

# Picnic game

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## Overview

Top down 3D casual game. Explore a small open world map with varying biomes, gathering resources (with abilities provided from tools or via minigame) and interacting with a cast of characters.

Use resources to create furniture for your picnic area, trade with characters and make food to serve at the picnic.

At the end of each in-game day host a picnic for an opportunity to gain extra interactions with characters, who will turn up based on how close your relationship is with them and if they like the food being served.

# Design Pillars

## Community

- As the game progresses, the player should feel like the community between them and the character cast is developing and relationships have grown deeper.
- The world has no concrete economy and trade is performed based on circumstance and favours.

## Casual and Chill

- Generally gameplay should aim to be peaceful and relaxing unless exceptions apply.
- There should be no real time pressure, yes the day is limited in time but there should be little consequence for having a quiet picnic with few interactions.
- Rewards for more effort, but no punishment for lacking.

## Individuality

- The player, where possible, should have opportunities to express their own individuality through the player's character.
- E.g. dialogue choices, home and picnic customisation maybe even character customisation if that's in scope are all great examples of this.
- Character's respond differently depending on their relationship with the player to an extent to reflect this. E.g. if the player chooses mean dialogue choices they won't like them that much.

# Terminology

Terms are highlighted in **Bold**

*In-Game Objects or UI are highlighted in Italics.*

## General

<b>Entity</b>	An object in the world which can be interacted with.
<b>Menu</b>	An Interface directly responsible for a key feature which can be interacted with.
<b>Character</b>	An <b>Entity</b> which acts as a person or creature. When interacted with will create the Dialogue <b>Menu</b> and display text based on their unique dialogue data.
<b>Item</b>	An <b>Entity</b> which can be stored in the <i>Backpack</i> or <i>Storage Box</i> and can be traded. When interacted with in the world, it is added to the <i>Backpack</i> .
<b>Station</b>	An <b>Entity</b> which when interacted with performs a specific task that usually can't be done otherwise. E.g. only the <i>Storage Box Station</i> can be used to open the <i>Storage Menu</i> and store items outside of the player's <i>Backpack</i> .
<b>Tool</b>	An upgrade to the player's capability to interact with the game world. Often grants access to a specific mechanic or minigame once obtained.
<b>Phase</b>	A state of gameplay with its own standardised mechanics, hud UI, accessible menus and controls. There are three <b>Phases</b> , Exploration then Preparation and finally Picnic.
<b>Day</b>	A <b>Day</b> represents a set amount of time in game, over the course of a <b>Day</b> the player will experience one of each <b>Phase</b> of gameplay. Each <b>Day</b> also contains the Time metric, events can be set to happen at certain times of each <b>Day</b> .
<b>Time</b>	The <b>Time</b> of a day. E.g. Every day at the <b>Time</b> 8am, the exploration phase ends.
<b>Scheduled Event</b>	A change or happening that occurs at a specific <b>Time</b> and usually at a specific place.
<b>Menu Item</b>	Each <b>Menu Item</b> is crafted using <b>Items</b> of the Ingredient type, each with its own unique recipe. Once made, <b>Menu Items</b> are served and used during that day's Picnic Phase.
<b>Inventory</b>	An object which can be used to store a set amount of <b>Items</b> or <b>Menu Items</b> . For example, the <i>Backpack</i> is an Item Inventory that is a part of the <i>Player</i> with 4 storage slots, each with X stack limit.
<b>Harvestable Object</b>	An object which when harvested with the correct Tool, yields a certain type and amount of Items.

<b>Biome</b>	An area of the level with a specific theme, associated with different <b>Items</b> , <b>Harvestable Objects</b> and points of interest.
<b>Trade</b>	A <b>Trade</b> is an <b>Item</b> which can be exchanged to the <i>Player</i> by a <b>Character</b> for a specific Item in return.
<b>Friendship Level</b>	A number which indicates how close the <i>Player</i> is to a specific <b>Character</b> . Primarily affected by how many <b>Dialogues</b> the Player has had with the respective Character, but may also be heavily pivoted around performing certain actions or favours for that Character too.
<b>Opinion</b>	How a <b>Character</b> feels about the <i>Player</i> at any one time. Ranging from <i>Best Friends</i> to <i>Hates</i> , has a severe effect upon that Character's <b>Appearance Chance</b> .
<b>Appearance Chance</b>	The percentage chance that a certain <b>Character</b> will turn up in a <b>Picnic Phase</b> , each Character has a default value and can have it modified by other Systems and Mechanics. The value can be different for every Picnic.

## Dialogue

<b>Conversation</b>	The process of events that occur upon interacting with a <b>Character</b> .
<b>Dialogue</b>	A series of related <b>Segments</b> and <b>Choices</b> which can be displayed during one <b>Interaction</b> .
<b>Narrative</b>	An organised collection of <b>Dialogues</b> which relate to a specific <b>Character's</b> story. Each <b>Character</b> has one <b>Narrative</b> .
<b>Segment</b>	A section of text which can be displayed within the <i>Dialogue Box</i> . Each Dialogue <b>Segment</b> has a <b>Character</b> associated with it (the speaker) and a specific portrait which represents their expression.
<b>Choice</b>	A list of options displayed on the <i>Dialogue Menu</i> , the player must generally pick one to progress. The selected option can affect which <b>Segments</b> and future <b>Choices</b> are next shown during the current <b>Dialogue</b> and/or trigger general events in the game.

## References to Game Objects

<i>World</i>	The game level in which everything on this list resides.
<i>Player</i>	The player's character that they control and interact with.
<i>Picnic Area</i>	The central hub of the map, the Player is likely to spend much of their time here since it is effectively their character's home.
<i>Backpack</i>	The <i>Player's</i> local <b>Inventory</b> of <b>Items</b> .
<i>Storage Box</i>	A <b>Station</b> which stores an <b>Inventory</b> which can contain an infinite number of <b>Items</b> .

# Controls

Unconfirmed

## User Interface

- HUD
  - 3 variants; Exploration, Preparation and Picnic
  - Exploration:
    - Information needed:
      - Time left in Exploration Phase
      - Current tool equipped
      - Pop-up button for interactions (talking to an NPC, initiating a mini-game, etc.)
      - Pop-up layer for Mini-Games
      - Alerts for important notifications (tutorials, etc.)
    - Preparation
      - Information needed:
        - Button to move on to the picnic phase
        - Menus to allow resources to be processed into food
        - Menu to set which foods are being served at the picnic
        - Slots to allow for decorations to be placed
        - 2 separate menus, one for making food and deciding the menu, one for decorating a picnic site?
    - Picnic
      - Information needed:
        - Pop-up alerts to display who the player still needs to interact with
        - Pop-up text-boxes that display 'small talk' comments from NPC's that player can't interact with?
- Main Menu
  - Information needed:
    - Start game button
    - Exit to Desktop button
    - Settings button
    - Load Game button? (implies a save slot system that might not be in scope)
    - Credits button
- Pause Menu
  - Information needed:
    - Exit to main menu
    - Exit to Desktop
    - Save
    - Resume
    - Settings
- Storage Menu
  - Information needed:
    - Panel with Grid of items/resources

- Possible scroll bar to allow for overflow from available screen space
  - When an item is clicked, an expanded view is opened showing more detailed stats and information
- Picnic Food Menu
  - Information needed:
    - A list of possible items to put on the menu and the quantities the player has
    - A grid showing each menu slot and what is in it already
    - When the player hovers over a 'food' it shows a more detailed description of it
- Mini-games

# Systems and Mechanics

## Phases

There are three phases: Exploration, Preparation and Picnic. Each **Day** the player will play through each phase in order respectively.

### Exploration Phase

Taking place in an open world map, this phase serves to offer the player the following goals:

- An opportunity to exercise the use of certain **Tools**
- Access to minigames.
- An opportunity to gather **Items**.
- An opportunity to meet new **Characters**.
- An opportunity to enter Dialogue **Interactions** and Trade with **Characters**.

The player starts the Exploration Phase at their *house* at the **Time** 8pm. The Exploration Phase ends at the **Time** 8am. When the Exploration Phase ends, the screen fades to black and the Preparation Phase begins.

#### Control additions and alterations

Controls changes for minigames specified in the minigames section.

#### User Interface

[HUD Diagram]

User Interface for minigames specified in the minigames section.

### Preparation Phase

Taking place in the *Picnic Area*, this phase serves to offer the player the following goals:

- An opportunity to process Ingredient Items into **Menu Items**.
- Select **Menu Items** to be served during the following **Picnic Phase**.
- An opportunity to decorate the *Picnic Area*.

The player starts the Preparation Phase at the entrance to the *Picnic Area*. The Preparation Phase ends when the player declares they are ready to start the Picnic (through some means). When the Preparation Phase ends, the screen fades to black and the Picnic Phase begins.

#### Control additions and alterations

Enter Decoration Mode - allows for decoration and furniture placement, see Decoration for specific control changes in Build Mode.

#### User Interface

[HUD Diagram]



## Picnic Phase

Taking place in the *Picnic Area*, this phase serves to offer the player the following goals:

- An opportunity to enter Dialogue **Interactions** with **Characters**.

The player starts at the entrance to the Picnic Area. Depending on their attendance chance, Characters will enter the Picnic Area and sit down at a designated seat/spot. The Picnic Phase ends when all characters have been interacted with or when the player declares they are ready to end it (through some means). When the Picnic Phase ends, the screen fades to black, a new day starts and the Exploration Phase begins.

### Control additions and alterations

None

### User Interface

[HUD Diagram]

# Global Systems

## Movement and Camera

The *Player* can move in cardinal directions using the [Movement Input] Keys.

The *Camera* is top down at a slight vertical angle (for a better angle of the 3D art). The *Camera* is centred on and follows the *Player* at all times.

When nearing a **Character's** house, the camera changes its zoom and rotation to focus on the house model. This will allow larger houses to be seen in full and clearly differentiate between when the player is in the wild areas and when they are near a Character's home and probably the character who lives there.

## Interaction

When the player uses the [Interact] button whilst in close proximity to an **Entity** an interaction event with that Entity will be called. There are three common Entity types: **Characters**, **Items** and **Stations**.

When a **Character** is interacted with the *Dialogue Menu* is opened, beginning a **Conversation**, displaying a relevant **Dialogue** from that character's **Narrative**.

When an **Item** is interacted with, it is removed from the world and added into the player's *Backpack* in an appropriate slot.

When a **Station** is interacted with, a specific action is performed, dependent on which Station it is.

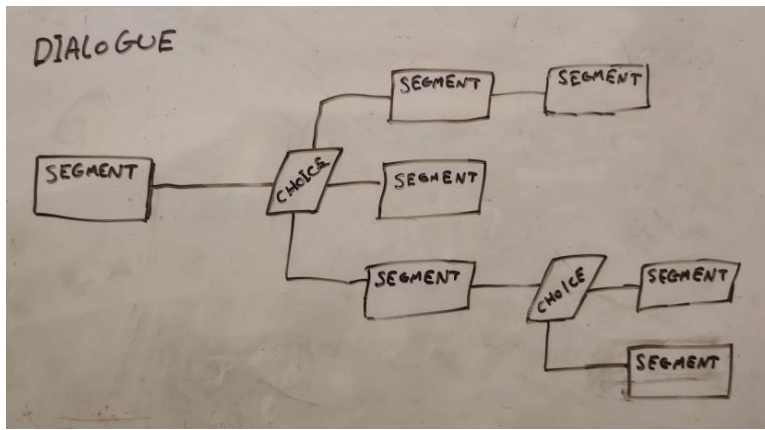
## Character Dialogue

A **Dialogue** is displayed during a **Conversation**. A Dialogue is made up of a combination of 2 types of UI element: **Segments** and **Choices**.

Organised into a flow chart for each Dialogue:

A Segment represents a piece of text said by a Character involved in the Conversation.

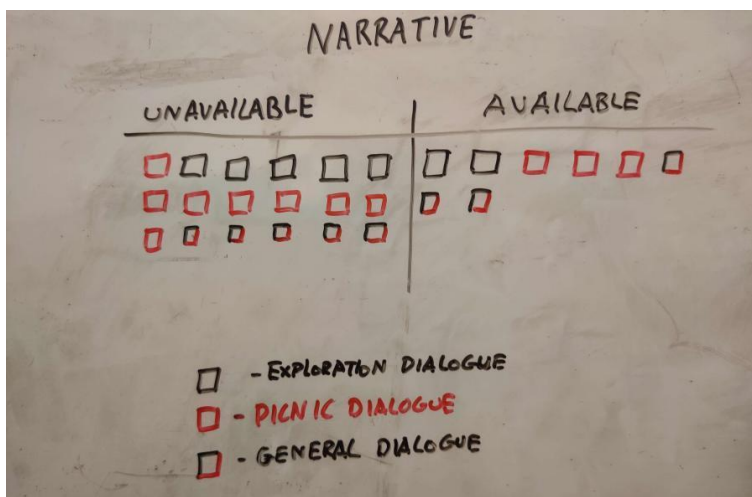
A Choice is a selection of button responses, which, depending on the player's pick, will change the future Segments and Choices shown in that Conversation's Dialogue.



Each **Character** has a unique **Narrative**. A Narrative's **Dialogues** are organised into *available* and *unavailable* Dialogues. When starting a **Conversation** with a Character, the Dialogue displayed can only be selected from the *available* pool of Dialogues from that character's Narrative. If a Dialogue is selected in this way, it will be made *unavailable*, and typically select another Dialogue to be made *available*. Dialogues can also be made *available* by other actions throughout the game (e.g. placing a pretty table in the *Picnic Area* may make a Dialogue available related to complementing it for a Character who likes it).

There are three further methods of categorising **Dialogues**: Picnic, Exploration and General. General Dialogues may be selected regardless of **Phase**, however Picnic and Exploration Dialogues can only be selected if it is the respective Phase.

If no Dialogues are available, then there is a default repeatable Dialogue which is called instead (Unique for each character).

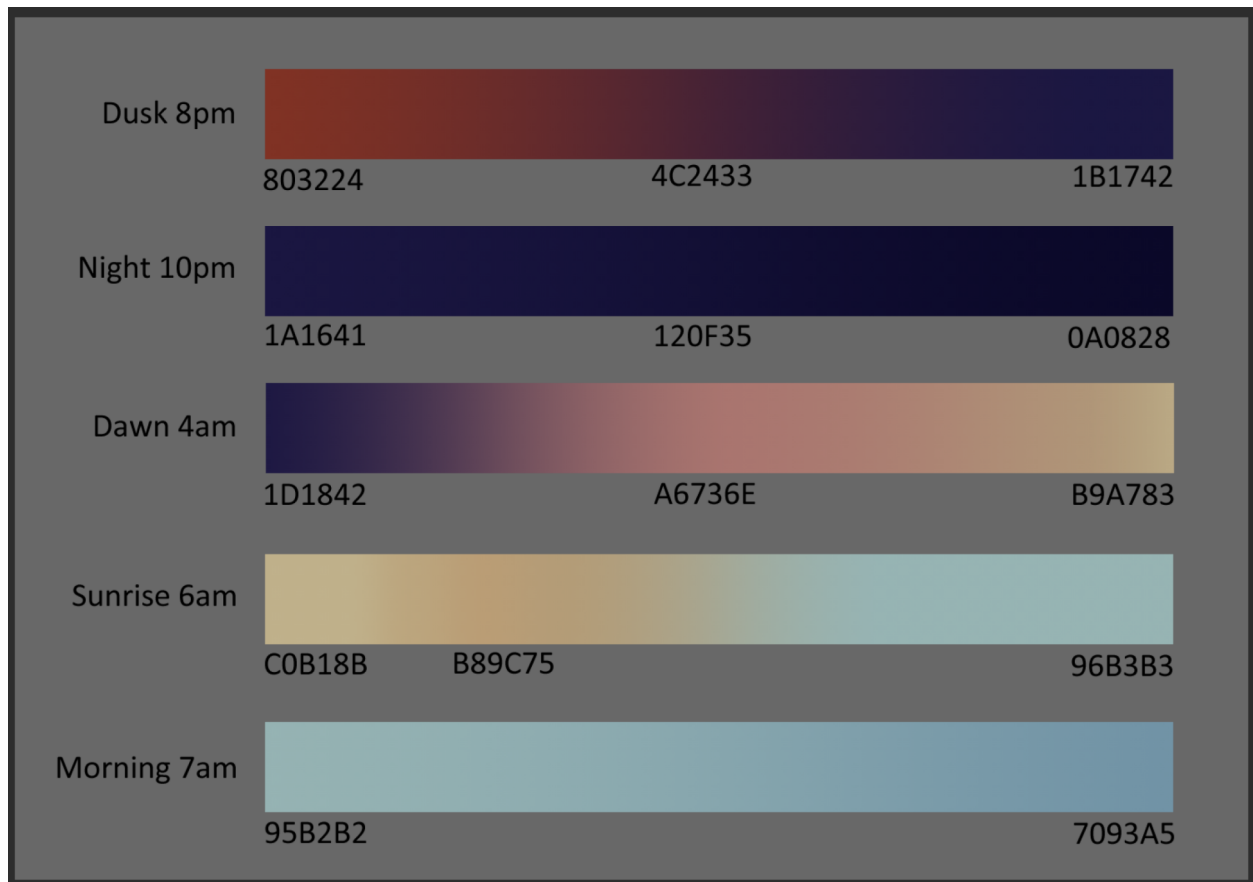


# Exploration Phase Systems

## Time Progression

During the **Exploration Phase**, beginning at 8pm **Time** will progress at a rate of 1 minute per real second and 1 hour per real minute. The Exploration Phase ends at 8am, lasting a total of 12 minutes (Worth noting that variables here in particular are subject to change).

A clock is displayed on the *HUD* to indicate what time it is to the player. The environment will also change depending on the time, for example, the sunlight colour and brightness change over time as displayed below.



Each Exploration Phase occurs in a new **Day**. Days are counted from Day 1 upwards at the beginning of the game, but are also organised into weeks, months and years with 7 Days in a week, between 28 and 31 Days in a month and 12 months in a year. This is displayed on the HUD as the date (e.g. Friday, 04/03/Year 1).

Certain days or the entirety of a week, month or year can have specific systemic changes applied to them. For example, on Sundays, the fisherman's shop is not open, or in Months 4, 5 and 6, the season is Summer. Each Day can have unlimited effects such as this, provided they do not conflict, so you can't have a day which has 2 seasons.

## Scheduled Events

A **Scheduled Event** is a change in the environment or happening that occurs at a specific time of a day and usually at a specific place. There are three types of Scheduled Event: Daily, Weekly and Organised.

Daily events are repeated every **Day** at the same **Time** or range of Time. For example, X **Character** wakes up at 6am every Day.

Weekly events are repeated on the same **Day** of each week at the same **Time** or range of Time. For example, every Friday X **Character** goes to meet Y Character for tea.

Organised events are designated for specific dates and times. The *Player* may be involved in making an organised event, such as meeting with a **Character** decided upon during a **Dialogue**. Organised events could be recorded in a *Calendar Menu* (Not yet idealised).

## Items

An **Item** is an **Entity** that can be stored in an Item **Inventory**. When Interacted with in the *World* it is added to the *Backpack*. Items are created in the *World* when harvesting *Harvestable Objects* with the relevant **Tool** or when dropped by the **Player** using the [Drop] input. Items can also be generated within an Item Inventory by **Characters** during a trade or as a gift, or by a **Station** if that is its purpose.

Each type of item contains the following information:

- Name - What it is called when presented to the *Player*.
- Icon - The icon which represents this item in an Item Inventory.
- Description - Flavour or explanatory text displayed in certain Menus to describe the Item.
- Model - The mesh of the Item when it is in the *World*.
- Biome - The biome or area of the map in which the item is naturally found.
- Group - Is the item a Material, Ingredient or Treasure.

There are three Item groups as expressed above:

- Materials are used for crafting decorations for the Picnic Area.
- Ingredients can be processed into Menu Items.
- Treasures don't do much, but may be important for trading or look nice when displayed.

## Resource Gathering

### Harvestable Objects

Most **Items** in the game are primarily obtained via **Harvestable Objects**. A Harvestable Object is an object in the *World* that can be harvested by a specific **Tool**, and when this occurs, will create a certain type and amount of an Item in the *World*.

Each type of Harvestable Object appears in certain **Biomes** and has a specific **Tool** associated with it, and each has a unique effect when harvested.

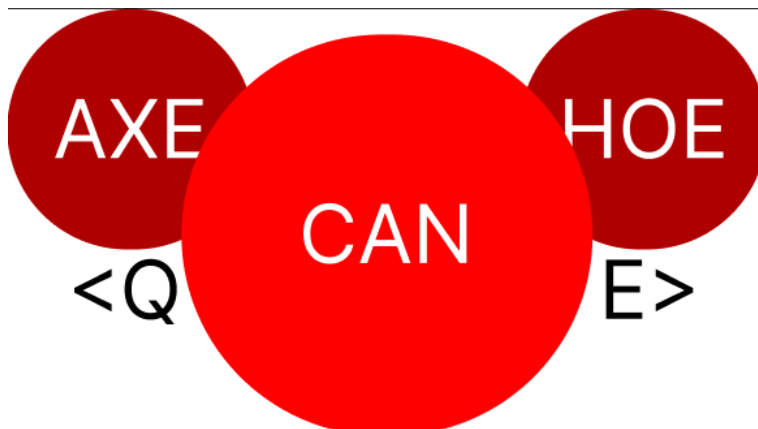
Some examples:

- Rock
  - Found in *Caves*.
  - Harvested when hit with a Pickaxe.
  - Creates 1-3 Stone Items and is destroyed.
- Fish in the water
  - Found in all *bodies of water*, the fish yielded is biome specific.
  - Harvested when hit with a Fishing Rod.
  - Opens Fishing Minigame.
- Tree
  - Found in *Forests*.
  - Harvested when hit with an Axe between 1-5 times.
  - Creates 3-6 Log Items and turns into *Stump*.

## Tools

A **Tool** is an upgrade to the *Player's* capabilities. Most Tools are directly responsible for harvesting specific **Harvestable Objects** and therefore useful for obtaining certain **Items**. However, a Tool can have a unique use case (such as the watering can which speeds up the growth of plants). Tools are initially locked and can not be used unless unlocked. Tools can be unlocked by a specific action (found by the *Player* in the *World* and interacted with like a **Station**).

The *Player's* unlocked Tools are displayed on the *HUD* as shown in the diagram below. Only one Tool can be equipped at a time (that being the one in the centre), the *Player* can switch Tools by using the [switch tool] inputs. When the player uses the [Tool] input, the equipped tool is used (represented by the player performing a related action/animation). If the correct environmental factors are in place for the Tool that is used (such as contacting the relevant Harvestable Object) then its use will take effect.



A list of Tools the player may acquire:

### Axe

Description - An axe for chopping down trees

Acquired - Found in the *Picnic Area*, can be picked up with [Interact].

[Tool] input - Swings in an arc in front of the Player. If it comes into contact with a Tree or Giant Mushroom, it will damage that harvestable object. If hit enough times will harvest that harvestable object.

Notes - May be useful for destroying things in context.

### Pickaxe

Description - Pointy and sturdy, you could probably break rocks with this.

Acquired - Found at the *Cave Entrance*, can be picked up with [Interact].

[Tool] input - Swings in a vertical arc in front of the Player. If it comes into contact with a Rock or Crystal, it will harvest that harvestable object.

Notes - May be useful for destroying things in context.

### Fishing Rod

Description - Throw this at a fish to try and catch it.

Acquired - Given to the *Player* by the fisherman **Character** during a certain **Dialogue**.

[Tool] input - Throw the fishing rods hook a set distance in front of the Player. Holding the input will increase the distance up to a limit that the hook is thrown. If the hook hits a fish in the water, it will open the fishing minigame.

Notes - Maybe you can grab Items if you can hit them with the hook.

### Shovel

Description -

Acquired -

[Tool] input -

Notes -

### Hoe

Description -

Acquired -

[Tool] input -

Notes -

Gun

Description -

Acquired -

[Tool] input -

Notes -

Watering Can

Description -

Acquired -

[Tool] input -

Notes -

Garbage Grabber

Description -

Acquired -

[Tool] input -

Notes -

## Minigames

Some **Items** are acquired primarily through a specific minigame. Most minigames are activated by effects of a **Tool**, but can be triggered at any point (such as at a **Station**).

A minigame is a simple game, contained in either a level, Menu or displayed on the UI with its own HUD and controls. Every minigame has an exit button if the player wishes to go back to the main game. The Minigame is also exited once a success or fail condition for that minigame has been reached.

A list of minigames that the Player may encounter:

Fishing

Each fish has a catch requirement value and an escape time determined by the size and type of fish that it is.



The fishing minigame is centred around the catch metre. At the start of the minigame the top of the catch metre is set to be equal to that of the fish' catch requirement and the time limit set to be equal to that of the fish' escape time.

Starting at 0, the player can add to the catch metre by using the [Tug] input (adding 1 by default). Every second the catch metre will be reduced by 1.

If the *Player* reaches the catch metre within the time limit then the fish is caught and added to the *Backpack* (or dropped on the floor if the *Backpack* is full), and the minigame is completed successfully. If the time limit runs out then the fish is not caught, and the minigame is completed unsuccessfully.

On the event of the minigames completion, a pop up UI will appear, showing the fish size and type if successful and a failure message if unsuccessful. There is a button on the UI, which when clicked will exit the minigame.

### Control Changes

- [Tug] input replaces [Interact] input.
- [Movement] Inputs disabled

### UI

- Catch metre
- Exclamation mark pop up when the fishing minigame starts
- Pop up UI for when the player succeeds or fails to catch the fish.

### Claw Machine

## Inventory

An **Inventory** is an object which can be used to store a set amount of **Items** or **Menu Items**.

There are 2 essential Item Inventories: The *Backpack* which is a part of the *Player*, and the *Storage Box*, which is a **Station** in the *Picnic Area*.

### Backpack

The *Backpack* is a small **Inventory** which the *Player* carries with them at all times during the **Exploration Phase**. The contents of the Backpack is displayed on the *HUD*. When the Player [Interacts] with an **Item** it is added to the Backpack Inventory.

The Backpack has 4 slots, each slot can contain one Item type at a time and can hold a maximum of 16 Items.

At any one time, one slot is the selected slot, the slot which is selected is influenced by [Change Selected Slot]. The selected slot is the slot which items are dropped from when the player uses [Drop] and has priority over empty slots for storing items which are picked up using [Interact].

Only Items stored in the Backpack can be used in trading.

## Storage Box

The *Storage Box* is an **Inventory** containing infinite space, accessed via the Storage Box Station. The contents of the Storage Box are displayed in the *Storage Menu*. **Items** can be moved between the *Backpack* and the Storage Box via the Storage Menu. At the end of the **Exploration Phase**, Items are automatically moved from the Backpack into the Storage Box.

Items are laid out as slots similarly to the Backpack, with one slot per item type. The slots displayed can be influenced by the player, using the Storage Menu's filtering system (to make navigating infinite space simpler). Item slots can be filtered by Item Group or via search bar and sorted by order of discovery, alphabetical order, quantity or the **Biome** the Item is from.

## Trading

A **Trade** is an **Item** which can be exchanged to the *Player* by a **Character** for a specific Item cost in return.

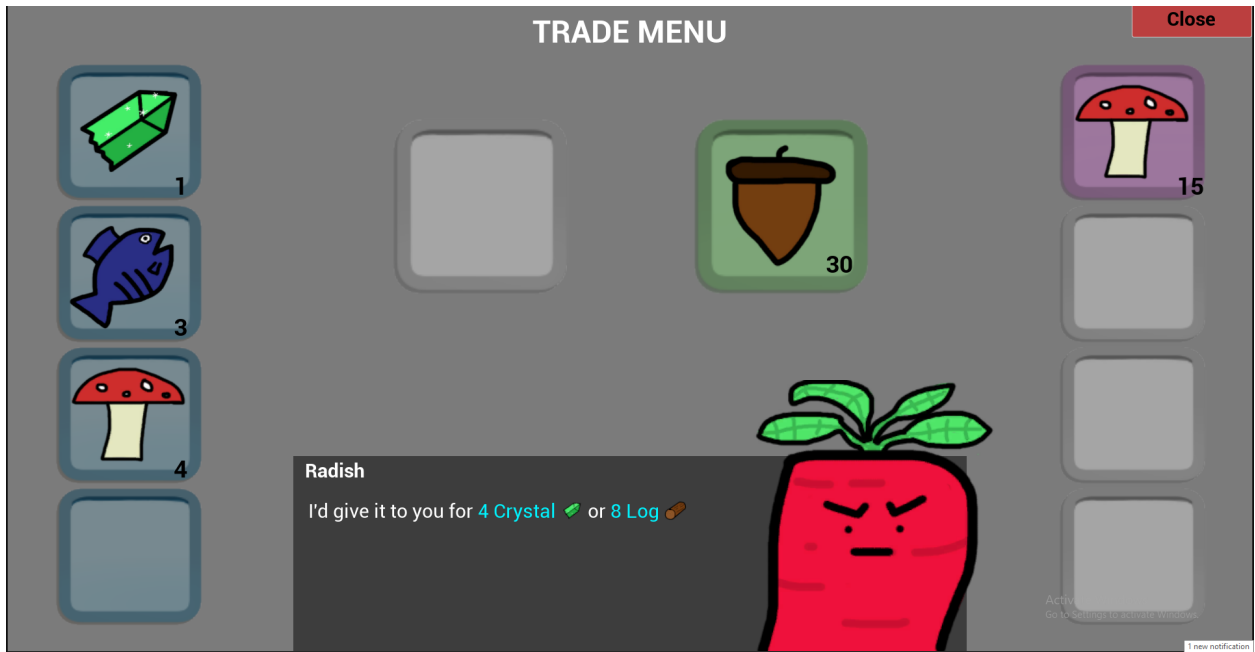
- Any item component of a trade may be of any quantity up to the item stack limit.
- A trade can have up to 2 different specific item costs, of which only one has to be exchanged for a successful trade.
- Each Character has a unique list of up to 4 trades at one time, which is modified throughout the game when interacting with that character.
- Once a Trade has been executed, that trade is removed from that character's trade list forever.
- Items the player receives from a trade are added to their *backpack*, or dropped in the world if there is no valid space in the backpack.

Trading is performed within the *Trade Menu*.

- The Trade Menu is opened through **Dialogue Choice** selection, a Character's default dialogue always presents an option for the player to open the Trade Menu with that Character.
- Opening the Trade Menu is integrated into Dialogue's, meaning that Further **Segments** and Choices can be executed upon exiting the trade Menu, unlike other **Menus**.

The Trade Menu contains:

- Display of Backpack Inventory
- Display of Character's Trade List
- A dialogue box which features the Character being traded with.
- The Main Trade Slots, which represent the items being put up for trade.
- The text in the dialogue box which communicates what items are needed to trade for the item placed in the Character's main trade slot or the trade being hovered over.
- The Character's main trade slot is highlighted when the correct items are in the player's main trade slot. If clicked on whilst highlighted the trade is executed and this item is added to the backpack.



Journal

Map - fog of war

# Preparation Phase Systems

## Decoration

The Player may customise the furniture and decorations around the Picnic Area. Dotted throughout the Picnic Area there will be a predetermined set of building points. The player can when holding a decoration item, see a representation of these building points, and when interacting with one while holding a valid decoration, will place the decoration on that point and pickup the previous decoration that was stored there unless it was empty.

This system definitely needs discussing.

## Processing Ingredients

During the Preparation Phase the Player has access to the *Kitchen Station*. When this station is interacted with it opens the Kitchen Menu. In the Kitchen Menu the Player can select from a list of their known **Recipes**. Recipes are added to the known recipe list either through dialogue with a character or a specific Item is picked up by the Player.

A Recipe is the representation of Menu Item and the Ingredient Items required to create it. When a Recipe is selected the player has the opportunity to create that Menu Item if they have enough of the correct Ingredient Items in Storage.

When a Menu Item is created it is stored in the Kitchen station, stored Menu Items can be viewed and moved to and from their Backpack through a tab on the Kitchen Menu.

## Picnic Menu

The Picnic Menu determines which Menu Items are going to be presented and served in the upcoming Picnic Phase. The Player controls which Menu Items are on the Picnic Menu, by placing and removing Menu Items from the Picnic blanket. Items placed on the Picnic blanket at the end of the Preparation Phase, will be served during the Picnic Phase that follows.

All of these need discussing.

# Picnic Phase Systems

## Character Attendance

Each **Character** has an **Appearance Chance**. Their appearance chance is a percentage-based statistic representing how likely they are to appear at today's Picnic.

A character's appearance chance can be altered and affected by other game systems and mechanics. For example, a character's attendance chance may receive a bonus if their favourite food item is on today's Picnic Menu, or vice versa a penalty if their least favourite item is presented instead.

A character's appearance chance is 0% until the *Player* meets that character for the first time during the **Exploration Phase**. Once introduced each character has their own default appearance chance unique to that character, varying depending on their personality.

Skrap	50%
Jackalope	80%
Radish	20%
TV	0%

At the beginning of the Picnic Phase, it is determined which character's will turn up at this Picnic based on their appearance chance. If none turn up you will get a very sad hedgehog.

## Relationships

Each **Character** has 2 relationship statistics which affect how they interact with the *Player*.

A characters' **Friendship Level** indicates how close this character is to the player, and increases each time the player interacts with this character. Once milestones are met the player may receive rewards, gain access to new features or begin specific narrative segments.

A characters' **Opinion** represents how they feel about the player, and will change depending on what the player says to this character or through gifting them items. A different modifier is added to that character's **Appearance Chance** for each different Opinion.

There are 7 different Opinions:

Opinion	Appearance Modifier	Integer Value
Best Friends	+70%	50
Excited	+50%	25
Happy	+20%	5

Neutral	0%	0
Uncomfortable	-20%	-5
Dislikes	-50%	-25
Hates	-100%	-50

Each day a Character's **Opinion** will innately shift 3 points towards Neutral.

[Every day, the player can ask {Gossip} to find out the opinion of one character](#) of their choice

The opinion stat of characters can be increased/decreased by doing the following actions:

Action	Change
Selecting a dialogue option	Each option has a variable tied to it to specify this. Most options won't affect the stat
Completing a quest for that character	+15
Giving that character a gift	+10, but will also directly affect friendship
Trading an Item	+5

## Rewards

Needs discussing

# Player Experience

## World

### Characters

#### Main Character

Hedgehog

#### Gossip Character

Every day the player can ask this character how a specific character feels about them. This character will then respond based on the character's [Opinion stat](#).

This character tends to have dialogue relating to the relationships between other characters, which can be useful for helping other characters become friends with each other

#### Radish

Senile isolated hermit who lives in a secluded corner of the map. Need to build a bridge to get to him. Lives in a vegetable patch and is incredibly rude to the player and other characters. Wants to reconnect with a community although not very good at it but has been involuntarily trapped in his area due to past events (storm).

#### Jackalope

Helps the player build things as favours. Cuts down trees and plants new trees, he is the sole reason the forests don't die out if the player refuses to plant new trees.

#### TV

Found in the junkyard. Can only attend the picnic once either moved to the picnic area or linked to a monitor which can be built in the picnic area (would involve some favours).

#### Skrap

It's skrap

#### Clown

Em said she wanted a clown. Small and cute little guy. Turns up once a week as that is the only day the circus is in town.

## Frog

Hops around and found in different places, possibly introduced by fishing him out of the river or pond. Gossip character? Knows all the characters quite well as he visits everyone.

## Fairy

Sells potions and wacky ingredients to the player.

## Bird

Picks you up when you fall in the river, flies around the neighbourhood and looks out for the wildlife. Knows all the other character's routines/schedules.

## Otter Family

Family of otters who live in the lighthouse. 2 parents and 2 children, one parent takes a boat out to fish each day (which the player can tag along with if their friendship level is high enough) and the other parent is the fishmonger. The children mostly play with each other on the beach, and love it when the player plays with them. Sometimes they play in the Junkyard and Skrap yells at them or the TV tells them something which isn't true and they believe it.

## Items

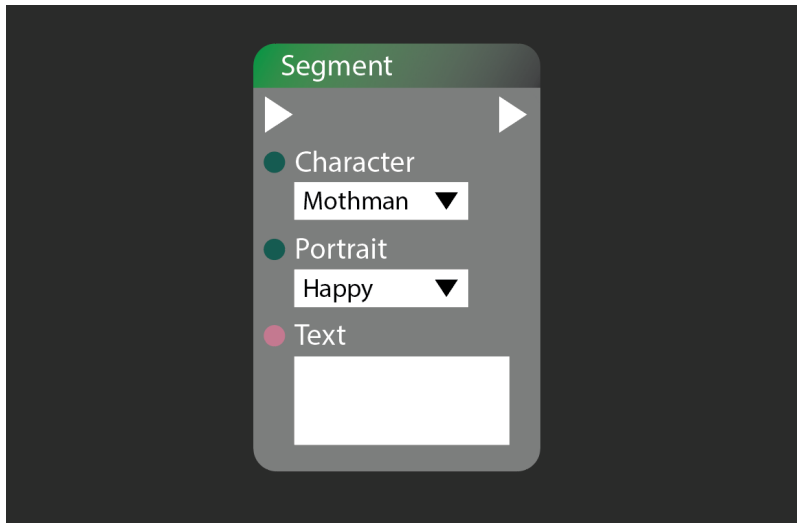
# Narrative

## Custom Nodes



## Segment

Sends dialogue data to the dialogue box widget and waits for input before progressing to the next node



### Inputs

	<b>In</b> Exec	
	<b>Character</b> E_Character	Character who is saying the line of dialogue, informs Portrait
	<b>Portrait</b> ???	Portrait to display in the dialogue box. Changes enum type based on Character
	<b>Dialogue</b> Text	Dialogue to show in the dialogue box

### Outputs

**Out**  
Exec

### Behaviour in Editor

Designer can select a character enum. This will then change the type of variable that the portrait enum input is to reflect this. As an example, if the designer selects the E\_Character value “Mothman”, then the portrait enum will be E\_MothmanPortraits, whereas if the designer selects the E\_Character value “Braxxie” then the portrait enum will be E\_BraxxiePortraits

### Behaviour

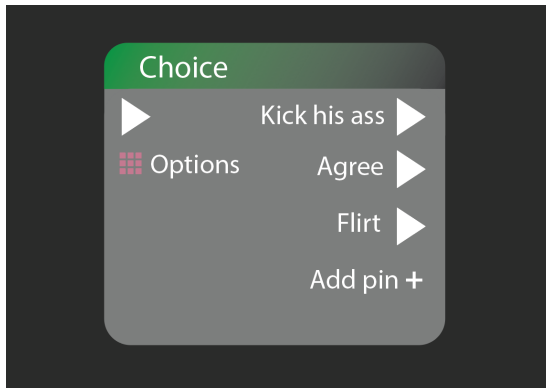
Gets the player’s dialogue box reference

Runs the function `SetDialogue(Character, Portrait, Dialogue)` in the dialogue box


Waits for player to press the input button before finishing executing

## Choice

Brings up the narrative choice widget and waits for the player to select an option before executing a pin based on the option chosen



### Inputs

 **In**  
Exec

 **Options**  
Array of Text

Each dialogue option that the player can choose

### Outputs

 **Default**  
Exec

### Behaviour in Editor

Pins are generated based on the values in the array that they're connected to

### Behaviour

Gets the player's dialogue box reference

Sends the array of options to the dialogue box by running `ShowMenu(Options)` in the dialogue box

Waits for player to choose a dialogue before executing the relevant pin