

Colorful Collections Design Document

Experience Goal and Player Objective

The player character should first feel overwhelmed by work tasks then gradually feel peace by balancing their work with personal projects.

The player's objective is to maintain enough motivation and work towards opening up an art exhibit. They'll interact with work and play mini-games that will dictate how the character loses and gains motivation.

Concept Statement

You are a curator for a prestigious museum, recently recovered from a work-related breakdown. With some encouragement from your sibling, you take up painting again. Maybe if you can find a way to balance your work demands with passionate play, you'll be able to bring some missing color back into your life.

Sequences

Prologue

- The player is introduced to their protagonist's house when Jessie returns them from the hospital.
- The protagonist and Jessie exchange dialogue that exposes the protagonist's unhealthy desire to perform work tasks.
- Jessie reassures their support for the protagonist.

Sequence 1: Working with The Boss

- Dialogue between the protagonist and Clyde explains how much work has been done. The Work Bar is introduced.
- A Work Bar appears on the screen to visually express the work mini-game feedback.
- Clyde is emphasized that he is a friendly character but will push the protagonist to complete work tasks.
- Clyde wants the protagonist to return to work but shares concerns over the protagonist's mental health. There is little dialogue from the protagonist. The protagonist will not express too many feelings with their boss.
- After completing the first set of tasks, the protagonist will share their inner thoughts, highlighting the threat of returning to the hospital.

Sequence 2: Paint with Jessie

- Jessie is reintroduced and visits the protagonist's home. They notice that the protagonist has no color in their life.
- Jessie takes the protagonist to their studio and introduces them to paint.

- The protagonist is reminded of how peaceful it is to paint. Therefore Jessie tells the protagonist how painting can help improve your motivation. The Motivation Bar is introduced.
- Jessie leaves the protagonist's house and reminds them to paint every once in a while.
- The protagonist returns to work and shares how much more confident they feel in their work. There is more color in their home.
- Once the Work Bar is filled to a specific marker, the following sequence starts.

Sequence 3: Time to Open the Exhibit

- Clyde calls the protagonist and congratulates them on the hard work they did to open the exhibit. He expresses relief that the protagonist is unlikely to go to the hospital.
- Jessie returns to the protagonist's home and compliments them on the added color in their house. There is very little threat of returning to the hospital.
- The Work Bar will adjust to the new problem. There is extra to be done to open the exhibit.
- If the protagonist chooses to paint during this crunch time, Jessie will appreciate the masterpiece. If they decide to work, Clyde will enjoy the finished work. They both will acknowledge the growth of confidence within the protagonist.

Credits

- Interactive credits where the player can paint their house.

Procedures & Controls

1. Room Navigation

The player navigates their room by clicking on the arrows on the sides of the screen. This causes the space itself to rotate while the player remains stationary, giving the impression of a diorama. The player will have to rotate the room in order to access the different work-related activities.

2. Work Activities

Once the player decides to do a work activity, a UI overlay will pop up and take up the whole screen. The player will complete their work activity on this screen. Each work activity will have a unique minigame and UI associated with it. Once they are done their work activity, the UI overlay will disappear, and the player will be back in the main room.

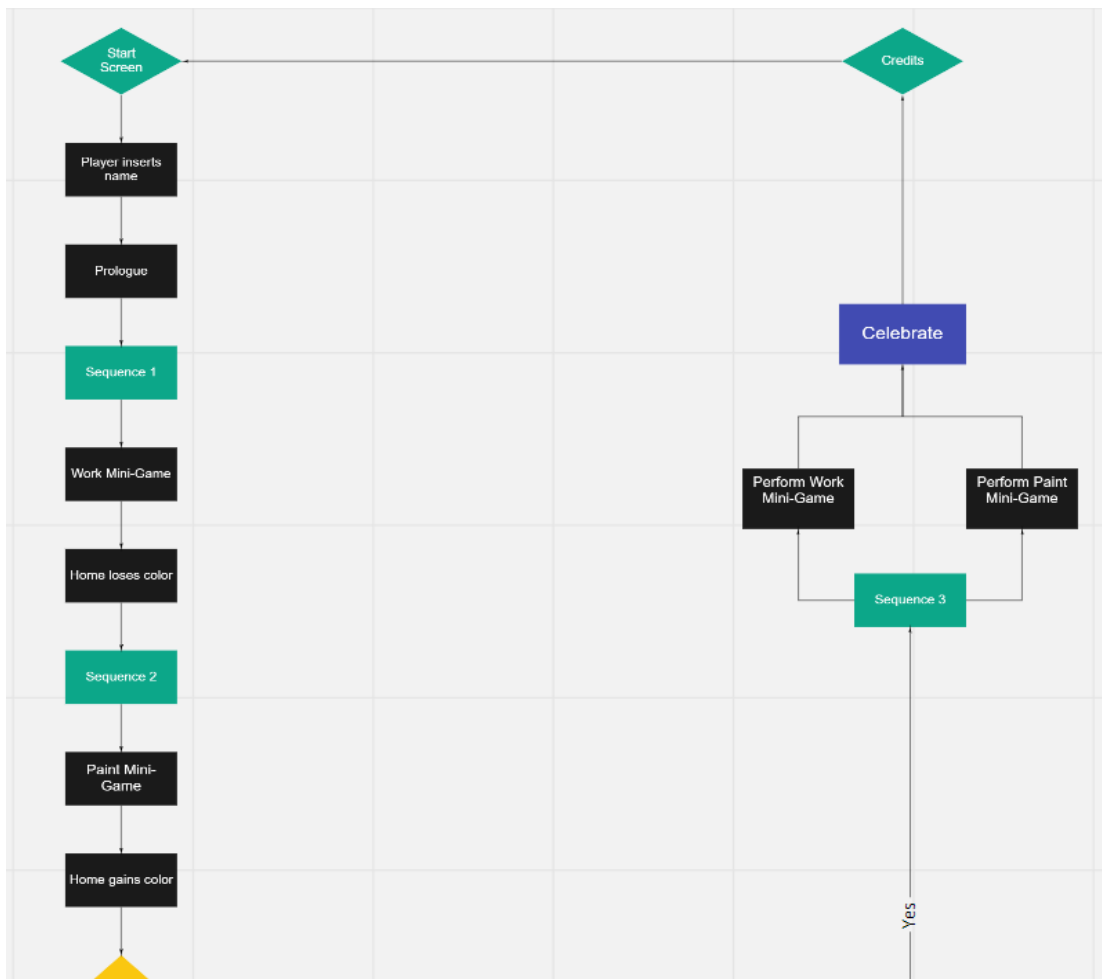
3. Play Activity - Painting

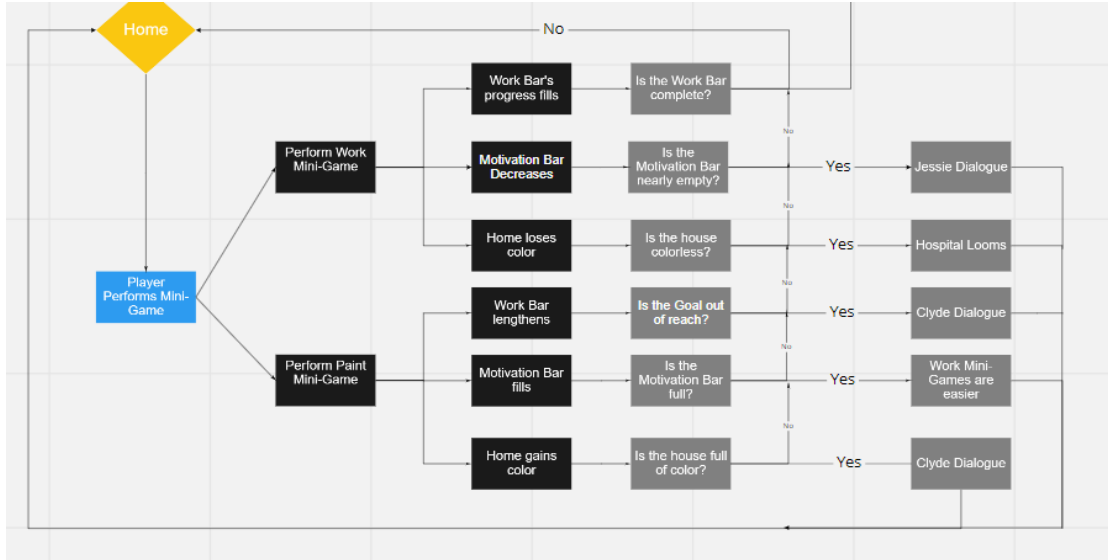
A painting-specific UI overlay will pop up and take up the whole screen when the player decides to paint. On-screen will be a black and white painting that the player will be able to paint in. The player will be able to choose colors and then fill in the spaces on the painting. The player can choose to end this activity whenever they want. Once the player completes this activity, they will be taken back to the main room.

4. Dialogue

Dialogue will be the primary means through which the story will progress. The dialogue system consists only of a text box that will show the name of the character speaking, their portrait, and their dialogue. Players will progress through the dialogues by clicking the mouse and will not have access to dialogue options.

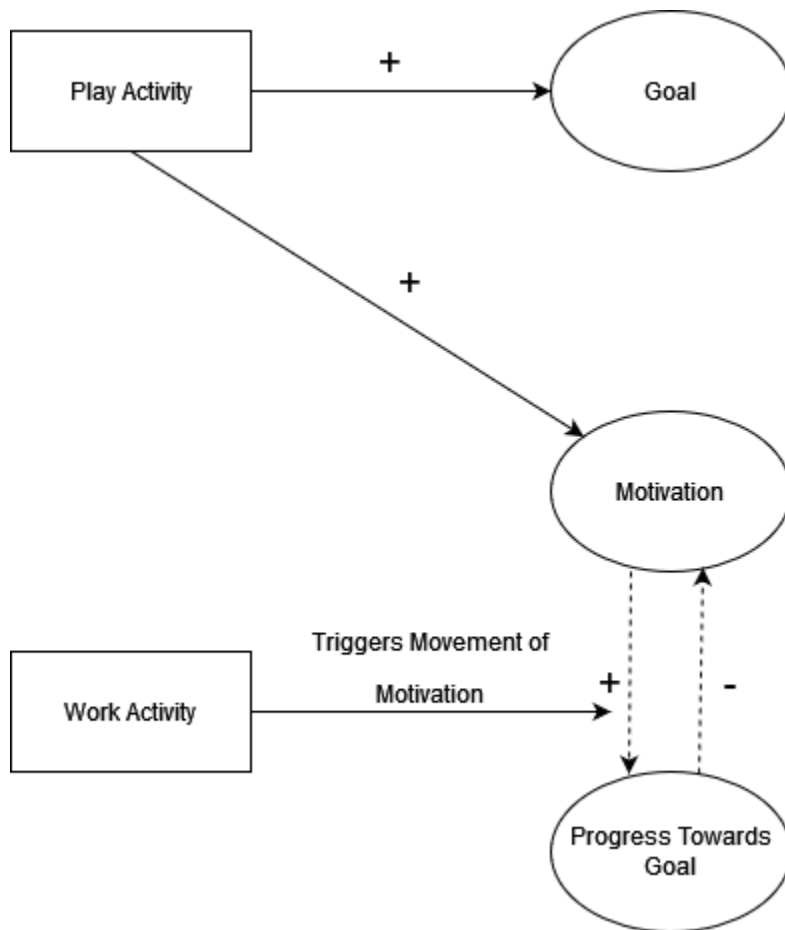
Main Game Flow Diagram





Link: https://miro.com/app/board/o9J_IIS3s2k=?invite_link_id=462298546590

Core Game System



In the above diagram, squares represent actions the player can take, while circles represent quantities affected by the player's actions.

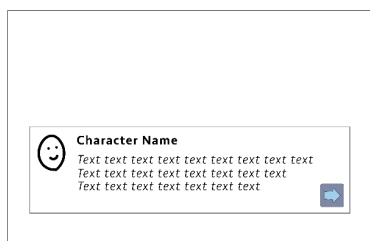
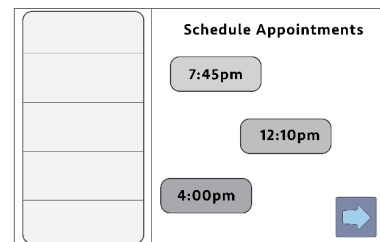
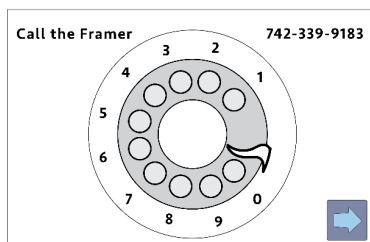
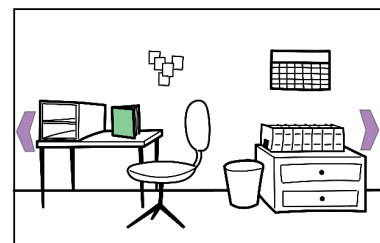
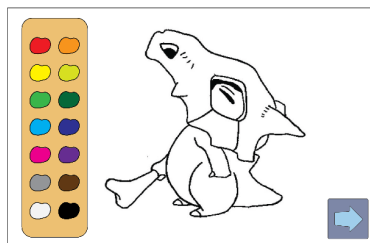
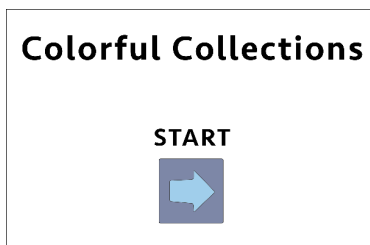
The player has two main ways of interacting with the core game system: Work Activities and Play Activities. When the player chooses to play, the *Goal* and *Motivation* quantities increase. The *Goal* is the finish line for the player, and *Progress* is a measure of completion. The game ends when *Progress* is greater than or equal to *Goal*. When a player chooses to do a work activity, the current value of *Motivation* is added to *Progress*, and *Motivation* is set to 0.

The system can be summarized as such. The player plays to build up motivation and then works to convert motivation into progress.

UI Map

Main Game	Minigames
Mouse: Interact	Mouse: Interact
ESC: Open Menu	ESC: Open Menu
	Keyboard: Complete certain tasks

UI Wireframes



Media Asset List

	ART			FX	MUSIC
Character Art		Cursors		Work Alerts	Neutral Music
Player, Full	Player, Head (For Text Boxes)	Neutral Arrow		Phone Ringing	(Menu / Scene 1)
Boss, Character	Boss, Head	Paintbrush (for play)		Schedule Pages Riffing	Simple, still
Sibling, Character	Sibling, Head			Email Notification	
ROOMS				Working Time Music	Painting Time Music
Study	Kitchen	Hospital		Layer 1 -- Ticking	Layer 1 -- Soothing
Laptop	Landline Phone	A looming Hospital Room		Layer 2 -- Faster Ticking	Layer 2 -- Cute
Study Chair	Toaster	(Ceiling)		Layer 3 -- Even Faster	Layer 3 -- Rhythm
Drawers	Island			Layer 4 -- Notes / Blasts	Layer 4 -- Bright
Trophy	Bar Stools (2)				
Shelf	Microwave			UI	
Diploma in Frame	Fridge			Click on objects / buttons	
Table	Small Table			Room Rotation, light woosh	
Rug	Curtains			Click on Paint	
				Click on Canvas	
Office	Art Studio	Painting Space			
Schedule / Planner	Easel	A colorful space			
Office Chair	Saw Horse Table	(Floor)			
File Organizer	Empty Shelving				
Desk	Open Box				
Post-it Notes	Rolls of Big Paper				
Rubbish Bin	Paints to fill the shelving				
Calendar					
Row of Books	A cobweb version				
Chest of Drawers					

Macro Link:

https://docs.google.com/spreadsheets/d/12Nx1jeld_Kt4DaEe3Cr8FSwVPNMNmOnO/edit#gid=1291521578

TEAM MYSTERY

Lloyd Campbell

Michael Wahba

Christopher Bowles