Design Document For Game : Clone of Farm Ville 2

Design History:

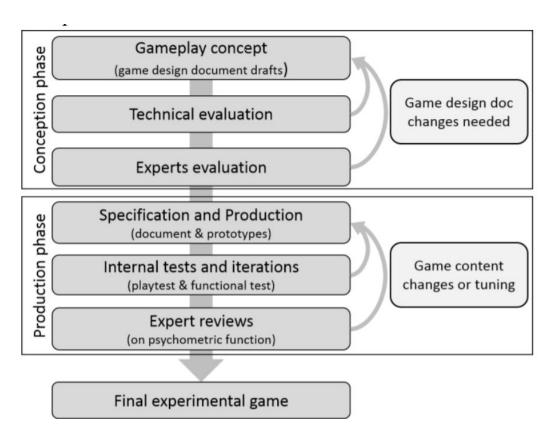
Game design has a fundamental link with the creation of a player model. We assume a connection between player models in game design and psychological models, but we do not have clear insight into the interaction between psychological traits and a profile established during a gameplay session. There is no such methodology that allows us to create games that generate psychological profiles based on a scientifically validated model. We propose a new game design methodology to fill this gap.

Our Interest to Build this game:

Games are a psychological approach where the game designers try to manipulate players' emotions. Some other motivations are ethically more questionable, such as monitoring the behavior of players/consumers in order to adapt a marketing process on them.

We want to measure the player's attention to adapt content and reduce the difficulty of the play session. As these embedding profiling tools are based on cognitive aspects, they do not help to measure the psychological dimensions.

The Game Core Concept development Process that we will follow:



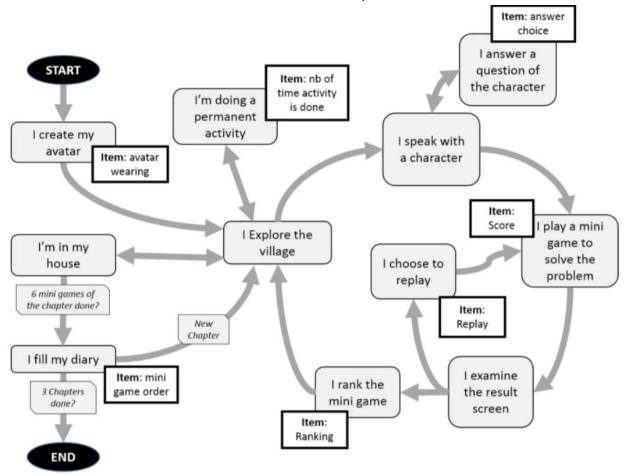
It is self explanatory. Just the Final experimental game is what we call Prototype of a game project. Where we test our main game core mechanics and goal to achieve desired output. Some of the aspects of that process should also be followed by the employer's side for the example like taking reviews.

What is the Game Loop?

The game loop is what we call for our game is what makes user keep playing by exploring other game mechanics, also learning them while receiving rewards at the same time to keep balance the whole game play. This will help our users to keep themselves engaged in our game. More of the engagement we bring to the user, more of the revenue generation possibilities are. There are plenty of game mechanics which helps to generate our game revenue. But we will keep straight to the core concept of the game which lets the users secondary game concepts to play and experience something new to help our business model.

In other simple words, Game loop defines what business model we are planning to follow.

Here is some of what we have to floor based on our requirement.



Rest of detail with all game loops and mechanics will be with full GDD, If only paid for the effort.