

STUDIORAMA

a game about a New York City Designer making customized pieces for their client.

Gameplay Overview

Description: The game of *Studiorama* takes place in the big city on New York. It focuses on the life of an up-and-coming fashion designer making clothes out of his Manhattan studio. You will play as this designer and fulfill the orders of each customer in order to win and advance to the next level.

Win Condition: Fulfill all the orders requested by the customer. Each time you win the time you have to play decreases.

Lose Condition: Exceeding the maximum amount of time allotted.

Cheat: Go near the Mona Lisa and you can find out.

Controls

Up: Moves the designer up.

Down: Moves the designer down.

Left: Moves the store owner left.

Right: Moves the store owner right.

A: Pick up clothing when in front of table/take order when in front of a customer.

B: Gives clothing to customer when in front of customer

Select: navigate through game state.

Gameplay Details

Customers: There will be special customers that will give the player the opportunity to move faster if they complete the order before the customer gets mad. Customers emotions will operate on a timer. Customers will give the player a palette of colours and the type of clothing they want to be made.

Clothing Table: Is the location where the designer will make the customers order. There will be a timer on how fast the clothes are made.

Rack: will store any premade clothes

Illustrations



Image 1: This is an image of the game state. It shows the clothing rack and table in addition to designer.

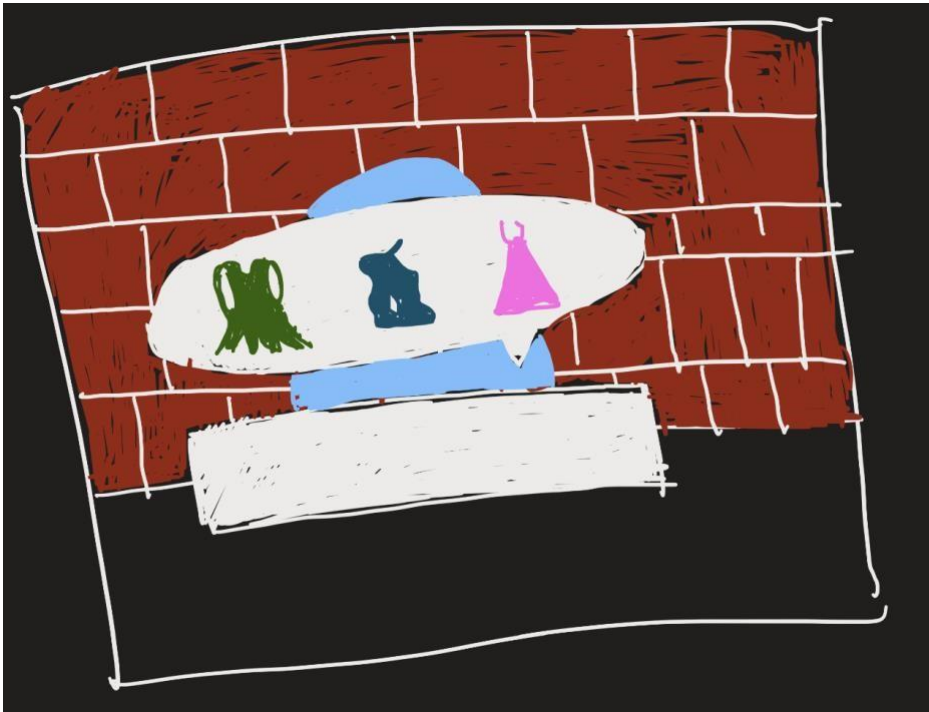


Image 2: this image is of the popup that appears when you are about to design the garment.