

# Ruff Rescue

Guppy



# ***The Premise***

## ***Platforms:***

- iOS
- Android

## ***Genres:***

- Virtual Pet
- Shopkeeper
- Simulation

- Manage a dog shelter
- Care for and bond with dogs
- Adopt out dogs to suitable adopters

Doing this earns the player in-game currency which can be used to purchase customization items for the shelter.



## ***The Yard:***

- Where the dogs are housed
- Observing the dogs lets you learn about their traits
- Example: A high energy dog will often be running around, while a low energy dog will sleep most of the time



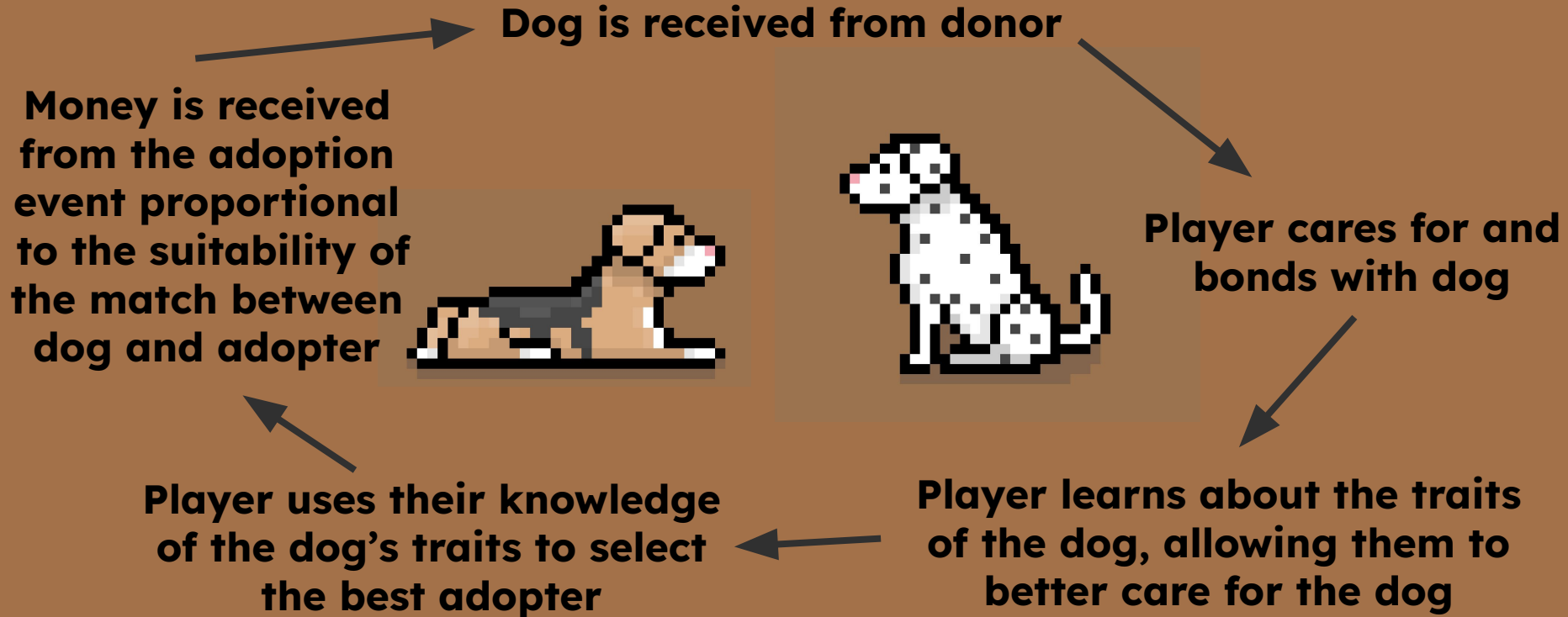
## ***The Dog Shelter:***

- Where a wide variety of NPC interactions occur
- The player manages different shelves of products. This is a secondary source of income for the player
- Customers come in, and react to the prices set by the player





# *Core Game Loop*



## *The Notepad:*

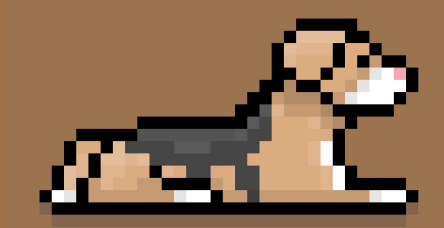
The immersive in-game notepad menu allows for the player to edit dogs' names and descriptions, as well as see their inventory information. This is where the player equips new floors and walls



# Target Market

## Gamers who enjoy...

- Bonding with in-game animals like in virtual pet games
- The social interaction aspect of games like Stardew Valley
- Shop management games like Moonlighter



# Competition

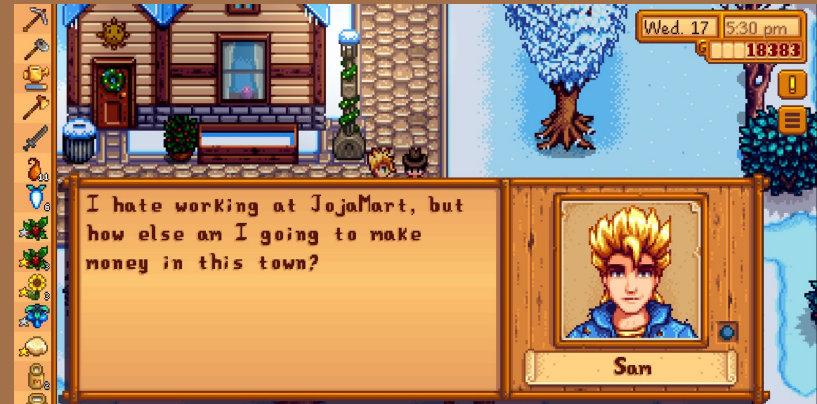
## Old Friends Dog Game by Runaway

- *Take care of and play with dogs*



## Stardew Valley by ConcernedApe

- *Build relationships while you interact with townspeople*





# ***The Developer***

## **Jack Feist**

- **Current Student at the University of Oregon**
- **Majoring in Business**
- **Minoring in Computer Science**
- **Dog Lover**





# *Gameplay*

