



## Design Document

*version 1*

"Your bar is like a mighty spacecraft armed with booze and you, brave soul, are the master and commander of this unpredictable voyage."

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## Introduction

### Core

You are the **Bar Commander**, a skilled beverage artisan dedicated to service at the speed of light and forging the most appealing bar experience known to man!

### Key Features

- ❖ fast-paced, bartending action!
- ❖ piece together your own bar and avatar style
- ❖ collect and share real drink recipes in your Drinkfolio
- ❖ compete with your friends for the greatest Popularity Score (ranking) or highest daily tips (daily high score)
- ❖ interact with your Friends to improve your progress as a group

### Genre

Action/Social

### Platform/SKUs

Browser-based Facebook game

### Interface

Mouse-based “Point-and-Click” and “Click-and-Drag”

### Structure

Bar Commander runs parallel to real time, with each new day beginning at 8:00 AM Eastern Standard Time (referred to in-game as Bar Time or BT.) At this time, the daily tip counter resets to zero and the high score tables update.

### Description

Successfully serve and sustain a patron base, while maintaining various aspects of your bar, such as wiping up spills and kicking out fiends. Cultivating an atmosphere of happy patrons will increase your bar Popularity Score, which in turn, will result in more patrons. Tips collected from happy patrons allow you to buy stylish new options for your avatar and bar, such as new hair or wall styles.

- ❖ Your bar will run on “auto-pilot” while you are away, but your Popularity Score will steadily decrease.
- ❖ Overall accumulated tips are stored in your Stash and are unaffected by frequency of login.
- ❖ Logging in each day engages the Daily Roulette, which awards a bonus tip of varying amount, or a popularity point.

## Background

Background information is user-generated. Players may fill in an optional history of their business (limit 150 characters) which may be accessed by Facebook friends who navigate to their bar.

## Market

Social games have been growing at increasingly rapid rates and cater to a variety of demographics. Facebook's recent statistics indicate that the majority of users tend to fall between 18 and 44 years of age,<sup>1</sup> meaning a majority of users are of drinking age and could potentially be interested in the bar atmosphere. There is currently no game application on Facebook based on bartending.

Social app developer Rock You has demonstrated how in-app advertising can successfully produce revenue.<sup>2</sup> Opportunities exist for bars and beverage companies to purchase standard advertising or in-game exposure via special items or recipes.

Additionally, there is potential to incorporate advertising for music and video properties through special jukebox and television décor. For example, a player could use their Stash money to purchase a basic jukebox (with a 1-3 default tunes included) and later buy a song pack by their favorite artist, using Stash Cash or Bar Credits.

The potential sale of virtual goods is also an excellent opportunity for profit. Popular social game developer Zynga generated \$50 million in virtual goods revenue in 2008 alone.<sup>3</sup> Virtual goods in Bar Commander could include exclusive avatar items and bar décor.

## Gameplay and Mechanics

In Bar Commander, the primary gameplay occurs within bartending mode, with bar and avatar customization being an important secondary activity.

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<sup>1</sup> Justin Smith, Inside Facebook, January 4, 2010, <http://www.insidefacebook.com/2010/01/04/december-data-on-facebook%E2%80%99s-us-growth-by-age-and-gender-beyond-100-million/>

<sup>2</sup> Kim-Mai Cutler, Venture Beat, November 16, 2009, <http://venturebeat.com/2009/11/16/rockyou-raises-50-million-in-venture-funding/>

<sup>3</sup> Virtual Goods News, January 8, 2009, <http://www.virtualgoodsnews.com/2009/01/zynga-to-profit-on-50-mil-revenue-from-virtual-goods-sales.html>

## *Game Modes*

### **Bartending Mode**

Successfully serve and sustain a patron base, while maintaining various aspects of your bar, such as wiping up spills and kicking out fiends. Cultivating an atmosphere of happy patrons will increase your bar Popularity Score, which in turn, will result in more patrons. Serving patrons promptly results in tips, which the player can click to collect.

### **Auto-pilot Mode**

Your bar will run on auto-pilot when you press the button to activate it or navigate away from the game. However, your Popularity Score will decrease by one each day and only 25% of your patrons will give tips. While auto-pilot will somewhat sustain your bar, actively playing is the most beneficial.

### **Edit Avatar Mode**

Allows the player to customize their avatar, using options like Face, Hair Style, Hair Color, Top, Bottom, Feet, Hands, etc.

### **Edit Bar Mode**

Allows the player to change the bar name, upgrade the style of different furnishings (bar area, stools, floor, or walls,) and arrange furniture like chairs, tables, and machines. The player may save or cancel to exit Edit Bar Mode. Navigating away from the page or cancelling will lose all changes made.

### **View/Edit Drinkfolio Mode**

Players can toggle between View and Edit while on the Drinkfolio tab. Edit allows players to add or remove drink entries, change the color theme of their Drinkfolio, or submit a new drink for addition to their Drinkfolio.

### **Visitor Mode**

Players can visit their friend's bars by clicking on their name/icon on the Friends tab. Visiting a friend's bar is mutually beneficial, as the visitor and bar owner both get an instant dollar tip. While at a friend's bar, the visitor also has the opportunity to view the bar's Drinkfolio and incorporate new drinks into their own collection, or view their friend's Bar Story.

## *Flow/Organization*

As a real-time social game, Bar Commander is a persistent world without an ultimate completion condition. Users cannot "beat" Bar Commander, but rather, strive to compete against friends or improve their personal customization.

Time in the game runs parallel to Eastern Time, with each new day beginning at 8:00AM EST. Daily high scores also reset at the beginning of the day.

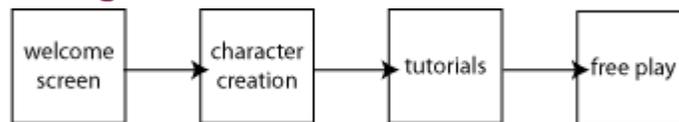
The first time the user logs in every day, they are presented with the Daily Raffle, which contains the following odds:

- ◆ Stash Cash (85% chance, amount ranges from \$25-100)
- ◆ Popularity Score point (10% chance, ranges from 1-5 points)
- ◆ Bar Credit (5% chance, ranges from 1-2 bar credits)

Players can jump in and out of gameplay as they please, thanks to the auto-pilot mode. This feature effectively combines the “always active” aspect of games like Café World and Farmville and instant action of short spurt games like Bejeweled. While the player is away, the bar will run smoothly, but Popularity Score decreases by 1 point every two consecutive hours that the bar is in auto-pilot mode. By actively playing the game, users can progress in difficulty and earn more stash cash to customize their avatar and bar with.

Alternatively, if testing reveals that the auto-pilot system can be exploited by players somehow, instead of jumping in and out of play as they please, players will engage in two minute rounds of bartending. After each round is completed, the player is rewarded a small tip and may choose to return the bar to autopilot, or bartend another round. The more consecutive rounds a player engages in, the higher the pay-out after each round.

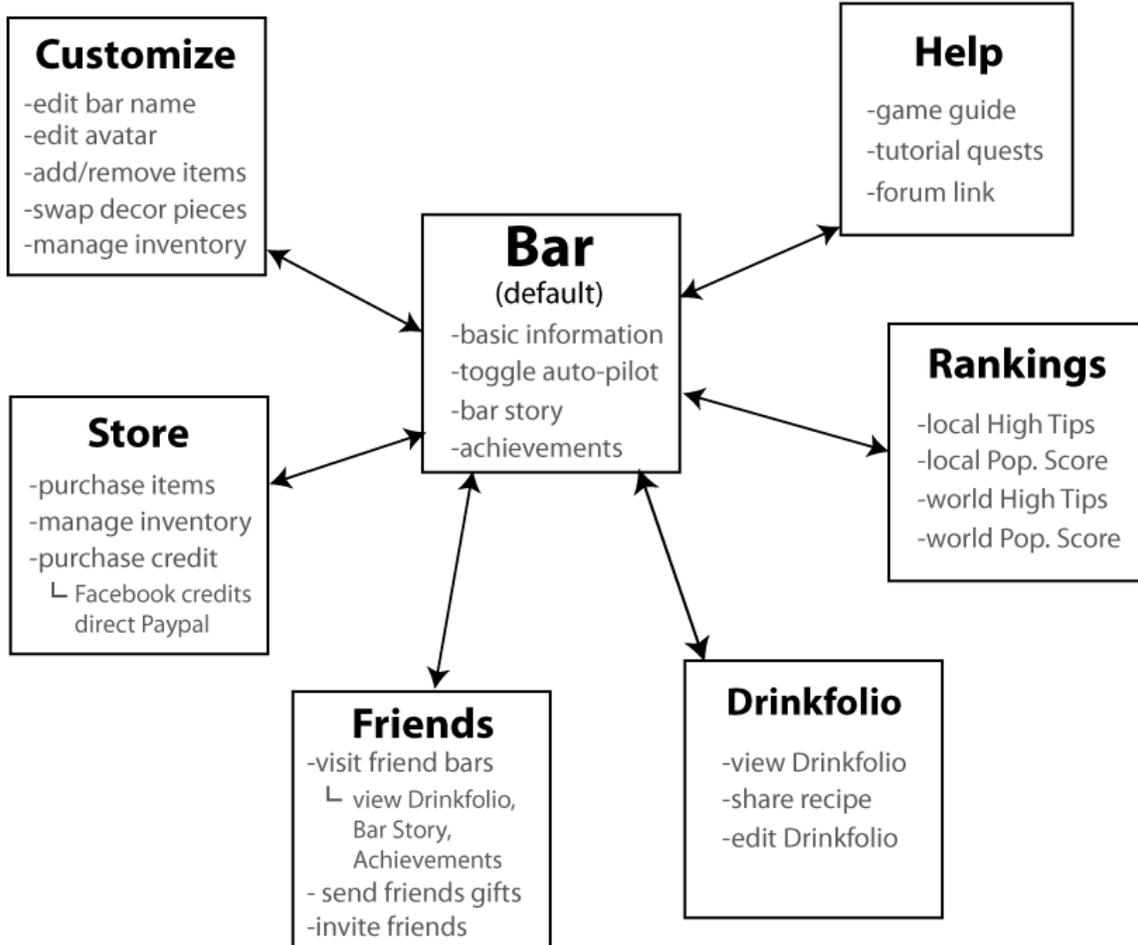
## Initial Game Progression



Initial game progression flow chart  
(Figure 1)

- ◆ Welcome screen is the simple splash/loading screen the player sees after allowing the app on Facebook
- ◆ Character creation allows the player to build the initial avatar
  - ◆ choose head
  - ◆ choose top (shirt)
  - ◆ choose footwear
  - ◆ choose accessory
- ◆ tutorials walk the player through the basics of the game with quests that reward the player with stash cash for completion
- ◆ “freestyle play” is the normal, open mode in which users can navigate to any feature they choose

## Freestyle play Structure



Freestyle play structure flow chart  
(Figure 2)

## Flow of Difficulty

Dynamic difficulty, based on the Popularity Score, should also serve to keep players interested, as there will always be a challenge somewhere around their level of skill. As players are more successful, the Popularity Score (and difficulty) rises. If players begin to do poorly, Popularity Score begins to fall, bringing the difficulty back down as well.

## Gameplay

### Primary Mechanics

#### Popularity Score

Popularity Score is a ranking score that is increased by cultivating a happy customer base.

Internally, it is a combination of dynamic difficulty and upkeep. To grow their Popular Score, players must serve customers and clean spills in a timely fashion. As the Popularity Score increases, customers and fiends will appear at increasing rates. Customers will also ask for drinks more frequently, and eventually graduate into asking for a combination of items (two beers, a beer and a shot, etc.)

### Patrons

Patrons resemble player avatars because they are assembled from the same free parts available in the character customization for the player character. Patrons come into your bar at a frequency directly related to your Popularity Score. The higher the score, the more frequently a new Patron arrives.

- ❖ Patrons will approach the bar and request a drink, then tip if they are served in a timely fashion.
- ❖ Served patrons will move freely around the bar and simulate socializing amongst each other, occasionally seating themselves in available seating or setting their drink down on a nearby surface until they are ready for their next order.
- ❖ Unserved patrons will begin to turn red in frustration (and flash an indicator) until they simply leave the bar. The more spills left unattended in the bar, the faster the rate of frustration fills.
- ❖ A patron affected by a fiend will display an irritated icon above their head and begin to turn red in a manner similar to the unserved patron. The player can drag and replace their drink (which is deducted from the player's money) to remove this condition. Patrons retained in this manner will purchase a minimum of two additional rounds. However, if the patron fully turns red, they will leave.
- ❖ Each patron that enters the bar is internally assigned a random number of orders they will complete before leaving. Patrons who leave on good terms are beneficial to your overall Popularity Score.
- ❖ Any patrons who leave in frustration (due to not being served or being victimized by a fiend) are slightly detrimental to your Popularity Score.
- ❖ As the Popularity Score gets higher and more patrons are frequenting the bar, the patron difficulty level also rises, meaning the random number of orders they put in will be drawn from a higher array, and, at the most difficult levels, patrons will actually begin to want multiple drinks per order.

### Fiends

Fiends are represented by any of three unique avatars who are darkly dressed in tattered clothing, which easily sets them apart from other patrons.

- ❖ Fiends enter the bar and begin phasing in and out of visibility at a steady rate. Fiends can only steal when they are visible.
- ❖ Clicking a fiend, dragging them to the door icon, and dropping them, gets rid of them.
- ❖ If left unattended, fiends will take tips and patron drinks that are on surfaces in the bar. If at any time no tips or drinks are present, the fiend will simply move back and forth until a something they can steal appears.
- ❖ Fiends' rate of appearance scales with the Popularity Score of the bar.

### Spills

Spills accumulate on bar surfaces and will speed up the rate at which unserved patrons become impatient.

- ❖ A larger customer base will result in more frequent spills.
- ❖ Dropping a drink on anything other than a customer who wants it will result in a spill.
- ❖ Spills can be wiped up using the bar rags on either side of the bar.

### Tips

Tips are left on the bar or tables by happy customers. Players must click a tip to collect it. Tips that are uncollected before navigating away from the page or toggling back into auto-pilot will disappear.

Daily tips are tallied in the upper-left corner of the screen, while simultaneously being counted into the player's current stash. In this way, any tip money earned is immediately accessible.

### Stash

Stash is the player's accumulated money, a sort of savings account where all tips are stored.

### Bar Credits

Bar Credits are the exclusive virtual currency of Bar Commander and may be purchased through the in-game portal on the Store tab. Acceptable forms of payment include Facebook Credits, PayPal, or Credit Card.

### Drinkfolio

The Drinkfolio is a player's personal collection of real life drink recipes, which takes on the form of a virtual binder, and automatically includes 2-4 basic drink recipes. Presently, these are not incorporated into gameplay. Players may submit personal recipes through a form within the Drinkfolio, which will be publicly viewable after the recipe is verified (to avoid abuse) and activated. Duplicate recipes are allowed, as there are many variations and methodologies behind a specific drink.

Form areas include Name, By, Ingredients, Tools, Directions, and Notes/Recommendations.

## Items

At this particular point in the game’s life cycle, the primary purpose of items is customization of the bar space or player avatar. It is possible that items for gameplay enhancement may be added in a future iterations.

- ✧ Players may have up to 99 of any specific type of item in their inventory at any given time
  - ✧ If a player has the maximum quantity of an item and attempts to purchase more, they will receive a dialog box explaining that they cannot store any more [item name]
  - ✧ If a player has the maximum quantity of an item and tries to accept a gift item of that same type, they will be redirected to an error page stating they cannot store any more [item name] with a small hint about selling some of the stack to accept more

## Avatar

Item Name	Type	Description	Colors	Stash Cost	Credit Cost
Bandana	head	It’s like a cape... for your head.	RGB	0	-
Paper Bag	head	Hiding your face may be an improvement.	Brown	0	-
Rat’s Nest	head	It’s literally a rat’s nest.	Brown	0	-

## Achievements

- ✧ Achievements special challenges or milestones that are logged for each player.
- ✧ Players may view their own achievements using the button at the bottom of the Bar tab.
- ✧ Players can view their friends’ achievements by visiting their bar.
- ✧ Upon completion of an Achievement, players are given the option to publish their achievement (in the Facebook feed.) Friends may click the published link for bonus stash cash
- ✧ Achievements are granted for meeting the condition given, but cannot be revoked if conditions change later. For instance, if a player gets an achievement for reaching a Popularity Score of 50, then immediately drops back down to 45, they still retain their achievement.

Bar	Store	Customize	Friends	Drinkfolio	Rankings
My Bar		2:12 PM	20	\$2000	
<b>Recent Achievements</b>					
Date Completed		Achievement Name			Description description description description description
Date Completed		Achievement Name			Description description description description description
Date Completed		Achievement Name			Description description description description description
<b>All Achievements</b>					
	Achievement Name			Date Completed	Description description description description description
	Achievement Name			5/10, 50% (Progress)	Description description description description description
	Achievement Name			0/1 Done (Progress)	Description description description description description
	Achievement Name			0/1 Done (Progress)	Description description description description description
	Achievement Name			0/1 Done (Progress)	Description description description description description
	Achievement Name			0/1 Done (Progress)	Description description description description description
<b>Back</b>					<b>Help</b>

Achievement panel layout  
(Figure 3)

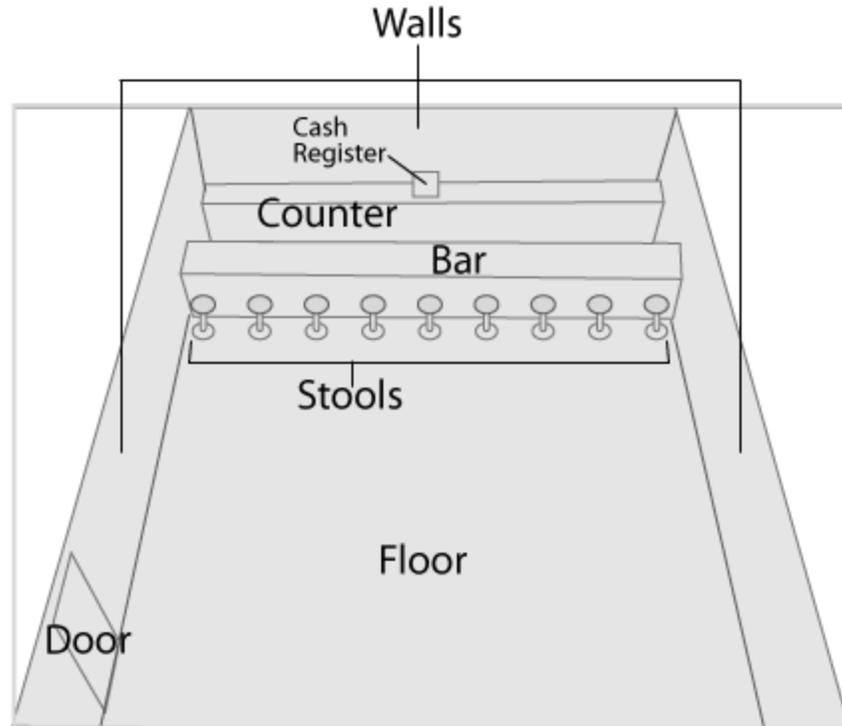
### Initial Achievements

Name	Requirement	Reward
Starter-upper	Earn your first dollar bartending	\$10
Boomin' Business	Earn \$5000 Stash through bartending	\$500
Making Bank	Earn \$10,000 Stash through bartending	\$1000
Back for More	Engage Daily Roulette for seven consecutive days	\$100
Beer for Beginners	Serve 10 patrons	\$10
Booze Apprentice	Serve 25 patrons	\$25
Customer Captain	Serve 50 patrons	\$50

Service Master	Serve 100 patrons	\$100
Taking Charge	Purchase Bar Credit through the store	5 Bar Credits
Higher Learning	Complete all Tutorial Missions	\$100
Halfway There	Raise your Popularity Score to 50	1 Bar Credit
Moving on Up	Raise your Popularity Score to 60	1 Bar Credit
That 70s Score	Raise your Popularity Score to 70	1 Bar Credit
Eight and O	Raise your Popularity Score to 80	1 Bar Credit
Almost Perfect	Raise your Popularity Score to 90	1 Bar Credit
All The Way!	Raise your Popularity Score to 100	5 Bar Credits
Bulging Closet	Spend \$5000 on Avatar items	\$500
Interior Investor	Spend \$5000 on Items or Upgrades	\$500
Party Planner	Invite 10 friends to Bar Commander	\$200
Big Socialite	Invite 50 friends to Bar Commander	\$500, 3 Bar Credits
Bar Hopping	Visit 10 friends' bars	\$200
Pub Crawl	Visit 25 friends' bars	\$500

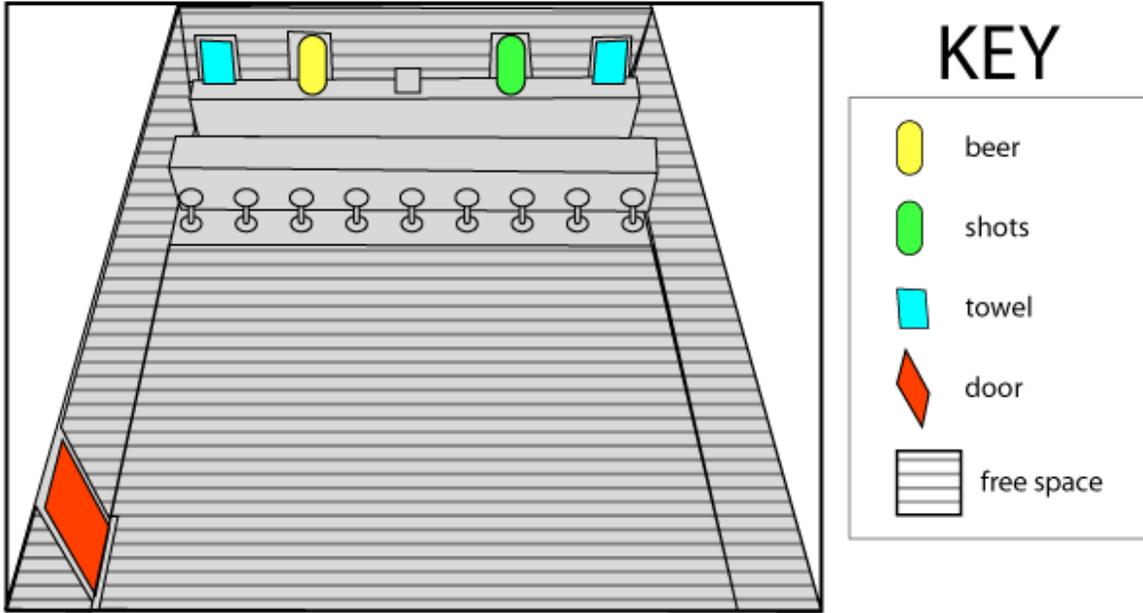
## Level Structure

In Bar Commander, players essentially customize their own level environment (their bar,) which is where core gameplay occurs. However, every bar will contain static elements that cannot be moved around: walls, floor, bar, back counter, stools, cash register, and the door. For these special Upgrade elements, players may only purchase alternate styles and swap them out.



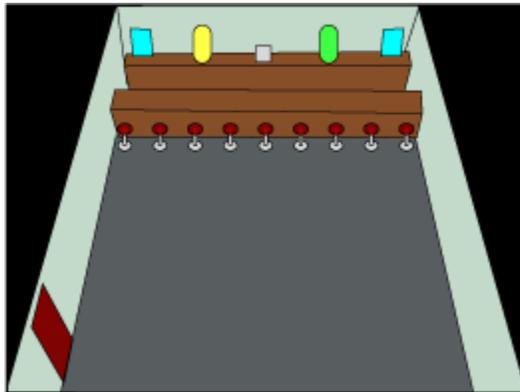
Level structure/layout diagram  
(Figure 4)

In contrast, bar Items (such as tables, game machines, and decorations,) can be placed anywhere in the “free space” of the bar, which takes care to avoid key, game-dependent areas like the door, drink, and towel icons. Each item has a designated collision to prevent it from overlapping or being placed on top of other items. However, some items, such as posters, do not have any collision at all and may be freely overlapped.



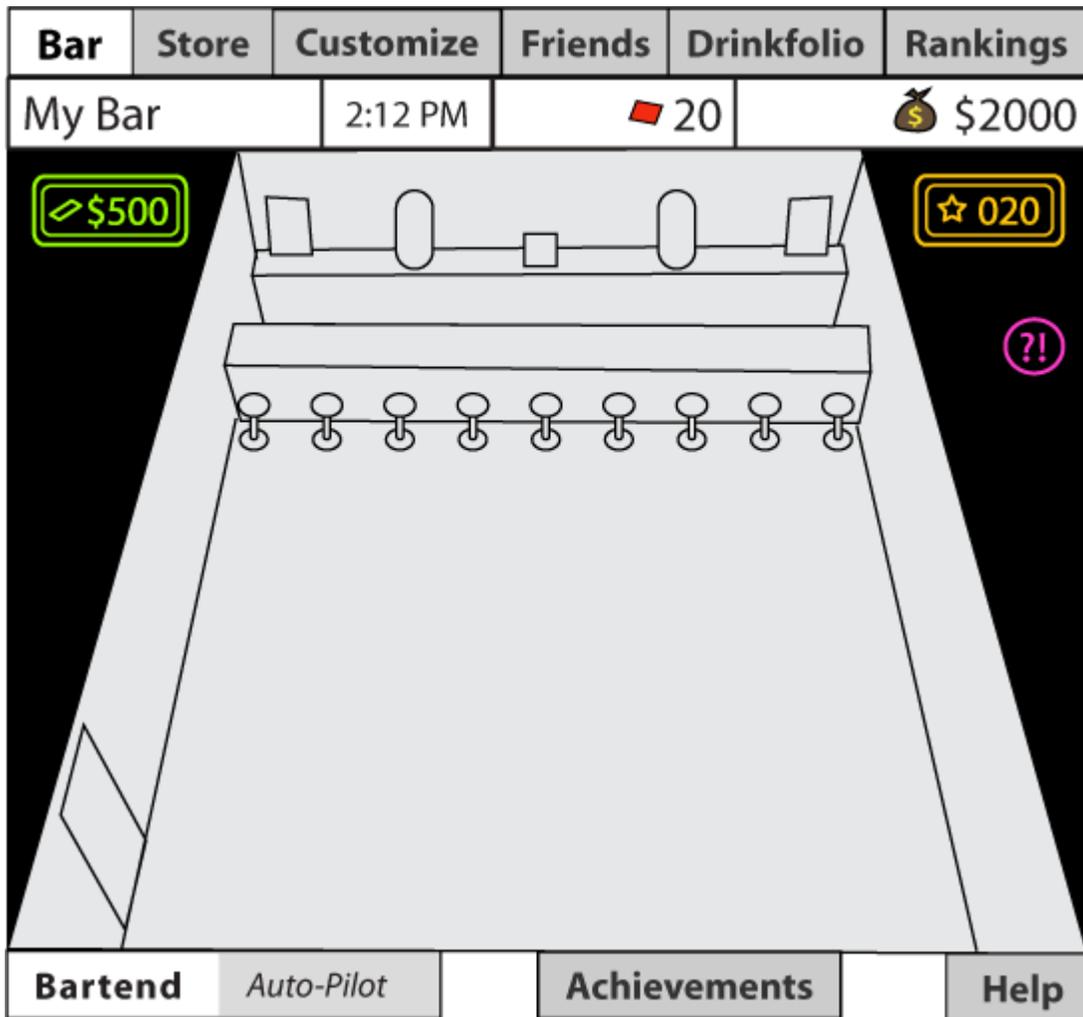
Item placement diagram  
(Figure 5)

The default bar furnishings every player begins with include a plain wooden bar and counter, standard gray cash register, dark cement floor, grayish-green walls, and maroon door and stools, all in very simple and standardized designs that mimic furnishings commonly found in small American bars.



Bar start-up state illustration  
(Figure 6)

## Interface



Main HUD interface layout  
(Figure 7)

- ❖ Bar is always the starting tab when you enter the game
- ❖ Auto-Pilot enabled by default
- ❖ Contains specialized HUD
  - ❖ daily tips (neon green)
  - ❖ popularity score (neon orange)
  - ❖ mission in progress (neon pink)
    - ❖ if there is no mission in progress, this icon is omitted
    - ❖ initially the game only contains tutorial missions
      - ❖ possible expansion includes adding additional missions

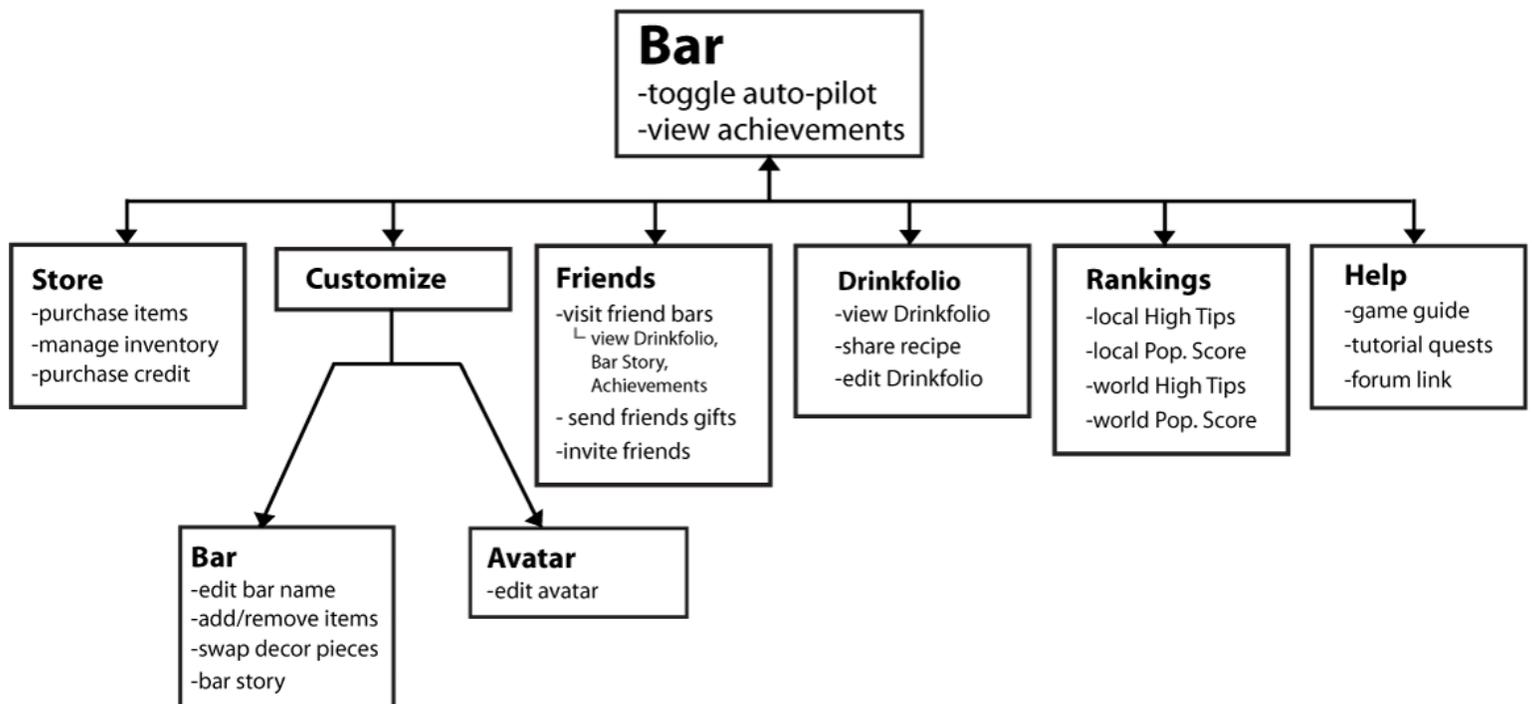
## Controls

Drink icons are surrounding the cash register: beer on the left, shots on the right. Clean-up icons, which look like bar rags or towels, appear on the far left and right. (See Figure 18 for layout.)

- ❖ The player's avatar automatically moves back and forth while activities are being performed.
- ❖ To serve a customer, players click the drink icon for the type of drink desired, drag it to the customer, and drop it.
- ❖ Drinks that are dropped on the floor or other surface (not a customer) cause a spill.
- ❖ To clean up a spill, players must click and drag the Clean-up icon, which turns the cursor into a towel, and drop the towel on the spill to eliminate it.
- ❖ To collect a tip, a player simply clicks the tip and it flies to the cash register.
- ❖ Fiends phase in and out of visibility, so they must be clicked while visible, dragged to the door, and dropped on it. Letting go of fiend before dropping them on the door, or missing them, simply allows them to continue their petty crimes.

## Navigation Tabs

The current active tab will always be highlighted with white or a lighter color and the font size will be slightly larger. All unselected tabs are grayed.

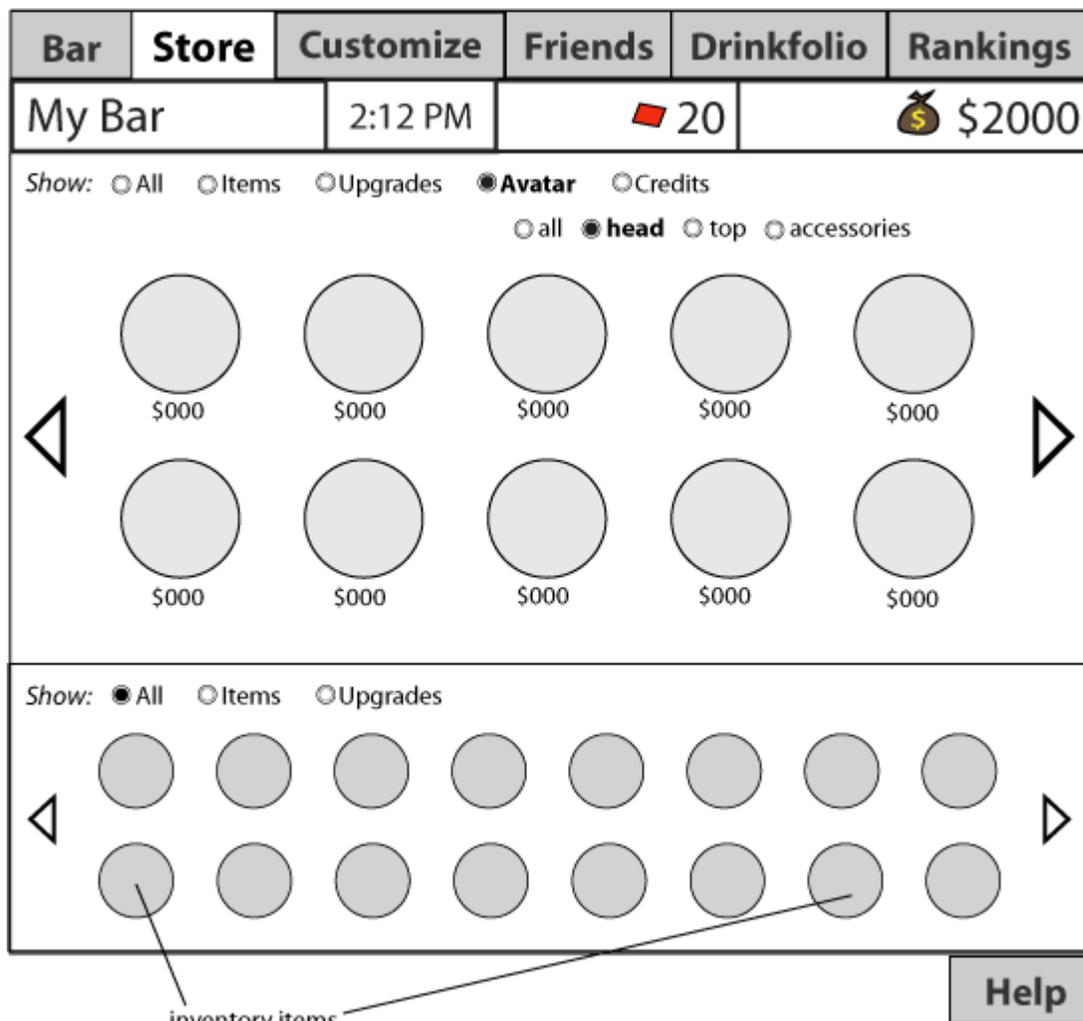


Tab navigation flow chart  
(Figure 8)

## Bar Tab

- ❖ Exclusive access to Auto-Pilot toggle buttons
- ❖ Displays Bar Name, Time
- ❖ Clicking Achievements pops up an overlay that lists player's achievements.
- ❖ Clicking Help from any tab (except Help itself) pops up the Help overlay, which rests over top of the current tab content.
  - ❖ In the Bar tab, popping up any overlay activates auto-pilot mode temporarily (to pause gameplay,) if it is not already activated

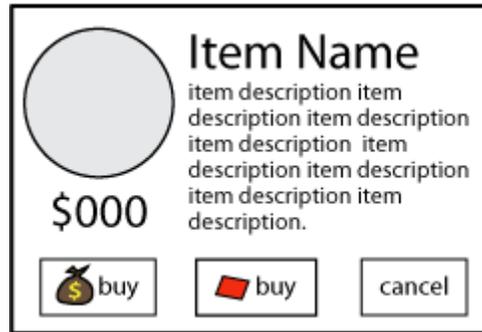
## Store Tab



Store tab layout  
(Figure 9)

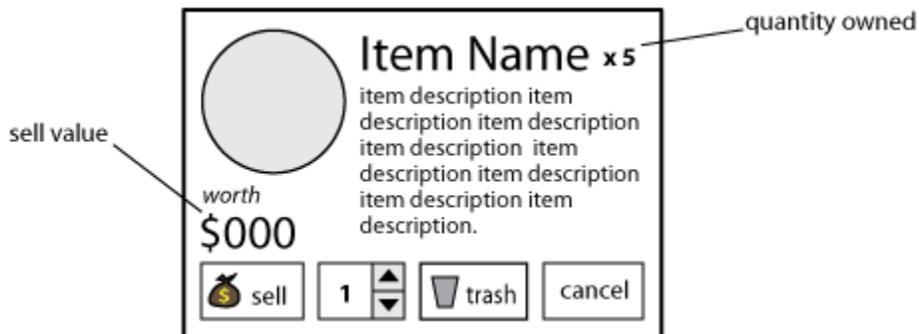
- ❖ Opens specialized tab for the store

- ❖ Items may be filtered by usage category (avatar example shown above)
  - ❖ Default filtering is “All”
  - ❖ Items, Upgrades, and Avatar brings up more radio buttons for filtering sub-categories (such as showing only “head” items)
- ❖ Clicking on an item in the store window (upper half) brings up the Buy overlay



Purchase item dialog box  
(Figure 10)

- ❖ Arrows on left and right change pages of items. If there are no additional pages of items, the arrows are not shown.
- ❖ inventory window at bottom
- ❖ drag items to the cash register icon to sell (extra Yes/No prompt confirms)
- ❖ drag items to the trash icon to delete (extra Yes/No prompt confirms)
- ❖ Arrows on left and right change pages of items. If there are no additional pages of items, the arrows are not shown.
- ❖ Quantities of items are listed in very small numbers to the lower right of the item icon (not shown)
- ❖ Clicking on an item brings up a sell/trash dialog

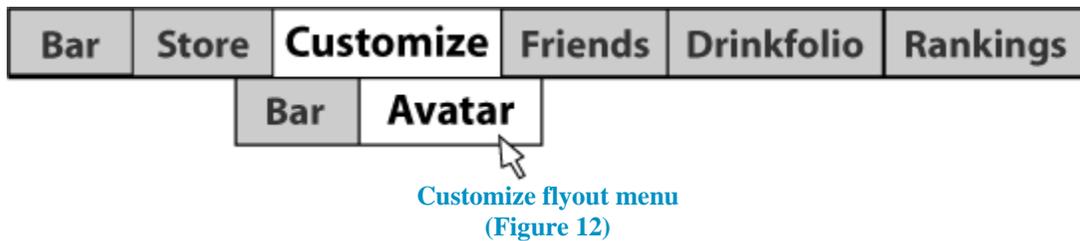


Sell/trash item dialog box  
(Figure 11)

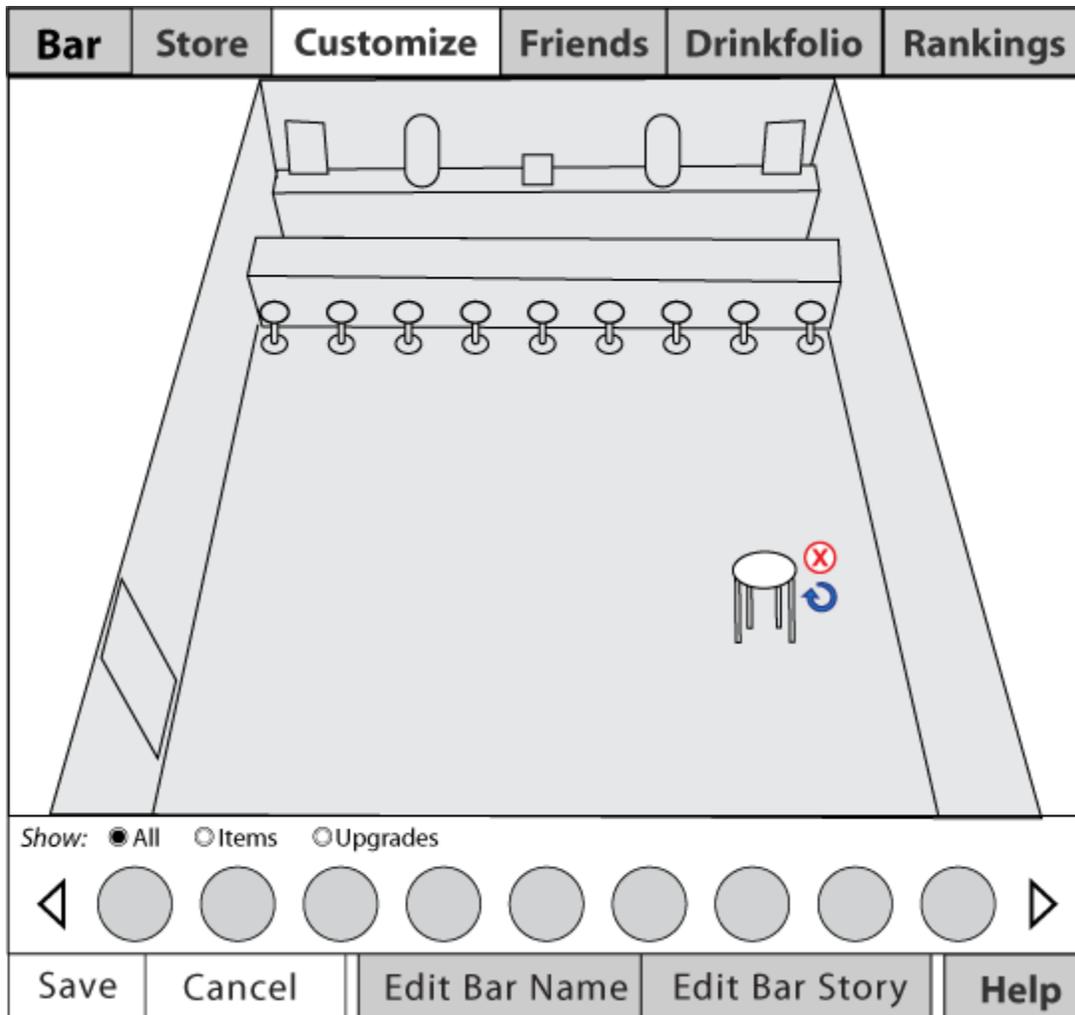
- ◇ Player may increase or decrease the number sold or trashed with the arrow buttons.
  - ◇ The above sell value changes to display the accurate sell value based on the number in the dialog box
- ◇ Selling or Trashing items pops up another small dialog box to confirm the action sale or destruction of items
- ◇ Cancel dismisses the dialogs and does not make any changes

### Customize Tab

- ◇ Clicking on the Customize tab causes a flyout menu with two options to pop out the bottom: Bar and Avatar



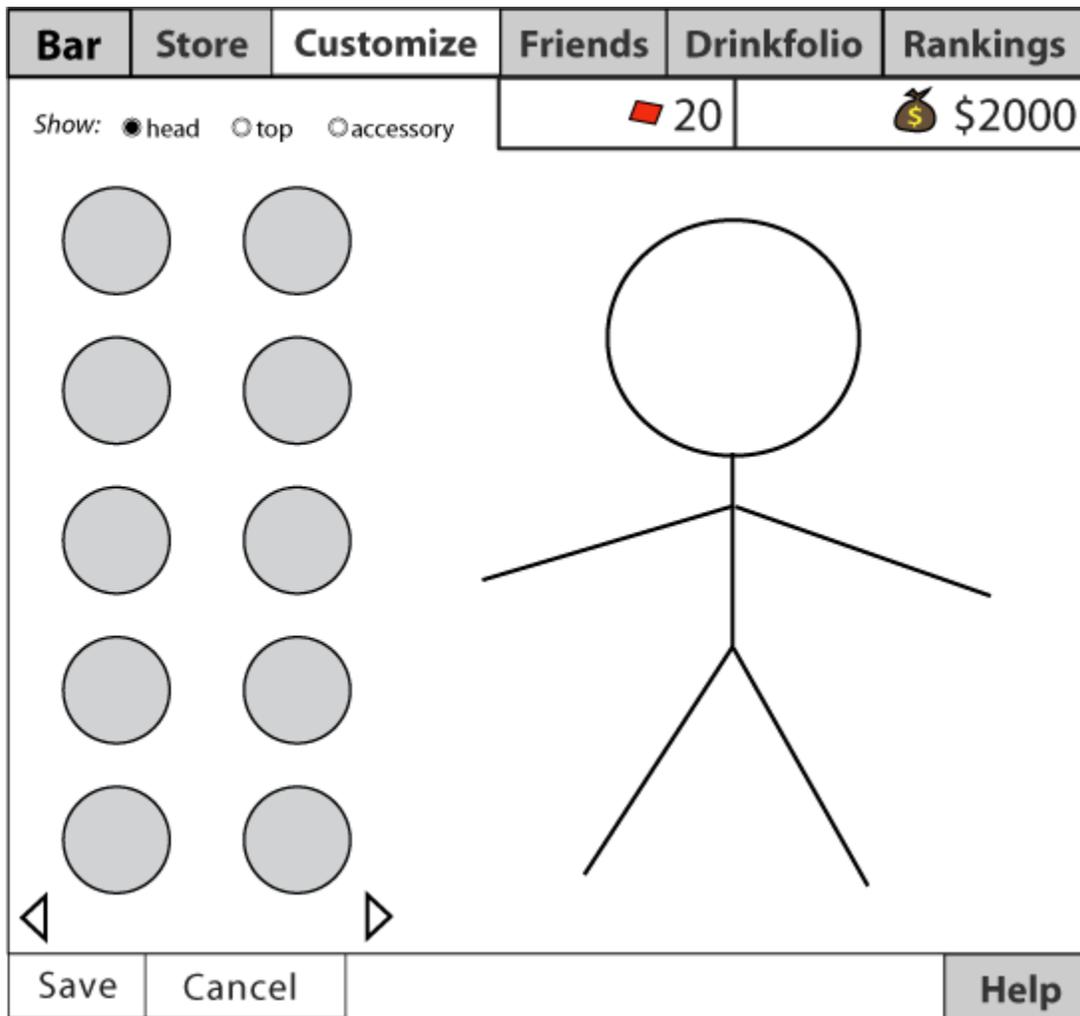
- ◇ Clicking anywhere but the small flyout simply causes it to disappear
- ◇ Choosing Bar takes the player into Bar Edit mode



Customize bar layout  
(Figure 13)

- ❖ Players may filter items by checking the radio buttons for All, Upgrades, or Items
  - ❖ Default filtering shows All
  - ❖ Arrows flip between pages. If there are no additional pages, arrows are not shown.
- ❖ Inventory items are arranged in the order they have been acquired.
- ❖ Drag and Drop interface for customizing
  - ❖ Drag items out from the inventory bar and drop them to place them
    - ❖ Selecting a placed item adds two control icons to the item: a red X and a curved blue arrow
    - ❖ Use the blue rotate arrow icon to rotate or turn the item (some items do not have this feature)
  - ❖ Click the red X icon next to the item, or drag the item back to the inventory panel, to return it to your inventory

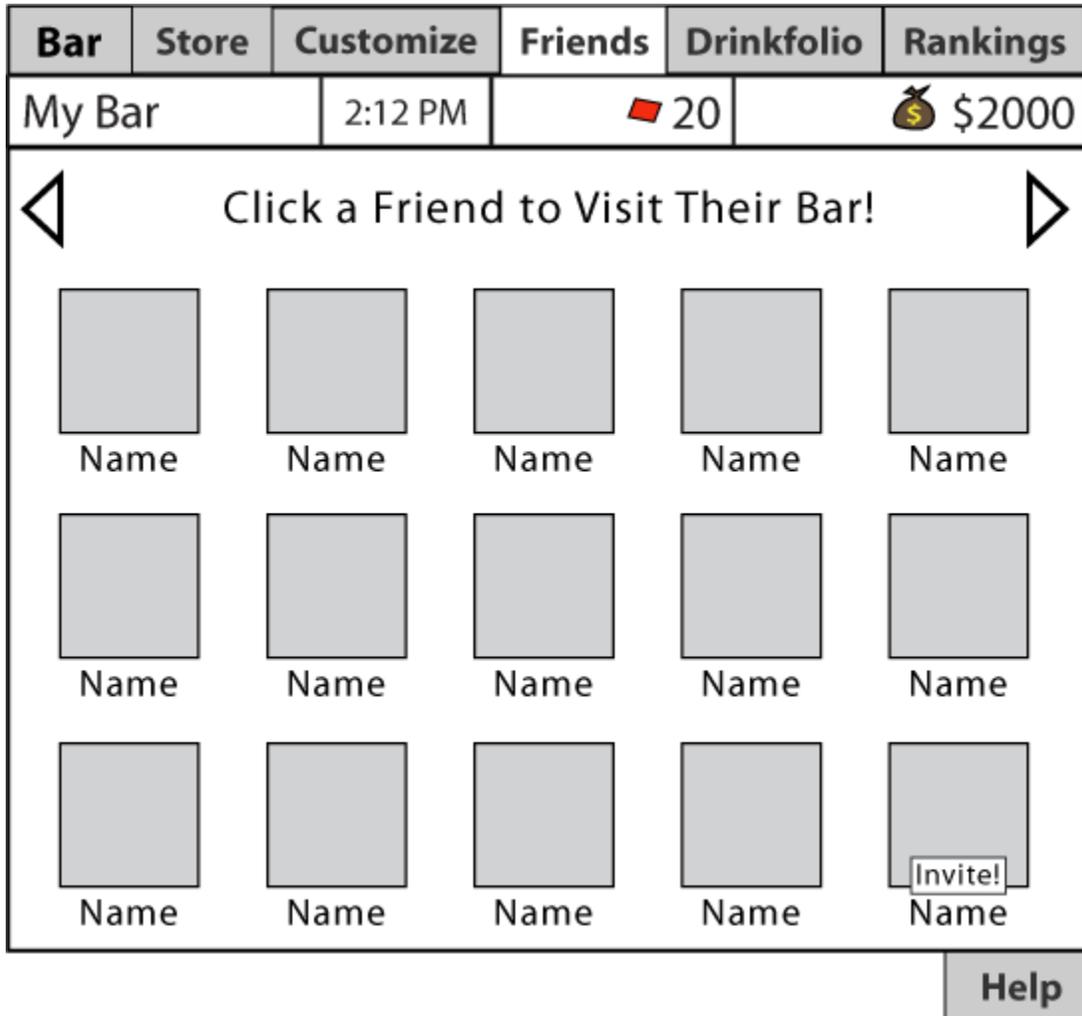
- (returned items will automatically move to the end of the list)
- ❖ Upgrade category items (like the bar) automatically swap out, with the previously used item returning to the inventory.
- ❖ If the user hovers an item over an area it cannot go, a red  will cover the item. When/if the mouse is released, the item will fly back to the inventory.
- ❖ Save makes changes live and takes the player back to the Bar tab.
- ❖ Cancel backs out to Bar tab without changing anything.
- ❖ Edit Bar Name pops up an overlay that allows the user to change the bar's name (current name is already inputted into the field) with Save and Cancel buttons
- ❖ Edit Bar Story pops up an overlay that allows the user to edit the bar's story (current story is already inputted into the field) with Save and Cancel options
  
- ❖ Choosing Avatar takes the player to avatar edit mode.



Customize avatar layout  
(Figure 14)

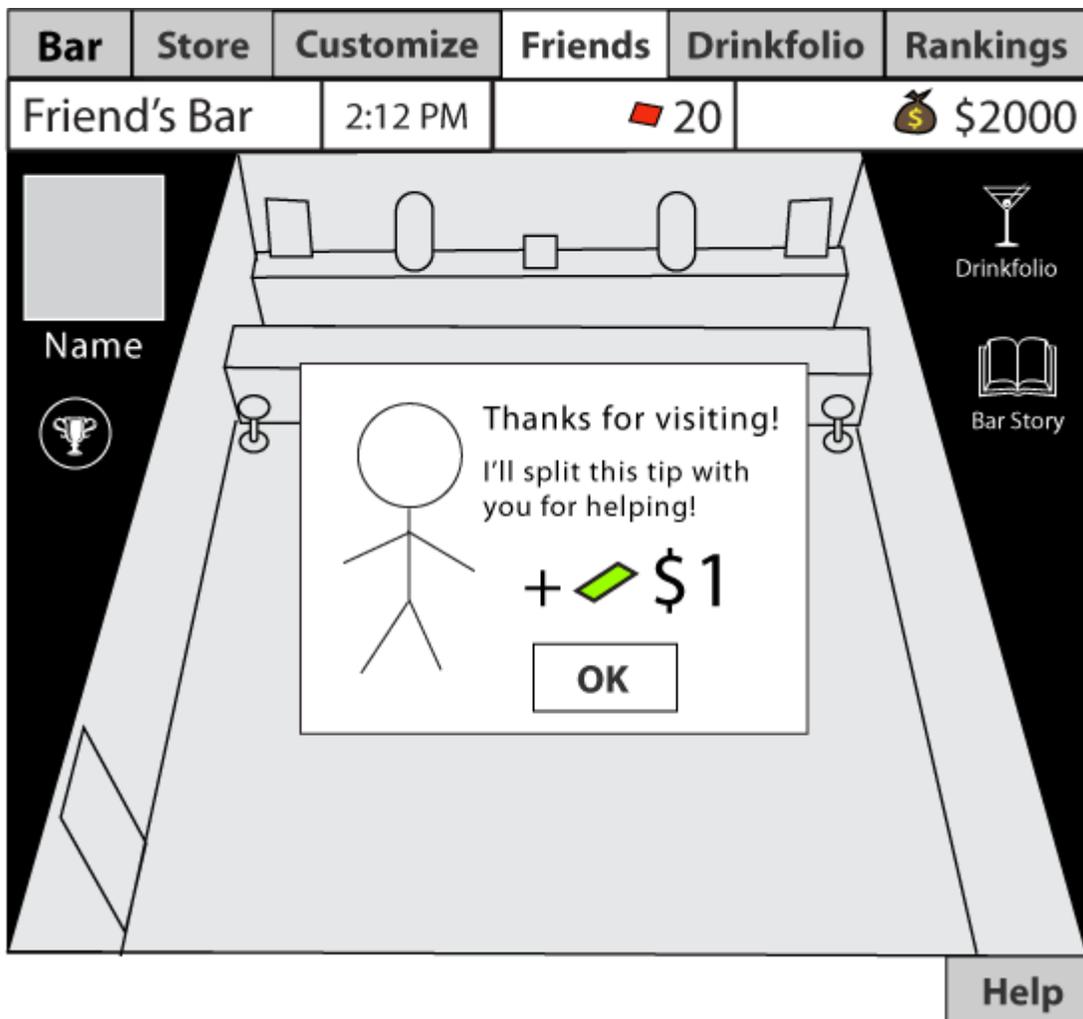
- ❖ Items appear at left
  - ❖ Arrows flip between pages. If there are no additional pages, arrows are not shown.
  - ❖ Click an item to put it on.
  - ❖ Click on the item on the avatar to remove it (returns to inventory)
- ❖ Players may check the radio buttons at the top to filter the item list by category
- ❖ By default, all items are shown
- ❖ Save makes changes live and takes the player back to the Bar tab.
- ❖ Cancel backs out to Bar tab without changing anything.

**Friends**



Friends tab layout  
(Figure 15)

- ❖ The Friends tab displays fellow players first in the listing, followed by friends who do not yet play the game.
  - ❖ Arrows flip between pages. If there are no additional pages, arrows are not shown.
- ❖ Players may click friends who play to visit their bar (Figure 13)



Visit friend layout  
(Figure 16)

- ❖ Achievement, Drinkfolio, and Bar Story buttons should be the same neon style as the main Bar HUD
- ❖ When visiting a friend's bar for the first time each day, the player 1 will be prompted with a tip reward.
- ❖ The player may watch their friend's bar in action (simulated auto-pilot) for as long as they like.
- ❖ Clicking Drinkfolio pops up a Drinkfolio overlay that displays the friend's Drinkfolio.
- ❖ Clicking the Bar Story pops up an overlay that displays the bar story.
- ❖ Clicking the trophy icon pops up an overlay listing of the friend's achievements.
- ❖ Friends who do not play cannot be visited; instead, players may invite non-playing friends to the game by clicking on them.

- ❖ The player may click the Invite button to send their friend a Facebook invite to the game via an overlay dialog that allows them to add a custom message to the invitation.

## Drinkfolio



Drinkfolio layout  
(Figure 17)

- ❖ Drinks are listed alphabetically
- ❖ By default, the first drink on the list is displayed.
- ❖ Arrows scroll the content. If there are no additional content to be shown, arrows are not shown.
- ❖ Drinks selected in the list are highlighted and bolded, with the drink content being displayed on the right.
- ❖ The Edit button pops up the edit form overlay (which is the same as the Add Entry overlay form, but is populated with the current drink data text.)

- ❖ The Send to Friend button pops up a friend list overlay that allows the user to select friends who play the game to share the recipe with and add an optional message.
- ❖ Add Entry pops up the empty form overlay for submitting a drink recipe.
- ❖ Color Scheme pops up an overlay containing a limited set of choices for changing the player's Drinkfolio color theme.

## Rankings

Bar	Store	Customize	Friends	Drinkfolio	Rankings
My Bar	2:12 PM		20	\$2000	
<b>Daily High Tips</b>			<b>Current Popularity Score</b>		
1		\$10000	1		100
	Name			Name	
2		\$9000	2		90
	Name			Name	
3		\$9000	3		90
	Name			Name	
4		\$9000	4		90
	Name			Name	
5		\$9000	5		90
	Name			Name	
6		\$9000	6		80
	Name			Name	
7		\$9000	7		70
	Name			Name	
<b>My Friends</b>		World	<b>Help</b>		

Drinkfolio layout  
(Figure 18)

- ❖ Buttons at the bottom-left toggle between local friend list and worldwide scores
- ❖ My Friends displays up to 50 top scores of each type.
- ❖ World displays up to 100 top scores of each type
- ❖ Daily High Tips resets at 8:00AM EST each day.

Help



Rankings layout  
(Figure 19)

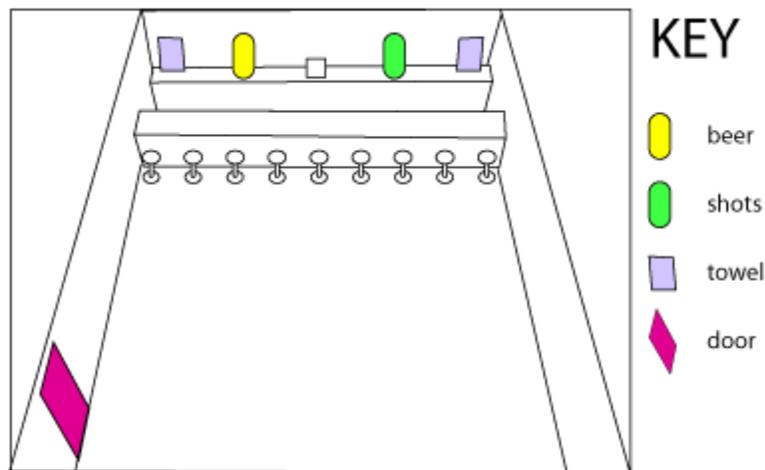
- ❖ Help is organized into two main sections
  - ❖ Game Guide
    - ❖ Game Guide topic links are listed in the left column for quick reference.
    - ❖ Otherwise, all topics may also be reached by scrolling down.
    - ❖ Top and bottom arrow buttons are only shown if applicable.
  - ❖ Tutorial Missions
    - ❖ Lists all tutorial missions
    - ❖ Missions that have been completed are marked by a green check mark (this is noted at the bottom of the screen)

- ❖ Clicking a mission name pops up a window overlay that describes the mission, lists the reward for completing it, and has an Accept and Cancel button.
- ❖ When a player accepts a mission from this screen, they will be asked if they'd like to return to the Bar tab and get started. Clicking Yes takes the player to the Bar tab automatically, while clicking No simply closes the dialog and leaves the player where they were at.
- ❖ Presently, players can only accept one mission at a time.
  - ❖ If they try to accept a new mission while one is in progress, they will be prompted with a box that asks them to complete or cancel their current mission.
    - ❖ This contains two buttons: Continue Current Mission or Switch to New Mission
- ❖ A button at the bottom-left opens the forums web page in a new tab/window of the browser.

## Gameplay Interface

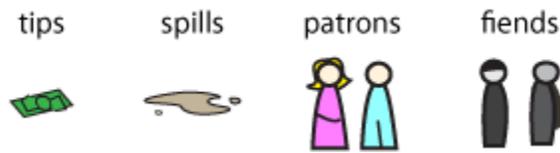
The game's main interface is very basic click-and-drag and drag-and-drop actions that exclusively utilize the mouse.

## Basic Bartending Interface



Basic bartending interface diagram  
(Figure 20)

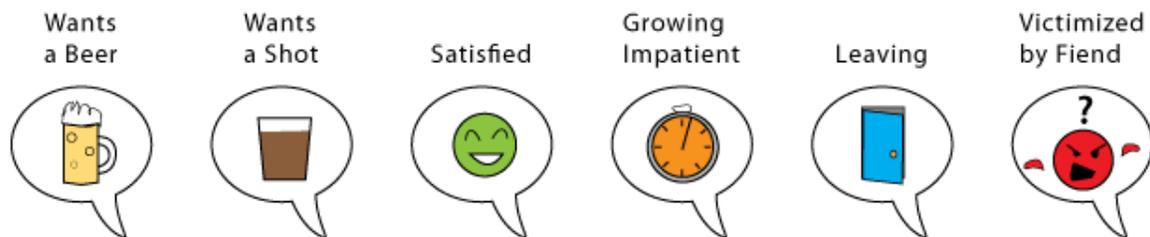
## Elements



Illustrated: tips, spills, patrons, and fiends  
(Figure 21)

- ❖ Tips are represented by a glowing dollar.
- ❖ Spills overlays will be a contrasting color to the available floor surfaces.
- ❖ Patrons will always be brightly dressed in a random combination of available basic avatar pieces (to keep them interesting.)
- ❖ Fiends will always be very dark and drab.

## Patron Indicators



Patron indicator illustrations  
(Figure 22)

- ❖ A patron will flash an icon for either beer or a shot to let the player know what they want.
- ❖ After being served, a patron will briefly flash a smaller Satisfied emote to let the player know that they successfully served them.
- ❖ If the patron's internal timer is running down, they will alternate flashing the Growing Impatient Icon with what their order was (beer or shot)
  - ❖ The Growing Impatient icon moves from orange to red as the patron's timer runs down, with red indicating that time is up.
- ❖ When a patron becomes irritated enough to leave, they will briefly show a smaller Leaving icon.
- ❖ When a fiend has taken a patron's drink, they will become irate and show the Victimized by Fiend icon, alternating with the drink that was stolen, to indicate that they need a new drink. After 20 seconds have passed, if they patron has not been given a replacement drink, they will leave.

## Interacting

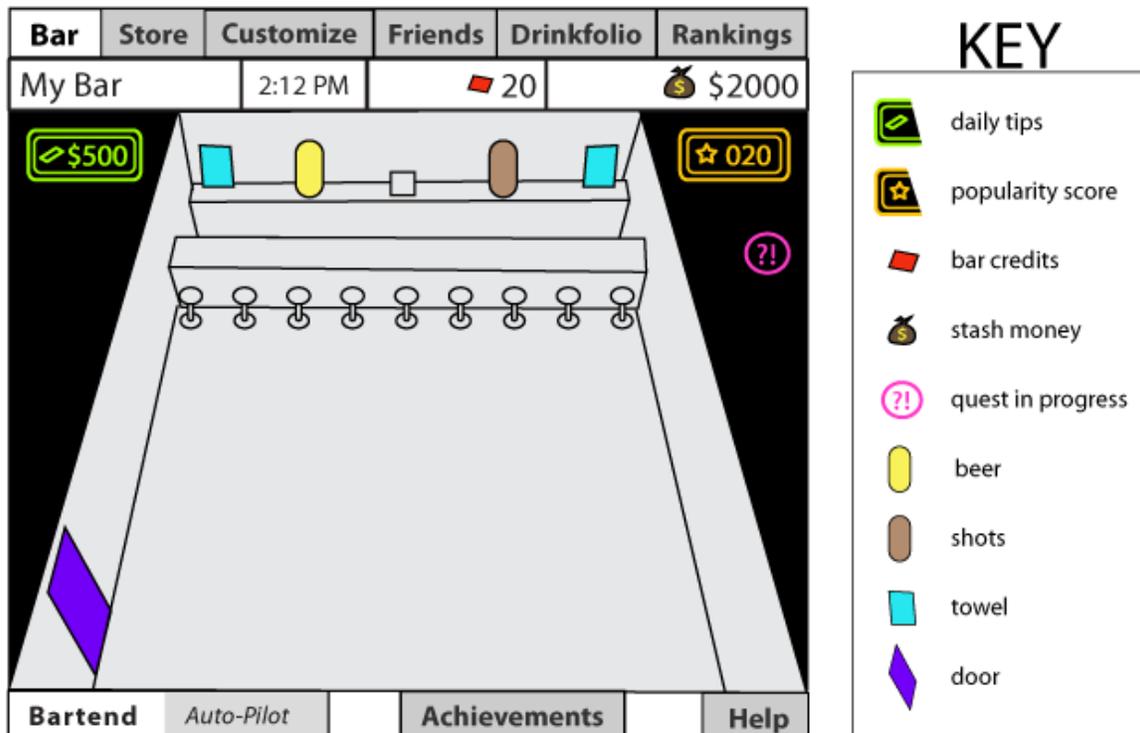
- ❖ To serve a patron a beer or shot, click the appropriate icon, drag the drink to the patron, and drop it on the patron.

- ◆ While a player is dragging a drink, the cursor turns into the drink they are dragging.
- ◆ The player may drop the drink to its originating icon to cancel the action
- ◆ A drink dropped in an inappropriate place (not a patron who wants it) will become a spill.
- ◆ A drink dropped outside of the play area does nothing.
- ◆ To clean a spill, click the towel icon, drag it to the spill, and drop it on the spill.
  - ◆ While the player is dragging the towel icon, the cursor will be represented by a little towel.
  - ◆ The player may cancel this action by releasing the mouse at any time (no repercussions based on drop target.)
- ◆ To remove a fiend from the bar, click the fiend when they are visible, drag them to the door icon, and drop them on the door icon.
- ◆ To pick up a tip, click on it. It is automatically added to your daily tip count.

## Setting and Characters

### *The Game World*

Each player is master and commander of their very own bar space, shown below. Players may also visit the bars of friends. All bars follow the same basic format shown below (Figure 22.)



Bar layout and HUD diagram  
(Figure 23)

Certain items, such as the bar and cash register, are customizable by way of appearance only. This means that the player can purchase a new style of the item, but may not move it around freely. These items are essentially swapped in and out via the Edit Bar mode.

Free space is where the player may arrange furniture freely by dragging it around the space. To avoid gameplay complications, players may not place items directly in front of the door or on top of their bar stools. Examples of possible free space items include tables, chairs, pool table, dart machine, arcade machine, juke box, etc.

The overall narrative of each bar is determined by the player, who may author a personal bar story that details the background of their business. Clicking the “Bar Story” button opens a dialog box that displays the current bar story and allows the user to edit it.

## Characters

### Player Character

The main character is basically the player, represented by a customizable avatar. Players may choose different hair styles, eyes, mouth, nose, torso, lower, footwear, and accessories, as well as identify their preferred color for each item.

There is roughly five of each part available for free, with more premium styles available for purchase through Stash or Credit.

## *NPCS*

### **Patrons**

Patrons approach your bar and desire a type of drink, which is indicated by a pictorial speech bubble attached to them.

- ❖ Serving a patron in a timely manner results in a tip.
- ❖ Unserved patrons will gradually become impatient and leave.
- ❖ Patrons affected by a fiend will leave unless you buy them a new drink.
- ❖ The higher your Popularity Score, the higher the rate of patron appearance and the more likely patrons are to want multiple drinks at once (such as a shot and a beer.)

### **Fiends**

Fiends will never buy drinks. They quietly slink in and, if left unchecked, will begin to take unclaimed tips and/or your patrons' drinks. To remove a fiend, you must catch them and drag them to the door.

## *Missions*

Tutorial mode is actually the default Bar mode with tutorial overlays. The tutorial dialog docks as an icon on the ride side of the screen while the quest is in progress. Players may click the docked icon to review the tutorial dialog at any time, which will dock again when the player clicks "Ok." Players can click the "Skip Tutorial" button on any tutorial dialog in the series, and both the tutorial dialog and the dock will disappear from the UI. Under the help menu, there is a Tutorials section where players can regain access to the tutorials. A green check mark next to a tutorial title indicates that the quest reward has been paid out and repeating the tutorial will not yield any reward (this is noted at the bottom of the page.) Clicking any tutorial listed will instantly pop up its original dialog box. If a player starts a tutorial from the Help area, the player will be asked if they wish to return to their bar to get started.

Initial tutorial missions are automatically offered after the player starts the game and creates an avatar. These missions may be skipped and are accessible in the Help tab at any time. The purpose of these tutorial missions is to teach the player about the game in a fun and rewarding manner.

Tutorial missions are hosted by a female character named Lola. She is intended to be an edgy yet friendly design, blending traditional bar wench attire and sci-fi fare. Her demeanor is helpful and bubbly. An icon of her character appears with her dialog and various visual cues, such as arrows and highlighting, assist her descriptions.

## Tutorial Set 1: Getting started

### Getting Situated

- Description:** Lola greets the player, “Hey! You must be the new owner and manager of this place!” and offers to show them around. In this session, she mentions the tab navigation at the top, bar name, clock (time,) bar credit, stash cash, daily tips, popularity score, quest icon, and help.
- Requirements:** Click through the information.
- Reward:** \$15 stash cash, 1 bar credit

### Drink Slinger

- Description:** Lola explains the basics about bartending and auto-pilot, including patrons and how to serve them. This also includes a brief overview of how the popularity score effects the rate of patrons, how patrons can impact popularity score, and patron icon indicators.
- Requirements:** Followed the directions dictated by Lola: serve a patron beer, serve a patron a shot, don't serve a patron at all (each comes with an explanation of the results.)
- Reward:** \$20 stash cash, 1 bar credit

### Excellence in Service

- Description:** Lola explains the dynamics of keeping patrons happy and earning tips.
- Requirements:** Serve a patron in a timely fashion, collect the tip.
- Reward:** \$10 stash cash

### A Clean Bar is a Happy Bar

- Description:** Lola explains spills and how they effect patrons.
- Requirements:** Create a spill, clean the spill up.
- Reward:** \$10 stash cash, 1 bar credit

### ...and Stay Out!

- Description:** Lola introduces fiends, explains the basics about them, and how to remove them.
- Requirements:** Remove the fiend.
- Reward:** \$10 stash cash

### Dude, where's my beer?!

- Description:** At the start of the quest, a victimized patron appears. Lola mentions that the previous fiend must have taken this guy's drink and walks you through how to retain victimized customers. Replace the patron's drink before they leave the bar in frustration. (Note: if the player fails to resolve the situation, they are simply given another try.)
- Requirements:** Replace the patron's drink before they leave the bar in frustration. (Note: if the player fails to resolve the situation, they are simply given another try.)
- Reward:** \$15 stash cash

### Out to Lunch

- Description:** Lola explains auto-pilot mode in detail.
- Requirements:** Set auto-pilot mode.
- Reward:** \$20 stash cash, 1 bar credit

## Tutorial Set 2: Intro to extra features

### The Name Game

- Description:** Lola explains how to name your bar.
- Requirements:** Name your bar something other than the default (My Bar.)
- Reward:** \$10 stash cash

### Story Time

- Description:** Lola explains how a creative backstory can really entertain customers.
- Requirements:** Add a bar story (save a bar story, 1-150 characters long.)
- Reward:** \$10 stash cash

### Shopaholic

- Description:** Lola explains the basics of the store tab.
- Requirements:** Purchase any item from the store.
- Reward:** \$20 stash cash

### Extreme Bar Makeover

- Description:** Lola explains customizing your bar and managing inventory.
- Requirements:** Use Customize to edit your bar, save your changes.
- Reward:** \$10 stash cash, 1 bar credit

### Diary of Drinks

- Description:** Lola explains the Drinkfolio and what you can do with it.
- Requirements:** Navigate to the Drinkfolio tab and view one of the included default recipes.
- Reward:** \$10 stash cash

### Tell Your Friends!

- Description:** Lola introduces the friend tab and how everything is more fun with your favorite people.
- Requirements:** Invite one or more friends to play Bar Commander.
- Reward:** \$20 stash cash, 1 bar credit

### Bar Alliance

- Description:** Lola details the benefits of visiting a friend's bar, including viewing a friend's achievements, bar story, and Drinkfolio.
- Requirements:** Visit a friend's bar.
- Reward:** \$15 stash cash, 1 bar credit

### Drink Swapping

- Description:** Lola details the sharing features of the Drinkfolio.
- Requirements:** View a friend's Drinkfolio
- Reward:** \$15 stash cash, 1 bar credit

### The High Life

- Description:** Lola introduces the Rankings tab.
- Requirements:** Navigate to the Rankings tab.
- Reward:** \$10 stash cash

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## Appendix

### *Schedule*

The initial iteration of Bar Commander is slated to be produced in 32 weeks, utilizing a team of one designer/artist/project manager, an additional artist, programmer, and QA lead to organize testing (volunteer-based, closed beta.)

	Design	Tech	Art	QA
Week 1	Finish any needed pre-production	Raw Prototyping	Concept art	
Week 2				
Week 3		Create basic classes and elements, mouse control, collision detection	Placeholder art	
Week 4				initial testing
Week 5	Progress check			
Week 6		Basic bartender behavior, handling of customization.	Bartender art assets	Report
Week 7				Testing and Feedback
Week 8		Patron AI, tips	Patron art assets	Report
Week 9	Progress check			Testing and Feedback
Week 10		Item interactions: drinks, spills, towel.	Item art and animation	Report
Week 11				Testing and Feedback
Week 12		Fiend AI	Fiend assets	Report
Week 13			Icons, basic bar assets	Testing and Feedback
Week 14	Obtain basic sound effects or make basic sound effects	Tips, Stash, Bar Credits	Additional bar assets, bartender pieces	Report
Week 15		Popularity Score		Organize beta terms
Week 16				
Week 17			Store Graphics, Item Graphics	Testing and Feedback
Week 18	Progress check	Tab Nav Format		Recruit additional testers
Week 19		Auto-pilot AI		Report
Week 20			Supplimental Animations	Testing and Feedback
Week 21		Store, Items		Report
Week 22	Work with music person to finalize music		Friend page, visiting interactions	Additional bar assets, bartender pieces
Week 23			Report	
Week 24	Progress check			Testing and Feedback
Week 25		Bar and Bartender Customization, bar story	Supplimental, Nav assets	Report
Week 26				Testing and Feedback
Week 27	Coordinate final production organization, crisis management	Drinkfolio	Extra graphics, effects	Testing and Feedback
Week 28		Bug Management		Testing and Feedback
Week 29				
Week 30	Promotional Materials, polish art assets	Polish Final Version	Final Polish of Art Assets	Final Testing Period
Week 31				
Week 32	Public Relations	Launch Game (Go Live)	Any additional art	

### Budget

Bar Commander will utilize open-source and free software solutions as much as possible, such as PythonWin, PyGame, Py2EXE, GIMP, MS Paint, Sketch-up, Audacity, and Open Office. Additionally, it will be a remote production, utilizing a “work from home” approach that cuts the cost of office space, utilities, and supplies. Any audio that cannot be formed by existing team members, such as

music, will be contracted out (at a low cost) to sound designers within the team's network.

<b>Item</b>	<b>Cost</b>
Art/Design/Prod	\$32,000.00
Artist	\$28,000.00
Programmer	\$35,000.00
QA	\$22,000.00
Contracted Audio	\$2,500
Initial Hosting	\$1,600.00
Marketing	\$25,000.00
<b>Total:</b>	<b>\$146,100.00</b>