

Project Name

The Valley

Platform & Engine

This game is built for PC and was created in Unity.

Genre

First-Person Survival Exploration/Sandbox

Theme/Setting

You have crash landed in a valley surrounded on all sides by steep cliffs with no visible way out. Now you must find a way to survive while you desperately gather resources to repair the only thing left from the crash, your radio.

Overview

In this game the player must explore the valley and gather resources in order to stay alive long enough to repair the damaged radio. The valley is full of forests and lakes waiting to be explored. There are various types of plants which can be harvested and eaten raw, or cooked over a fire in order to restore more hunger. Resources such as rocks and wooden planks are also abundant and can be used to craft tools for yourself such as an axe and a pickaxe, which are then used for gathering resources which cannot be acquired by hand. As soon as all the resources required to repair the radio are acquired, the character will be able to call for help and will be rescued, thus completing the game.

This game aims to be a relatively short experience rather than an infinite sandbox survival. There is an achievable end goal and the player is able to complete the game

from start to finish in one sitting. The size of the world map is relatively small so the player is able to fully explore it in 5-10 minutes.

Art Direction

This game has a low-poly art style for the models with simple solid colors. There is lighting coming primarily from the sunlight, with some added fog and light rays to give it a more interesting look considering the simplicity of the models and textures. I will be primarily using free assets from the Unity Asset Store for my models and textures so that the game can look as polished as possible without the need to take the time making these assets myself.

Gameplay Mechanics

Camera & Controls

This game is first-person and uses the standard WASD keys for movement. The mouse is used to control the camera and look at objects to interact with them. The E and F keys are used to interact with objects, such as picking up a stick. Tab opens up the player's inventory and items can be selected using Left Click (pressing either Tab or Escape will close the inventory). The Escape key is used to pause the game and select options or quit.

Inventory

The player has an inventory which they can open and look at at any time while playing. The player's inventory begins empty when the game begins and there are 9 slots to hold 9 unique items. All the resources the player has picked up like sticks or food will appear here. Some items can be used while the inventory is open, such as selecting and eating food which has been collected.

In the bottom left corner of the screen is a separate hotbar with 2 slots which displays the player's tools. If the player crafts a tool such as an axe, it will be placed in the hotbar in order for the player to use it.

Food & Hunger

In this game the player has a hunger bar which they need to keep from going empty. If the hunger bar completely empties then the player will begin to take damage, eventually dying from starvation. The player only takes damage when the hunger bar is completely empty. The hunger bar works on a scale of 0 to 100, with 100 being completely full and 0 being starving. The player starts the game with full hunger.

There are multiple types of food in the game for the player to find and collect. Each different type of food will restore the player's hunger bar a different amount, which is displayed in the inventory screen. There is also a cooking system which the player can utilize. To cook food the player must interact with the firepit to bring up the crafting/cooking screen. Here, all the types of cooked food which are able to be created are listed and the player simply clicks on the one they want and then the "Cook" button. Cooking food happens instantly and replaces the raw food with the cooked version. Eating food raw will restore small amounts of hunger, however if the food is cooked first it will restore more. Both raw and cooked food does not go bad while in the player's inventory, so they can stock up as much food as they want without a time constraint.

Water

The player also has a water bar which they need to keep track of. Like with food, the water bar needs to be filled or else the player will begin to take damage and eventually die of dehydration. However, water cannot be carried in the player's inventory and instead must be found from a fresh water source like a river or lake. The player can drink from a water source by looking at the water and holding E to interact with it.

Temperature

There is also a temperature bar which the player needs to pay attention to. This bar shows how warm or cold the player is, and if they become too cold they will start to take damage. This bar is also on a scale of 0 to 100, and if the player's temperature drops below 30 they will begin to take damage. The temperature bar starts at 75 at the beginning of the day, which is the normal day-time temperature.

During the day it is warm and the player can freely explore without needing to pay attention to their temperature, however at night the temperature drops and the player will begin to get cold fairly quickly. To combat this, the player needs to start a fire at the firepit and stand near it, which will raise their temperature back to safe levels. Additionally, if the player walks into deep water they will also begin to get cold, however they will warm up again as soon as they get out of the water.

Health

The player's health bar simply shows how close to death they are at any given time. If the health bar completely empties then they will die and it will be game over. Health is gradually restored over time when the player's resource needs are all met. The player can take damage from starvation, dehydration, and freezing temperatures. If the player dies then they will need to start the game over from the beginning.

Crafting

In this game the player is able to craft various tools and items to help them survive. The player can craft items while at their firepit, which acts like a base of operations. While at the firepit the player can open up the crafting interface and see all the various things able to be crafted. The player needs to collect all the necessary resources to craft something. When the player has all the resources to craft an item they simply click on the item they want to craft and press the "Craft" button. Crafting an item is instant and will take the used materials out of the inventory and give the player the new crafted item in return.

There are only a small handful of craftable items in this game, and all item recipes are available to the player to see from the start. This means the player knows exactly what resources they need for each craftable item and can go out to collect those resources.

Day-Night Cycle

This game has a real-time day night cycle which will be constantly moving unless the game is paused. When it becomes night the player has the option to sleep through the night at their firepit, which will skip the entire night and the player will wake up at

sunrise. If the player sleeps through the night they do not need to worry about their temperature, as the fire will keep them warm.

Inspiration

While coming up with the idea for my game, I was heavily inspired by the game *Among Trees*. It is a survival exploration game very similar to my own concept, however it focuses more on building and expanding your cabin and just general exploration of the map. I wanted to create a similar game but with a much more focused end goal and some additional environmental storytelling. *Among Trees* as of now does not have an end goal, and instead can just be played and explored indefinitely. I wanted my game instead to have an end goal which is achievable so that the player can actually beat the game rather than it being infinite.