time a care need is met, the monster will react either politely, rudely, or not at all. These manners can be encouraged by giving treats, or discouraged by being ignored.

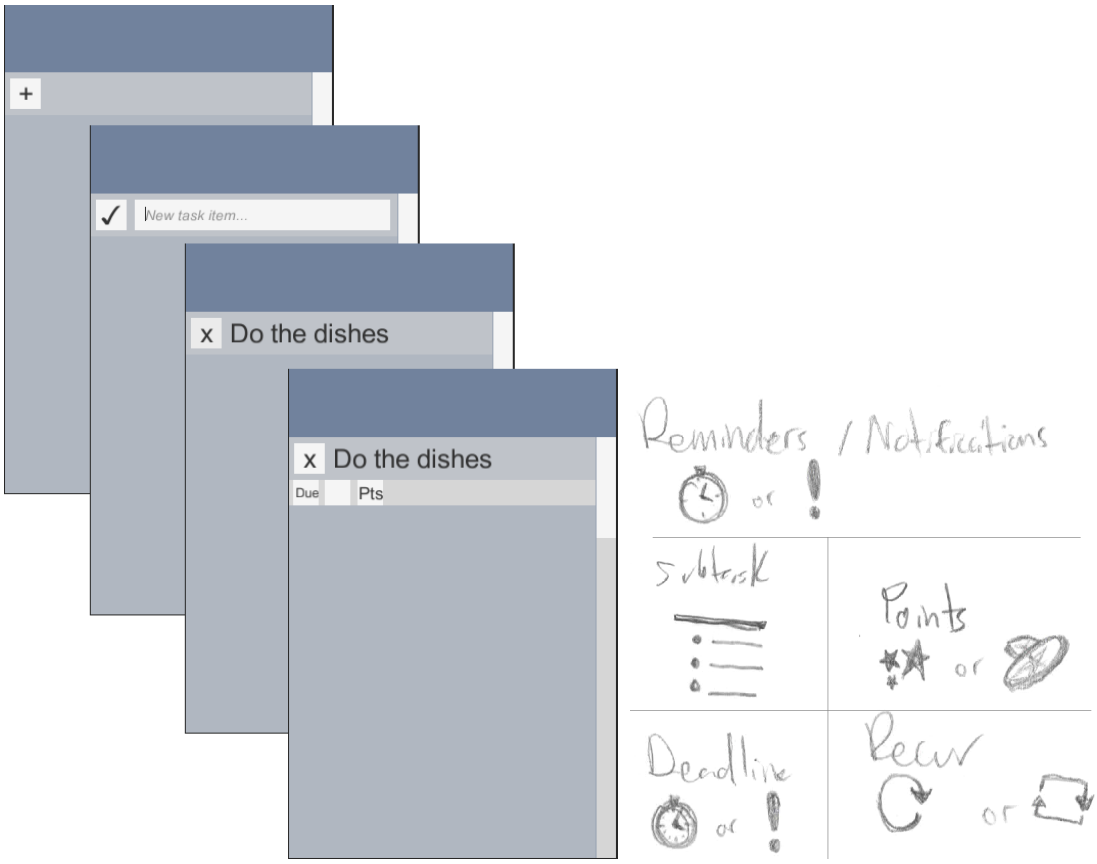
Other movement:

- Idle
- Walk
- Climb

C. Task List

Main

The main task list will be fairly straightforward. Tap the + button to begin writing a new task. When complete, tap the checkbox.



Options

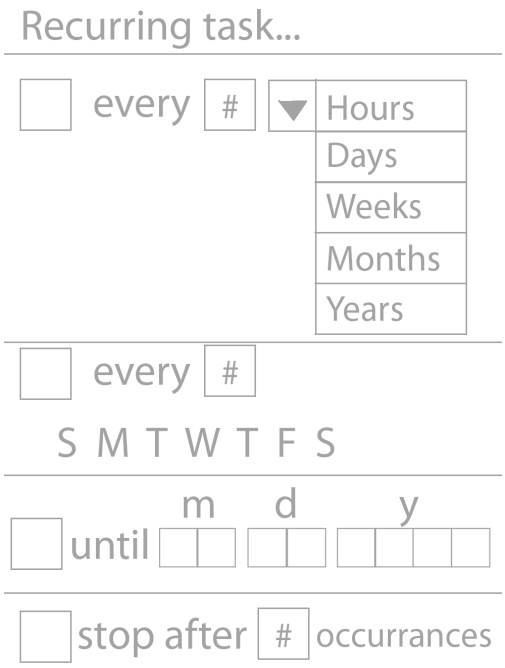
Once a task has been created, tap on it to open the options menu. Here, the following things can be done:

- Create subtask(s)
    - Subtasks can be thought of as steps involved in completing a task. Each subtask gives small rewards to encourage players to break things down into easier steps. Subtasks are created the same way as main tasks, but have no additional options.

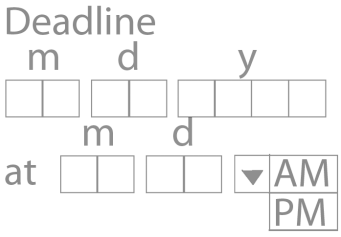
Subtasks

Main Task Name		
+	Type subtask...	pts

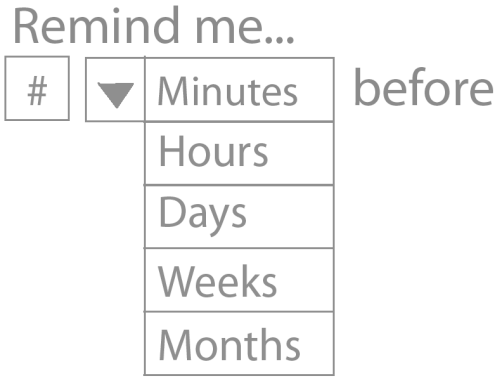
- Recurring task
    - Telling a task to recur eliminates the tedium of having to make the same task over and over again. This is perfect for things like medication reminders, regular appointments, and ordinary daily tasks.



- Deadline



- Notify/Reminder
    - If possible, these will push notifications to the mobile device. Otherwise, the monster itself will remind the player if the app is open.



- Point Allocation
    - In this menu, the player can affect the size of their reward for completing tasks. If a task is particularly difficult or if the player is reluctant to complete it, they are encouraged to increase the point allocation. There will be some limitations as to the number of large, medium, and small-reward tasks each day.

Completion

When a task is completed, a pop-up appears to celebrate, and for the player to pick their reward. The choice will be between experience or an item.

After receiving experience, the player can open the bottle of experience on the play screen, scattering XP orbs everywhere. The monster will run around collecting them.

III. Technical

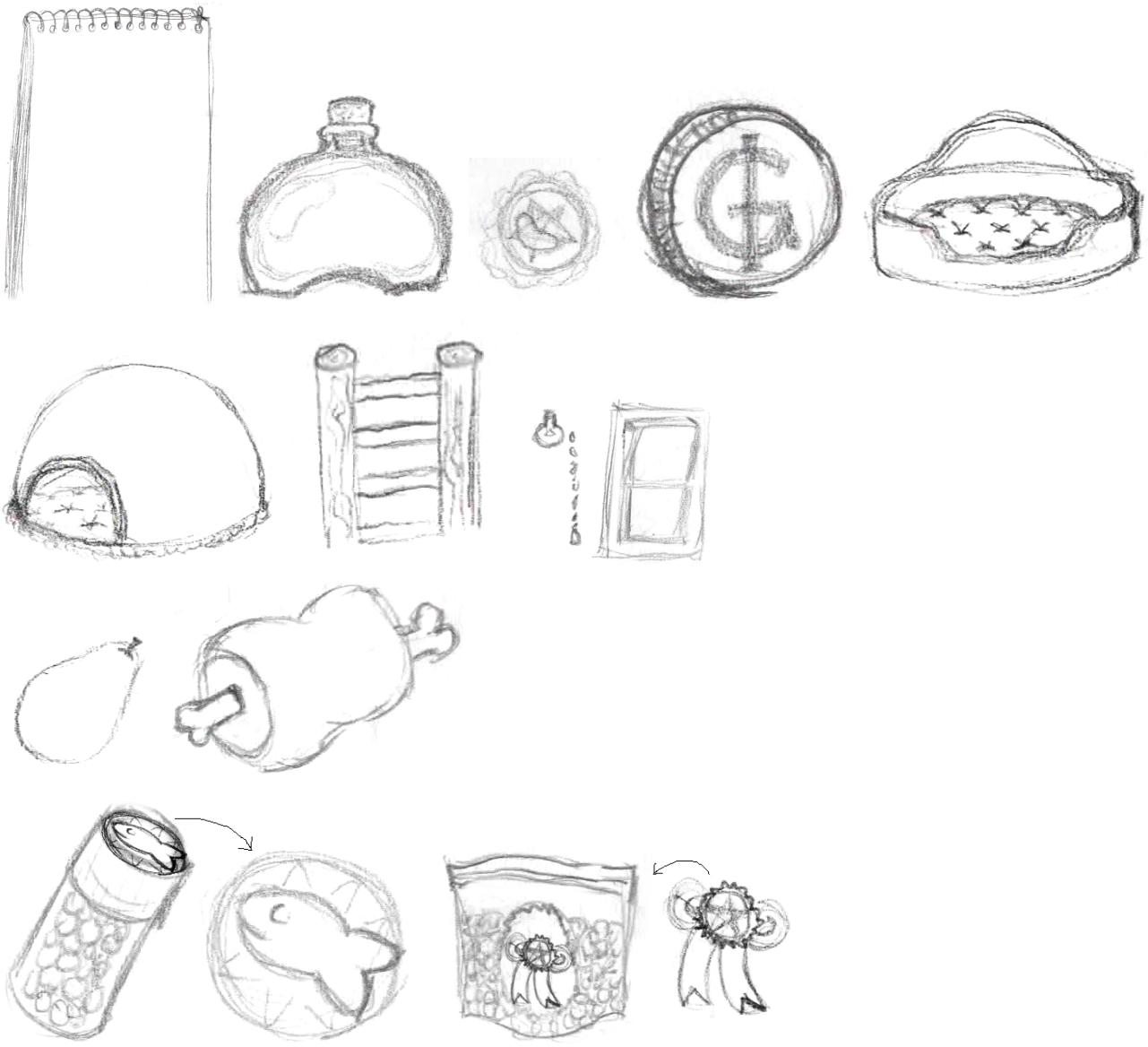
A. Technology

The game will be made in Unity with an end goal of being released to mobile Android OS, but will be tested and delivered as a desktop application for the purposes of this class.

B. Graphics

The 3D models for the egg and the monster will be created, textured, rigged, and animated by Kellie Lazo.
All other assets will be 3D and created by Amanda Rosado.
3D models will use a toon shader.

Concept Art



Asset List
WIP

C. Audio

Audio will be created by Amanda Rosado using edited voice recordings.

- UI noise (Soft, unobtrusive)
- BGM (Upbeat, simple)
- Pet noises
    - Yawn (when tired)
    - Purr/Happy noise (when need is met)
    - Stomach growl (when hungry)
    - Soft breathing (while sleeping)
    - Eating noise
- Environment
    - Item thrown in trash
    - Bounce from ball
    - Click for turning off light
- Task Complete/Level Up fanfare

D. Schedule

WIP

E. Credits & Contact Information

Concept and documentation by Amanda Rosado

Monster models to be built, rigged, textured, and animated by Kellie Lazo

Contact info:
Amanda Rosado
redflowergames@gmail.com
(616) 334-5603

Kellie Lazo
kellielazo@gmail.com
(616) 301-5884