Ruff Rescue

Guppy

The Premise

Platforms:

- **iOS**
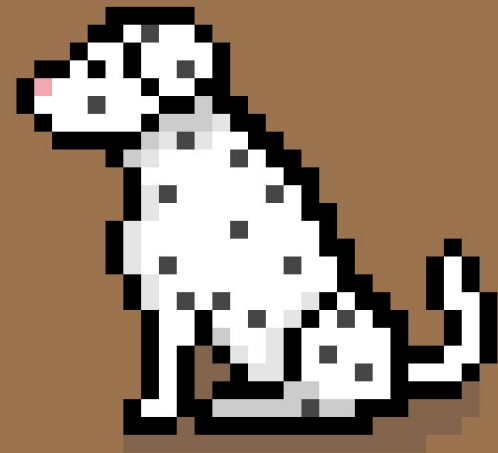- **Android**

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
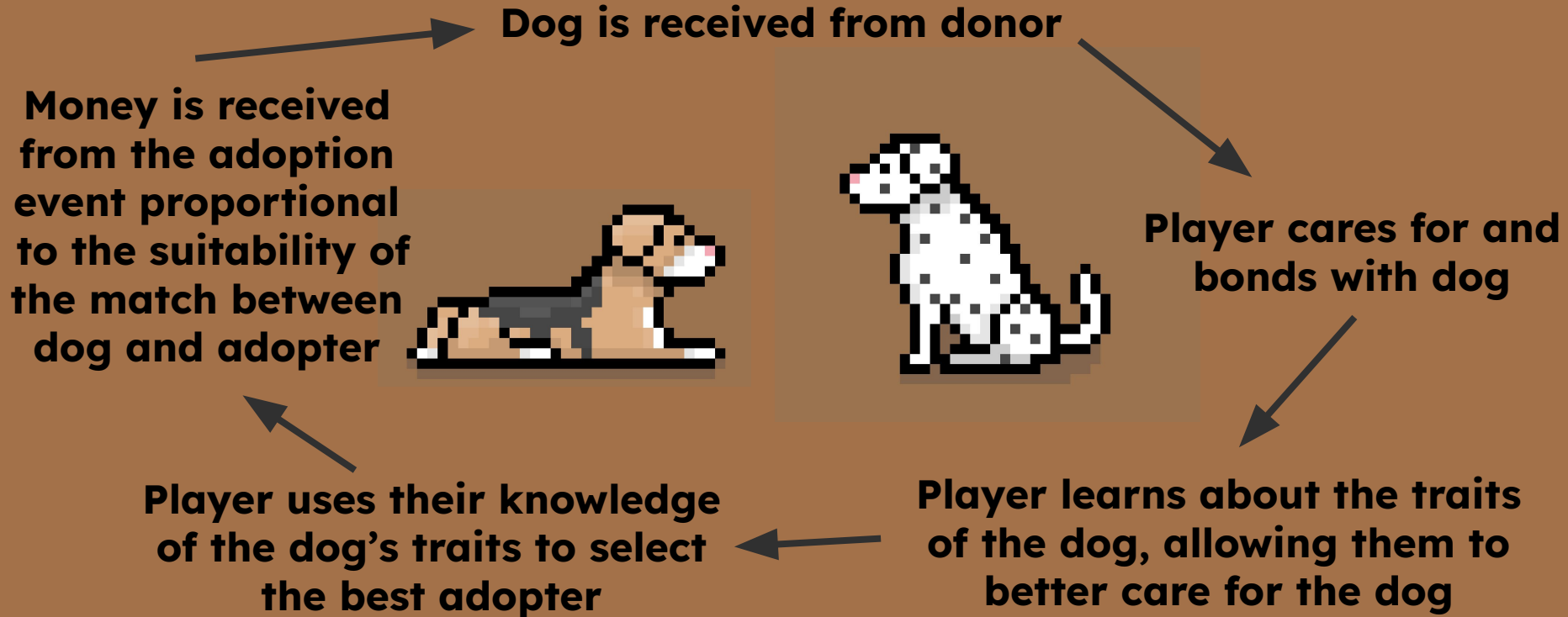- Example: A high energy dog will often be running around, while a low energy dog will sleep most of the time

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

Dog is received from donor

Money is received from the adoption event proportional to the suitability of the match between dog and adopter

Player cares for and bonds with dog

Player uses their knowledge of the dog's traits to select the best adopter

Player learns about the traits of the dog, allowing them to better care for the dog
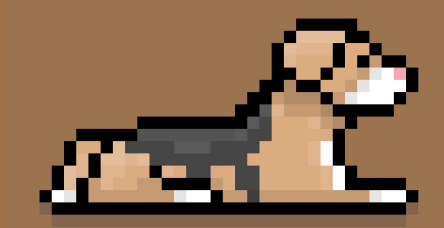
The Notepad:

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 decorative cosmetic additions to their shelter.

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**
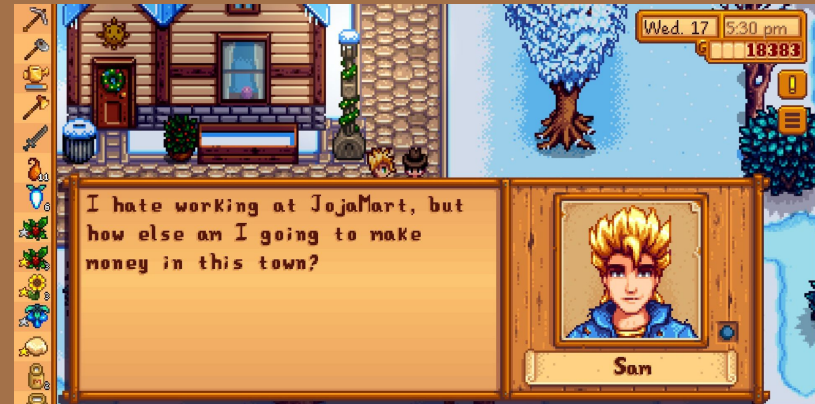
Competition

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