

TITLE PAGE

Professional Practice (games design document) Current Version – V 1.2

{ ... } is an isometric business management tycoon game, in which the player controls a psychologist informing clients on the best courses of action to take upon hearing their specific cases.

This document will outline the design, assets and systems needed for the overall project.

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Changelog

A log detailing all notable changes to the project documentation. Recording changes made, reasons for changes and dates they were changed in order to track progression and for use in any cases where reverts to previous versions were needed.

Changelog highlighting and formatting

<i>New Added</i>	<i>Edited</i>	<i>Removed</i>	<i>Fixed</i>	<i>Notes</i>
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Log

Current Document version & Section	Update to document	Notes
V 1.1, S 0.0	Added Changelog	Used to note changes made to documentation
V 1.2, S 5.1.2	Added custom case study feature	Players can add custom case studies that will not affect gameplay, but will update case study list

1.0 Overview

1.1 Vision Statement

Business management tycoon game to help learn and practice skills related to risk-assessment in counselling

1.2 Gameplay synopsis

The player will play as a counsellor as they meet with clients on a 1:2:1 basis in an office setting. The player will hear the case presented as they converse with the client and make a decision related to the case.

Correct decisions will reward the player with currency and reputation, whereas incorrect decisions will punish the player through damaged reputation and reduced monetary earnings.

2.0 Audience, platform & marketing

2.1 Target audience

The game will targeted towards counselling students as well as people 16+ with interest in psychology & counselling.

The business tycoon systems aim to further expand the appeal of the game to the further gaming audiences.

2.2 Platform

PC's running Windows is the main platform for the game. A browser version will be made playable as well.

2.3 System requirements

As the game is targeted towards the PC market, the game will most likely require a dedicated GPU to run optimally. However due to its small size, decent on-board CPU graphics should enable an acceptable playing experience.

2.4 Feature comparison

The games systems take inspiration from Papers, Please in terms of how the game will approach the consultations. However the tycoon aspects will be similar to Game Dev Tycoons systems of upgrading offices and hiring staff.

2.5 Sales expectations & player base

The game is expected to pull a relatively small crowd of consumers as marketing will be done through word of mouth and through the developer's social media following.

3.0 Legal Issues / Considerations

This is a 'not-for-profit' game and as Maya is the most likely option for asset creation, profit is not a target for this game and will not initially be released for a price point other than free.

Copyrights and trademarks could be considered for the name and overall concept if the project were taken further.

4.0 Gameplay

4.1 Pathfinding (Client Path)

The game will feature no direct player controls, all AI movement will be done through Unity's pathfinding and triggered through activating their paths using mouse clicks. When a client spawns, they will enter the building and search for a chair, if no chair is available they will leave and reputation will go down.

Upon finding an available chair, the client will wait in the seat and an icon will appear above them, pressing on the icon will allow them to enter the office and consult with the player. If the office is already occupied the client will stay in the chair and the icon will remain.

After consultation the player will be rewarded with currency and reputation or punished depending on their decision on the case.

The clients that enter the building will only enter the player's office and other staff hired during gameplay will appear in the office once hired and will answer calls from clients to avoid overcrowding the waiting room with non-interactable clients.

4.2 Gameplay Systems

4.2.1 Client Spawning & Randomiser

Each client spawns with a different coloured body. They enter through the pathways next to the office buildings.

4.2.2 Client Cases & Case Referrals

Each client spawns with a randomised case, when a client spawns with a case, that specific case is taken out of the possible cases list and is put back into rotation when the client despawns. Each case has multiple answers, each with a varying degree of "correctness". These cases will use the case studies to inform the player about the right course of action.

Upon initiating a counselling session with a client, the game pauses, giving the player unlimited time to talk to the client (This is so the importance is placed on getting the correct answer rather than answering as quickly as possible). The case studies can be read separately or can be accessed when in a consultation by pressing the button to bring up the menu.

4.2.3 Currency & Reputation

Currency & reputation is earned through successful consultations with clients, the more clients that are seen, the more money and reputation that is earned.

4.2.3.1 Staff Hiring & Furniture Placements

Money can be spent on upgrading the office through more space or buying furniture, more seats allow for more clients to be in the waiting room and more office space allows for more staff to be hired. Staff are background additions that will add to the player's currency and reputation without needing attention. This is to balance the increase in office costs that the player will encounter when upgrading their office.

4.2.3.2 Bills (Days)

Bills are paid at the end of the day and depend on the staff amount and how much upkeep costs within the office.

4.2.4 Client Satisfaction

The final system will be a satisfaction system which relates to how you treat your clients on them entering the office, if the office is dirty or hasn't got necessary facilities, this will decrease.

4.2.4.1 Amenities & Cleanliness

Furniture may include a wear feature, in which they will need to be replaced or fixed if they get broken, costing the player money.

The office can be cleaned by paying a fee to the cleaners or hiring cleaners. Toilets can be purchased as well as water fountains adequate seating and vending machines.

5.0 Interfaces

5.1 Main Menu

On opening the game for the first time, the game will load into the main menu. This main menu consists of multiple buttons (icons), which take the player to specific menus. On resetting the game, the player will be directed to this page. The buttons and pages are listed below.

5.1.1 Settings

Upon selecting the settings icon, the main menu will deactivate and the settings screen will appear consisting of options to mute/unmute both audio and music and a back button to return to the main menu.

5.1.2 Case Studies

Upon selecting the case studies icon, the main menu will deactivate and the case studies page will appear consisting of a list of the case studies provided by the psychology department (client). At the bottom of the list there will be an option for the player to add their own case studies to the list that will be included within the games case studies, however any additions made by the player will not have any impact on gameplay and will not be included within client interactions.

5.1.3 Help

Upon selecting the help icon, the main menu will deactivate and the help page will appear consisting of information regarding the controls and rules of the game. The reward systems and client interactions will be explained. There will also be a back button to return to the main menu.

5.1.4 Quit

Upon selecting the Quit button, the menu will deactivate and an 'are you sure' page will appear; upon selecting yes, the application will close, upon selecting no, the confirmation page will close and the player will be returned to the previous menu.

5.2 In-game UI

The In-game UI consists of all the UI shown when the player has pressed play in the main menu and is currently playing the main game. As there is no game-over state there is no need for a death menu and the only external menu will be the pause menu.

5.2.1 Gameplay Overlay (HUD)

The gameplay HUD will appear when the player starts the game. It consists of multiple menus and buttons to access these menus. The current money and reputation status of the player will be shown here as well as a day timer to track what time of the day it is.

This will also include the case study UI that will appear when conversing with a client in the game.

5.2.1.1 Client UI & Indicators

The clients will have UI physically present near their characters to indicate they are waiting for the meeting, this will be shown through an icon that the player can click on to get the client to come in to the office for their meeting. Another icon will small indicators next to office phones to give the player visual feedback on when their staff is meeting with clients.

5.2.1.2 Staff & Furniture Menu's

These menu's will be very similar in nature and will hold their respective items along with purchase costs and what they will give when purchased.

5.2.1.3 Case Studies

This menu will be similar to the case studies menu (5.1.2) in the main menu and will be used for the player to refer back to when making decisions on the cases brought in by the clients.

5.2.2 Pause Menu

The pause menu only exists to give the player the option to control FX or music volumes as well as options to resume game and to quit to the main menu. The quit button will function similarly to the main menus quit button (5.1.4).

5.2.3 Bills (End of Day) Menu

This menu will appear when the day ends and functions as an indicator to how many clients have been seen that day and how much money/reputation the player has earned. This menu consists of infographics and buttons to quit to main menu or to start the next day.

6.0 Art Direction

6.1 Style

The art will be mostly high-poly models with minimal texturing to achieve a clean smooth look to the assets. Similar to GoodJob! The characters will be basic humanoid characters with clean silhouettes. (For asset list, refer to “asset list” document)

7.0 Game Characters

7.1 Character Design

The characters will be simple and mono-colour. The different roles of characters will be defined through the use of the colours.

7.2 Types (Playable, Non-playable)

As all characters seen in the game will be the same model-wise, the differences will be in the colours used for the clients and the staff. The player character will be coloured green, whilst staff will be coloured black and all clients will have randomised colours to separate them from one another and to provide more visual stimulation to the player.

Animations will be limited as they will be in the background of the game, the budget will be saved for the interfaces and other more prominent features. Animations needed are:

Walking, Sitting, Interacting, Working (Typing on computer).

8.0 Story

The game will not include a story in the traditional sense as each play through will be unique to the player. If there were to be a main story, it would either have to revolve around a main character or would have to follow world news as the game progresses, however the general feeling is that adding a story will trivialise the concepts in the game too much and take the attention away from the main focus of the game, that being the cases and the clients.

9.0 Audio / Sound

Sound will be split into two categories: Sound effects (FX) & music, audio will have separate buttons to mute / unmute the specific category.

All audio will be sourced from free 3rd party sources, whether that be a request from an audio creator or free websites such as freesound.org.

9.1 Sound Effects

The effects encompass all non-music sounds included within the game. A list of required sounds can be found below:

Sound Description	Used For?	Background or Feedback Noise? BN/FN	Needs to Loop? Y/N
Button Press 1	Press menu button	FN	N
Button Press 2 (Reverse of Button Press 1)	Go back / revert option in menu	FN	N
Bubble Text	Dialogue & menu pop-ups	FN	N
Murmurs and grunts	Illegible talking noises	BN	N
Bell Ding	Client entering waiting room & sitting down	BN	N
City Ambience	Background city noises	BN	Y
Click	Selecting or placing furniture	FN	N
Whoosh	Rotating furniture before placement	FN	N
Purchase Sound	Purchased furniture	FN	N
Decline Sound	Not enough money to buy furniture	FN	N

9.2 Music

Different music tracks will be used for the different scenes in the game marking 3 separate tracks altogether. The music will be low intensity calming music designed to match the 'feel' and pace of the game.

- 1 track will be used for the main menu
- 1 track will be used for the In-game music
- 1 track will be used when shopping for furniture and hiring staff