

Tab 1

GOBBY'S FARM

Unity Version 2022.3.7 HDRP

- Subject to change
- Changes Made

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Introduction

1.1 Vision

Gobby's Farm is a game designed to award exploration in a serene, nighttime environment while also getting enough points in a time limit. Players will be subjected to turrets, traps, and mystical eye's chasing you while you gather resources in a time limit.

1.2 Target Audience

- Single Player - Player vs Game
 - 15 - 35 year olds who enjoy stylized art and timed trials
- Player Types:
 - Collector - Player will collect 5 types of vegetables, 4 mystical fruits, 5 deadly plants, and 3 hidden items.
 - Resource Manager - Player will be balancing how much food they can use to disable certain traps and having enough to feed their family.
 - Achiever- Player will progress with gathering more food and avoiding more traps till the family survives winter, finding all the hidden items will give you a better ending.
 - Explorer - Player will explore an open area while searching for food, finding small hidden spots for hiding or hard to find items to give extra points.
- Similar Games: Tiny Glade, Lethal Company, Cult of the Lamb
 - Gobby's Farm allows players to run through a night time stylized environment where the difficulty will be progressively raised while avoiding more traps and meeting a quota within the time limit.

Specification

2.1 Concept

Gobby's Farm is a semi-open map with procedurally generated spawning of vegetables placed in designated areas. Players will collect items, sabotage or avoid traps, run from enemies, and return home before the time runs out. Each end trip will count total points then allow the area to open more along with new, higher point count plants.

2.2 Story

Tasked with making sure there was enough food for the winter, Gobby spent most of his days collecting from the forest and nearby villages for his family. Though he believed he had collected enough, in the night some Goblins from a different colony dug

in and stole food from them, cutting into their rations. This was made known as they reached the last month of winter, where Gobby's wife, Dusa, came back with nothing but withered leaves and half eaten mushrooms. Seeing his 9 children and wife and thinking of the consequences if nothing was done, Gobby became determined to find food to survive the winter for his family. Giving his family hugs and goodbye's, he began to wander his tunnels, sniffing into each chamber until he came to one area. From above, it smelt warm, full of life compared to the cold and nothingness he was smelling previously. Excited, Gobby began digging eagerly as he scaled through the dirt to the surface.

As the night sky greeted him, he looked around to see no snow in sight. Instead he was met with grass, bushes, and an abundance of smells hitting his nose. It must be a gift from the great Goblin Gods! Gobby pushed his way out of the hole and going through the bushes, saw a lovely helping of vegetables for him to farm. Taking them, he thanked the Goblin God for the blessing of a farm to appear for him. Hurrying home, he came back with food to his children.

But as the night ended and day crept in, an old man came to look in his garden, an improvised greenhouse using protective magic to keep it the perfect climate. Everything was looking perfectly normal until he stared at a little corner of his garden, seeing the ground feverishly torn apart and his vegetables missing. A grubby footprint laid in the dirt, making the wizard upset the longer he stared at it. There was a pest problem, and it needs to be taken care of immediately.

Background (HIDDEN ENDING)

It was being whispered among covens, even the elites had sensed it, as did the Wizard. This was not a regular winter, this was the workings of a Mountain Warlock, one bent on revenge for losing his love. The Wizard had warned against the churches interfering with magical business, even if it was deemed heretical to the new Inquisitor. But that man did not listen, instead doubling down and insisting that they're "put into line." He didn't realize that woman was the wife, but he knew that any witch chosen and burned would get the message across, that the Church was ready to instigate rules. That didn't last long, in fact as soon as the message spread of the burning, the Warlock turned the Inquisitor into ice. But it didn't stop, his rage kept building until he became the blizzard himself, slowly swallowing the realm into a deathly chill.

Though most villages were moved into cities and their court wizards have created a barrier, this will not last through the winter. Potions to recover mana sickness are running low, and with there not being enough fresh land to grow something so pure and concentrated with magic, the Wizards has been cultivating them in his own private garden and sending them with his familiar. He knows that if nothing is done, the realm will be frozen solid and all will be lost. But he remembers, some odd years ago, that he made an intense heat that could turn the world to lava if it was used in normal weather.

However, with this cold, it may defeat the raging Warlock and put him to peace, along with returning the realm to a natural state. But the parts are missing, maybe his familiar stole them when he wasn't looking. Hopefully they aren't too far away...

2.3 Setting

Gobby's Farm takes place in a semi-open world of a warm garden away from the frozen landscape outside. The garden will be broken up into 4-5 areas, each opening to the player as they complete each night. The way to get progress into the weeks is through continuing after the game summary or through the main menu and selecting the week you're on. There will be one section but 4-5 different maps, some being sectioned off until it's the night to open said area. Each new night will have traps added to certain locations, along with the spawning of vegetables and other fruits. Only set items are the hidden items.

2.4 Game Loop

Player starts at a hole that Gobby dug through. From there, the player will have the night to grab as many points to reach a quota. Each vegetable will give a different amount of points and are spread throughout the map, however some poisonous ones will take away points at the end of the night. Before the timer runs out, the player must return home to count the points and progress to the new week. Quota will be increased, as well as more threats guarding the area. If the player finishes the fourth week with quota met, the game will end. If the player is ever trapped or killed, they will restart the last week they were on.

2.5 Characters

- **Gobby** (Player Character)
 - Scavenger
 - Family man
 - Has a good sense of smell
- **Wizard** (Antagonist)
 - Scientific
 - Extremely Intelligent
 - Extremely Old

2.5.1 Player Abilities

- **Walk:** Players normal speed, relatively slow
- **Run:** Player sprints increasing speed, but only for certain situations (Bar will need time to recharge)

- **Hide:** Players can hide to avoid roaming enemies or to sneak into new areas.
- **Interact:** E to interact with objects in game
- **Smell:** F to smell vegetables for poison
- **Aim:** Holding mouse right-click will bring a reticle up
- **Throw:** Holding and letting go mouse left-click
- **Crouch:** Holding CTRL will make the player crouch

2.6 Objective

The player's objective is to collect enough points to reach the displayed amount on the corner of the screen and return to exit. In order to accomplish the objective and continue the gameplay, the player must harvest vegetables while avoiding or disabling traps. Only way to disable traps is to use certain vegetables, losing those points. These rules will ensure the player has an enjoyable experience while the game is played correctly.

2.6.1 Rules

These rules are what makes Gobby's Farm the game it is. The player must follow these in order for the game to be played successfully and to have an enjoyable experience.

- Player plays in first-person perspective
- Player start is a hole in the corner of the map
- Hole is the beginning and the end of the night/summary (interactable)
- Player moves from one location to another to interact with vegetables/fruits
- Player has limited time in game to gather enough points (6 minutes)
- Player collects vegetables to gain points
- Players may smell vegetables to avoid certain poisonous ones.
- Poisonous plants will act like regular points, only subtracting at the end of the night (maybe can be used as fodder for traps)
- Vegetables are interactable and can be grabbed
- Vegetables can be added to inventory
- Vegetables will add points to the quota bar
- Vegetables can be selected in inventory menu
- Though all Vegetables and Fruits are equipable, only one can be equipped at a time
- Player is able to aim and throw vegetables/fruits onto certain traps (bear traps) or distract certain enemies (Eyeball sentry, turrets)
- Player is able to run
- Player has a limited sprint meter (4 seconds)
- Player is able to jump
- Player is able to hide in areas by interacting

- Player can break turrets by interacting with the turret (when the player is not spotted) and using a resource to sabotage it.
- Turret can still follow player but unable to fire if muzzle is blocked (sound que of whirring and fizzling)
- Area's will have traps that if activated, could game over the player
- If the player is killed or trapped, the game will end with a menu saying "Try Again" or "Exit" (2D Frame of Family Guy death pose of Gobby)
- If the player feeds family poison or doesn't hit quota, the game will end with a menu saying "Try Again" or "Exit" (2D frame of gravestone, a goblin death sound will play)
- After completing a week successfully, the player will have a summary menu with the options "Continue: Week #" or "Exit" (2D frame of Gobby's children celebrating)

Gameplay

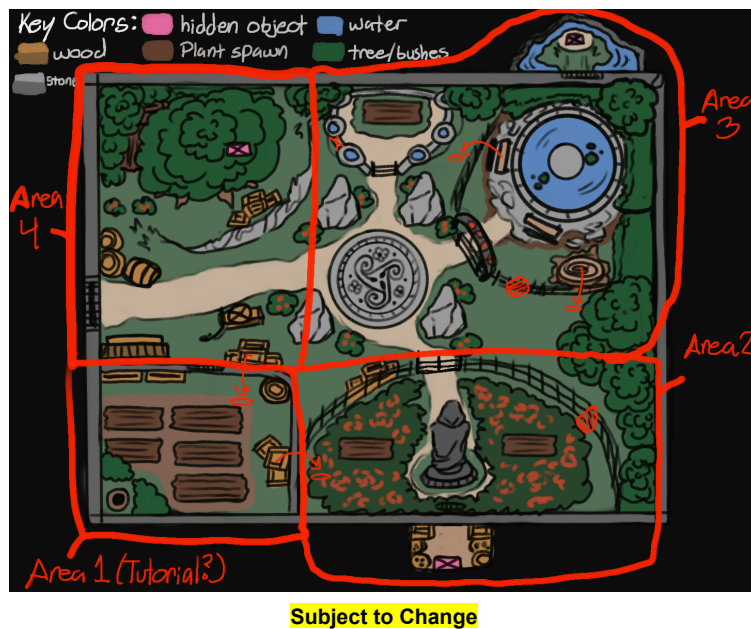
3.1 Level Design

The garden is an expansive piece of land, each area having a unique characteristic about the spot that players can use to know where they are. Tree's and a stone fence keeps the player enclosed into the area, as the outside perimeters are cold, full of snow and impossible to traverse. The first area will be relatively small and easy for the player to transverse, being the main garden itself.

Numbers of traps can be changed and are encouraged to be played around with to create the best environment possible. Make it fun and somewhat fair for the players. These are simply ideas and to help level designers with ideas and what needs to be required in specific areas.



Link to Asset List: [Gobby's Farm - Asset List](#)



- Area 1: Main Garden
 - Where the player starts from their hole, it is relatively easy and quick to gather resources and learn mechanics for a tutorial.
 - Garden Beds x5
 - Vegetables x5 (different spawn days?)
 - Bushes
 - Barrels
 - Boxes
 - Hole (Spawn)
 - Trough's
 - Pitchfork
 - Hoe
 - Shovel
 - Watering Can
 - Bucket
 - Stone Fence
 - Secret Item
- Area 2: Flower Garden
 - A beautiful area full of flowers blooming. The thicket makes it a little hard to see but two garden beds are available for the player to harvest.
(HIDDEN OBJECT: a hidden storage room with extra points and a hidden

object sits behind the statue in the thicket. Opening it brings you to the room)

- Garden Beds x2
- Special Fruits x2
- Berries x2
- Flower Beds (Sporadic)
- Iron Fence (circular)
- Iron Gate
- Stone Statue (Riddle written on it?)
- Wooden logs
- Rake
- Shovel
- Flowers
- Boxes
- Baskets
- Fruits
- Hidden object
- Bear traps x6
- Stone statue

- Area 3.1: Pond

- A small pond area surrounded by hedges, a tree, and a few benches. There is a large tree stump that the player can jump from along with an intricate iron gate with flowers/vines surrounding it. (HIDDEN OBJECT: A small shrine can be found hidden in the bushes, where a hidden object sits in front of it.

- Pond
- Stone center piece
- Lily pads
- Benches x2
- Tree stump
- Iron fence
- Intricate iron gate
- Hedges x2
- Tree
- Grave stone
- Hidden object
- Bucket
- Axe (in stump?)
- Flowers

- Candles
 - Incense
 - Turret
 - Bear traps x3
- Area 3.2: Small Garden
 - An area enclosed by a stone fence, lined with magical torches. Inside sits a fruit that seems really important.
 - Stone Fence
 - Stone torches
 - Iron gate
 - Garden bed
 - Epic Fruit
 - Hoe
 - Watering Can
 - Trees x2
 - Turret
- Area 4: Large Tree
 - A considerably large tree with a bunch of tools laying around on an elevated surface. Some Mystical Vegetables sit underneath the shade of the trees. (HIDDEN OBJECT: By using the boxes, crates, and ladders to climb the tree, the player can find a little spot with a hidden object in a birds nest
 - Large tree
 - Tree's x5
 - Garden beds x2
 - Flower bushes x3
 - Boxes x3
 - Pitchfork
 - Barrels
 - Ladders
 - Hoe x3
 - Axe x2
 - Small wheelbarrow
 - Mystic vegetables x3
 - Hidden object
 - Turret x2
 - Traps x3

- Other Area Objects
 - Can be found around the map as hiding spots, places to put turrets, or for aesthetic purposes. Can be changed at any time.
 - Center court (points to hidden objects w/ spirals)
 - Rocks x4
 - Flower Bushes x8
 - Wooden Stall
 - Baskets
 - Wheelbarrows
 - Crates
 - Barrels
 - Lanterns (to be determined)
 - Troughs
 - Hoes
 - Axes
 - Pitchforks
 - Log stacks
 - Chopping Block
 - Traps x4
 - Turrets x6



3.1.1 Threats

- Additional threats will be present and on the map, mainly being a magical eyeball that will patrol a certain path. If a player is spotted, the eye will

begin to follow, charging up a fire attack and trying to kill the player. Can be avoided by staying out of sight or hiding behind objects

- Known Spots:
 - Center Court
 - Gate Entrance (Border)
 - Between Area 2 and Area 3
 - In Area 2
 - In Area 4

3.2 Usable Items

As the player collects fruits and vegetables through the garden, they will have the option to use them on certain traps or to be thrown. They can be equipped through the Inventory Menu.

First night will start with 10 points for the quota to be met. Afterwards, it will increase by 6 points each night. All produce will spawn but a number of them will be poisoned (Have this be randomized). Example being night 1; player gathers 10 plants and meets quota, one poisonous will be already plucked and introduce mechanic. Night 2; 10 plants and 2 rare plants spawn, meaning there are 20 points to be grabbed. Poison 4 of them and so on so forth.

- Vegetables
 - Onions - 1 Points
 - Cabbages - 1 Points
 - Tomatoes - 1 Points
 - Carrots - 1 Points
 - Potatoes - 1 Points
 - Most garden beds will have x2 of the vegetable each
- Fruits
 - Apples - 3 Points
 - Only collectable once in hidden spot, x2
 - Berries - 3 Points
 - Will only be spawning in the middle of the center court, less hiding areas, x8
- Mystical Fruits
 - Relum - 5 Points
 - A fist sized fruit in a shape reminiscent of a pear. Color variation from yellow to orange. Mystical Fruits only sprout once per garden bed.
 - Yapples - 5 Points
 - A mix of yam and apples, surprisingly sweet. Mystical Fruits only sprout once per garden bed.
- Mystical Vegetables
 - Dwarven Breadshroom - 5 Points

- Relatively large mushroom grows in a bundle of 3. Colors are reminiscent of the mines Dwarves build. Mystical Vegetables only sprout once per garden bed.
 - Devilroot
 - Looks strikingly similar to potatoes, the roots are a lot darker and longer than usual, the eye of the plant leaks purple. Mostly safe to eat, as long as it isn't exposed to heat. Mystical Vegetables only sprout once per garden bed.
- Epic Fruit
 - Mage's Cure - 10 Points
 - An extremely rare fruit that's sole purpose is to be processed into potions to cure mana poisoning for mages. Though there is no taste, even a non magic user feels a surge of energy just having a bite of it. Epic Fruit will only spawn once in a play through. **This will never be poisoned.**

3.3 Interactable Objects

Gobby's Farm strives on speed and collecting enough points for the night's adventure. Having an idea of how to survive the nights will help players beat the game.

- Garden Beds
 - Interacting with the Usable Items will collect them after a second of holding E
- Turrets
 - Sneaking behind turrets gives the option to interact and sabotage the turret for one Usable Item
- Traps
 - Throwing Usable Item will have the trap activate and be used, allowing the player to pass by safely
- Crates, Barrels, Ladders
 - Players can jump onto these to climb over fences.
- Hidden Objects
 - Can be picked up and show hidden counter for collecting 3 hidden objects
- Starting/Exit Hole
 - Interacting with a full quota will allow the player to leave for the night
- Hole's in Fences
 - Player can climb under fences with large enough holes by crouching

- (Wish) Open Barrels
 - Interacting with a barrel will allow the player to hide inside the barrel till they press E again to leave

3.4 Enemies

Though the first time players that play Gobby's Farm will go through a tutorial, there won't be a warning for the enemies to come. These enemies are either patrolling or stationary, there are also traps that will be placed in thickets to try and get the player.

- Turrets - Medium sized mechanical turrets that will swivel with a cone range of vision to try and find the player. If the player is spotted, the turret will begin to charge a shot as it follows, before standing still and firing a shot. Player can dodge it by hiding behind an object or running away as it fires.
- Eye Sentry - These mystical eye's will patrol a certain path, stopping to stare for 3 or 4 seconds before turning around and following the path back. If the player is spotted, the eye will begin to follow, charging a fire beam to fry the player. This attack is unavoidable, however it takes the eye a few seconds to detect the player due to it being dark (3 seconds).
- Bear traps - A standard trap that if stepped on, the player will be trapped and fail the week.
- (Wish - More traps?)
- Freezing Trap - A slightly glowing, magical rune placed on the ground. If the player steps into it, Gobby will be frozen solid and the game ends.

4 Target System/Platform

4.1 Platform

- Pc - Mouse and Keyboard
- Itch.io
- (Wish) Steam

4.2 System Requirements

LATER

4.3 Camera

- The camera will be set to a first person perspective.

5 Art

5.1 Menus

5.2 UI

5.3 GUI

5.4 2D Sprites

6 Controls

- **WASD** - Horizontal movement
- **Left Mouse Button (LMB)** - Throw
- **Right Mouse Button (RMB)** - (Hold) Aim
- **Shift** - Sprint
- **Space** - Jump
- **Left Ctrl** - Crouch
- **Scroll Wheel** - Inventory Selection
- **E** - Interact / Grab / Pickup
- **F** - Smell/Inspect
- **Esc** - Menu

7 Sound Design

7.1 Ambiance

Gobby's Farm mainly takes place at night time and within a closed bubble. With this, there are a few things alive to cause a lot of noises but that doesn't stop certain things from leaking through the dome or around the player.

- **Blizzard blowing over**
 - Due to it being winter, wind would be blowing strongly though muffled against the dome itself
 - Link reference: [YouTube: Snowstorm Sound Effect - Winter Storm - Blizzard](#)
 - (Wish) Can hear snowflakes hitting the dome
- **Buzzing of Fireflies**
 - A form of lights for players to have in the environment, they will produce a small buzz when approached.
 - Link reference : [YouTube: Flies Swarming / Buzzing - Sound Effect](#)
 - Needs to be tweaked, need it slower and more calm

- Crickets
 - Link Reference: [Cricket Noise | Sound Effects](#)
- Rustling of leaves
 - Link Reference: [Leaves Rustling Series - Sound Effect for editing](#)

7.2 Player

- Jumping on wood
 - For when player jumps on wooden crates/barrels/ladder
 - Add a lil creak maybe?
 - Link reference:
- Grass being stepped on
 - For player walking and sprinting (2 speeds)
 - Link reference: Walking; ,Running:
- Gravel/Dirt being stepped on
 - For player walking and sprinting (2 speeds)
 - Link reference: Walking; ,Running:
- Gobby's grunts
 - Need to find a voice actor, have one in mind

7.3 Items

- Rustling of dirt
 - For when the player interacts with the garden bed
- Rustling of leaves
 - For when the player interacts with the berry bushes
 - Link Reference: [Leaves Rustling Series - Sound Effect for editing](#)

7.4 Enemies

- Humming (Eye Sentry)
 - Propelled by magic, these float around with a small hum to them and to allow players to hear them as well.
 - Humming becomes louder as the power fully charges
 - Link reference: [Pulsating Humming | Sound Effect](#)
- Turret Buzzing

- As it looks around, it emits mechanical sounds
- Best reference - Skyrim Dwemer Spiders
- Charging sound and Firing needed
 - Best one:  Magic Blast
- Bear Trap
 - Link Reference:  Bear Trap Sound Effect (NO COPYRIGHT)

8 Lighting

8.1 World Lighting

Gobby's Farm takes place during the night time. The more it is cartoony and serene the more enjoyable and closer to what the game's meant to be.

- References for what the aims for (does not need to be the same, just general feel):
 - <https://www.youtube.com/shorts/KXahbH6d1V0>
 -  Night Scene Lighting in Unity HDRP | Lighting Tutorial | Unity | HDRP

8.2 Shaders

Gobby's Farm takes similarities from games such as Tiny Glade and Cult of the Lamb, games heavily stylized and having a heavy line art for some things. For the game to succeed, having it be close to the two as possible will make the game unique and draw people who like stylized games to it

- References/tutorials:
 -  Hull Outline Shader in Unity URP Using Renderer Features and Cul...
 -  How we built the toon shading | Open Projects Devlog
 -  Unity3D Stylized Water Shader Tutorial
 -  How to make your character like a toon | Unity Toon Shader

9 Particle Effects

9.1 Enemies

The enemies in Gobby's Farm will create a bright and noticeable light and sound that will warn players of incoming shots. With the particle effects, the player will have the power to see the pattern of attacks and timing for how long they have before dodging or hiding.

- Turret
 - Will surge with a blue light for 3 seconds before pausing and firing a bolt
 - When sabotaged with, yellow, electrical lines will run through the turret, signifying that it's broken to the player
- Eye Sentry

- Will envelope itself in orange glow until it explodes with fire near the player
- Trap
 - When triggered by an Usable Item, the trap will emit a orange “snap” that will allow the player to know the trap is disabled



9.2 Environment

With the sounds in Gobby's Farm, these will also have particle effects to emit when Usable Items are interacted with. Adding these to the sound will add a feel of slight realism of the player grabbing the items.

- Rustling of dirt - An effect of dirt will fly out as you pull from the garden beds
- Cloud of dust - An effect of dust will come out when you finish the interaction with the garden beds.
- Leaves rustling - Leaves will shake as you grab the berries from the bushes (could be animation instead?)
- Leaves falling, little wisps of wind
 - [HOW TO CREATE: Cartoon Wind Effect \(Legend of Zelda: The Win...](#)
- Fireflies - These will be particle effects placed around the map by using sprites