

**GDD**

# A Seasonal Adventure



## “Origami Island”

Last update: 04/2024

# Summary

<b>General Information.....</b>	<b>2</b>
<b>História e Gameplay.....</b>	<b>3</b>
<b>Core Game Loop.....</b>	<b>5</b>
<b>Movimentação e ações.....</b>	<b>6</b>
<b>World Interaction.....</b>	<b>7</b>
<b>Quests Progression.....</b>	<b>8</b>
<b>Map Progression.....</b>	<b>9</b>
<b>Themed Buildings.....</b>	<b>11</b>
<b>NPC' s.....</b>	<b>15</b>
<b>Image Attributions.....</b>	<b>16</b>

## General Information

This prototype was created for TinDin's educational metaverse. Its goal is to teach financial education in a rural setting, helping to increase student interest in our metaverse.

The story takes place in the TinDin Educational Metaverse, but in a different area from the main map. It is a short adventure with a clear beginning and end, available for a limited time. The mechanics are easy to use and the content is made for children from 6 to 16 years old.

To keep things simple, we use mechanics that already exist in the metaverse, like quizzes, interactive objects, sentence completion, and environment exploration. With this, we aim to bring more financial topics into our metaverse.

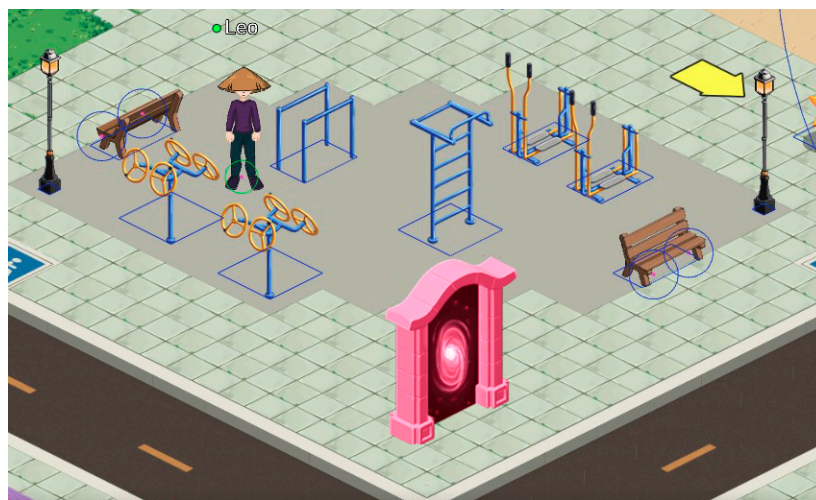
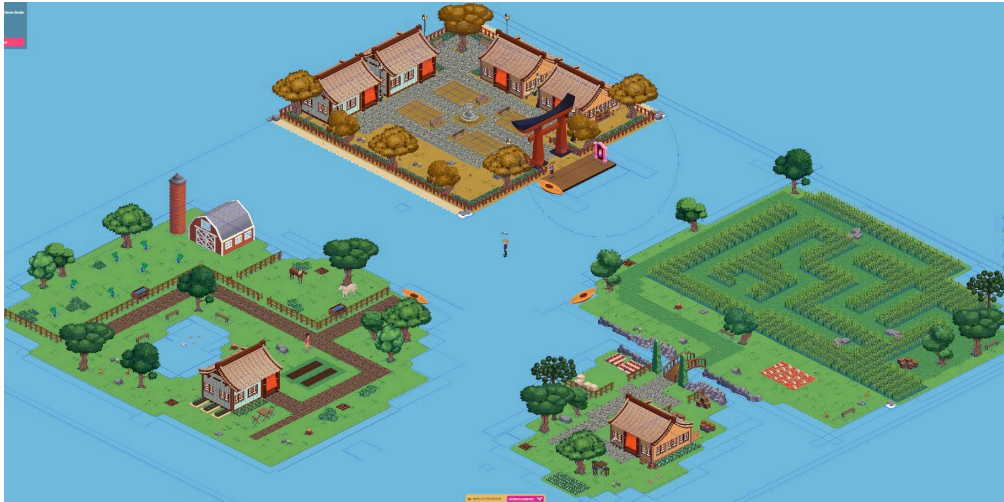
Even though it's focused on kids and teens, the experience is made to be fun for anyone who enjoys exploring, so it is rated for all ages.

The mechanics are based on using games to teach financial content, working with methods like learning by doing, understanding, repeating, and full immersion. This helps develop:

- Financial knowledge
- Profit and cost calculations
- Sense of community
- Awareness of environmental impact
- Curiosity to explore

Our goal is to offer a simple and fun way to learn, using real-life situations from the rural world and the daily life of small farmers. This shows how financial knowledge can help in many parts of the economy.

## Story and Gameplay



*Mapa completo  
Entrada (Praça - Distrito Residencial)*

*Portal de*

**Link to full script: [Origami\\_Detalhes, Storytelling e Roteiro](#)**

The Origami Islands, made up of three main islands, were once rich and well known for their rural economy. But in recent years, climate changes have made it hard for the region to keep up with its usual activities. Production is no longer enough to meet the needs, and the city is now facing a lack of resources.

The main island of the archipelago, where the city is located, is clearly suffering. The grass is no longer green, the plants have lost their color, and the parks look abandoned. Mayor Yummy, tired of seeing her city in this state, decides to ask for help from a student from the big city of Tindin.

Besides the main island, there is the animal farm island, managed by Ji-na, and the rice plantation island, where Shyun lives. This last island also has a small resting area.

The student arrives and offers to help the locals bring their work back to life, answering questions from the producers and giving support in their daily tasks.

As the player completes the mission blocks, the main city is slowly restored. The changes give visual feedback to the player, showing their progress in the story. At first, the main island has dry plants, empty gardens, and no stores open. Even the symbol of the city, the big cherry tree, looks lifeless.

There will be 4 blocks of weekly missions, each with 5 quests. Each block restores specific parts of the city.

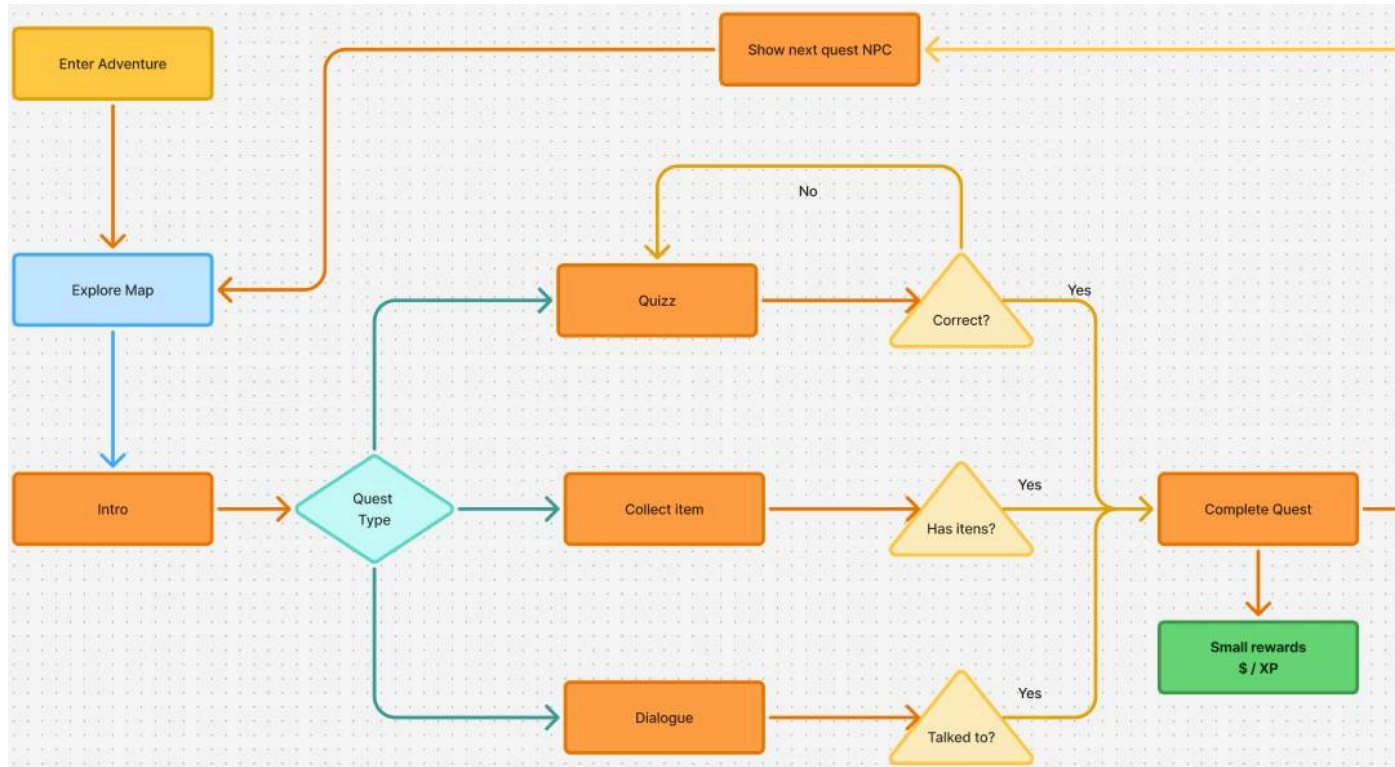
The producers' questions will be shown as quiz activities, focused on resource and time management, using the rural theme of the Origami Islands.

The activities on each island involve interaction with the environment and objects like tools, plants, and NPCs.

The player is free to move between the islands using a boatman, who will always be waiting near the shore.

Besides the 5 main story missions, after finishing each mission block, the player unlocks an extra, optional mission. If completed, it gives bonus XP and money. These extra missions are hidden in the game, almost like a secret.

# Core Game Loop



## Actions and Movements

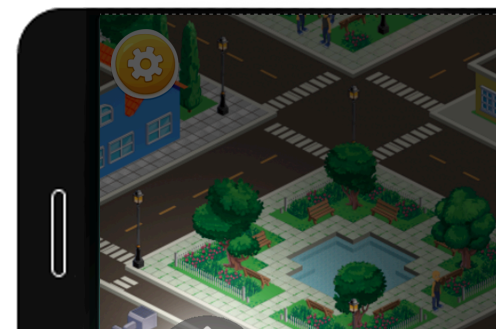
**Movement in the game world is done in 8 directions:**

- Mobile:
  - Virtual joystick
- PC:
  - Keyboard: Arrow keys (customizable)
  - Mouse: Click on the desired position or hold in the desired direction

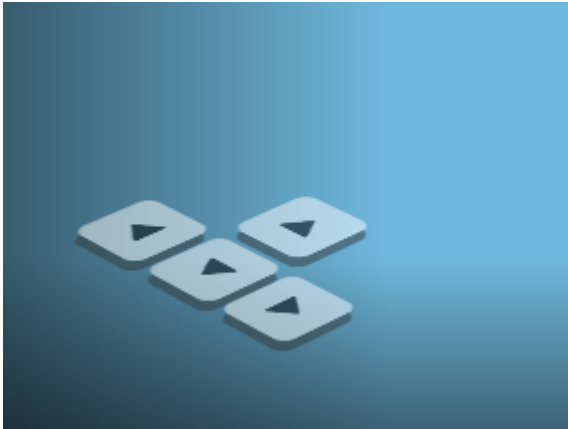
**Interaction with the map:**

- Collision with objects and NPCs on the map

**Quizzes, minigames, and general menus:**



- Mouse click
- Touchscreen





# World Interaction

Some NPCs are scattered around the map. When the player talks to them, they may receive a challenge if that NPC has one, or a random dialogue about the region.

There are also objects placed throughout the world that are part of the missions and must be collected. Some scenery objects are interactive but only visually, like animal gates.

Players can interact with animals to hear the sounds they make.

Certain rocks can be destroyed to clear paths or open space, but this requires the "Hoe" tool.

Some trees can be planted in specific spots, but this requires the "Shovel" tool.



*Npcs*  
*Collectable Items*



*Interactive Spots*  
*Interactive Objects*



## Quests Progression

Each mission block should focus on a main topic. Within each block, which contains 5 main challenges, there should be internal progression, either in difficulty or in the introduction of new subjects. Topics covered in earlier blocks can appear again in later ones, as long as the overall progression and theme are respected.

The topics to be covered (subject to educational adjustments) are:

- **Block 1:**
  - Planning, Saving, Dependence on natural resources
    - Reward: Money and XP
- **Block 2:**
  - Investing in your business, reinvesting money
    - Reward: Mini bonsai.
- **Block 3:**
  - Tools needed for work, environmental impact
    - Reward: Miniature artesian well.
- **Block 4:**
  - Financial independence
    - Premiação: Wearable custom Japanese hat.

## Map Progression

The main city starts with vegetation in yellowish tones, as if it were dry and lifeless.

When a complete main mission block is finished, part of the city is restored. This restoration happens in 3 stages.

After completing a block of missions, a dialogue appears explaining the positive effects the player has made. The camera zooms out to focus on the city, and the necessary assets are updated.

- **Block 1:** Initially, the vegetation is completely dry, and the fountain has no water and is dirty.
- **Block 2:** Restores the gardens of the main city.



- **Block 3:** Restores the trees of the main city, revealing them to be cherry trees (Sakuras).



- **Block 4:** Restores the great cherry tree at the viewpoint, one of the city's symbols.

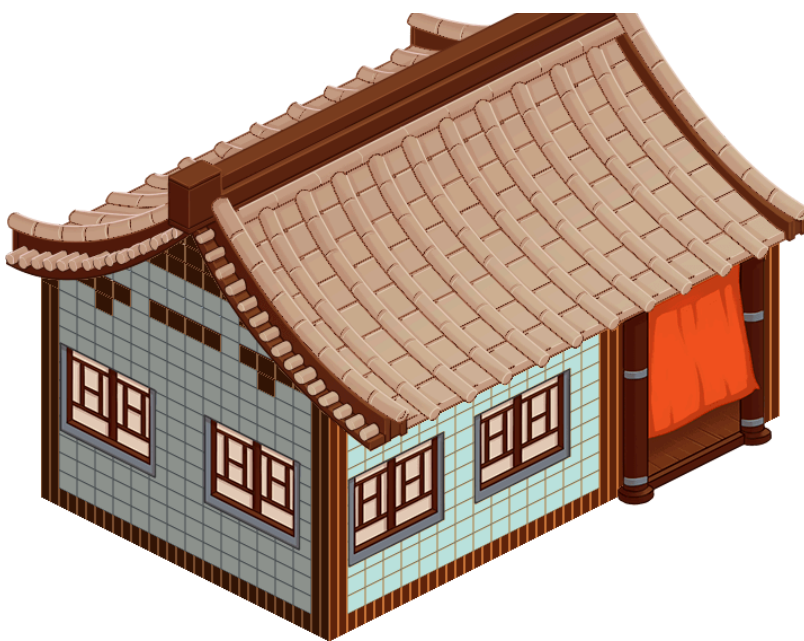


## Themed Buildings

The buildings are themed in Japanese architecture and are purely visual, meaning they have no interaction and cannot be entered.

The main city will have only a few symbolic houses, and the resting island will feature a house with a resting area.

The farm and rice plantation will be created using tilemaps to build the basic vegetation, such as grass and rivers, and ambient assets to complement them. Some animals, plants, and specific trees will be present to align with the storytelling.

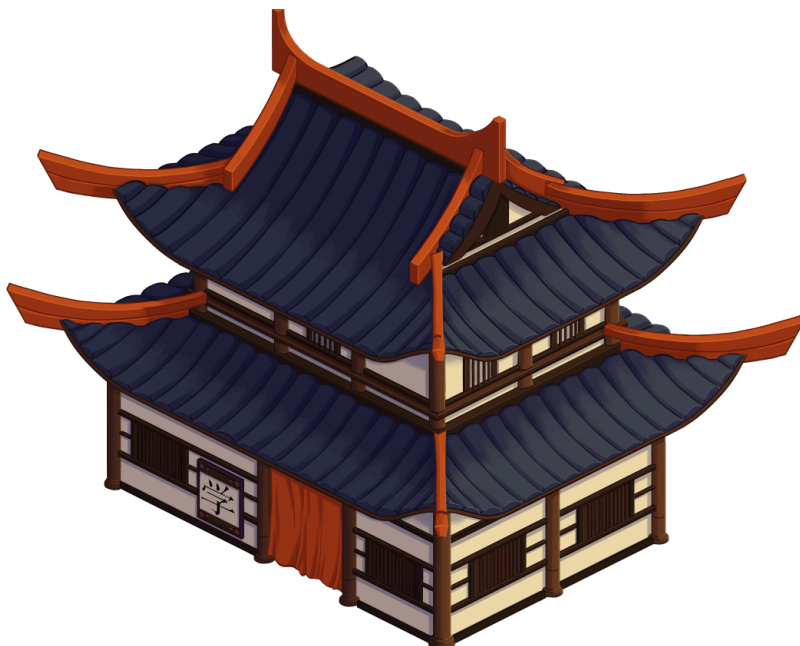


Casa Oriental 1

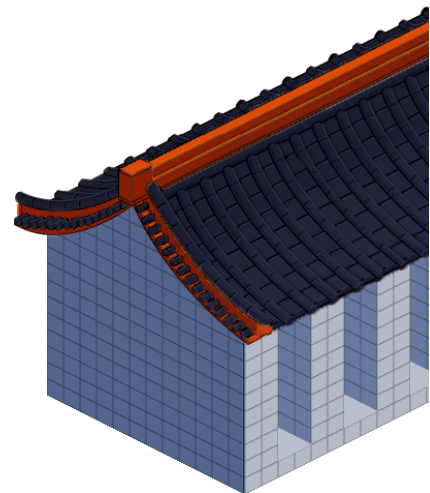


Casa





Prédio Oriental



Muro front



Portal Oriental



Cerca



## NPC' s

### Prefeita Yummy:

- Leads the Origami Islands
- Polite and understanding. Constantly worried about the community.



### Shyun

- Owner of the Animal Farm
- Twin sister of Ji-na
- Always seems excited. Loves taking care of animals.



### Ji-na

- Owner of the Rice Plantation
- Twin sister of Shyun
- Sometimes appears to be irritated, but that's just her way. Always concerned about the bills.

### Leoncio

- Farmer who works on both farms
- Simple and polite.



### Barqueiro

- Always in a good mood, a long-time resident of the region.



## Image Attributions

Assets and images within the files of the TinDin practical test.

Assets and images from personal works.