Institut National Universitaire Champollion

GOD'S HAZING

Game Design Document

Global Game Jam

Albi 2020

In collaboration with the studios

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I. Overview

A. Descriptive Sheet

Title :
Genre: Management

Support : PC
Target audience: +12

Titre :
Genre : Gestion

Support : PC
Public cible : +12

B. Speech

This is a 2D management game. The player, must repair, keep in state a planet. He starts with an unviable planet and must make it livable. The more the player balances the planet, the more complicated the management becomes. He will thus have to manage the natural variations of the planet.

C. Project Scope

- Development time: 48 hours

- Team Size : 5 people
    - Claire Rodrigues
        - Graphics
    - Joshua Sarre
        - Graphics
    - Adrien Treilhou
        - Programming
    - Quentin-Jérôme Omel
        - Programming
    - Alexandre Vives
        - Game Design

D. Using the device

The game is only played by using the mouse, click. He has to select options to advance in the game.

II. Introduction

A. Main intention of the game

This game must answer the theme of Reparation. It must be easy to use and quick to implement.

B. Game concept

You are a god and you must make a planet viable. The more you make the planet viable, the more indicators will have to be managed and each one will have an impact on the others. To manage these indicators you can create events, which will have an impact on one or more indicators. Be careful also because some events are triggered automatically. If one of the indicators becomes unviable the game is lost.

II. Functional design part

A. Universe

It's a completely fictional universe. The planet we're looking at probably doesn't exist. Moreover the theory of trainee in the gods is only a theory, nothing allows us at the moment to affirm the veracity of this hypothesis.

B. Story

You are a intern god and the time has come for you to prove yourself, so you have a planet to run. To that end, we present you with the Test Planet, and reset it before you. You must then make it viable for as long as possible.

C. Narration

Game on:

"Hello... Today's the big day, today you'll finally get to prove yourself. You see this planet? That's the planet Terr... Sorry, planet Test, I got the wrong card. You'll have to maintain this planet as part of your confirmation test. So we're going to reset it to zero... Right, now you have to fix the planet. To do this you can initiate natural events. Start by using volcanic eruptions ... Perfect continue to stabilize the planet and it will do the rest. Good luck."

Event God:

"Sorry to bother you now, but I wanted to congratulate you personally. For as long as I've been doing this, I have never seen such talent. I'll leave you now, I'm going to bed."

D. Characters

- You

You're the intern god, you're the one being evaluated on your ability to run a planet.

- Evaluating god

He introduces the context and explains the basics of possible interactions.

- God

He comes to congratulate you and leaves.

II. Technical design part

Graphic Dimension: 2D
Support Hardware: Mouse PC

Language: C#
Software: Unity

A. Gameplay

This game is a management game, the player must activate events to keep status indicators in their comfort zone. Each event has an effect on one or more indicators. In addition, events are triggered randomly. The game is an endless one, the player only loses if he makes mistakes.

A. Gameplay Mechanics

The Indicators

Basic indicator:

- Temperature

The temperature indicator is the first indicator of play. If it is too low the planet is frozen, if it is too high the planet is burnt.
Influence: + Precipitation

- Atmosphere

The atmosphere indicator appears when the temperature has stabilized. If it is too low the planet becomes rocky, if it is too high the planet becomes toxic.
Influence: + Temperature

- Precipitation

The precipitation indicator appears when the atmosphere has stabilized. If it is too low, the greenery disappears. Storms are permanent.
Influence: + Plant

Living indicator:

- Flora

The flora indicator appears when the precipitation indicator has stabilized. There is no upper limit.
Influence: + animals

- Fauna

The fauna indicator appears when the flora indicator exceeds the danger threshold. There is no upper limit.
Influence :

- + population
- - plant

- Population

The population indicator appears when the Fauna indicator is above the danger threshold. There is no upper limit.
Influence : According to its % :

- - Wildlife
- - Flore