

LOUSY DAYS

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ABOUT THE GAME

- Single Player (Offline) Art Game based on the concept of everyday life and routine
- Art Game
- 18+ Male and Female

DESCRIPTION

- The look and feel of the game is similar to the game 'Sims'
- The player controls one character and his/her interactions with the world around them
- The theme of the game revolves around mental disorders

PROGRESSION

- The game will have different levels representing 3 different ages of character (Age -15-35-65)
- Each level will have 5,3 and 1 round/rounds respectively, with each round representing the morning routine of one single day
- Each round will end as the player chooses to leave the house through the exit door
- If a player succeeds in completing the round/rounds of each level, he/she will progress onto the next level/age
- The mission of each level is to make the character survive by changing the normal structure of each day's routine

- The challenge is to find a way to be different each round in terms of the order or way of doing everyday tasks, or not to do them at all by completing a check-list that will be hidden from the player at all times during the game
- To be different in each round the player will also be required to play mini-games within the game itself which will allow the player to be different each round
- To accomplish this task the player will be required to use a trial and error approach

OBJECTIVES

- The objective of the game is to challenge the player to come up with creative solutions to problems that are not even clearly visible to him/her
- Another objective of the game is to raise mental health awareness

MECHANICS AND PHYSICS

- The game is based on discreet mechanics and is on a 2D plane, on which a single character will be control by directional keys
- Actions in mini games are preformed by directional keys and mouse movements
- The options are highly variable as each decision a player makes can alter the game. The players choices in which order, disorder or the choice to not do an action can change the out of each round or level.