

Awful Apothecary

Game Design

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Game Demographic:

Awful Apothecary could appeal to people who enjoy-

- Tycoon games
- Fantasy settings
- Idle gameplay

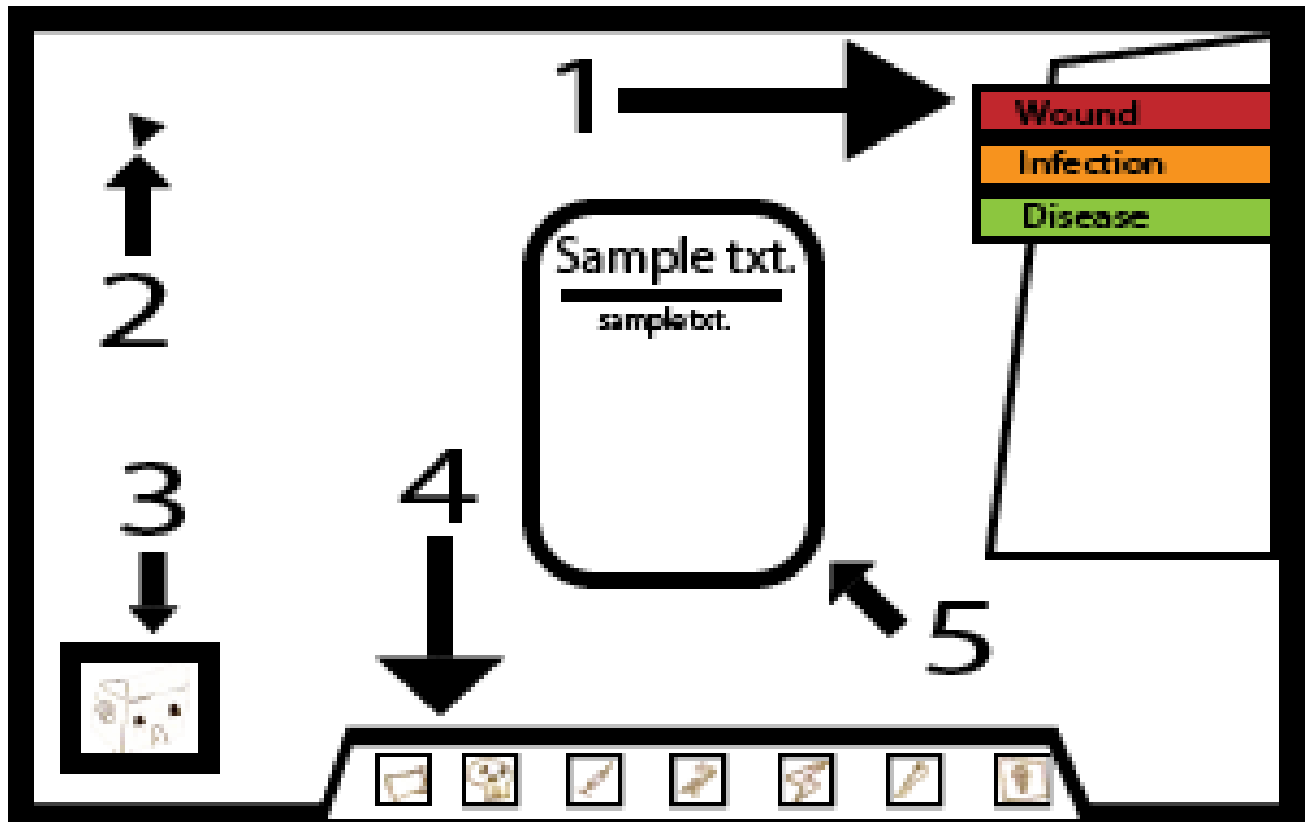
The low skill level of this game helps appeal to a very wide demographic.

Game Concept:

I think that a highly underutilized part of fantasy games is healing, which this game would focus on. The player will create a hospital, tycoon style, and be asked how to treat certain ailments that adventurers come in with. The hospital can specialize in several different forms of healing centered around magic, dark magic, prayer, and practical medicines. Each specialization offers new ways of healing certain ailments, some much better than others. The better you do in healing adventurers the more money you can make, which you can use to buy upgrades.



(character designs)

User Interface:

1. Patient list. This is where the player will select a patient.
2. Cursor
3. The building menu. Click on it to access the build and upgrade shops.
4. Treatments list. Treatments for patients can be selected from this bar.
5. Event popup. Whenever an event occurs this popup will appear, sometimes accompanied by a choice the player can make.

Game Mechanics:

Awful Apothecary is a point and click game. Moment to moment gameplay revolves around selecting treatments for patients. After accumulating enough money from treating patients the player can choose to purchase either hospital expansions, which will offer more methods of treatment, or upgrades for existing treatments. Occasionally random events will occur which will influence how the player decides to play.

Unique Selling Points:

Awful Apothecary is similar to a few modern contemporaries in the gaming market such as Frostpunk, Roller Coaster Tycoon and Twopoint Hospital.



(Frostpunk)

Unlike these games Awful Apothecary would offer a solid mix of random events and in depth management, offering a much higher level of replayability and player involvement. The more in depth management allows for higher customization and connection with the gameplay. Random events will ensure that players will have a reason to continue to play

even after complete failure or achieving the in-game goals.

Witch Hunt
Random Event

Upon the discovery of a dark spellbook
in one of the peasant's homes
the local constabulary has declared
a witch hunt.

*Several patients are arriving
with severe burns.*

The sheriff has requested an inspection
of your magical instruments to
ensure no witchcraft is in play.

Should you allow him?

Yes No

(random event)

