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# BYTE FIENDS

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## Game Design Document



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# Project Overview

## Game Info

**Name:** Byte Fiends  
**Genre:** Virtual Companion  
**Target Audience:** 17+  
**Target Rating:** Mature  
**Trigger Warnings:** Dark Imagery, Violence, Light Gore  
**Game Elements:**



## Tech Specs

**Art Graphics:** 2D  
**Platform/Device:** PC, itch.io  
**Language:** GML, GameMaker

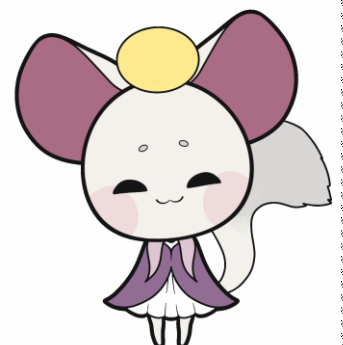


## Problem Statement

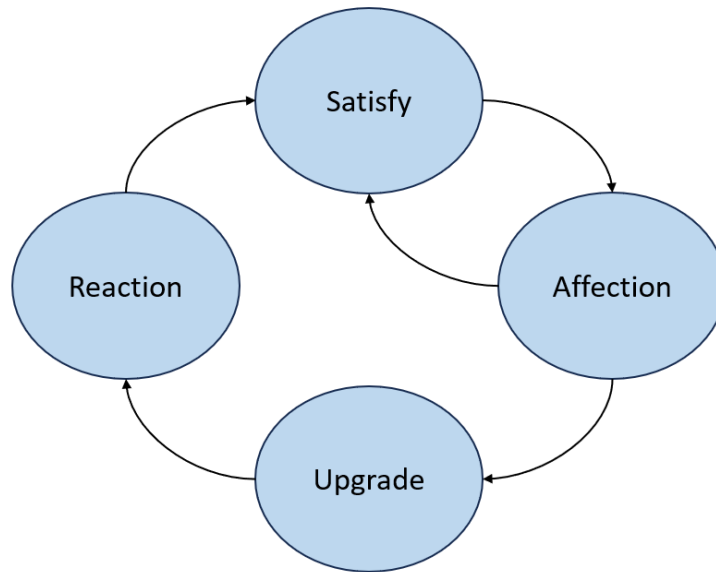
1. Creating a game for my portfolio that uses one of the engines we are learning in the program.
2. Creating a creepy-cute game for my portfolio, made in GameMaker.

## GameFly Pitch

A cute Tamagotchi-like game that quickly takes a turn for the dark and sinister. Upgrade your Byte-Buddy's device until it's insatiable hunger for more is fulfilled.



# Game Loop



## *Satisfy*

Interacting with your Byte-Buddy by simply pressing the interaction buttons will allow you to satisfy the creature's needs, be it through play, dancing, or feeding—I mean eating.

## *Affection*

Every need that the player fulfills for their Byte-Buddy will earn them Affection Points, which can be used to purchase upgrades.

## *Upgrade*

Upgrades—such as new technological devices, or attachments for your current device—can be bought with Affection Points.

## *Reaction*

Depending on your upgrade choices, your Byte-Buddy will react in a way that thrills or horrifies the player. The Byte-Buddy will then demand more.



# Game Play

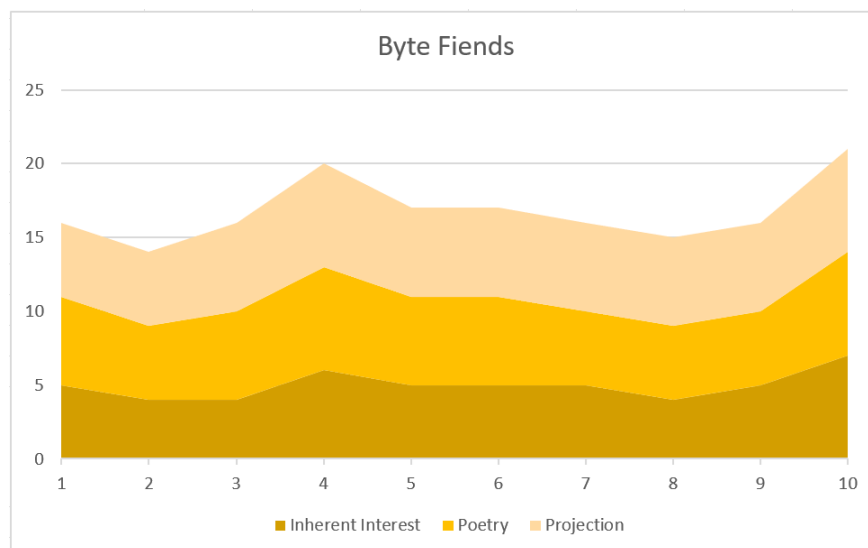
*Inherit Interest = Player's Interest | Poetry = Aesthetic | Projection = Player's Relation to the Character*

The inherited interest of the game is projected to fluctuate between a 4 and 7. It's fair to assume that the interest in the game is around a 5 when the player first starts, and may go down as the gameplay gets repetitive through the interaction with Teo and may stay low when the shop option is presented. But when the kill of Zilly comes, that will spike the player's interest to at least a 6. Interacting with Teo more, going to the shop, and seeing Teo's reaction again to whatever we buy may stay rather even. Interacting with Teo more after this will dip lower, but go up when the final shop option is presented, and spike way up when that ending is shown.

Byte Fiends	Inherent Interest	Poetry	Projection
Opening	5	6	5
Interacting with Teo	4	5	5
Shop	4	6	6
Zilly's Death	6	7	7
Interacting with Teo	5	6	6
Shop	5	6	6
Teo's Reaction	5	5	6
Interacting with Teo	4	5	6
Shop	5	5	6
Ending	7	7	7

The poetry of the game is projected to stay around a 5 to 7. The game will start at a 6, because it's the player's first time seeing the art and game space. As the player interacts with Teo, they will get used to the look of the game and so the poetry will go down to a 5, but will return to a 6 when the shop is presented. The poetry of the game will spike when Zilly appears and then dies. Interacting with Teo will bring it down to a 6 because the player has already done this, though Teo looks different. The shop will have two new items, which will keep the poetry at a 6. Teo's reaction to whatever is bought will be a minimum of 4, maximum of 6, based on which brought the player takes, so the average of 5 was entered into the data. Interaction with Teo and the shop will linger around a 5, and then spike up to 7 for all endings.

The projection of the player with the character playing with Teo fluctuates between 5 and 7. The player isn't expected to relate too closely with the player character at the start, putting them at a 5. Relation to the player character doesn't go up to 6 until they can buy something in the shop, and then goes up to 7 when Zilly dies, and the player character freaks out. From this point on the player's projection is predicted to float around a 6, only spiking to a 7 when the endings are presented.



# Story

## World

Byte-Buddy is the newest form of portable digital pet, aimed at kids and loved by teens. Byte-Buddy is the first digital pet that has attachments and accessories sold separately that are recognized though the Byte-Buddy. Your little buddy will want to meet other Byte-Buddies and receive upgrades so they can enjoy life alongside you.

## Endings

### Save Zilly

The Good Ending can only be achieved after the bad and true endings have been achieved. This ending involves you going into the source files—with the instruction of Zilly—and deleting Teo's source files.

### Body

The bad ending is achieved by taking the body-upgrade route for your Byte-Buddy. After killing Zilly, you focus on upgrading the outside of Two eventually giving it arms and legs. Your Byte-Buddy will crave to be real and will break out of the digital world to do so.

### Computer

The true ending consists of following the upgrade route, where you buy newer and newer technology to appease your Byte-Buddy's desire to have more space and be "better". This eventually leads you to uploading them to your computer, causing Teo to enter the internet and take over the World Wide Web.



## Gameplay/Storyline

### Press Start

After pressing **play**, you are brought to the game space where the Byte-Buddy Basic is waiting with a black screen. The device boots up and we meet Teo.

Teo introduces himself to the player and explains how to play (how to use the shop, how to earn affection, etc).

In order to move on, the player will have to feed, play, and dance with Teo three times each. After the six interactions are met, Teo will request the player to buy a friend in the shop.

When the shop opens, there will be a Byte-Buddy Advance waiting there for the player to purchase. After purchasing, the shop closes, a Byte-Buddy Advance replaces the Byte-Buddy Basic. The screen turns on. Zilly and Teo are both on the screen. Zilly introduces herself and is welcoming the player to their Byte-Buddy when a big chomp animation plays on the screen.

Teo appears after and Zilly is gone. Teo looks different. Darker, scarier. We interact with Teo six more times; at least one dance, at least one sing, and at least three eating. After the needs are met, Teo will encourage the player to buy another friend again.

When opening the shop, there will be two options. The first will be the Byte-Buddy Advance Entertainment Attachment and the second is the Byte-Buddy Home. Depending on the choice made, the game will go down a different path.



### Two Routes

Entertainment Attachment	Byte-Buddy Home
<p>When the player chooses the Entertainment Attachment, the attachment will appear around the Byte-Buddy Advance. Teo will be excited to have a new way of playing.</p> <p>The player will have to interact with Teo four times before he starts getting bored, asking for another upgrade.</p> <p>The player will then go to the shop and be presented with the Mobility Attachment. The player will have to buy it to proceed. Teo will be too board to want to play without the next attachment.</p> <p>When the next attachment is bought, it will replace the previous one. Teo expresses his excitement.</p> <p>The player plays with Teo twice before he decides that it's not enough.</p> <p>The Byte-Buddy Advance falls over. A set of arms extrude from the screen as Teo climbs out of the device and into the real world.</p>	<p>When the player chooses the Byte-Buddy Home, The new system appears and the CRUNCH animation plays before we even meet our new friend. Teo becomes a toothy-monster who is only hungry.</p> <p>He expresses his hunger. If the player tries playing with him, he destroys the ball, and then the player will no longer be able to play. If the player wants Teo to dance, he will but he will be screaming the entire time.</p> <p>After feeding Teo four times, he expresses his hunger for MORE. He orders the player to buy him something new, and refuses to do anything until his order is fulfilled.</p> <p>When opening the shop, the player is met with the Home Connector.</p>



## Press Continue

This gameplay is a repeat of Press Start, allowing the player to get the other route they didn't complete last time.



## If (EntertainmentAttachment = true && ByteBodyHome = true)

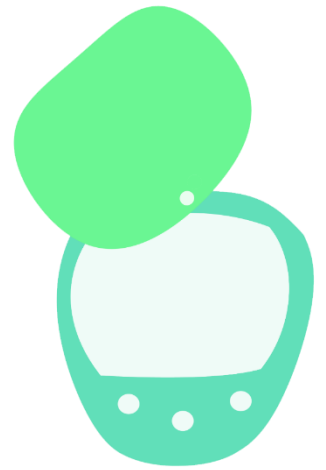
If both endings have been achieved and the player presses continue again, Ghost Zilly appears in the Byte-Buddy Basic, instructing the player to only feed Teo. That if the player wants to save Zilly, that they have to make sure Teo isn't hungry.

Zilly then vanishes and Teo appears. The gameplay then repeats that from Press Start. If the player feeds Teo six times, he gets more and more annoyed, but still requests a new friend.

When Zilly appears, she giggles, and the screen of the Byte-Buddy Advance goes black. Teo screams.

Zilly appears on the screen, praising the player. Her third eye opens as she asks to be our friend in a dark tone.

The screen then fades to black and the credits roll. The home screen now shows all the badges and the play button no longer works.



## Characters

### Player

Wanting a Byte-Buddy, you save up your allowance. Unfortunately, they're expensive and sold out. Lucky for you, you find someone trying to return their because of a damaged box. You offer to buy it from them, and they accept!

#### Voice Lines:

~ I can't believe I got one. (happy)	~ I don't want to. (scared)
~ Aww, he's so cute. (happy)	~ Zilly? (scared/confused)
~ Hi Teo. (happy)	~ Eat, Teo. (confident)
~ Aww, Hi Zilly. Let's Play. (happy)	~ I don't care. (confident)
~ Oh my god... (scared)	~ I did it! (excited)
~ Oh-okay... (scared)	~ Aww, Zilly... (sad)



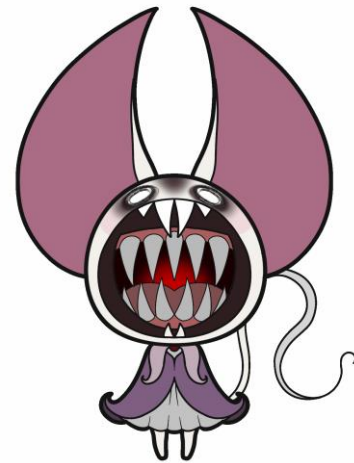
## Teo

**Appearance:** Teo is a creature based off a chinchilla. He has a hidden second mouth. As the game goes on, Teo starts to show his dark side more, exposing his teeth and losing the cute glister in his eyes.

**Personality:** Comes off as a cheerful little friend with a hunger for the code of his fellow Byte-Buddies. Depending on the rout taken, he develops a need to become real, or the need to take over the internet.

### Voice Lines:

Teo	Dark Teo	Evil Teo
A cheerful, happy tone.	Still a cheerful tone, but a bit edgier.	Darker tone. Slower speech.
~ Hi! I'm Teo. I'm your Byte-Buddy. I hope we can be great friends. ~ I'm hungry. ~ Num num. ~ Let's Play. ~ Let's Dance. ~ I want to visit a friend. Click the shop to buy me a friend.	~ I like this system. Let's live here from now on. ~ I'm hungry. ~ Num num. ~ Let's Play. ~ Let's Dance. ~ I don't want to do that. ~ I want to meet another friend. ~ Wow, this add-on is really cool. (excited) ~ I have arms! I have legs! (excited) ~ I want out! (determined) ~ Stop. (annoyed) ~ I said stop! (scared)	~ This system is even better. ~ I don't want to do that. (annoyed) ~ I'm hungry. ~ I want more. ~ Thank you, friend.



## Zilly

**Appearance:** The Byte-Buddy is a creature themed after an axolotl. The character has a hidden third eye on their forehead.

**Personality:** An innocent who gets killed by your Byte-Buddy, and eventually helps you defeat your Byte-Buddy.

**Voice Lines:**

Zilly	Ghost Zilly
A cheerful, happy tone.	Slower speech. Has a big of an echo.
~ Hi! I'm Zilly. I'm your Byte-Buddy. I hope we can be great fri—Wait, what are you doing? ~ *Scream* ~ Thank you for your help. (happy/creepy)	~ Hi. I need your help... ~ I don't want to die. ~ If you want to take down Teo, you need to feed him. Only feed him. Don't play or dance with him. I can do the rest. ~ Good luck.



# Design

## Artistic Design Guidelines

Dark Colours	Simple Point-and-Click Gameplay
Uneven Lines	Clear Focal Point(s)
Friendly Characters	Unsettling Music

The aesthetic I'm aiming for is "creepy-cute". Characters are designed with large eyes to look cute, but also unsettling.

## Game Design Planning

### Inspirations

The inspiration for this game came from many places.

From the Aquapet, to getting my first Tamagotchi, and then a Pixel Chix and a Giga-Pet Explorer, this game is filled with Nostalgia for me. Between the nostalgia of these digital toys to the themes of the 90s and early 2000s cartoons that might have been a bit too dark for a young mind, this game has been birthed from early life experience and a dark imagination.

When [MyPopgoes](#) came out, I fell in love with the design. The play on Pixel Chix was apparent to me. I originally wanted to do something like it; having the devices be 3D and then have the characters be 2D and pixelated, but creating multiple 3D models would take a lot of time that I didn't have, as well as I didn't want to do pixel art.

Originally, I wanted to have an ending that involved going into the source files and deleting Teo's file, like in [Doki Doki Literature Club](#), but I wanted to also post the game on itch.io and have it playable in the browser.

Max introduced me to the game [T-Goch](#). I liked the multitudes of pathways with different endings, which all had to be beaten in order to discover the true ending. I knew I wanted to have an ending system like this.

When it comes to style and aesthetic, I wanted something that leaned into the world of Creepy-Cute. [Cult of the Lamb](#) was the first game that came to mind for aesthetics, followed by [Cooking Companions](#) which also had the thick outlines and clear colours that I was looking for. Both were also appealing to the eye while telling a creepy story.

[DrawKill's](#) Tamagotchi art, as well as the creepy characters they draw for adopts on DeviantArt also helped inspire the look of this game. I reached out to them in hopes that we could work together for this project, but they unfortunately had their commissions closed at this time.

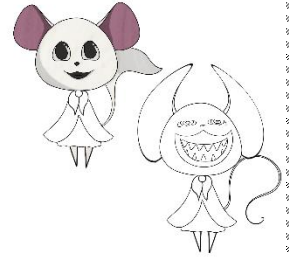


## Characters

Teo had always been a chinchilla, though at first his design leaned more towards a Giga-Pet. Teo would have looked and moved like his real-life counterpart. After sketching out how he would look, Teo looked far too cute. After searching the internet for creepy-cute inspiration, a re-designed based on [DrawKill](#)'s art was created. The roughs were then pitched to [Mary T.](#) who was excited to take on the project and came up with the finalized character art.



Zilly was initially going to be a rabbit, but the thought of doing a rodent theme felt too daunting, plus the character would look too similar to Teo. Zilly was then changed into an axolotl and drawn in the same style as Teo. Since Zilly's creation was after Teo's, she was only created in the finalized design theme before being sent to Mary.

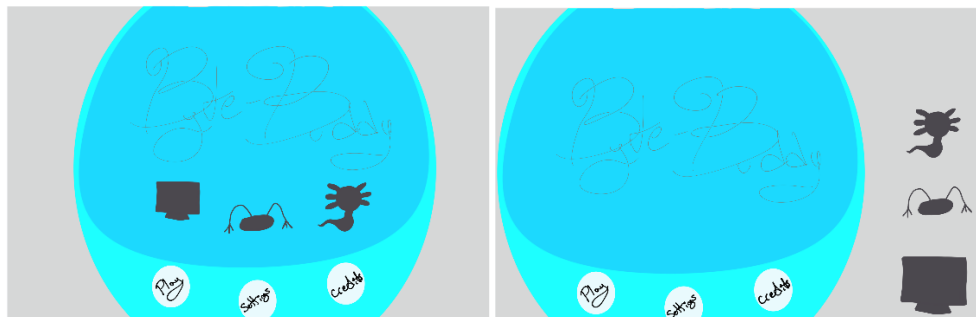
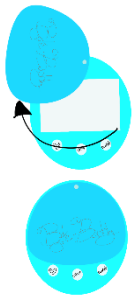


## Title

Titling this game was fairly hard. I wanted **Bit Fiends**, but that title already existed as a novel series, and would not be a wise choice. **Byte Fiends** was my next choice, and was available, but it didn't sound like a system that consumers would want to buy. I tried **Bit Buddy** as the product, mainly because Bits are smaller, and I wanted to play with the idea that the characters are tiny technological pets. I didn't like that the title said Byte and the device said Bit, so I decided on **Byte-Buddy**, which matches the title better, plays with the tech-naming thing I wanted, as well as byte and bite sound the same and it amuses me.

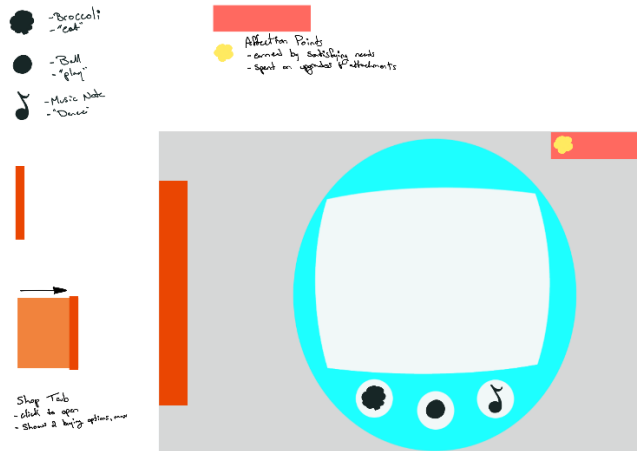
## Home Screen

In designing the home screen, the goal was to have it simplistic and easy to read. By having the Byte-Buddy Basic on the home screen, it allows the player to get a feel of what they're in for. I wanted the front casing of the Byte-Buddy closed to naturally display the title of the game (which is not displayed properly in the rough drawfts bellow), even though it should say Byte-Buddy and not Byte Fiends. Having the three ending badges on the screen is also important, though it added the issue of trying to figure out how to layout the title screen.



## Game Screen

The transition of going from the Home Screen to Game Space is represented by the Byte-Buddy's front cover opening, as well as the Play, Settings, and Credits buttons getting replaced with Play, Dance, and Eat. On the left side of a tab that opens to show upgrades the player can buy, while in the top right-hand corner there is a Affection Total, which goes up every time you interact with your Byte-Buddy. These Affections can be used to buy upgrades for the Byte-Buddy.



## Badges

Badge designs are based on the endings they represent. The Computer Ending is represented by Teo's face being displayed on a computer screen, the Body Ending is represented with Teo's arms extending out of the Byte-Buddy Home, and the Save Zilly ending is represented with a ghost Chibi of Zilly.



## Devices

### Byte-Buddy Basic

The Byte-Buddy Basic's shape is based off the Giga-Pet. The rounded shape and colourful design are eye catching and allows users to find casings that match their personal tastes and aesthetics. The Byte-Buddy in the game is turquoise, offering a playful and fun feel to the player before things get dark.



### Byte-Buddy Advance

The Byte-Buddy Advance's design is based off a Tamagotchi. The sleek and smooth design allow for the unit's attachments to be applied with ease. With a casing that is smaller than the Byte-Buddy Basic, but with a similar-sized screen, the Byte-Buddy Advance fits into the hands of children far easier and is a high seller with the targeted demographic. The colouration of the Byte-Buddy Advance is not as vibrant as the Basic.



## Byte-Buddy Home

The Byte-Buddy Home's design is based off the Pikachu Pedometer. The operation of the Byte-Buddy Home, however, is based off of Giga-Pet Explorer. Although in reality the port and main device are sold together, in this game, the Byte-Buddy Home and the "Console" that connects it to TVs and computers is sold separately.

The Byte-Buddy Home is larger, and has a larger screen than both the Byte-Buddy Basic and Advance. The Home is geared more towards pre-teens and teenagers, and includes a camera as well as a build-in phonebook. Given the target demographic, the device has much more muted colours that the Advance and Basic, leaving it almost grey.



## Device Add-Ons

### Byte-Buddy Advance Entertainment Attachment

The Byte-Buddy Advance Entertainment Attachment is inspired by the My Littlest Pet Shop Digital Pets. The Entertainment Attachment consists of a casing that slips on over top of the Byte-Buddy Advance—much like a protective case—and adds a new level to play. The three buttons at the bottom of the device are covered, and three braises strings extrude from where the buttons were. At the end of each string is an object: a ball, a music note, and a piece of broccoli. Holding the objects to the screen allows you to interact with your Byte-Buddy.



### Byte Buddy Advance Mobility Attachment

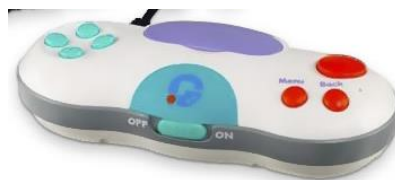
Similar to the Entertainment Attachment, the Byte-Buddy Advance Mobility Attachment covers the device's buttons, but instead of interactable pieces that are used to feed and play with your Byte-Buddy, one is meant to stroke the top of the device to pet it, play music nearby so the toy dances, and hold its hand.

The design of this attachment was inspired by NEAER Tamagothi.



### Byte-Buddy Home Console

The Byte-Buddy Home Console is based off the remote-half of the Giga-Pet Explorer. This console/hub allows the player to connect their Byte-Buddy Home to the internet, where they can play with friends on Byte-Buddy.org(not a real site).



## Unused (But Still Wanted to Talk About)

### Necklace and Watch Attachments

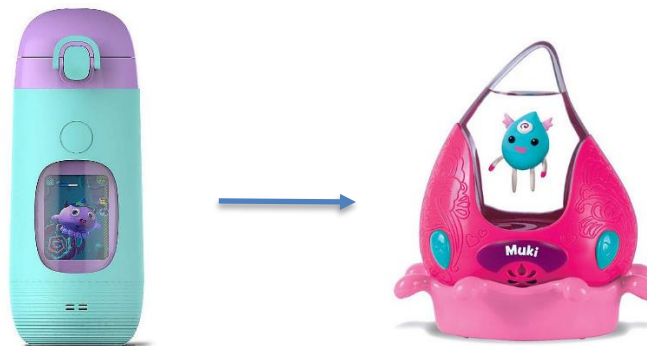


While searching for inspiration pictures, I came across a Tamagotchi wristband accessory, which led to me wanting to add something similar in the form of “watch” and “necklace” accessories for the Byte-Buddy Basic, but that would make the game longer and would not add to the story much.

This add-on was what eventually led to the Byte-Buddy Advance add-ons.

### Byte-Buddy Aqua Series

The Byte-Buddy Aqua is based off my favorite childhood toy, the Aquapets. I may add the Byte-Buddy Aqua sometime later, but originally it was going to involve the Byte-Buddy being transferred to the Byte-Aqua, inspired by the Gululu Interactive Water Bottle Go. The Byte-Buddy would then grow in this “incubator” while the player interacted with the digital version of it. When the creature was ready, it would be moved to a new home, inspired by the newer version of the Aquapets; the Aquapet Dew Dops.



## Accessibility

**Voiceover/Sound Effects/Music:** Each will be automatically enabled. The features will have their own on/off switches.

**Separate Volume Controls:** Voiceover and Music will have separate volume controls. Both sliders will be visible when the switches are turned on.

**Subtitles:** Subtitles will automatically be enabled. The feature will have an on/off switch.

**Text Size:** There will be two to three size options for text, which will only be enabled when subtitles are turned on.



## *The Player*

This game is a single player, point and click, game. It will be accessible on itch.io to play in the browser, so anyone can play it.

## *User Interface (UI)*

Everything is a simple point-and-click interface. This allows for the player to seamlessly transition from home screen to game without having to think about changing their gameplay.





# Asset Breakdown

## Characters

<b>Teo</b>	Neutral	<b>“Dark” Teo</b>	Neutral / Twitchy
	Dance		Dance
	Eating		Eating
	Happy		Happy
	Playing		Play
	Twitchy		Angry
<b>Evil Teo</b>	Neutral/Twitchy		
	Swaying/Singing		
	Rip Things Apart		
	Eating (with second set of teeth)		
<b>Zilly</b>	Happy	<b>“Ghost Zilly”</b>	Scared
	Scared		Relieved
	Dead		

## Bit-Buddy Devices

Byte-Buddy Basic	A simple tamagotchi-esk style device
Byte-Buddy Advance	A slightly larger device that allows for attachments
Byte-Buddy Home	A device
Byte-Buddy Home Console	An attachment that connects the Byte-Buddy Home to the Computer.
Byte-Buddy Advance Entertainment Attachment (External Toys)	A casing that goes around the Byte-Buddy Advance, including a detached ball and chicken leg
Byte-Buddy Advance Mobility Attachment (Arms and Legs)	A casing that goes around the Byte-Buddy Advance, allowing it to walk and move its arms.
Computer	Computer Screen
Console-to-Computer	Animation

## Ending Animations

Computer Ending	Happy Ghost Zilly Happy Ghost Zilly’s Third Eye Opens
Body Ending	The Byte-Buddy falls back Dark Teo’s glitchy arm comes out from the Byte-Buddy
Save Zilly Ending	Evil Two’s glitchy face on computer screen

## Extra Assets

Broccoli	Meat (Drum of Ham?)	Music Notes
Buttons (Dance, Play, Eat)	Buttons (Play, Settings, Credits)	Deformed Music Notes

# Mechanics

**Demographic:** 17+

**Space:** Excluding the title screen, Byte Fiends has one 2D game space. This is where the Byte-Buddy is, where the shop menu clicks open, and where the affection counter is seen. One could argue that the shop menu is a separate space, but it is still contained within the main game space.

**Time:** The game is not time based. There are no time limits or count downs. The player is meant to learn at their own pace.

**Objects:** Static objects; like the affection counter and Byte-Buddy devices are present in the game space, as well as dynamic objects; like the Byte-Buddy buttons, Teo and Zilly, and the shop menu.

**Actions:** the game consists of point-and-click actions. There are some click-and-drag mechanics when the Byte-Buddy Advance Entertainment Attachment is in use.

**Rules:** Players can interact and play with Teo as much as they like. They can keep increasing Teo's affection number even after he requests upgrades, but he will get annoyed after a while. The player is unable to save Zilly until the main two endings are unlocked. Not interacting with Teo does not decree his affection amount, or annoy him.

**Skill Vs. Chance:** Both skill and chance don't particularly take part in this game. There's two routes a player can take that ultimately lead to one ending. There is no chance of them diverting the story, and no skill-based minigames that require practice to beat.

**Meaningful Choices:** The biggest choice that players have in the game is whether they will buy another Byte-Buddy after the death of Zilly, or if they will be adding attachments to the Byte-Buddy advance and distracting Teo from his murderous rampage. Ultimately, the player will have to play down both routes to unlock the good ending, though.



# Peer and Prof. Feedback

Pitch Feedback: Sep 29, 2023

Positive	Most Excited
<ul style="list-style-type: none"> <li>~ GDD Edited Tracker</li> <li>~ Organized well, easy-to-follow</li> <li>~ Design of the digital pet</li> </ul>	<ul style="list-style-type: none"> <li>~ Three different endings</li> <li>~ Bringing the Tamagotchi to an older audience</li> <li>~ The story</li> </ul>
Suggested Improvements	Biggest Concern
<ul style="list-style-type: none"> <li>~ Increase image sizes in document (Ones with text especially)</li> <li>~ Adding two/more characters</li> <li>~ Special offers in the store</li> </ul>	<ul style="list-style-type: none"> <li>~ Lizz is taking on too much for the project</li> <li>~ Timeline</li> <li>~ Overwhelming to make</li> </ul>

Aaron's Feedback: Oct 4, 2023

Lizz expressed concerns about communication and how far behind we are with the game. Aaron suggested setting time aside for working together.

Conclusion to Peer and Aaron Feedback: Oct 4, 2023

We will increase image sizes.  
 Adding more characters could be something we add later, but it is not a priority.  
 Adding special offers, such as discounts, isn't something that will work for the game.  
 After talking with Aaron about my timeline concerns, along with Brian's time management, Aaron has suggested we put aside a couple hours a week to work alongside one another to keep on track.

Pitch Feedback: Oct 13, 2023

Positive	Most Excited
<ul style="list-style-type: none"> <li>~ Enjoyed the happy and vibrant look.</li> <li>~ Reminiscent of a Tamagotchi.</li> <li>~ Cute Characters and Interface.</li> </ul>	<ul style="list-style-type: none"> <li>~ Being Able to take care of Teo</li> <li>~ To See how the game comes to life in the end</li> <li>~ Seeing Zeo kill Zilly</li> </ul>
Suggested Improvements	Biggest Concern
<ul style="list-style-type: none"> <li>~ Differentiate the amount of points the player gets per action &amp; change menu items prices</li> <li>~ Exchanging the text colour in the top left to make it more readable</li> <li>~ Speech bubbles with one-liners from Teo</li> </ul>	<ul style="list-style-type: none"> <li>~ A lot of repetition with the interactions</li> <li>~ Something "more".</li> <li>~ Is interacting with Teo providing the player with more than just progress?</li> </ul>

Aaron's Feedback: Nov 1, 2023

Questions for Aaron:  
**Could the repetitive nature of the game get annoying?**  
**What can we add to make the game juicy?**  
**Should we add something else for the player to get excited about?**

Conclusion to Peer and Aaron Feedback: Nov 1, 2023

~The idea of speech bubbles is fun and is something we could implement. We were talking about dialogue boxes a couple days ago, but speech bubbles for Teo and Zilly instead sounds so fun.  
~Setting the amounts could be possible, our concern is time and math. Right now, the mount of times you interact with Teo is tied to the amount you get, which adds up to how much you'll need for the next upgrade. Yes, we could change this and calculate it, and it would probably be an easy change, but given everything that still needs to be done, we will set that as a polish goal.  
~The text at the top of the screen is there for debugging purposes and will not be visible in the finished game. We are aware that the dialogue text is hard to read, and we will be fixing that when the dialogue boxes are implemented.  
~Aaron recommended to keep the gameplay repetitive, and maybe to add a waterfall of blood down the screen when Zilly gets chomped, and perhaps toss a bone out of the device every time Teo eats Zilly's body to add juiciness to the game, and pull it away from being a Tamagotchi simulation and make it its own thing.

Pitch Feedback: Nov 15, 2023

Positive	Most Excited
~ Aesthetically pleasing	~ How cute Teo is (Even when he goes evil)
Suggested Improvements	Biggest Concern
~ No suggestions	~ No concerns

Aaron's Feedback: Nov 22, 2023

Aaron suggested reformatting the to-do list again to make it read as Need Now and Can Do Later tasks.

Conclusion to Peer and Aaron Feedback

I redid the to-do list and the last few assets are almost ready.

# Production

## Team

**Elizabeth Thompson/Duivenvoorde:** Producer  
Project Manager  
Game Designer  
Narrative Designer  
Concept Artist  
Programmer  
Sound Designer

**Brian Harrison:** Coder

**Mary T:** Asset Artist

**Max Matthews:** Teo Voice Actor

**MondayVA:** Zilly Voice Actor

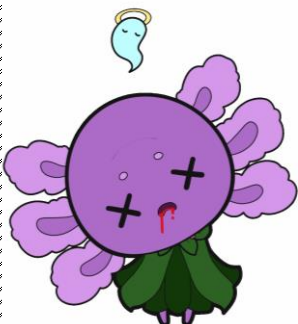
**TheOtherJames:** Player Voice Actor

## Publication

Itch.io

## Timeline/Priority List

Check out the [Trello](#) for the priority list and deadlines.



# Progress Logs

Date	Expectation	Reality
15/08/2023	~ Early Planning	~ Early Planning
16/08/2023	~ Story Documenting	~ Story Documenting
25/08/2023	~ Sort Needed Assets	~ Organize Needed Assets
28/08/2023	~ Place Teo Character Art Order	~ Placed Teo's Character Art Order ~ Worked on Design Planning in Dev Doc.
31/08/2023		~ Teo Character Art Complete
02/09/2023	~ Add Voice Lines to Characters	~ Added Voice Lines to Characters ~ Inserted Character Arts to Dev Doc ~ Placed Teo's Character Animation Order
03/09/2023	~ Expand on Game Inspirations in Dev Doc	~ Expand on Game Inspirations in Dev Doc ~ Fill out the Mechanics Section in Dev Doc
06/09/2023	~ Add Game Loop to Dev Log	~ Added Game Loop to Dev Log
08/09/2023	~ Add Production Section to Dev Log	~ Added Production Section to Dev Log ~ Added Brian to the team
09/09/2023	~ Set Timeline	~ Went Over Dev Doc with Brian ~ Added Timeline ~ Hired Max as Teo Voice Actor
12/09/2023	~ Update some documentation	~ Added finalized Design Aspects to Dev Doc ~ Broke up Feature List in Excel ~ Decided Not to Use Excel ~ Set Up the Trello
13/09/2023	~ Finish the Trello	~ Added Gifts to Dev Doc
14/09/2023	~ Fill out the Game Play section	~ Made the Interest Graph ~ Filled out the Game Play Section of the Dev Doc ~ Add Zilly voice lines. ~ Write GameFly Pitch
19/09/2023	~ Add Zilly Art ~ Finish Story Section of Dev Doc	~ Add Zilly Art ~ Hired Zilly Voice Actor
20/09/2023	~ Finish Dev Doc	~ Finalized Dev Doc
04/10/2023	~ Add Peer and Prof Feedback	~ Added Prof and Peer Feedback
30/10/2023	~ Add Peer Feedback	~ Added Peer Feedback and responses to the peer feedback
03/11/2023	~ Add Aaron's Feedback	~ Added Aaron's Feedback to the dev Doc
25/11/2023	~ Added Aaron and Peer Feedbacks	~ Added the Feedbacks
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