Project 2 proposal

Farming sim + tamagotch sim, Grow a pet!

cursor as hand or finger?

tamagotchi format?

once pet grows to a certain point, it eats you? then reaches for food on its own. toy closes. if you open it again, see pet eye up close before it crawls out of toy (toy is like an) egg

buttons

more left → Select more right

Different pet stages

1- seedling (inspired by carnivorous plant?)
2- sprout (1-2)
3- juvenile (2-3)
4- "teen" → final?

1- feed it
2- water it] plant
3- clean it
4- sleep
5- play
6- medecine ?

1- add array of options
2- make clicking the button functional by choosing options
3- make sketch assets
4- add assets
5- add what happens when options are picked
6- add different evolution of the pet, how they evolve

Story is you got a package in the mail and get a "tamagotchi" you never ordered. You still decide to play with it.
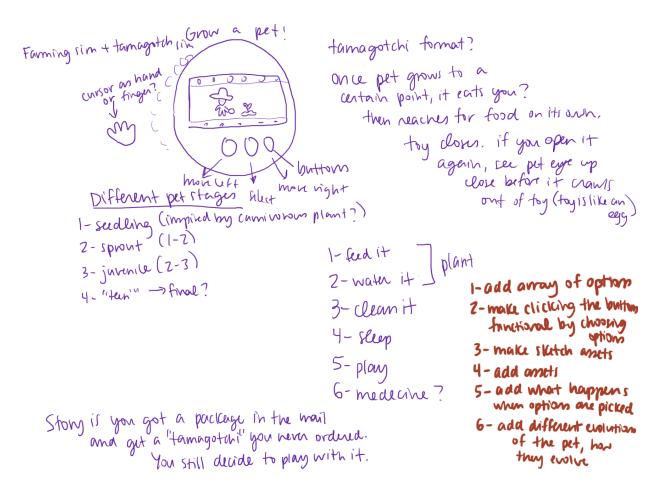
Enjoy the messy sketch and notes (the red notes are for myself, the next steps I need to take)

The idea for this project is to have a mix between a farming sim and tamagotchi sim where you grow a pet from the ground. Except I also felt like doing a horror game for this project so what you end up growing is a monster that will eventually escape the tamagotchi toy (which is like the egg). I drew inspiration from the games "Can Your Pet?" and "Growing My Grandpa". There will be a tutorial/title state that explains the premise of the story. You get an unexpected package in the mail and open it to find a toy you hadn't ordered. Maybe it also comes with a note saying "Please give me all your love and attention!" The tutorial state will explain the interface buttons and the goal of the game (caring for the pet). Then the simulation starts. The background will be bare except for the toy and the player can interact with it like a real tamagotchi toy by clicking the buttons on the toy to select what actions you want to take. You press the center button (might change this?) to open the toy and the pet starts out as a seedling in the ground. The only two options that you can take at this stage are to feed it (fertilize), water it and check its status. The next stage will be a sprout and it might have 2 parts to this stage (smaller sprout / bigger sprout). Maybe at this stage the player can interact with it more, like…playing with it somehow, or using medicine to remove pests. The next stages will be juvenile. The first part of this, the pet will maybe look sort of cute? But when it becomes a bigger juvenile it will be clearer that this is

not a cute pet being grown. If I put cute or calming background music, at this point I would want there to be a loud sudden noise to give the feeling of a jumpscare, and the music no longer plays. For the next stage, where the pet matures into a "teen", I want it to sort of gain sentience and summon food on its own by clicking on the food icon. This won't satiate its hunger and it will eat the player (the sprite in the toy). While all this is happening, the toy starts to crack more and more. Once the player sprite is eaten, the user can't press any buttons other than the off button to close the game. Here I'm thinking if the user decides to open the game again, it will see the eye of the monster up close, as if it is looking at you (like in Iron Lung), before the monster comes out of the toy/egg and game over. Otherwise the monster could pop out after a few seconds pass when the game is closed, if the user decides to not open it again. After this there will be an ending state just to state that that is the end. The idea behind the monster coming out the toy is that the toy was a monster egg all along and the monster within feeds off of love and attention, so the more you play, the more the toy/egg cracks.

Technically speaking, some of the challenges for this will be making the left and right buttons function and flip through the player actions on the toy screen and then have the actions (feed, water, play, etc) happen once the center button is clicked to select an action to take. It will also be hard to manage and decide all the actions the player needs to take to move to the next evolution stage, and making the code check when all requirements have been met to pass onto the next stage of evolution. Once I can get the actions functioning, I'll need to thoroughly plan what steps the player will need to go through to make the pet evolve. Finally, since there is a narrative to this game, another challenge will be including all the narrative aspects, since there will be lots of changes to the pet as you play, and changes to the toy itself. The whole "monster coming out of toy" part seems like it would be a sort of cutscene, so I'd have to think of how to code that. Maybe just one frame of the monster already out? Or I draw out many frames to make an animation.

If this project turns out to be too ambitious, I'll cut out some parts of the narrative, or even the entire story and actually just make it a cute tamagotchi simulator. Or maybe you still get to grow a monster but it's harmless. Another option to simplify could be to include less player actions. Maybe limit it to something like feeding, watering, playing and off button.

I look forward to working on this and I hope I can accomplish my vision!!