Little SIM World

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Overview

Little Sim world is a simulation game where the main player is a girl. In the game world time aka Xelda is currency. If you are out of Xelda you have to start a new life. So your goal is to earn Xelda and also interact with things of the environment.

Goals

1. Don't Run out of Xelda

2. Set a date with your boyfriend. You will be given a date event randomly. Go home and dress accordingly for the date event. If you want you can buy more dresses from the shop. Then go to the event and get rewarded according to your dress choice.

GameControl

Game control is very easy. To walk in the environment you need to press anywhere you want to go. Press different buttons for different options. To interact with environment objects just go near any intractable object.

Character

I.   Player

II. Ethan

In the game Ethan is the main character's boyfriend.

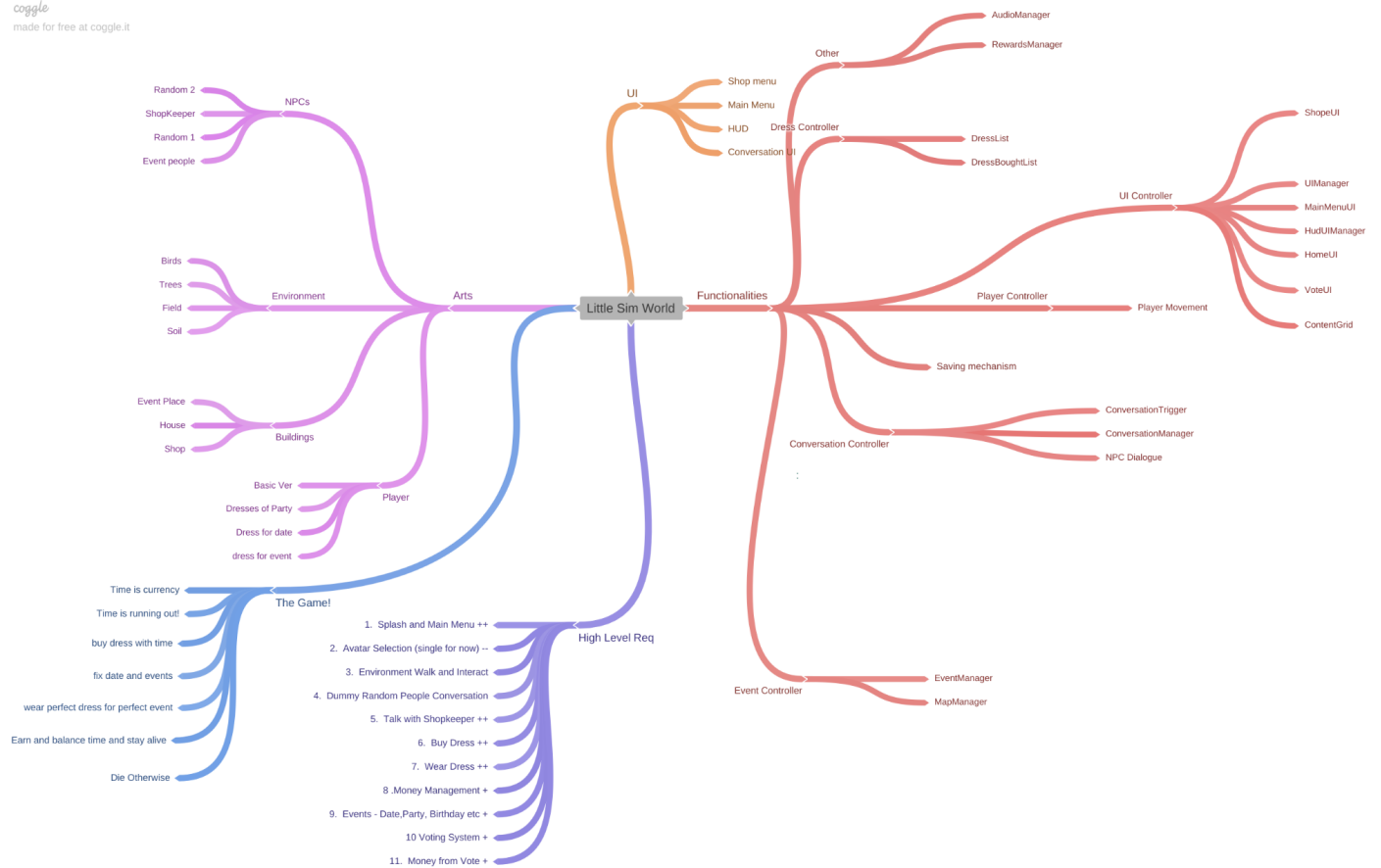Player needs to meet Ethan and set dates.

III. Shopkeeper

You need to go to shop to buy new clothes before

going inside the shop you need to talk with the shopkeeper

IV. The fake guru

There is a fake guru who will give you funny life lessons.

Technical Brief:

coggle
made for free at coggle.it

Little Sim World

Arts

- NPCs
  - Random 2
  - ShopKeeper
  - Random 1
  - Event people
- Environment
  - Birds
  - Trees
  - Field
  - Soil
- Buildings
  - Event Place
  - House
  - Shop
- Player
  - Basic Ver
  - Dresses of Party
  - Dress for date
  - dress for event

The Game!
- Time is currency
- Time is running out!
- buy dress with time
- fix date and events
- wear perfect dress for perfect event
- Earn and balance time and stay alive
- Die Otherwise

High Level Req
1. Splash and Main Menu ++
2. Avatar Selection (single for now) --
3. Environment Walk and Interact
4. Dummy Random People Conversation
5. Talk with Shopkeeper ++
6. Buy Dress ++
7. Wear Dress ++
8. Money Management +
9. Events - Date,Party, Birthday etc +
10 Voting System +
11. Money from Vote +

UI
- Shop menu
- Main Menu
- HUD
- Conversation UI

Functionalities
- Other
  - AudioManager
  - RewardsManager
- Dress Controller
  - DressList
  - DressBoughtList
- UI Controller
  - ShopeUI
  - UIManager
  - MainMenuUI
  - HudUIManager
  - HomeUI
  - VoteUI
  - ContentGrid
- Player Controller
  - Player Movement
- Saving mechanism
- Conversation Controller
  - ConversationTrigger
  - ConversationManager
  - NPC Dialogue
- Event Controller
  - EventManager
  - MapManager

Basic Flow Chart of LSW

Graphics:

Some of the graphics are from my previous work but slightly modified for placement in this game. I am not a good designer, that's why things are not that good to look at.

Code:

Most of the classes are written from scratch. The Scripts/DressControllers scripts are from a previous project. Though I needed to edit them radically to make them work in this one. I planned to use Solid pattern at first but as time was limited and I could maintain the KISS (keep it simple) formula the work began to increased while going forward I couldn't manage that much time in refactoring.

Package:

I have used the unity tween package for some ui tweening. SO these are not from scratch too.