

LOST & FOUND

Game Design Proposal

Summary

- Lost & Found is a lost-and-found construction and management simulation game, in which the player, as a lost property officer, accepts found items and returns lost items to owners.
- The player agree or refuse to return an item by checking it and verifying the owner identity. Also, the player accepts, and rejects found items by evaluating them and their finders.
- The player knows the stories happened around the item during gameplay. They may secretly sell, occupy, or give items to who offer high prices for more profits.



Inspirations & Narratives

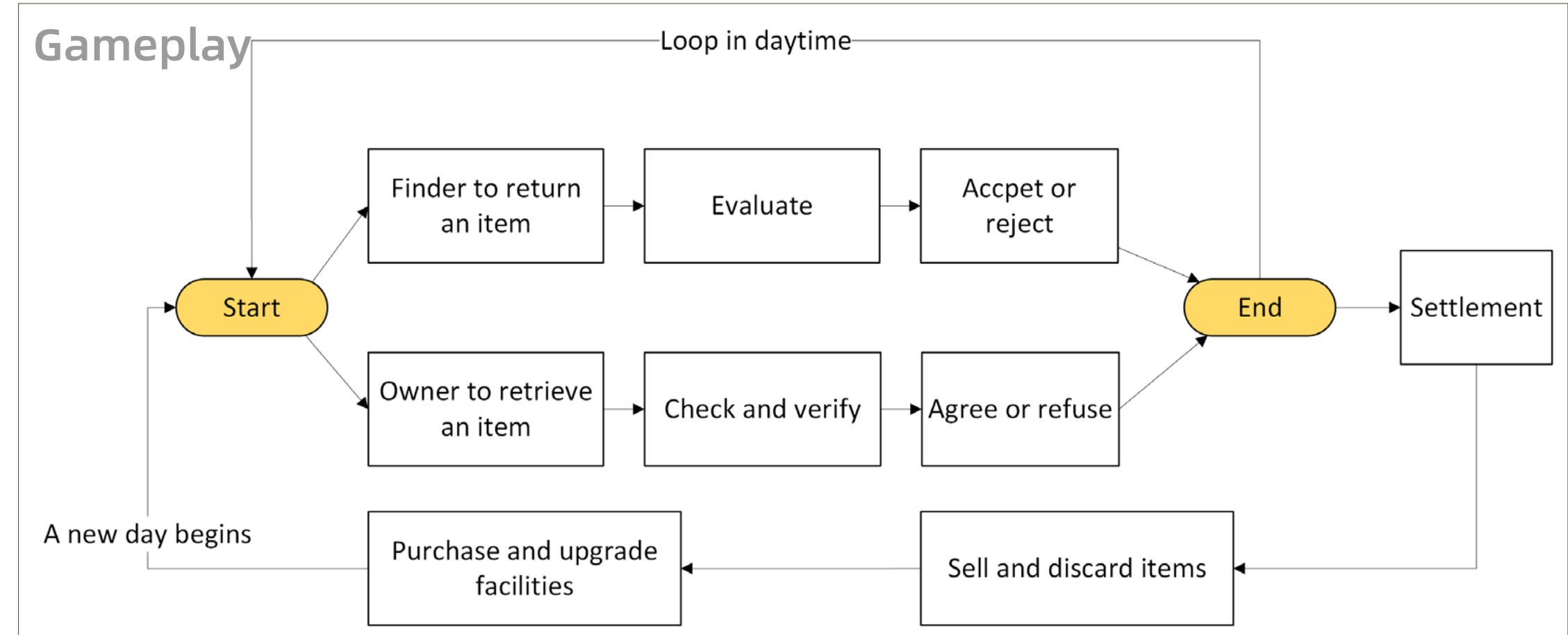
World

A lost-and-found office is located at the new community center in a medium-sized. There are used black chairs, imitation leather sofa, a small reading area composed of only one a half high shelf at the corner. The lost-and-found office is in the first-floor door side behind the small counter (tentative), back to pick up some ash wood cabinet for the product. The front desk is a plastic counter with an old CRT monitor purchased many years ago. There were two ubiquitous green plants, yellow marble floors, white walls that would fade when rubbed against them, energy-saving lamp tubes emitting pale light in the day, clear glass doors, and seemingly solid glass walls that let in sunlight. The community center was spacious, with many empty rooms that were not decorated.

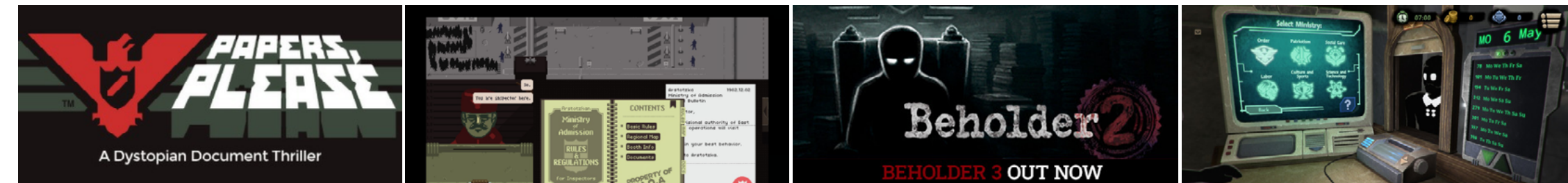
At the beginning of a game (not upgraded), there were few guests a day. As time goes by, there are more guests. There are always people who go to the lost-and-found office to retrieve or get rid of items. There are all kinds of people, all ages, all professions, all classes. Most of it is just ordinary people looking for their lost property or selling it, some falsely claim it as their own or entrusting staff to steal important props. Some guests are neither a finder nor an owner. For instance, plainclothes officers entrust the lost-and-found office with finding certain persons, and businesspersons trade with the office.

Story

You were a young person looking for a job but repeatedly hitting a wall. Only the community center accepted you. Since you are working here as an officer, your goal is to finish the job every day. You may be punished by wrongly returning or rejecting items, or making illegal profits with some unjustifiable means. You may upgrade the community center to attract more guests, sell the lost property or cooperate with the bad guys for more profits.



References



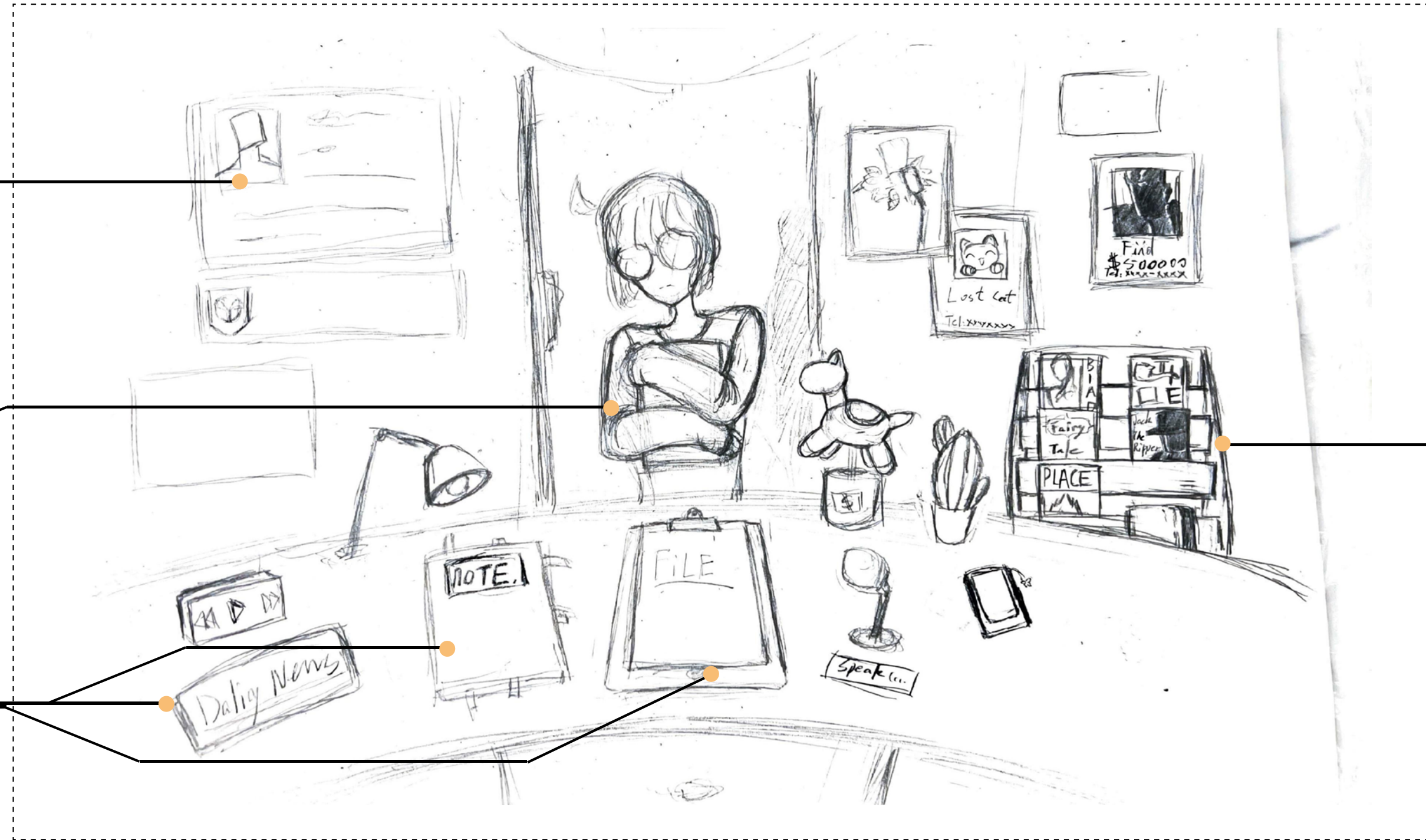
One-Pager Design (Mockup)

Finder/owner's ID User Interface

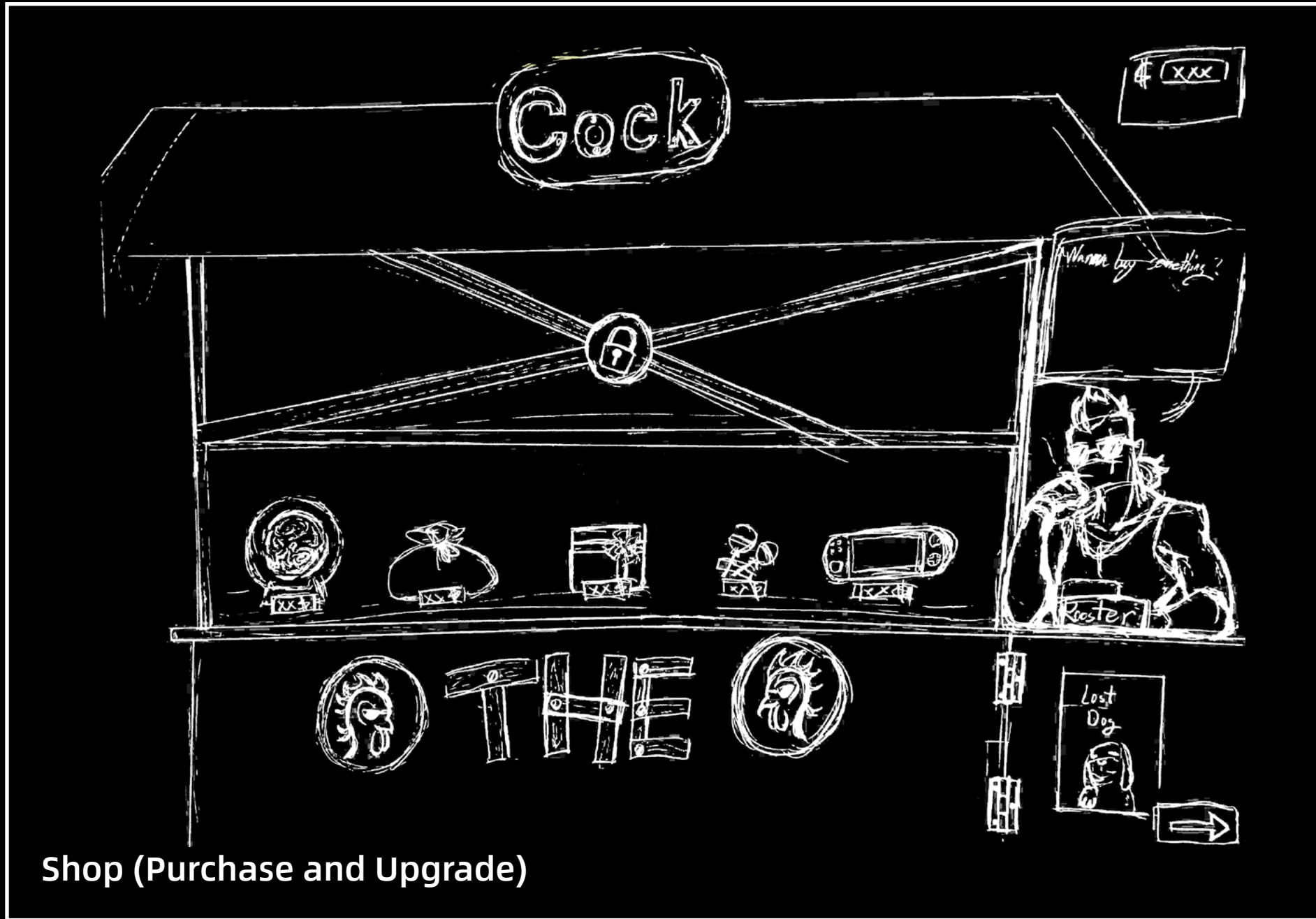
Finder or owner

Tool panel
(news, notes, menu)

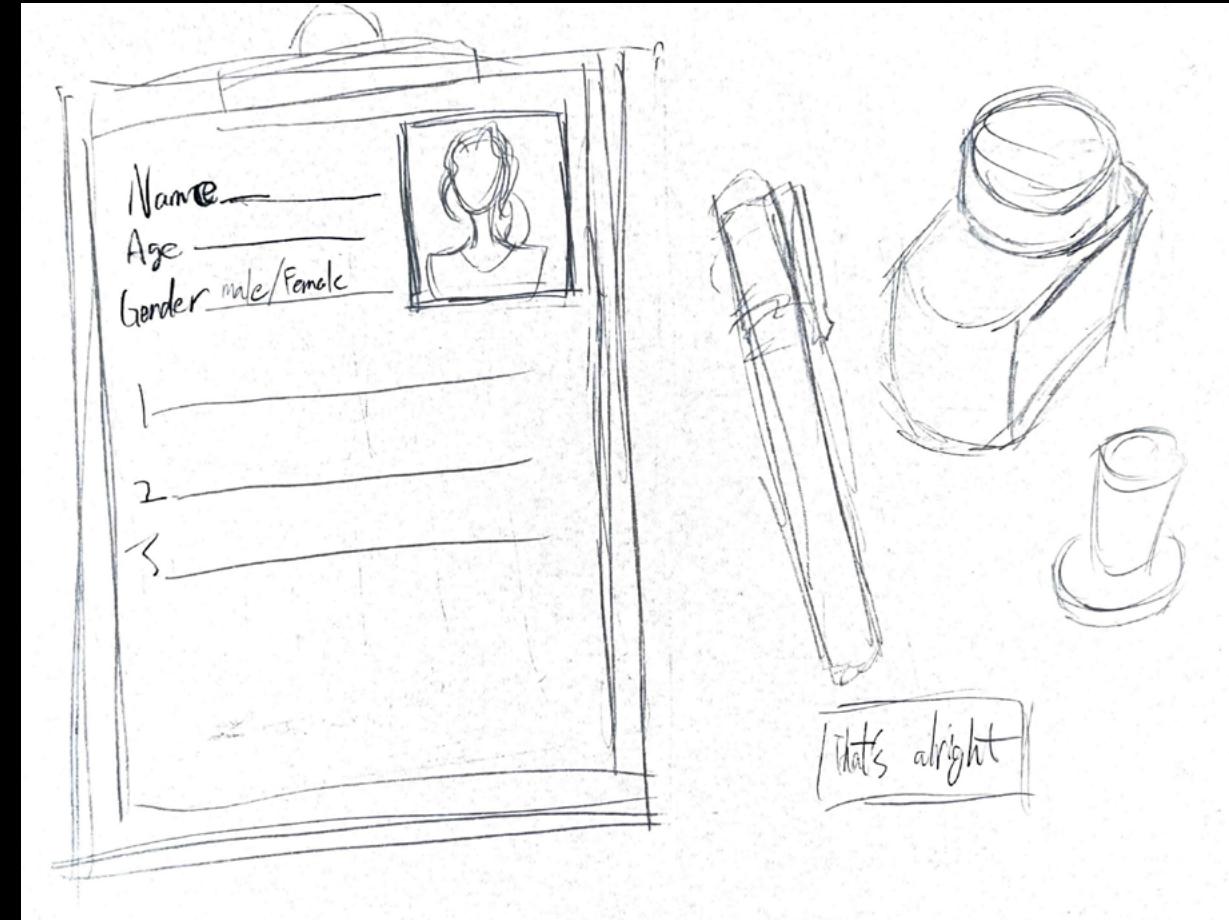
Some lost items



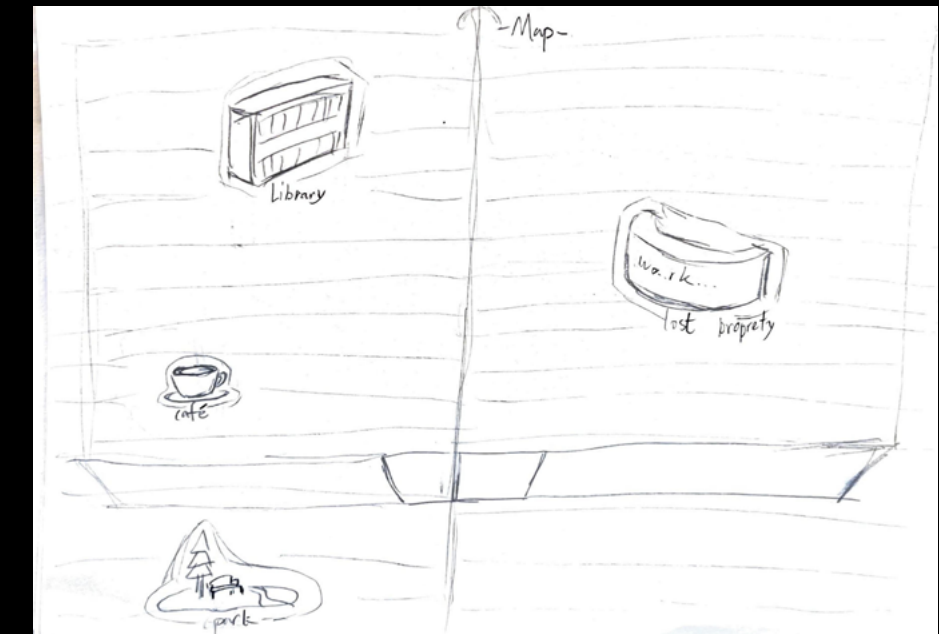
LOST & FOUND



Mockups



Lost property office inventory





PLAYER



(清洋)



流浪汉:



(时)

(我觉得不太行)
(但求 歌?)



寻物者之一
线索作者

Character Design

LOST & FOUND



情报高心)



主心



高人(佐林)



PLAYER