

Location/Sequence Name	Brief Description	Player Mechanics						Player Goals	Design Goals	Experience Goals	Other Characters		Objects				Other Assets	Audio Notes	Visual Effect Notes
		Point and Click Task Finder	Room Navigation	Painting Color Fill	Madlibs/Email/Laptop Mini-Game	Budget/Cell phone Mini-Game	Mix and Match/ Journal Mini-Game				Clyde (Boss)	Jessie (Sister)	Studio / Empty Space	Laptop	Day Planner	Analog Phone			
Game Title	Our game title							Watch											
USC Games Logo	USC Games Logo on separate screen							Watch											
Start Screen	Welcoming the player to our game!	X						Start the Game											
Insert Name	Player inputs their name. This name will be used as the protagonist's name for the game							Input their name	Show that we're personalizing their experience										
Home/ Prologue	<p>Narrative The protagonist returns from the hospital. Jessie is introduced and reminds the protagonist the character's threat, the hospital.</p> <p>Protagonist shares that they must work hard for their boss, Clyde, to open up the exhibit. Clyde's reassurance is there only way the protagonist can gain confidence.</p> <p>Gameplay Camera Navigation mechanic is introduced. Click to navigate the space.</p>		X					Learn the objective of the game. Navigate the environment	Show the player our unique environment is 2.5D and is easy to navigate	The protagonist is a workaholic, so expect to feel overwhelmed, or in an uncomfortable situation when it comes to work.		X					Eerie noise when emphasizing the hospital	Highlight the hospital	
Home/Working with the Boss	<p>Narrative Clyde is introduced through a phone call in another room. The protagonist starts the work tasks and learns how much work there is need to be done and Clyde assigns three work tasks.</p> <p>Inclining Incident: The protagonist feels the threat of returning to the hospital. They notice their house is colorless for the first time.</p> <p>Gameplay Navigating to different tasks and complete first set of three tasks.</p>	X	X		X	X	X	Learn how the Work Bar works and see how it will give feedback. Perform work mini-games	Make the player comfortable navigating through the space. Highlight the Work Bar on the game screen so the player knows where to reference for feedback.	There is a lot of work to be done and completing one task did not do much. We want them to feel overwhelmed.		X		X	X		Work Bar	Introduce first iteration of work-themed loop. Then when we enter a work task, we'll have the ticking. Overwhelming number of work noises	Work Bar appearing on the screen. Work bar shifting when the first set of work tasks is complete.
Home+Studio/ Intro to Paint	<p>Narrative Jessie is reintroduced and visits the protagonist's home. They notice that the protagonist has no color in their life. The protagonist is reminded how peaceful it is to paint.</p> <p>Therefore Jessie tells the protagonist how painting can help improve your motivation. The Motivation Bar is introduced. Clyde calls to remind them about the work they have to do.</p> <p>However, the protagonist sees that their house has a lot more color after painting.</p> <p>Gameplay Main core loop starts. Player performs work mini-games to progress Work Bar and paint to progress Motivation Bar</p>	X	X	X	X	X	X	Learn how to do the painting mini-games Use the Motivation Bar to progress Work Bar	Introduce core loop. Give the player a lot of agency and make them have decide how they're going to fill up the Work Bar. Show the more they paint, the colorful their apartment gets	We want them to feel relaxed and feel the stark difference between Work and Play		X	X	X	X		Motivation Bar	Calming, peaceful music during the Painting mini-games	Motivation bar transitioning on the screen. Colorful, expressive canvas for the protagonist to paint on. There has to be a clear difference in UI between painting and working Apartment becomes more colorful after painting
Home - Studio/ Exhibit Opening!	<p>Narrative Midpoint: Clyde calls the protagonist and tells them they're missing the artwork for the Main Hall. Clyde tells the protagonist that they'll need to find a painting or complete extra work to assure they'll have something for the exhibit.</p> <p>The protagonist chooses whether to complete one intricate painting or three work tasks.</p> <p>Climax: Finally the exhibit opens and Clyde and Jessie praise the protagonist based on either decision they chose. Both characters praise the protagonist.</p> <p>Gameplay Paint or Work Mini-games</p>	X	X	X	X	X	X	Decide between Paint and Work mini-games to finish off the game	Invite the player to finish the game their way.	After learning how to balance between Work and Paint, they should feel comfortable and confident in their ability to get the extra work done.		X	X	X	X			Intensify the music for this "crunch" time	Express the change in the Work Bar

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Credits	<p>Narrative Clyde and Jessie congratulate the protagonist on a job well done.</p> <p>Gameplay The player can paint their apartment freely</p>	X	X	X				<p>Wait for the credits to end.</p> <p>Paint for fun</p>	<p>Paint the space you had no control over during gameplay</p>	<p>Relief, relaxation</p>			X	X	X	X		<p>Same/ similar music from the Paint Mini-games</p>	<p>When the credits are done, fade back to the Main Menu</p>