



### *AphroDesia Virtual Pet*

#### Concept

- Tamagotchi-esque virtual pet game where the player can idly interact with different characters within AD.
  - Raise infatuation in order to unlock different content for each character
    - I.E. dialogue, outfits etc.
- A personal/virtual companion app. No endings, no gameplay. Just clicking on characters, dressing them up, feeding them items, talking to them, and clicking them to “relieve” them.
  - Go on dates, talk to, and tend to the needs of virtual companions meant to bug you in the moment, but don’t require care until you open the app!
  - Looping gameplay/Limited dialogue/events.
  - Finite amount of characters/CGs to start. Can be expanded with DLC.
  - Microtransaction heavy, good for recurring income.
  - Players are intended to keep the game open when they are working/studying alone, integrating the game into their everyday lives.

GOAL: A game that encourages long term spending, with evergreen content and the ability to update the game with DLC to refresh the customer base.

- CORE GAMEPLAY COMPONENTS:
  - Purchasing DLC
  - Clicking characters
  - Raising/Lowering stats
  - Text
  - Phone-based menu system
  - Costume/item locked dialogue/events
  - Clock

### **Inspirations**

- Tamagotchi
- Hunie pop
- Obey me
- Blush-Blush

### **Game Features**

- Texting
  - Random text messages from different pets
  - Images sent and associated with text
- Contacts
  - Contains info of each character
  - Contains CG gallery of recent images
- Day and night system
  - Character interactions may switch depending on time frame.
- Outfit Selection
  - Unlock/Purchase outfits for different characters
- Dating
  - Go on dates with characters to raise infatuation

### **Mechanics**

- Day and Night system
  - Works based on real life time
- Inventory system
- Contact system
- Texting System
  - Characters will send text messages to player based on how high the the infatuation is be it low or not depends on the different text messages sent

- System settings
  - Volume control,
- Phone is able to be put away to take away text and focus on character
- Clicking mechanic
  - Clicking on the character helps in increasing the infatuation

### \$\$\$

- Microtransactions
  - DLC characters(+texts/CGs)
    - Lefty, Pan, etc.
  - Outfits (+texts/CGs)
    - Wedding, Nude etc.
  - "Smacks" currency
  - Voice+Dialogue+Locations+ Packs
  - PACKS(+texts/CGs)
    - Costumes
    - Kink event items
    - Smack Packs
    - Locations
    - Increased gift shop catalogues
    - Locations


### Custom order Maid 3D 2 (DLC Inspiration)

### Assets

- Character images
  - Costumes (For EVERY sprite)
- Backgrounds
- Item assets
- CGs/Special Images
- UI material

## PROPOSED FEATURES:

AphroDesia - Patron Simulator



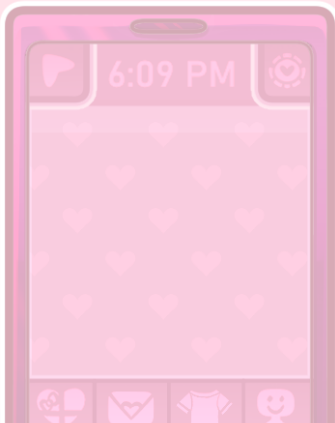
**TEMPER BAR -**

While the game is open, a lack of interaction will cause the characters to become **NEEDY**. When a character is **NEEDY**, they will cry out for attention, become more **risque** and blunt, and perhaps even more "agressive".


Additionally, when a character is **CONTENT**, they will act as they normally do.

If you pay attention to a character, they will become **INFATUATED**. They will be more lovey, affectionate, and pine after you sweetly.

The bar starts at 100, lowers to 0, and maxes out at 200. The bar depletes at -1 for every minute spent away. The game is meant to be kept open as you navigate other tasks, similar to a realtime virtual companion.



AphroDesia - Patron Simulator

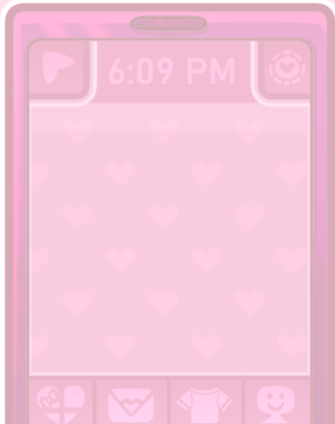


You can raise/lower the bar in a number of ways:

- Purchasing gifts/affinity items to raise/change moods (Feeding)
- Touching/clicking the character's body (Petting)
- Talking to the characters by clicking speech bubbles, or ignoring them. (Interacting)

There is no wrong way to play the game! You don't make the characters sad when you leave them, they just need attention and may become more "depraved" in a bid to win your attention over. (Attentive VS. Hard to get)

The ideal companion app for lonely/singularly working individuals.







Reaching HIGH and LOW points, or INFATUATED/NEEDY, will require the player to fully relieve the character in order for them to reach 100/CONTENT status once more.

At base, there will be ~3- NSFW clicking events for HIGH and LOW event points. You must click the character to relieve them. These events come with dialogue.

Additional DLC can provide other EVENTS/DIALOGUE, or even special affinity items which spark KINK RELATED NSFW EVENTS.

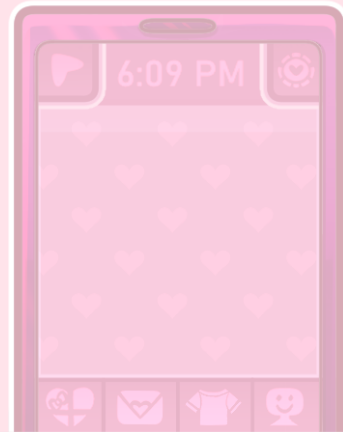
EXAMPLE:

HIGH EVENTS:

- Bashful Confessions
- Relationship Themed Dialogue
- Loving/Tender NSFW Content

LOW EVENTS:

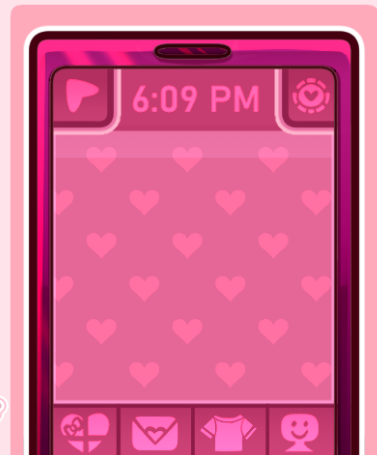
- Begging for You
- Coaxing/Guiding You
- Aggressive/Dominant NSFW Content



### THE PHONE -

Your primary tool for navigating the game! Check your text messages here, look at image galleries, buy affinity items (GIFTS), change character's COSTUMES, and manage your CONTACTS and LOCATION.

GIFTS, CHARACTERS. COSTUMES, CONTACTS, and LOCATIONS can be purchased as additional DLC, ranging from \$0.99 to \$9.99. Additionally, KINK/AESTHETIC packs can add COSTUMES, LOCATIONS, and even NEW DIALOGUE BRANCHES to the experience. (Ala CUSTOM ORDER MAID 3d 2)





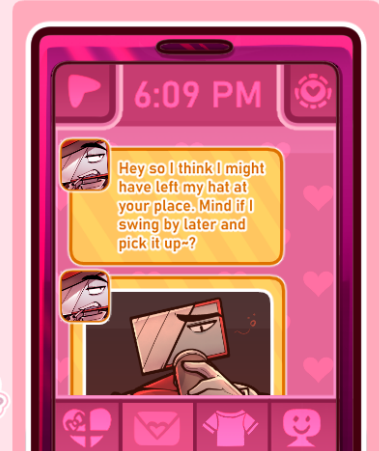
## TEXT -

Texts are idle bits of dialogue. When a character grants you a CG, they send it to you over a TEXT for you to read over later~

Certain DLC packs may grant you more texts, more CGs, and thus, more pictures.

Often, you can only receive texts when the character reaches a HIGH or LOW event.

At base, you can receive a total of -6- TEXTS per character.



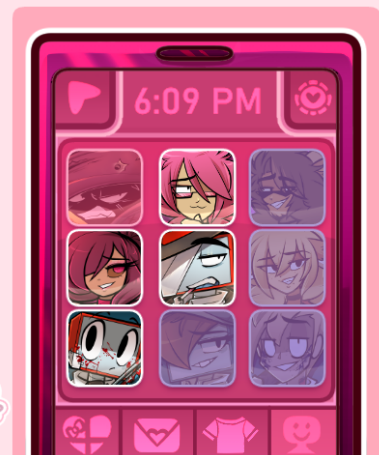
## CONTACTS -

You can visit multiple CHARACTERS by "CALLING" them through the CONTACTS screen.

At base, you receive a handful of characters. In order to unlock more than one, you must reach a certain condition. Once you've unlocked them all, you can purchase other DLC characters, such as:

- Connor
- Lefty
- KT
- Icarus
- Rawhide
- CupidCo.! Jambee

And more...





## GIFT SHOP -

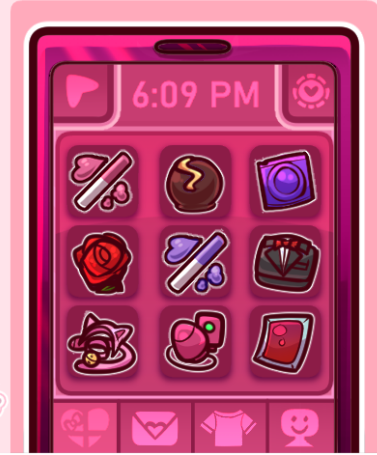
With the GIFT SHOP, you can purchase GIFTS, or affinity items.

These include:

- COSTUMES (Changes appearance)
- AFFINITY RAISERS/LOWERERS
- KINK ITEMS (Given to characters before HIGH/LOW events to begin SPECIAL KINK EVENTS.
- QUEST ITEMS (Items the character ask for in exchange for BONUS CGs. IE, whipped cream = whipped cream CG)

EACH ITEM COSTS POINTS. You can purchase POINT PACKS (150 = \$0.99) or earn points by experiencing high/low events (EXAMPLE: 50 pts.) or clicking/casually interacting and receiving spontaneous gifts.

DLC can expand the store's catalog, and each item comes with its own sultry dialogue.



## INVENTORY -

Here, you can dispense your items. You can store COSTUMES, items, and more.

ONCE A COSTUME IS USED, IT REMAINS LOCKED TO THAT CHARACTER. Character outfits can be changed via the CONTACTS. Some costumes are character specific, and cannot be used on other characters.

COSTUMES can be purchased via DLC.



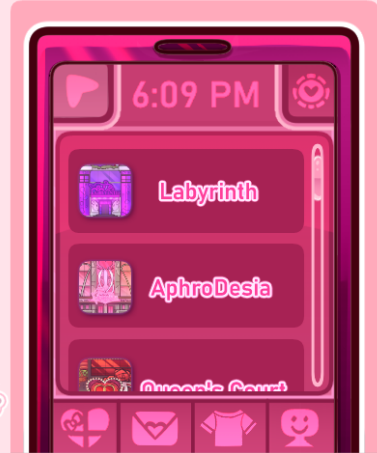


### LOCATIONS -

**LOCATIONS** can change the scenery, for more immersive experiences. Characters will have unique **LOCATION BASED DIALOGUE** for every **LOCATION**, although it does **NOT** change the **NSFW EVENTS**, unless specifically **KINK DLC** related.

**KINK LOCATIONS** may include **HOT TUB, ALLEYWAY, VOUYER'S ROOM, ETC..** and have **UNIQUE DIALOGUE ONLY ACCESSIBLE WHEN THE CHARACTER IS AT THAT LOCATION.**

**Additional LOCATIONS** can be purchased as **DLC** or unlocked through gameplay.



SAMPLE SCREENSHOTS :

