

**Daruka**  
**Games 4 Girls 2008**  
**Cornell Univeristy**

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**Who Can Resist Baby Dragons?**  
**How Our Game Appeals to Girls**

Girl – friendly features of our game:

- Colorful, fantastical art style with endearing characters
- Opportunity to look after and nurture small creatures
- Puzzle solving that requires planning ahead and exploring
- Fun platform gameplay, girls can relate to well-known games like Super Mario
- A forgiving level of difficulty to suit all kinds of players
- Simple, casual game that is easy to pick up but can become challenging

*Daruka* is about the oldest dragon in a nest of seven, who is given the responsibility of feeding her hungry younger siblings while her parents are away. The game caters to the appeal of taking care of smaller creatures, similar to artificial life games like Nintendogs and Tamagotchi. In order to accomplish this, we created a score system that encourages the player to collect the types of food that the current brother or sister being fed prefers, so that the player will keep the sibling's best interests in mind.

Unlike an artificial life game, however, *Daruka* incorporates puzzle-solving elements into its gameplay by making the player explore each level and even avoid certain foods in order to get the best combo. For example, a player would avoid meat foods if they are collecting for the dragon that likes vegetables. This encourages the players to think about the best way of going through a level instead of just charging through it and picking up whatever they find. This was inspired by Yoshi Story, whose food-based game mechanics we found to be a unique twist on the regular platform genre. In Yoshi Story, depending on which character was being used, players would pick and choose with colors of foods and enemies to swallow, and that choice would reflect on the character's happiness level.

Our game allows even first-time players to progress by making the winning conditions very straightforward - getting to the end of the level after collecting a certain amount of food. In addition, *Daruka*'s controls are simple and intuitive, needing only the ability to fly and move to beat each stage. The player is never severely punished for her decisions.

We also believe that *Daruka* visually appeals to girls. Although they are dragons, *Daruka*, after whom the game is named, and her siblings are each designed to be cute, harmless, and innocent. The settings for each level are also fantasy-based and imaginative, like storybook worlds, and create a lighthearted atmosphere. Our game strives to give players a fun and entertaining gaming experience, without the stress and violence found in other games in its category, while still offering more skilled players the chance to excel by ranking scores. We believe that because it is difficult to fail and easy to play, it will encourage girls to keep playing, while the characters and the desire to keep *Daruka*'s

siblings happy will spark their interest.

Have fun with our game!

Yours truly,

The Cornell Team