

Game Mechanics Design (T331)

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Class:	1

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Game Abstract

A mobile game about doing odd tasks for cash in a school toilet cubicle.

Introduction

Concept: A game about earning money doing tasks in school.

Narration: NA

Environment/play area: Toilet Cubicle

Beginning: The player starts with no money and has to accept odd jobs to earn lunch money.

Goals: Reach the money goal by the end of the day

Challenges: increasing money goals, toilet inspection, pipe bursts.

Rewards: The player moves to the next day

Ending: Either the player reaches the final day, or they fail to reach the money quota.

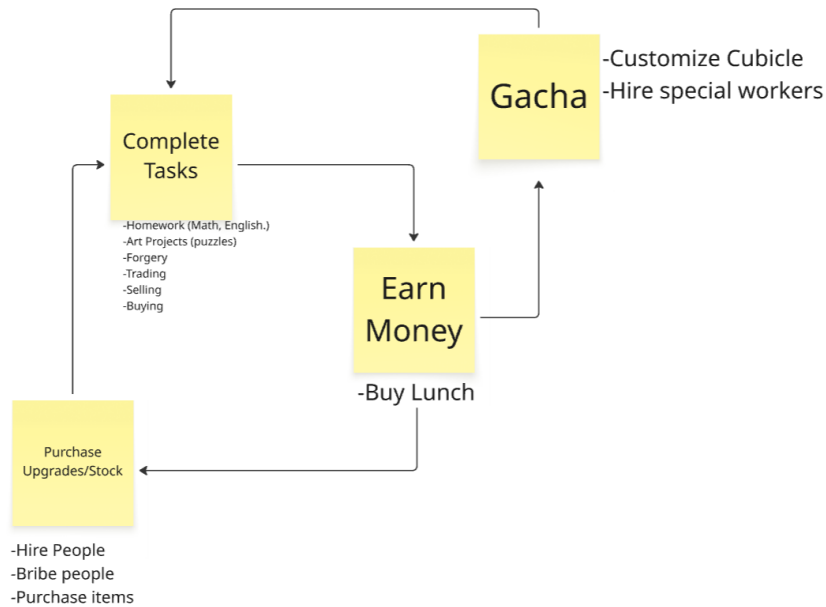
Failure: The game ends and must be started from the beginning

Genre: management simulator

Target Audience: teens, kids

Platform: mobile

Core Game Loop



Core Mechanics

Accept Tasks	Select tasks to do.
Enhancement	Max Task slot, task speed.
Purchase items	Snacks, Can Drinks, Toys, Stationary
Buy Lunch	Complete day goal
Sell Items	Snacks, Can Drinks, Toys, Stationary

Alternate Mechanics

Speed up tasks	Solve puzzles, math, etc to speed up task completion
Fixing Cubicle	Fix up leaks, squash roaches
Power Off	Hide from cubicle inspectors
Gacha	Cubicle Cosmetics (provide buffs to task speed)

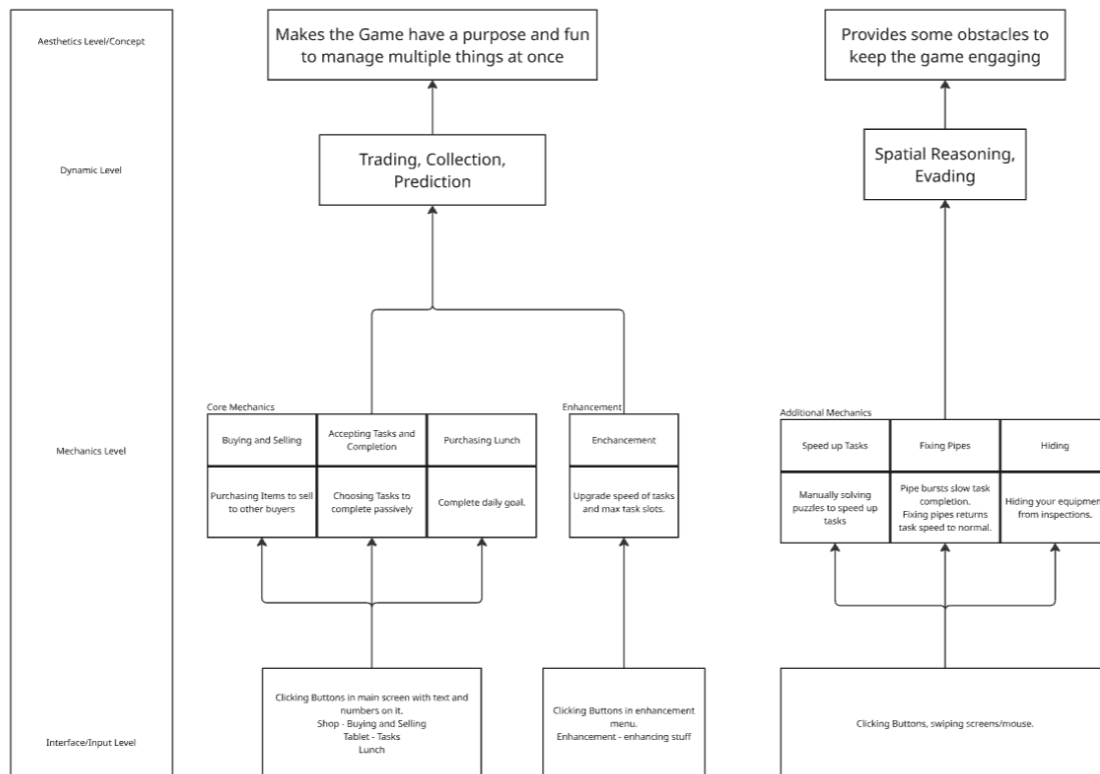
Enhancement Mechanics

Upgrading device speed	Speed up passive tasks
Upgrading people speed	Speed up passive tasks.
Hiring more workers (AI)	Increases max task slots

Opposition Mechanics

Inspection	Hide from teachers.
Pipe Bursts	Slows task speed.

MDA Map-out



Input Metrics

Input:

Controls Explained – each mechanics will require different ways of input. You will most likely be using a keyboard and mouse control so do change it from the image below.

Button	Action
Devices	Opens device UI
Esc	Will send player back to Home Page.
Power Button	Turns of lights to hide

Response Metrics:

When Player clicks on UI Buttons, player character will physically interact with the item in the game world.

When pressing ESC player character will slowly return UI item back to original place.

When Holding Space, player Screen will start to turn black to show them holding their breath.

Player should feel immersed in the character, as if being the character doing their tasks.

Context Metrics

High level

- The Impression of Space: A closed space within a slightly larger toilet cubicle.
- Impressions of Speed and Motion: Slow paced as not much in the cubicle changes.
- The Impression of Size: Player should feel as if they are comfortably fitted in a cubicle.

Medium Level

- The number of Objects, tablet, laptop, phone, wrench, toilet paper.
- The Size of Objects, IRL size, make player feel normal
- The Nature of Objects
- Layout of Objects, all within reach of the player.
- Distance between Objects placed on different parts of the cubicle.

Low Level

- Player interacts with the objects, handling objects with care.

Metaphor

Players - should have realistic proportions but cartoonish design.

Objects – realistic proportions, cartoonish design.

World - realistic proportions, cartoonish design.

Rules

High level Rules (Main Goal)

- Earn Money,
- Pay for lunch
- Not Get caught

Medium level Rules

- Earn money through completing tasks, selling items.

-Keeping quiet in cubicle, hiding from teachers and hall monitors.

Low Level rules (Basic)

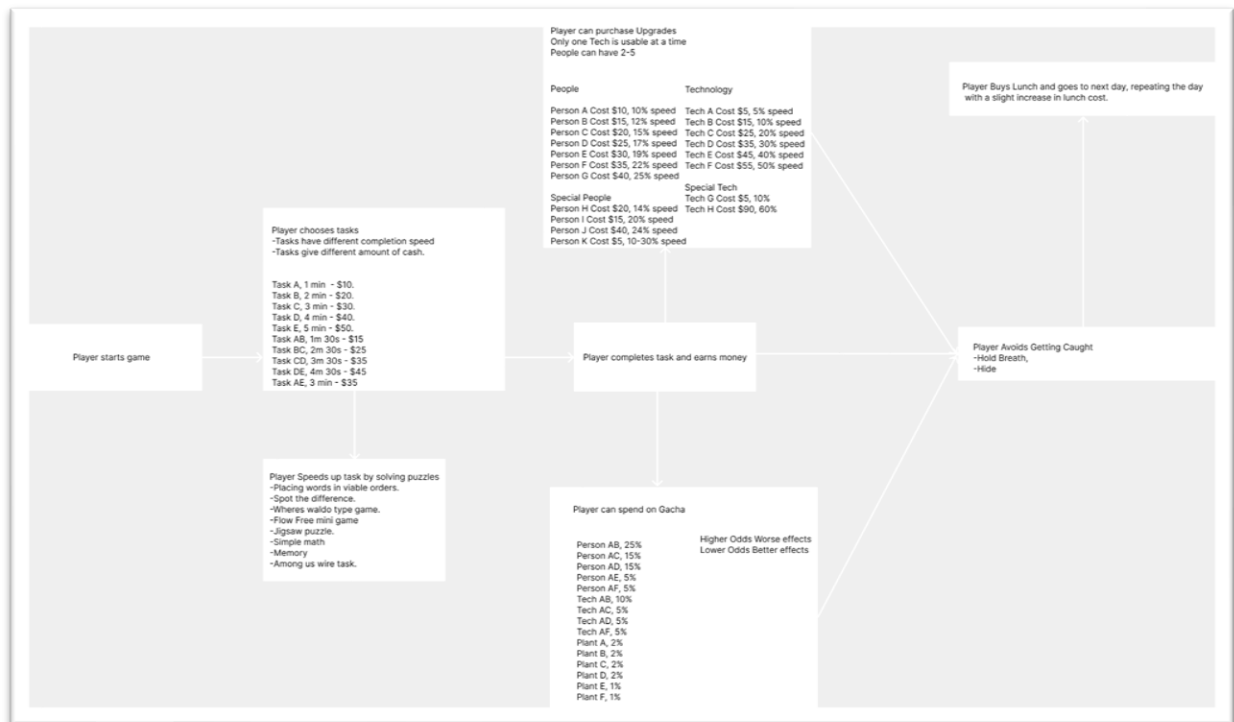
-Buy items, sell items

-Hold breath.

Twitch Mechanics/ features

Aspect(s) of Twitch	Description
Timing	Player must choose when they want to sell their item. -Item sell prices change over time, can increase, can decrease. Player must time when to hide/hold breath, player has limited breath and can't hide forever.
Time Pressure	Player must earn enough money by end of day -Tasks take time to complete. (Can be sped up by solving puzzles) -Some items have an expiration date and must be quickly sold.
Avoidance	Player must avoid getting caught. -Hiding -Holding Breath

User Experience Flow (UE Flow)

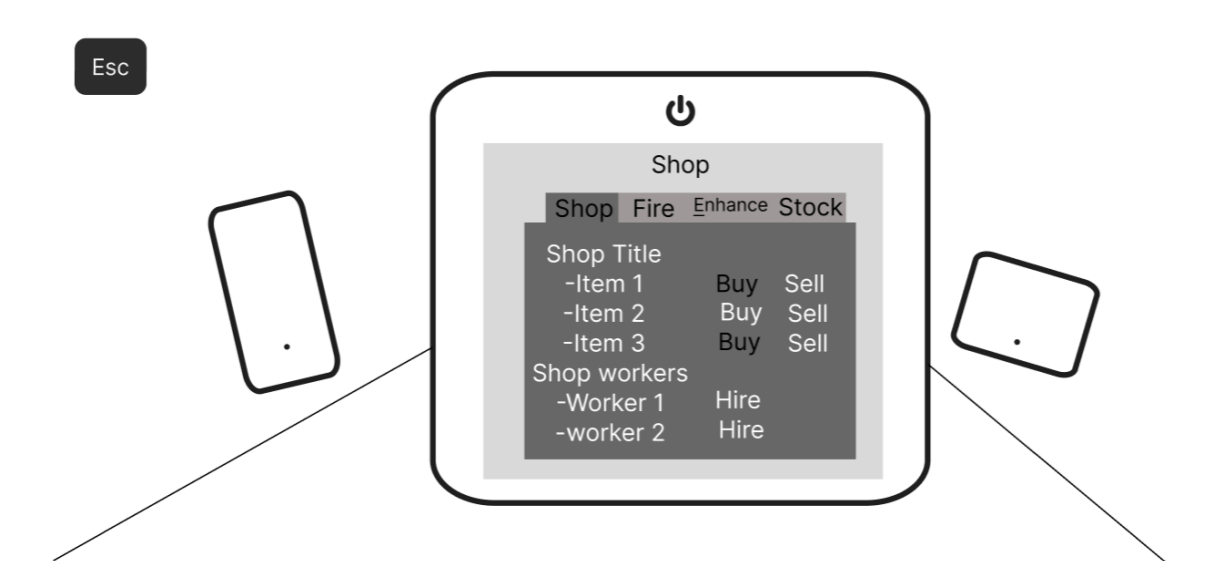


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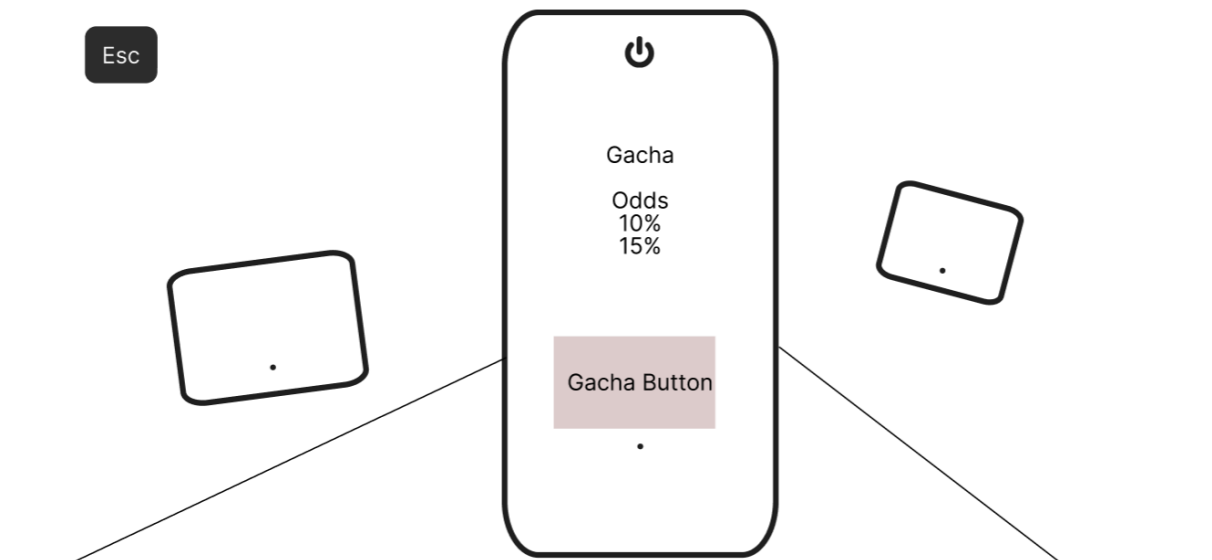
User Interface

[Mobile WireFrame](#)

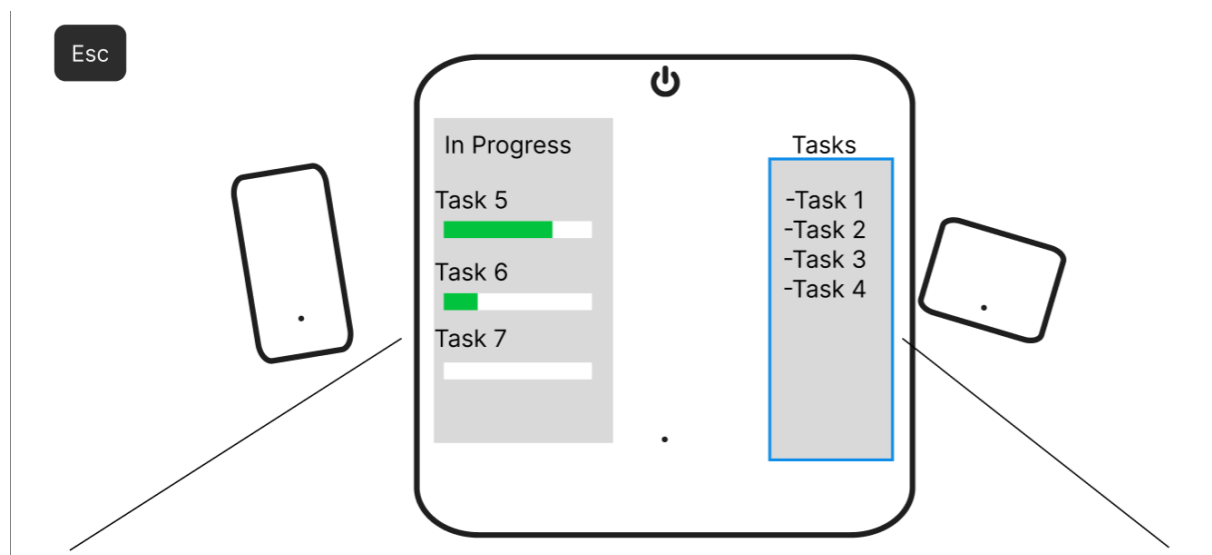
Laptop screen



Phone Screen



Tablet Screen



Polish and Feedback assets

Animation

Action	Effect
Player swaps tablet with laptop or phone screen.	Change Screen to laptop/phone screen.
Player swaps phone screen with tablet or laptop.	Change Screen to laptop/tablet screen.
Player swaps laptop with tablet or phone screen.	Change Screen to tablet/phone screen.
Pipe Bursts with water gushing past player's screen.	Indication for player to turn around and fix the pipes.

Pressing Power button when device is powered on.	Turns off the screen with a screen blackout effect.
Pressing power button when device is powered off.	Turns on screen with a quick power up effect, along with a power on sound effect.
Toilet lights turn off.	Indication for player to power off devices,
Player holds their breath	Player Screen starts turning black

Visual Effects

Trigger Event	Effect
Pipe Burst	Player's screen starts getting covered by droplets of water
Powering off devices	Player's screen darkens with some visibility of the cubicle with light coming from the toilet exit.

Sound Effects

Cha ching sound effect from purchasing stuff.

Slot machine sound effect from gacha.

Max tasks accepted sound effect.

Sound Design assets

Audio Asset	Audio Type	IEZA Category	Purpose	Justification
Purchase sound	SFX	Diegetic: Effect Item	Enhance realism	Adds more feeling when purchasing upgrades and other items.
Teacher Footsteps	SFX	Diegetic: Effect Character	Gameplay awareness	Alert players to the presence of the teacher and should hide.
Environmental Ambience, Toilet flush	SFX	Diegetic: Zone: Environmental	Immersion	Provide atmospheric background sounds, that of other cubicles being used.

Environmental Ambience, Toilet door	SFX	Diegetic: Zone: Environmental	Immersion	Provide atmospheric background sounds, that of other cubicles being used.
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Challenges & Difficulty curve

Days		Difficulty Rating
1	Consequence free first day, player learns how to use all devices as well as when to turn it off and hide. Teacher shows up once near end of day. (Level 0) Time to hide Level 0 Cost of lunch is \$10	0
2	Teacher visits level 1 Time to hide level 1 Player learns how to speed up tasks. Cost of Lunch increases by \$5,	1
3	Teacher visits Level 2 Time to hide level 1 Cost of lunch increases by \$10	1
4	Teacher visits level 2 Time to hide level 2 Pipe will start to burst (Explanation, Level 0) Cost of lunch increases by \$10	2
5	Teacher visits level 4 Time to hide level 3 Pipe Burst level 1 Cost of lunch increases by \$15	4
6	Teacher visits level 4 Time to hide level 4 Pipe Burst level 2 Cost of lunch increases by \$15	4.5
7	Teacher visits level 5 Time to hide level 4 Pipe Burst level 3 Cost of lunch increases by \$20	5
8	Teacher visits level 6 max Time to hide level 4 Pipe burst level 4 Cost of lunch increases by \$20	6
9	Teacher visits level 6 max Time to hide level 5	8

	Pipe burst level 5 Cost of lunch Increases by \$25	
10	Teacher visits level 6 max Time to hide level 6 max Pipe burst level 6 max Cost of lunch Increases by \$30	10

