Shadow Shop GDD (tentative)

The Big Picture:

Presented with a series of silhouettes and a time limit, the player has to balance between two important tasks: assigning traits to the silhouettes and filling out the customers' orders by sending them silhouettes based on their requests.

The intended audience for this game includes people of all ages, as the product owner's research topic requires participants of all nationality and ages. Data for the research goal "how basic shapes of a character affect the perception of people" is collected based on two parts of the game: how the players assign traits to the silhouettes and how the assigned silhouettes are distributed to the requests.

Innovation

The idea of creating shadows for a world without shadows is something that has yet to be seen in the world of games. Scoring during the gameplay does not depend on how quickly you complete the game tasks, but are based on how constant the player's perception is.

Risks

Present technical risks include the creation of algorithms to generate *NPC requests* and *satisfaction level* adaptively while the player is playing the game as well as structuring and storing the data needed for the research objective.

Current design risks are that the gameplay might be too simple and repetitive for players to enjoy the game.

Back-ups that we have include separating the game into two separate phases; this would ease the game on the technical side, but would require further tweaking to make the game experience more fun. Additional game add-ons like allowing the player to understand more of the fiction world through letters and narrative could also be added to further immerse the player.

We will switch to our backup plan when it becomes evident that our designated one is impossible or proves to be boring when playtested.

Conception:

The game is set in a world where shadows have been lost and only a selected few can make and return shadows to the world, the player being one of them. In his little shop that create these shadows, the player makes the shadows and sends them off when orders come in. The tone and feeling of the game will be one that requires the player to understand that this is a different and more mystical world that is separate from our own.

Core Gameplay

The verbs are *assigning* and *satisfying*; in the game, the player is presented with silhouettes and he must quickly assign traits to them or risk losing the silhouettes. The silhouettes that have been assigned successfully are then sent to a stockpile near the bottom of the screen.

At the same time, orders will come in requesting silhouettes of a certain trait or traits and the player will have to choose the appropriate silhouette from the stockpile, corresponding to the customer's order. His choice is then compared against his initial assignment and if they match he scores points. Being more constant increases overall customer satisfaction and the opposite decreases it. The game is over when customer satisfaction reaches zero, or when time runs out.

Scope

Our project can be completed by the end of summer. We have high expectations but at the same time we have taken into consideration the risks (both technical and design) involved and have carefully crafted mitigation strategies by coming up with backup plans in the event these risks occur. If the game should be completed ahead of time, we could expand the game with the addition of more silhouettes, levels and character traits as well as add new features to the game,

such as requiring players to repair the machine once in a while, or allowing the players to dwell more deeply into the game world by letting them interact briefly with objects and maybe NPCs.

Release Details

Flash-Compatible OS, < 100 MB.