

Town Sim with a Twist

By

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EXT. A GRASSY PLAIN - DAYTIME

ENTER CUTSCENE

We see a silhouette of a person hiking, then another image of them hitting their foot on a rock before falling to the ground. Their eyes open to a crowd of people looking down at them, talking to themselves. The person is still dizzy and not quite in their right mind. A tired busy lady puts their hand out to you and you take it.

Lily

[Lily visibly gasps] The stone of stumbling has been touched.

A chant from the crowd can be read on the screen that says, "You're our mayor! You're our mayor!" The player looks at a small fence surrounding the stone you tripped on and a wooden sign sticking out of the ground that reads:

"Whoever stumbles upon this stone will become the mayor of _____, no questions asked, it's a prophecy, no take backs.

- One who prophetizes"

Still drowsy, your eyesight is a little wavey as you look back at Lily, you follow without thinking.

Lily

There's a lot to do, let me show you the town.

A wooden gate opens, and as the opening grows a blinding light envelopes the screen. The first peak of the town is quaint, with only a town hall and bakery seeming to be open. The title screen of the game appears here.

END CUTSCENE

DIALOG BOX TUTORIAL START

Various small dialogue boxes with an arrow pointing to a button will pop up on screen to show the player how to play the game. The boxes will be written here like characters, but know the words in the name space are what the dialogue box will be labeled as it's shown to the player.

Tasks

Here is your daily list of town tasks that can be completed before the end of the day. These tasks can help you earn happy points and money.

Town Hall

On the 2nd day of each week the town hall occurs. When you attend, your happy points from the week will turn into money. You'll also be able to hear requests from the town, and even recruit businesses with new puzzles to play!

Boutique

Use the money you've obtained to decorate the various streets and buildings around town. This also will give you happy points.

Civic

When the residents request a public amenity, and you have enough money, you can buy said amenity and then place it on a business lot around town.

End the Day

No mayor can work forever, press this button after finishing all your work for the day. As days continue businesses will be built and new tasks and games are available for the mayor.

Mayoring is a Privilege

Build up your town, beautify it, unlock new games through businesses and become the best mayor ever!

DIALOG BOX TUTORIAL END

WHAT APPEARS WHEN BUTTONS ARE CLICKED - DAY 1

Tasks

- Help the baker with their orders

Boutique

- Place flower beds
- Build new town sign
- Clean streets

Civic

Amenities appear here from town people request after a town hall

Town Hall

Available to attend during the second day of each week. Come here to convert your happy points into town funds!

Rest

Rest and end the day? (Choose yes or no)