

SHIKA

GAME DESIGN DOCUMENT

I KNOW WHAT YOU WANT TO DRINK

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MỤC LỤC

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1. GAME OVERVIEW

1.1 Title and high-level concept

Title: I KNOW WHAT YOU WANT TO DRINK

Genre: Storytelling, Dark Cozy, Survival

Platform: PC / Mobile

The player takes the role of an alien creature disguised as a bar owner, stranded on Earth after their spaceship runs out of energy. To survive and refuel the ship, you must harvest negative emotions from the customers who visit your bar. However, the paradox is that you can only take their pain if you help them confront and process it through the correct drink and the right conversation. Because the protagonist cannot truly understand human emotions, they must constantly consult a dictionary to determine what questions to ask and what drinks to mix appropriately.

1.2 Core vision pillars

Emotional first

Everything in the game - dialogue, music, color, visuals, and pacing - must serve the goal of emotionally impacting the player. No gameplay mechanic should ever be more important than the customer's story.

Gentle tension

The game must create survival pressure (hunger, bad endings, limited days), but it should never become overly hardcore. Each ending should leave the player with something to reflect on. Each customer interaction lasts 4–6 minutes, and each day lasts 8–12 minutes.

The protagonist does not help customers out of kindness or empathy. In fact, they do not truly understand human emotions. Their only motivation is hunger and the desire to return home.

But from the “god's perspective” of the player, every drink choice and every dialogue decision becomes an emotional experience in which the player decides whether to save or abandon each customer's fate.

1.3 Benchmark titles

Coffee Talk

Learn from:

- Coffee shop setting
- Gameplay centered around drink mixing and conversation
- Slow pacing and story-focused experience

Difference:

- Survival pressure exists
- The mask system becomes the core gameplay mechanic
- Customers cannot order drinks themselves

Do Not Feed the Monkeys

Learn from: Multiple endings that affect the player's next day progression

Difference: Choices are based on interpreting character emotions

1.5 Target audience

Players who enjoy short, unique games with twists are willing to spend 40–60 minutes experiencing an emotional story with an unusual concept.

These players prefer story-driven experiences rather than hardcore gameplay mechanics.

Reason for targeting this audience:

- The game is short
- Easy to understand and accessible
- Strong thematic focus on masks (both literal and metaphorical).

1.6 Unique selling points

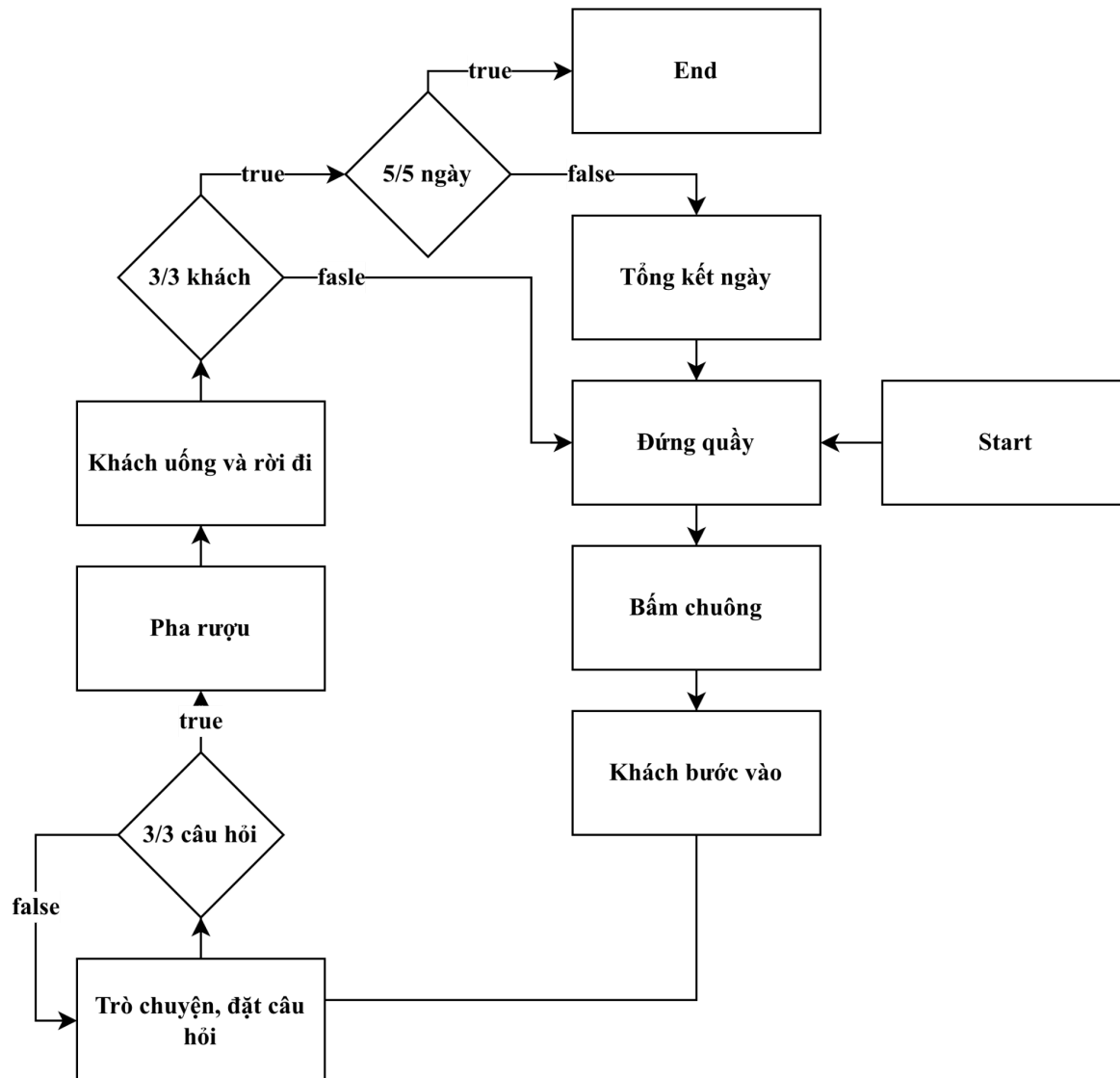
The game stands out for its emotion-reading mechanic, which uses masks as the core gameplay system.

The twist: The player is an alien bartender who survives by consuming human negative emotions. The game transforms storytelling into an emotional survival experience, where every decision directly affects both the protagonist's survival and the customers' fate.

Combined with a dark, cozy atmosphere, layered storytelling, and multiple personal endings, plus overall endings.

2. CORE GAMEPLAY MECHANICS

2.1 Core loop



Every incorrect question or incorrect drink pushes the player closer to that character's bad ending.

- Total correct 5/5 → Character True Ending
- Total correct >4/5 → Good Ending
- Total correct <3/5 → Bad Ending

Each day has 3 customers.

At the end of the day, the system checks whether the player fails to reach 4 points for 2 consecutive days; if so, the protagonist starves due to a lack of negative emotions to consume (an overall bad ending).

After 5 days:

- Emotion score >22 → Overall Good Ending (enough fuel to return home)

- Emotion score <20 → Overall Bad Ending (not enough fuel)
- Emotion score >50 → Overall True Ending
- If the score =31 → Special secret ending

The entire game revolves around the following loop:

Open shop → Talk → Ask → Brew drink → End day → New day → Read newspaper.

2.2 Player objectives

The player's goal is to survive for 5 days by serving customers through conversation, deducing their real emotions behind their masks, and brewing suitable drinks to calm their negative emotions. Each day, the player must achieve enough correct mixes to avoid starving; if they fail to reach 4 points for two consecutive days, they will starve. At the same time, they should aim to achieve Good or True endings for each customer by minimizing mistakes. In the long term, the player must accumulate enough emotional energy from customers to refuel the spaceship and return home before day five.

In short: The player must observe, compare, and analyze emotional cues, ask the right questions, brew the correct drinks, and optimize their score each day to survive and eventually escape Earth.

2.3 Player actions

State machine

STATE	DESCRIPTION
Main	The shop is empty with a bell
Dialogue	Talking with the customer
Brewing	Go behind the counter to mix drinks
View Information	Open the book, newspaper, or score statistics
Pause	Open the pause menu

PC Version

ACTION NAME	DEFAULT KEY	UI ELEMENT	AVAILABLE STATES	INPUT TYPE
Ring bell	Space/Click	Bell	Main	Keydown/Click
Advance dialogue	Space/Click	Textbox	Dialogue	Keydown/Click
Select question	Click	Textbox	Dialogue	Click
Select Bottles	Click	Bottles	Brewing	Click
Shake Mixture	Click	Shaker	Brewing	Click
Reset	Click	Trash Bin	Brewing	Click
Serve	Click	Bell	Brewing	Click
Open book	Click/B	Book	View Information	Keydown/Click
Open inventory	Click/E	Energy Container	View Information	Keydown/Click
Pause	Click/G	Pause Icon	Pause	Keydown/Click

3. NARRATIVE AND WORLD CONTEXT

3.1 Narrative elevator pitch

You are an alien creature stranded on Earth, running a mysterious bar that only appears to people carrying negative emotions. To survive, you must talk with them, read the true emotions hidden behind their masks, and brew the correct drinks to “consume” their sadness, fear, and loneliness as fuel. Each customer carries their own life story. Every wrong drink you serve may push them toward a worse ending, and each passing day brings you one

step closer to returning home... or being discovered by humans and captured for experimentation.

3.2 World-building elements

The setting takes place in random dark alleys across the city. Whenever someone falls into despair, contemplates suicide, or is about to do something dangerous due to overwhelming negative emotions, this mysterious bar will automatically appear nearby as if it has been “summoned”. The bar draws them in with warm lights, a comforting scent, and a strangely safe atmosphere. Inside is a cozy space filled with soft jazz music, gentle lighting, and a shop owner who guides conversations in a calm and thoughtful way, asking the right questions at the right time. Each drink served is not only delicious but also “emotionally attuned”, reflecting and directly influencing the customer’s feelings. Through these drinks, conversations unfold, memories surface, and choices emerge that may either redeem them or push them deeper into darkness.

3.3 Tone and mood

The game carries a quiet, warm tone with an underlying sense of gloom. Outside the bar lies a cold and hopeless world heavy with negative emotions, while the inside of the bar contrasts it completely with soft yellow lighting, slow jazz music, and a gentle storytelling rhythm. The overall atmosphere is both healing and subtly tense, because every conversation may lead to redemption or collapse. The game evokes feelings of loneliness, reflection, and empathy, encouraging players to slow down, listen carefully, and consider each question and decision in order to truly feel the emotional weight of every character and the consequences of their own actions.

4. SYSTEMS DESIGN

4.1 Question system

Customers have branching dialogue trees. Choosing the correct question based on the customer's initial emotion leads to the True Ending. If the player chooses incorrectly, the

customer's emotional state shifts and the player loses points. There are 3/3 dialogue points available.

4.2 Emotion System

NO	EMOTION	MASK COLOR	BACKGROUND	MUSIC	MASK STYLE
1	Sadness	Blue	Blue	Low / Calm	Fear
2	Anger	Red	Orange	Fast	Regret
3	Fear	Purple	Blue	Broken rhythm	Envy
4	Regret	Black	Gray	Low / Calm	Helplessness
5	Envy	Orange	Orange	Fast	Anger
6	Helplessness	White	Gray	Broken rhythm	Sadness

4.3 Brew system

NO	EMOTION	MAIN DRINK	SECONDARY DRINK
1	Sadness	Vodka	Orange
2	Anger	Gin	Tonic
3	Fear	Rum	Orange
4	Regret	Brandy	Soda
5	Envy	Whiskey	Ginger ale
6	Helplessness	Tequila	Pomegranate

Note: When a customer carries two emotions, the main drink corresponds to the emotion with the strongest signals, while the secondary drink corresponds to the weaker emotional data.

4.4 Customer system

STT	NAME	SEX/AGE	STORY	LIÊN KẾT	MAIN EMOTION	SECONDARY EMOTION
1	Shipwrecked Fisherman	Male/57	A sudden storm sank the boat, and the only asset that had supported him for many years. Now he is left with only his aging hands and memories of the sea.	Works for the “Bankrupt Seafood Company Chairman”	Helplessness	Sadness
2	Heartbroken Painter	Female/20	A dreamer who lived for art gave her entire heart to love. But the person she loved repeatedly hurt her, leaving her no choice but to walk away despite still loving him, leaving unfinished paintings and a broken heart.	Ex-lover of the Designer	Sadness	Fear
3	Writer Who Lost Creativity	Male/31	After his mother passed away, the once sharp pen of the writer fell silent. Endless blank pages remain, and	Mother accidentally shot by “Retired Police Officer”	Helplessness	Sadness

			inspiration died with the mother he loved.			
4	Faded Singer	Female/38	Once stood on a brightly lit stage, but as time passed, the audience changed while she did not. Her voice and style remain the same, but the world no longer has a place for them.		Envy	Sad
5	Businessman Who Lost His Son	Male/50	A widowed father who spent years burying himself in work to raise his child. Over time, the distance between them grew, yet he believed the only way to teach his son was to make him stronger. His harshness and unspoken emotions turned into arguments until one day the boy ran away, leaving behind a father still filled with anger and an unacknowledged	Wife died due to a medical accident by "Doctor After a Medical Accident".	Sadness	Angry

			sadness.			
6	Retired Soldier	Male/27	Returned from war with a medal on his chest, but the bloody memories follow him every night. His comrades fell while he was the only one who returned.		Fear	Regret
7	Self-destructive Designer	Male/20	After a painful breakup caused by impulsiveness and selfishness, he slowly fell into regret, alcohol, and sleepless nights playing games instead of the future he once clearly had.	Ex-lover of the Heartbroken Painter	Regret	Sadness
8	Betrayed Husband	Male/30	After many years working far from home to support his family, he returned, hoping for a reunion. Instead, he was met with betrayal from the wife he once trusted completely.		Angry	Envy
9	Doctor After a	Male/40	A small mistake during surgery took	Responsible for the	Regret	Fear

	Medical Accident		a patient's life. Since then, every time he looks at his hands, he no longer knows whether they belong to a doctor or a killer.	death of the "Businessman Who Lost His Son" is his wife.		
10	Lawyer Disillusioned with Justice	Male/28	He once believed justice always stood with the truth. But when facing power and hidden connections, he realized the law is sometimes just a game played by the powerful.	Lawyer representing the "Businessman Who Lost His Son" against the hospital	Angry	Helplessness
11	Drunken Clown	Male/40	All his life, he made others laugh. But when the circus closed, and the audience turned away, that smile became the final mask hiding his loneliness.		Sadness	Helplessness
12	Retired Police Officer	Male/32	During a pursuit many years ago, he pulled the trigger before thinking. The person who fell was not a criminal but an	Accidentally shot the Writer's mother	Regret	Fear

			innocent. That regret has followed him ever since.			
13	TikToker in a Scandal	Female/25	Once followed by millions, she became the center of a scandal overnight. Accusations spread faster than the truth and washed away everything she had built.		Fear	Helplessness
14	Bankrupt Seafood Company Chairman	Male/45	After a storm sank multiple ships, the company suffered losses it could not recover from.	Seafood distribution and ship rental company connected to the “Shipwrecked Fisherman” and part of the “Businessman Who Lost His Son” is a corporate chain	Sadness	Helplessness
15	The rapper sold out	Male/30	Once the voice of the underground, he stepped into the		Angry	Envy

			mainstream spotlight. The price he paid was the scorn of those who once called him brother.			
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4.5 Event system

NO	NAME	DIFFICULTY	EVENT
1	Power Outage	Medium	The bar suddenly loses power. You can no longer clearly see the customer, only glimpses of their mask color and the background music. Players must rely on dialogue keywords to infer emotions and mix the correct drink.
2	Inspector	Hard	A government inspector disguises themselves as a customer and asks trap questions. If you answer 2 or 3 questions incorrectly, you will be arrested immediately and receive a Bad Ending.
3	Beggar	Easy	A beggar visits the bar and asks strange questions. If you talk to him patiently, he will give you a random reward.
4	Hallucination	Hard	When the protagonist becomes extremely hungry and exhausted, hallucinations occur. Customers behave strangely: dialogue becomes meaningless and emotions chaotic. The player must stay calm and still choose the correct emotion to serve them.

4.6 Ending system

Customer endings

- True End: Total 5/5 points (3/3 correct questions and 2/2 correct drinks)
- Good End: Total > 2 points

- Bad End: Total < 3 points

Special rule: If the player achieves True End for two connected characters, an additional ending involving both characters will unlock.

Player endings

After 2 days

- Score < 4 → Bad End: Starvation.

After 5 days

- Score > 22 → Good End: Enough fuel to return home.
- Score = 31 → Special End: Easter egg.
- Score > 50 → True End: Enough fuel to return home, and the protagonist may return one day out of curiosity about humans.
- Score < 20 → Bad End: Captured by a UFO investigation organization for experimentation.

4.7 Dialogue system

Each character contains three interwoven emotional branches.

Dialogue tree:

https://drive.google.com/file/d/1F_8ZoWGDfJap9gfD3XGKFEo2VWIg0UyG/view?usp=sharing

5. VISUAL & AUDIO

5.1 Visual

Figma:

<https://www.figma.com/design/8F96Dt8WEpuwRrjTsG1D7q/IKWYWTD?node-id=0-1&t=AWDnxv3JC3hMdM5m-1>

The game uses a dark, cozy, 2D-animated visual style. The background colors shift between warm and cold tones depending on the customer's dominant emotion. The bar itself always maintains warm yellow lighting to create a sense of safety that contrasts with the gloomy outside world. Each customer wears a mask with a unique symbolic design that reflects their psychological state. The scene and the mask gradually change depending on the Player's dialogue choices. During brewing sequences and when achieving Good or True endings, the mask will crack and break, releasing a soft, spreading.

5.2 Audio

The bar's background music uses slow, gentle jazz. Each emotion modifies the pitch and depth of the music. Dialogue sound effects consist of soft beeping tones accompanied by subtle sighs. When a Bad Ending occurs, the music pauses briefly. When a Good or True Ending is achieved, the music expands into a brighter and clearer melody. Overall, the audiovisual design must always serve one purpose: to make the player feel as if they are touching the genuine emotions of the customers, not simply reading text and selecting answers.

6. LEVEL DESIGN

6.1 Level design goals

The game's level design focuses on controlling both the player's learning pace and emotional pacing over the course of five days. Each day increases not only mechanical difficulty but also the complexity of reading emotions, handling misleading information, and dealing with survival pressure.

Main level design goals:

- Gradually help players become familiar with the emotion-reading system through masks, background colors, and music.
- Gradually increase difficulty by moving from one emotion to two emotions, then introducing disruptive events.

- Create alternating pacing between normal customer interactions and special situations to avoid repetition.
- Maintain a sense of “gentle tension”: pressure exists but does not overwhelm players in the early stages.
- Bring players to the final day with the feeling that they understand the rules of the game, while still being challenged strongly enough to create an emotional payoff.

6.2 Day structure

Each day consists of three customer interactions.

Standard daily structure:

- Start of Day: Display the current emotional score and the current day. If there are consequences from the previous day, they are shown through the newspaper.
- Customers: Talk with and serve drinks to three customers.
- End of Day: Summarize the score and update the spaceship’s fuel.

6.3 Difficulty surge

Day 1: Each customer carries only one emotion to help the player learn the system.

Day 2: Customers randomly carry one or two emotions.

Day 3: Customers carry one or two emotions, and 10–20% chance of events appearing (Easy).

Day 4: All customers carry two emotions, and events appear 100% of the time (Easy, Medium).

Day 5: All customers carry two emotions, and events appear 100% of the time (Medium, Hard).

6.4 Daily content distribution

Day 1 - Introduction

Purpose:

- Introduce the core gameplay loop
- Teach players how to read one main emotion
- Help players get familiar with question selection and drink brewing

Design:

- All 3 customers have only one emotion
- No events
- Emotional signals are clear with minimal noise
- Selected customers have easy-to-read dialogue and strong emotional cues

Role: This day functions as a hidden tutorial, allowing players to understand the rules without explicit instructions.

Day 2 - Mixed signals

Purpose:

- Introduce the mixed emotion mechanic
- Teach players how to read one main emotion and one secondary emotion

Design:

- Mix customers with one emotion and two emotions
- Provide hints for upcoming events
- Some signals begin to show light contradictions between the mask, background, and dialogue

Role: Force players to stop relying on one-to-one reactions and start developing analytical thinking by combining multiple sources of information.

Day 3 - Controlled disruption

Purpose:

- Introduce events as a disruption mechanic
- Test whether players truly understand the system or are only memorizing patterns

Design:

- Customers carry one to two emotions
- 10–20% chance of events appearing (Easy)

Role: This is the transition day from learning the rules to applying them flexibly.

Day 4 - System stress test

Purpose:

- Increase real pressure
- Force players to make accurate decisions when emotional data becomes harder to read

Design:

- All customers carry two emotions
- 100% event appearance (Easy, Medium)

Role: Test the player's complete emotion-reading ability.

Day 5 - Final synthesis

Purpose:

- Create the gameplay and emotional climax
- Combine all learned skills: reading cues, reasoning, filtering noise, and optimizing score

Design:

- All customers carry two emotions
- 100% event appearance (Medium, Hard)

Role: This is the final conclusion of the entire experience. Players should feel that this day is the final exam of everything they have learned.

7. MONETIZATION

One-time purchase on Steam (\$5)

8. TECHNICAL REQUIREMENTS

PC version minimum:

- OS: Windows 7 SP1+
- Processor: 2.4 GHz or faster processor
- Memory: 2 GB RAM
- Graphics: 512 MB display memory
- DirectX: Version 9.0c
- Storage: 600 MB available space
- Sound Card: Stereo