

Basic Premise:

You change seasons and affect the environment. As the seasons change you can take different actions.

Target Audience:

People who enjoy relaxing games. 10+

Setting:

Small forest with a river, some trees and a hill. Lego replica (without hill) below.



Win Condition:

Make a treehouse. (might be changed later)

Key mechanics:

- Item that changes the season
 - Seasons change in order

- One per season
- Located around the map
- Different actions for each season
 - Fall
 - Move leaves
 - Cut down trees
 - Winter
 - Move across ice
 - Spring
 - Plant seeds
 - Summer
 - Water plants
- As seasons change so does landscape
- Puzzles for across seasons
 - Make a Treehouse
 - Spring: Plant a seed
 - Summer: Water plant
 - Fall: Harvest it for wood
 - Winter: Nothing important
 - Spring: Plant a seed
 - Summer: Water plant
 - Fall: Build treehouse

Gameplay Loop:

Do something in one season, then change the season and see its lasting effects on the world.

Minimum Viable Product:

Can change seasons. Can interact with a small number of parts of the world. Complete end goal with a couple of season shifts.

Path To Upgrade:

- Add mandatory things before the story ends
- Gain the ability to do more things in the world
- Add side quests

Made With:

- Coding
 - Unity
 - VS Code
- Art
 - Blender

Prototyping and Early Planning:

(Still needs to be uploaded)

Weekly goals:

Plan for 11/19 - 11/26:

Quinn

- Get a character (sphere/rectangle) to move around a flat plane
- Maybe recruit someone to be a project manager (organized, probably coding experience)

Dove

- Relearn blender
 - Basic modeling
 - Hotkeys
 - Texture mapping

Aldous

- Make some assets
- Import things into unity
- Learn more about importing art assets into unity

Plan for 12/2 - 12/9

Quinn

- Continue learning Unity
- Put in interactable objects

Dove

- Continue relearning blender

Aldous

- Mess around with ability to put different assets into unity

Plan for 1/14-1/21

Quinn and Spencer

- Move everything to design doc

Aldous

- Digitize some early prototypes and planning

Plan for 1/21 - 1/28

Everyone put in a little bit of work and try to get design doc submitted