**Game Design Document**

**Esports Simulator**

By Wesley Cats

**Synopsis  
Storyline & Goal**The player has 1 goal in life, becoming the best in esports. Because the player just started to live on his/her own, managing needs and finances became a reality and a challenge on the road to be number 1 in the world.

**Target Audience**The game is mainly focused on males between the age of 16 and 34 that want to experience the life of a professional gamer. The reason behind this decision is based on 2 things.

First, the statistics and demographics of the Esports Trend Report by GlobalWebIndex. These show that this group is 73% of all esports audience. So creating a game with esports as concept at a Virtuocity internship, fits well with the statistics if created with that group in mind.

Second, (DATA NEEDED TO BE COLLECTED FROM VC)

**Game World**Every location is chosen to be easily recognized by whoever plays the game. The locations represent the action the player is performing at the moment as well as the development of the player’s character.

**Areas  
*Accommodations***   
Accommodations are where the player will spend most of the time in game. The player “lives” and develops himself here in game. Each accommodation represents the progress of the income of the player.

**Garage**  
The garage is the starting accommodation of the game.

A garage represents an unnatural living and gaming area. The area is the opposite of luxury if looked upon from a gaming and living perspective. This is one of the reasons why the player will want to move towards a better accommodation even if it has a higher rent price.

The second reason why the player will want to move out of the garage is, that the garage has a high negative influence on the player’s growth in game.

The player will feel that he has to invest a lot of time till he finished the game and that he is at the start of the game.

**Apartment**The apartment is the least expensive accommodation for the player to move to.

An apartment represents a natural living and gaming area. It is not luxurious in comparison with other accommodations that are available (in real life), but affordable.

The player will feel okay that he can afford this accommodation and is stimulated to be able to afford the other accommodations as well. He will feel that he makes some progress, but still has a long way to go to complete the game.

The apartment has little negative influence on the player’s growth in game.

**House**The house is the second most expensive accommodation for the player to move to.

A house represents a standard accommodation to live and game in. It is more luxurious in comparison to the garage and apartment, but is not a high-end accommodation. It is only affordable for the players that have a reliable source of high income.

The player will feel good that he can afford the house and will want to keep playing be able to complete the game. He will feel that he makes good progress and starts to come closer to the end-game stage.

The house has little positive influence on the player’s growth in game.

**Luxury Apartment**The luxury apartment is the most expensive accommodation for the player to move to.

A luxury apartment represents a high-end accommodation to live and game in. It is only affordable for the players that have a reliable source of very high income.

The player will feel very good about himself and the choices he made to be in the position he is in at this moment of the game. He will feel that he made very good progress and is at the end-game stage.

The luxury apartment has high positive influence on the player’s growth in game.

***Workplaces***  
There are different levels of workplaces the player can work at. A higher level workplace gives higher salary. A higher level workplace can be achieved by working a certain amount of hours at the current workplace.

*Fast food restaurant, cook* – The fast food restaurant gives the lowest salary.

Working at a fast food restaurant doesn’t result in high salaries (managers excluded) and that is why this is the first level workplace of the game.

The player will not feel important and doesn’t earn much while working here, so he will want to be promoted as soon as possible.

*Game store, clerk* – The game store gives a medium salary. Working at this workplace also improves game knowledge.

Knowledge of games is required when working in a game store, but you don’t have to be an expert. That is why it has a higher salary than working at a fast food restaurant.

Even though the player will feels good about this workplace, because it relates to games and he will be payed a decent salary, he will start looking for different ways to make money.

*Game studio, game tester*– As game tester the player earns the highest salary of all workplaces. Working at this workplace increases game knowledge and mechanics.

A game tester needs to know how to explain certain aspects of game design and mechanics. This is not an easy task and that is why it has the highest salary.

The player feels really good about this work place because of the skills and salary gained by working, but already has found an extra way to earn potentially more money at this moment of the game.

*At home, game coach*

***Tournaments***Tournaments are being held at a gaming hub called Catscity. Catscity has a futuristic design.

***Training***When performing the training courses, the player will be at a class room.

**Gameplay**The core gameplay consists out of managing different variables including but not limited to, hunger, thirst, money and skills, to become the best esports player in the world and be able to pay rent every month.

**Mechanics  
*Actions***  
Within the game the player can perform different actions in a **turn-based style** **gameplay**. When an action is performed, the player needs to wait till that certain action is completed or can stop the current action by pressing the action bar that shows what the player is doing at the moment. ~~Some actions have events that pop-up while the action is being performed.~~

**Sleep**   
To be able to perform actions you need energy and the only way to get rid of your **tiredness** is by sleeping.

The reason why there is tiredness in the game, is to limit the options that the player can take every month.

Results  
per 2 hours -> **-25% tiredness**

**Every action (except eat, drink and contest) increases tiredness. When tiredness is at 100%, the amount of hours it normally takes to perform an action, is tripled.**

So for example:   
*tiredness = 90%  
hunger = 20%  
thirst = 10%*

*You want to have a 1 vs 1 battle. At default a 1 vs 1 battle takes 1 hour and increases 15% tiredness. Now it will take 3 hours because tiredness will exceed the 100% (90% + 15% x 1 hour = 105%).*

**Eat**There are multiple qualities of food, that have different results in the decrease of **hunger**, for the player to choose from.

The reason there are multiple qualities of food to choose from, is to give the player a chance to take a choice depending on his situation. Hunger is added to create a bigger challenge around money (especially in the beginning of the game).

Results  
bad quality -> **-25% hunger, -$10**standard quality -> **-50% hunger, -$20**  
good quality -> **-75% hunger, -$50**  
excellent quality -> **-100% hunger, -$100**

**Drink**There are multiple qualities of drinks, which have different results in the decrease of **thirst**, for the player to choose from. Thirst is added to create a bigger challenge around money (especially in the beginning of the game).

The reason there are multiple qualities of drinks to choose from, is to give the player a chance to take a choice depending on his situation.

Results  
bad quality -> **-25% thirst, -$10**standard quality -> **-50% thirst, -$15**  
good quality -> **-75% thirst, -$30**  
excellent quality -> **-100% thirst, -$50**

***(If undermentioned rule doesn’t work, apply it to tiredness and increase tiredness with performing actions when hunger and/or thirst are at 100%)***

**Every hour hunger and thirst are being added by 5%. When hunger or thirst is at 100%, all actions will be debuffed by getting 50% of the original results. This debuff can be doubled if both hunger and thirst are at 100%. When this is the case, all actions get 25% of the original results.** (Sleeping and contests are excluded from this rule)

So for example if you want to work:   
*tiredness = 10%  
thirst = 15%  
hunger = 70%  
work level = 1*

*You start working for 8 hours, which will raise hunger level above 100% (70 + 5 x 8 = 110%). At 6 hours of work the hunger level is already at 100% (70%+ 5 x 6 = 100%), so the 7th and 8th hour will fall under the 50% results debuff. Working (level 1) normally results in +$10/hour, but will now result in +$5/hour for the debuffed hours.*

Or if you want to train:   
*tiredness = 20%  
hunger = 70%  
thirst = 80%  
training = watching*

*You start training for 10 hours, which will raise thirst and hunger level above 100% (thirst = 80 %+ 5% x 10 hours = 130%) (hunger = 70 %+ 5% x 10 hours = 120%). At 4 hours of work the thirst level is at 100% (80% + 5% x 4 = 100%) and at 6 hours of work the hunger level reaches 100% as well (70% + 5% x 6 hours), so the 5th and 6th hours will have the 50% results debuff and the 7th up to and including the last hour will have the 25% results debuff. Watching normally results in +1skill/hour, but now will result in +0.5skill/hour for the 50% debuffed hours and +0.25skill/hour for the 25% debuffed hours. (Decimal numbers are hidden in-game and are rounded down)*

**Work**   
At the start of the game, work is the only way to earn **money**. While the player works, he is getting *work experience* which is used to unlock higher earning work levels with additional skill points.

The reason there are multiple levels of work for the player to unlock, is the sense of progress for the player and to help the player forwards in the progress of the game.

Results ***Level 1.*** *Fast food restaurant, cook* (default workplace)   
per hour -> **+$10, +1 work experience, +10% tiredness**

***Level 2.*** *Game store, sell* (requires 50 work experience) per hour -> **+$30, +1 work experience, +1 game knowledge, +10% tiredness**

***Level 3.*** *Game studio, test* (requires 150 work experience)   
per hour -> **+$60, +1 game knowledge, +1 mechanics, +10% tiredness**

***Level 4.*** *Game coach, coach* (requires 300 work experience)   
per hour -> **+$120, +1 game knowledge, +1 mechanics, +1 team play, +10% tiredness**

**Train**One of the ways to improve your **skills**, is to train. With different levels of training that give you different results and have different requirements, the player can choose how he wants to train depending on his situation.

The skills that currently used in the game are:   
**Mechanics**, used to determine win chance in 1 vs 1 and 5 vs 5 battles and tournaments.

**Team play**, used to determine win chance in 3vs 3 and 5 vs 5 battles and tournaments.

**Game Knowledge**, used to determine win chance in all types of battles and tournaments.

Results   
***Watching***  
per hour -> **+1 chosen skill, +5% tiredness**

***Course***per hour -> **+3 chosen skill, +10% tiredness, -$30**

***Course+***per hour -> **+10 chosen skill, +20% tiredness, -$100**

**Battle**Battling can be used to improve **skills and fame**. There are multiple game modes to choose from depending on the player’s situation.

**Result calculation**   
The way the winning percentage is calculated, is by taking in the rank and skills of the player and compare these with an opponent. The rank will tell in which division the player is located in, which will decide the “random” opponent (of that same division) of the battle. Then the skills of the opponent are being compared to the player. At last a customizable bias will be taken in the calculation and a winning percentage is created.

Results  
***1 vs 1*** (winning percentage based on **game knowledge** and **mechanics**)   
per game -> **+5 mechanics, +2 game knowledge, +15% tiredness, +1 hour**win -> **+10 fame, +10 elo**lose -> **-10 fame, -10 elo**

***3 vs 3*** (winning percentage based on **game knowledge** and **team play**)  
per game -> **+3 mechanics, +2 game knowledge, +2 team play, +20% tiredness, +1 hour**win -> **+15 fame, +15 elo**  
lose -> **-10 fame, -10 elo**

***5 vs 5*** (winning percentage based on **game knowledge, team play** and **mechanics**)  
per game -> +**4 team play, +3 game knowledge, + 2 mechanics, +25% tiredness, +1 hour**win -> **+20 fame, + 20 elo**  
lose -> **-15 fame, -20 elo**