

Grocery shopping game

Game pillars

My game is about the experience of doing groceries with social anxiety without forgetting the items on the list. Multiple obstacles will make you forget the list items.

Essential Experience:

- The player will be wary of every single person in their surrounding as any encounter can require them to beat a random minigame on a time limit, leading to them wanting to hurry out of there.
- There should be an anxiety meter that rises every time you walk past someone or lose a minigame
- The npcs should have big eyes judging you, but the dramatics of it getting more extreme the higher the anxiety meter.
- The look of the game should be pretty and beautiful when anxiety is at the lowest and flat when high. The player could feel like they cant appreciate the beauty in the game.

Experience social anxiety by making the player hyper aware of any person they walk past

Mini games will not happen every single time, but will happen enough times to make you want to avoid people.

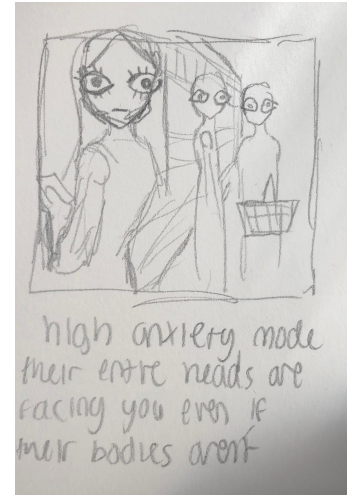
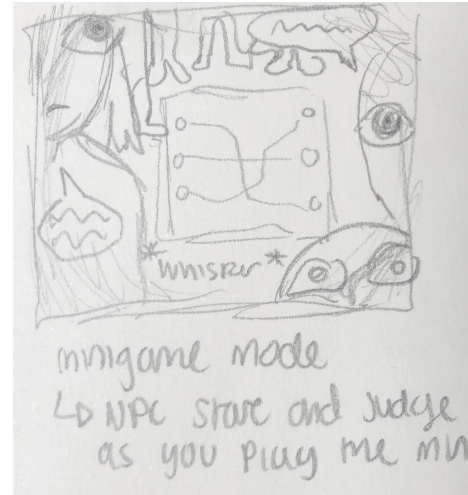
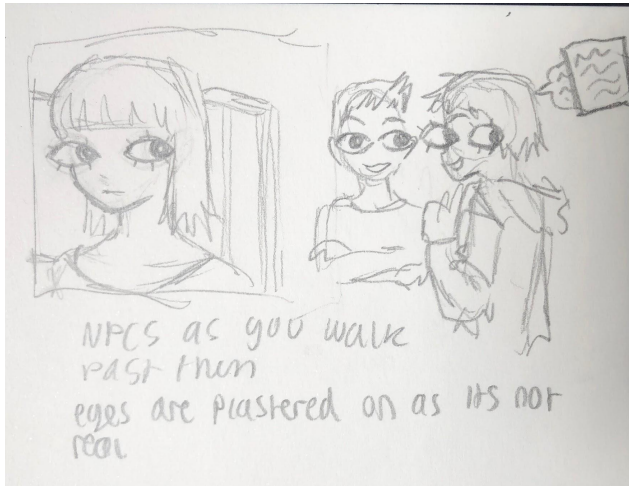
A similar game is “Night of the Consumers” where you play as an employee and the customers are constantly running to you while you try to restock shelves before running out of time, so avoiding them is best.



Efficiency

Player should be focused on avoiding as many people as possible to get to the items on the list, making them be in a hurry.

Playing the minigames will increase the anxiety meter if you lose, it won't change otherwise. The anxiety meter itself can act as timeout if it reaches max.



Seek quiet spaces

There should be quiet areas with no people to seek peace and slow down. As long as there is nobody in the field of view the player can recharge. The colour scheme should be serene colours like blues and greens in contrast to the intense red anxiety mode.



Aesthetics

The game should look nice when there's no people around and look a little scary when many people around.

