About Clinical Doctor Sims

OverView

   A clinical Sims is a dialog game that simulate the actual conversation with variety of options. Player is a clinical doctor and story begin with giving conversational therapy to a patient. Player should determine the answer base on the character's unique characteristics in order to have a higher score. After player are done with conversation of each, base on player's score there are different ending scenes and results. The ultimate goal of this game is to comfort all the characters to have chance to talk with a final patient.

Description

   The start page has two options, if player tap "New Game", all the data that player saved deleted and start over the game, and if player tap "Continue..", the game execute on saved data. All the dialogs are auto-saved and able to skip the plain dialog when the player tap "Skip" button. When player reach the "Menu" page, player can choose the one to start talking but to talk with other options, need to go back to the menu. Player can always go back to starting page by tapping "Go back to start" and while having conversation with options, able to go back to menu page by tapping "Previous". All the stories are continued by taping Next button and for each option player can always restart the dialog. If the player want to undo the choice, player should go back to menu page and tap the option again. The game does not show the score for giving tension with playing the game but when the dialog end, it gives a choice to go to the ending scene.

Inspiration

   Concept and the scenario inspired from the drama "Kill me Heal me" (2015)

Developer: seo's world

Developer Info

Seo Hyun Chang : Game Design, Development, Scenario, Production, Composer

Kei Nguyen: Graphic Design, Illustration

Screen Shots