FENG SHUI FEVER

Elevator Pitch:

Feng Shui Fever is a casual tycoon game designed for mobile platforms. In Feng Shui Fever, the player is an interior designer.

Hyper-casual mobile gaming with the tycoon genre a great combination as they are addictive and can be played in short bursts, additionally they are easy to monetize.

Mechanics & Objectives:

- The player must earn money by completing jobs given by clients.
- Money is spent on designing the clients house and purchasing new catalogues these will unlock new items.
- Players will be set a budget and if the player goes over budget they will not be reimbursed above the budget.
- The player makes money by following the client's specifications as closely as possible, the client rewards the player with a bonus. the specification will always be vague enough for the player to embrace their creative side.
- Levels are earned by natural progression; higher levels unlock new catalogues and newer clients with greater difficulty.

Unique Features:

- Mix of genres which aren't on the Google Play Store.
- Short burst gameplay that also allows player creativity.
- Over 250 different pieces of furniture and decoration across multiple categories.

Controls & UI Elements:

The gameplay is mostly done by navigating menus which will largely require the player to touch buttons on the screen.

UI elements will be buttons for the players to select when navigating the game menus, purchasing and selecting furniture. Non interactive UI would display the player's money and level along with a reminder to what the current job is.

When the player is designing the house furniture will be selected in a menu then the player will tap on the screen where they would like to place the item. Items already placed can be selected by a long tap, dragging the selected item with their fingers will move the item to a different place, letting go will drop the item again.

The zoom level of the house can be changed via pinch gestures.