

## Game upgrade plan - Teeny-Weeny Café

Plan to upgrade the game in order of implementation/importance:

1. Quick fixes; fix the easy to correct mistakes that break the game and make game testing harder
2. Game testing; find more things to fix (bugs, not fun game elements, etc...) Continue game testing midst of work to correct mistakes before they become bigger
3. Fix bugs; 4 customers instead of 5 by day, getting stuck in potion making screen, characters with wrong sprites, no customers at all, other found bugs
4. Updates; updating parts of the game made in too much of a rush, such as messy code, text typos and unclear graphics
5. Timing; the rate of which text, characters and effects arrive/happen
6. Implementing what we already have; graphics, text and mechanics we have finished but did not have the time to add to the game during the Game Jam weekend
7. Make the UI work properly; it needs to be clear when the cauldron is full enough to complete a drink
8. Game testing round 2; find even more things to fix (include people outside the project)

Long term objectives:

9. Analysis; what we need to add, what needs to be changed, etc
10. Changes; update the game with the new changes to increase playability
11. Additions: implementing the mechanics, characters and other already planned additions to the game
12. Focus on the story; deepen the lore and find ways to implement it, so the player is intrigued and spends more time with the game to find out more
13. Deepen the characters; write interesting characters to keep the story rolling
14. Develop the point/credit system; what kind of actions give or take credits and by how much

15. Create different endings; which actions or points give which ending
16. Game testing round 3; find and fix even more bugs
17. Add another big game mechanic; plan more and implement the ingredient gathering part of our game (forest labyrinth)
18. Sound and music; create an atmospheric soundscape for the game
19. Translations; make translations into Finnish and Swedish
20. Extras; fun little extras if we have time and inspiration

## Before / current state of the game:

The game works. One can play the game from beginning to end. There are matching start and end screens and a loading screen, which make the game look polished.

### **The game goes in cycles**

The player gets a customer > The customer asks for a drink > The player decides whether to attempt the requested drink or serve the customer something different > The player serves the customer > The customer makes an expression which shows if they liked what they received > Customer leaves > Another customer arrives. This cycle continues five times (five customers) until the end of the day / results screen shows the player statistics about the run. These statistics include the number of drinks served, successful orders, poison and love served.

After the player has viewed the results screen the game plays two credit screens and a "the end" screen. After viewing these ending screens the player has to end the game manually as there is no "quit game" -button. The start screen on the other hand has a "quit" -button.

There are some bugs that make differences to the run, such as; having 4 customers instead of 5, getting stuck in potion making screen, getting customers with wrong character sprites or no customers at all.

### **A deeper look into each scene**

There are two main game scenes: The customer screen and the potion making screen. The customer screen shows a view from behind a cash register. On the other side of the register a customer appears and starts making their drink request. This is shown via a speech bubble in which text is generated. The character appears very quickly and the text appears and moves forward quite aggressively. Only sometimes does the player have the option to control the speed of the text. This makes the game too fast paced to be played and experienced comfortably. There are no buttons. The player has to click "air" to move to the potion making scene. On the potion making scene there is a cauldron, a shelf stacked with potion ingredients, a recipe book, a scroll on the wall that shows the cauldron and a note

stand with a note picturing the cash register. There are also buttons with “reset” and “finish” -labels on them. In this scene the player is supposed to conclude that they’re presumed to experiment and click on ingredients by putting them into the cauldron to mix drinks. By clicking on the recipe book the player gets hints on which ingredients to mix to make which drinks. The player needs to select 3-4 ingredients and press “finish” to finish a drink. The game does not tell the player which drink they just made. The player can reset the drink making process and the ingredients already in the cauldron by pressing “reset”. The scroll on the wall depicting the cauldron is part of the UI system. It’s purpose is to show the amount of ingredients and which ingredients are already added to the drink. At the moment the scroll shows that the cauldron is always full. The notestand with the cash register icon on it takes the player back to the customer and replays the last scene to remind the player which drink the customer originally asked for.

### **Sound design**

The game has one “handmade” sound effect which is the clicking sound when the player clicks any button or ingredient. This sound was made by recording the clicking of cooking tongs.

The game has two pieces of music. These are called “Irish pub” and “Weightless thoughts”. “Irish pub” is used in the title screen and “Weightless thoughts” is playing in the background of the rest of the game. These pieces are from a free Unreleased game music pack.

### **After (changes and updates):**

The game works with little to no bugs. The game mechanics and UI have been honed and optimized to be user friendly. The overall look of the game is cleaned up; the code is optimized, rushed graphics cleaned up and typos fixed. The tempo is fixed to keep everything, including text, character sprite movements, animation etc. rolling at a nice, stable pace. The game has multiple days (sets of five customers) instead of one.

The graphics, text and mechanics we already finished but didn’t have time to add to the initial version of the game would’ve been implemented into the game by now.

These changes include - but are not limited to;

- Adding the sound effects we have already collected (or replace them with complete new, custom ones)
- Having the finished drink graphic materialise onto the screen after finishing making it (all the drink graphics are done and only visible on the recipe book in the initial release of the game)

- Making the recipe book be empty at the beginning, and to fill up once the player has made a drink recipe at least once

More game sound effects (and possibly music) would be added and the overall sound profile of the game honed to be pleasing and uniform. If possible, custom music and sound effects would be used.

At least these objectives accomplished;

- Increasing the playability by adding more content and honing the existing mechanics; adding different endings for the game etc
- Improving the characters; deepening their personalities and their role in the game, making them possibly have a full on character development arc
- Developing a fun, working points/credits/EXP system; figuring out which actions give credits and why & whether the points affect the ending or not
- Adding a completely new “minigame” content where the player goes on a quest to collect more ingredients

There would also be possible additional changes made based on game testing feedback.

Another possible addition would be translating and releasing the game in Finnish and Swedish.

## Upgrade timeline:

Since we plan on making the game the best it can possibly be, we need to acknowledge it will take time. It's important to keep a balance of having enough time, but not make the schedule too loose. Otherwise there's a danger the game will never be finished. We also have to keep in mind the rest of our team, who we need (and want) to work with. We do have (4+3=)7 people on our team, but all of us are full time students, and some of us also have jobs, so it's sensible to be lenient.

**March-June 2022** - Fix the biggest mistakes and bugs that make the game not as fun to play. This includes confusing character lines, typos and messy graphics as well. Continue game testing and fix mistakes and bugs whenever found.

**June-July 2022** - Adding our ready made assets, code, text and such to the game. Plan the story more and figure out how it could come up in the game.

**July-October 2022** - Complete the UI. This means having the cauldron show how many ingredients are in, drag and drop of ingredients to the cauldron and mixing of the ingredients to create the final drink. Deepen the characters and their stories.

**November-December 2022** - Analysis: by countless play testing and play testers (during the earlier months) construct a complete plan of what needs to be added/changed to make the game better. Also plan a working point/credit system that feels fulfilling

**January-March 2023** - Implement planned changes. Plan fun endings for player to find depending on their actions in the game

**April-July 2023** - Implement everything else already planned, if they are still compatible with the game (= will add something to the game without taking something else away from it)

**August 2023** - "Last" fixes

**September 2023** - Final deadline: publication of finished game to steam

**Retroactive goal 1** - Bug fixes as soon as possible when players inform us of game breaking bugs and mistakes. Fixes of lower calibre on a slower schedule

**Retroactive goal 2** - Translations to Finnish and Swedish

**Retroactive goal 3** - A big update with another game mechanic: ingredient gathering