Trash Out!

A Game Design Document for the Game Studio VR Project

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Introduction

Game Pitch

You're a racoon trying to build a hideout. Luckily, humans keep throwing garbage into the lake. Fish up the garbage and use it to make your new hideout.

Genre

The genres for this game project are **Simulation** and **Fishing.**

Concept

Gameplay Objective

To fish up enough garbage to build a new hideout for yourself.

Core Mechanics

The player does not move and interacts with the world using only his hands. The player will begin fishing using a fishing magnet attached to a rope to reel in objects. The heavier the object the more you have to tug on it. As weight is difficult to showcase within a virtual realm, secondary mechanics like a tension bar will be utilised to add a layer of difficulty and weight to the game.

The primary mechanic of the game is to cast out a magnet into water. The player will continuously throw a magnet out and pull it in to obtain items.

The secondary mechanics of the game will be the tension meter in order to display the weight of the item being pulled in and to add a layer of challenge to the gameplay.

Another secondary mechanic will be the point system involved with obtaining each of the different items. Each item will have its own value which will add to the player's overall score, incentivizing them to magnet fish more consistently to obtain a higher score at the end of the game cycle.

Core Game Loop

For each day you have to fish up a set amount of garbage so that you can "build a hideout before nightfall" (story-wise, you are solely fishing for items not building a shelter). If you fail then the racoon mafia comes to ice you.

The loop will look similar to the following list:

- Begin the day with a motivational quote a-la "Getting over it with Bennet Foddy"
- (*MAIN MECHANIC*) Start fishing (using the VR motion controllers).
  - Pickup the rope attached to the magnet
  - Cast the magnet out to the water
  - Attach to an item underwater
  - Pull up the item
- Collect garbage with different gold values.
- Day ends, score displays, money goes up.
- Collected trash is used to build/ decorate trash hideouts. (*Mostly, just having your assortment of items placed in a pile not that much needed mechanically*)

Aesthetics and Story

Mood Board
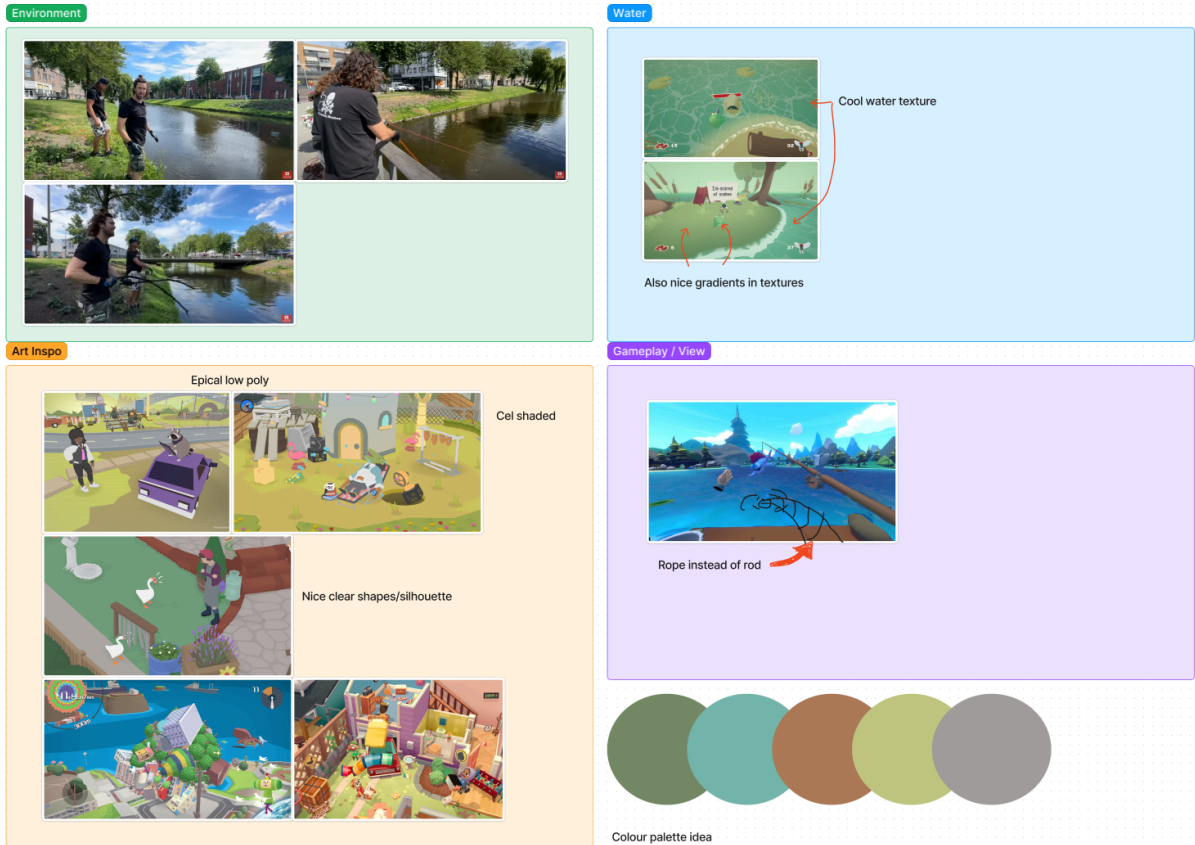
Visual Style

Simple; unlit low-poly and basic textures with little to no detail. It should allow artists to spend less time on singular assets, and more time polishing the overall game. Colour palette can be pastel and natural. Lots of greens, blues and browns.

Keeping a nice calm and peaceful atmosphere is the goal, as fishing is typically a peaceful hobby where users spend time appreciating nature while waiting to catch something.

Story

Baboon the Racoon got in trouble with the racoon mafia. Do you even want to know how? You don't. Baboon must build a hideout because if they're caught out at night, they're iced; permanent winter.

Audio

Using a cartoony audio style, with ambient sounds like water splashing, birds chirping, cars vrooming, wind in the trees, "voices". When fishing we will have rope friction, rope tension, metal scraping, magnet clanging against trash, victory fanfare, and trash being dropped for when you're building the hideout.

Sound Effects

Sound effects will help to further enhance gameplay. Sounds like water splashing when the magnet hits the water and when the item attached leaves the water, the rope rubbing against the ground when tension is tight, items clanging against each other, etc.

Music

Calm and refreshing ambient music is the goal. Nothing that will distract the player from the gameplay and blends right into the background with the art style

Game Experience

UI

As the game is being built within Virtual Reality, the UI will mainly consist of the player's hands within the VR. Indicators, i.e. tension bar, will be present as well to showcase the player is currently pulling in an object or has latched onto an object. Likely located on the player's hand as well as a bar attachment.

A pop up display will be used at the end of each day cycle to display the tallied points the player has accrued.

Controls

VR L/R controllers + VR headset

Game Design Macro

GS2_MagnetFishing_GDMacroDoc.xlsx