Perennial

Treatment Document

Team

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Elevator Pitch

Perennial is a farming resource management game. You play as a young woman who is tending her garden and harvesting plants throughout the seasons.

Detailed Description

Setting

The game takes place in a garden throughout multiple years. Each year consists of the four different seasonal periods: spring, summer, fall, and winter. Spring is the wet season and is subjected to more than average rainfall in contrast to the summer which is dry and hot. fall includes windier weather and falling leaves while the winter is snowy and cold.

Protagonist

The protagonist is a woman in her 20s that slowly grows older as the game progresses. As the years pass by she becomes pregnant, bears a child, grows old, and dies. After she dies her grown up child is now responsible for taking care of the garden and the cycle repeats itself.

Adversary

The adversary in the game is the weather and the passage of time. As the game progresses through the different seasons the player will find that different plants grow well in different seasons. Also as the protagonist becomes older it takes more energy to complete tasks and she will be unable to complete as much in a single day.

Objective

The primary objective of the player is to keep their garden alive until the player character is at the end of their lifespan. This will be considered a completed generation. They can plant seeds to introduce new plants into the garden, water and tend existing ones to keep them alive, and harvest to make room for new plants. The player character has a limited amount of energy in which they use to perform actions around the garden each day. The player has to consume or use harvested items to replenish energy for the next day.

Game Narrative

You are tending to a garden. Each day you have a certain amount of energy to spend (in bar form, like Stardew Valley) tending your garden. You can buy new plants with harvested items in your inventory. You can buy fertilizer and special watering cans/sprinklers that let you spend your energy more efficiently.

Seasons last a few days, and after a few seasons you become pregnant. You then sometimes see a child in the garden with you. Your child grows up, you grow old. Eventually you pass away and your child takes a cutting from your most successful plant.

The player can then start the game anew as your child, with that cutting. It is a game about the cycles of life and leaving your mark on the world. The style is simple, calm, and reflective. The player is meant to feel a sort of catharsis from playing.

Game Mechanics

Time System

Each action the player makes increments the time of the day. After a set amount of energy used by the player they will have to go to bed and wake up the next day for more gardening. After a few days have passed the season changes and the player experiences a new weather type.

Farming

The player is given a garden with a set number of plots. They can choose what types of plants they want to grow in their garden to use as energy or trading resources. Different plots can hold different types and quantities of plants; a big plot can hold a single tree or 4 smaller plants, while a small plot can only hold a single small plant..

Trading

The player can obtain new items to aid the player's gardening through the trading post.. Any resources harvested from the player's garden can be exchanged in the trading post for new seeds or equipment. Each resource has a unique bargaining value for transactions.

Art Style

The game's aesthetic will be very similar to games like Animal Crossing and Ooblets where all 3D assets are low poly and cute. The colors will consist of mainly greens and blues, with warm pastels as secondary colors. The user interface will be minimal, emphasizing on rounded elements. The lighting of the game will also be simple, most likely using toon and/or cel-shading.

Moodboard:
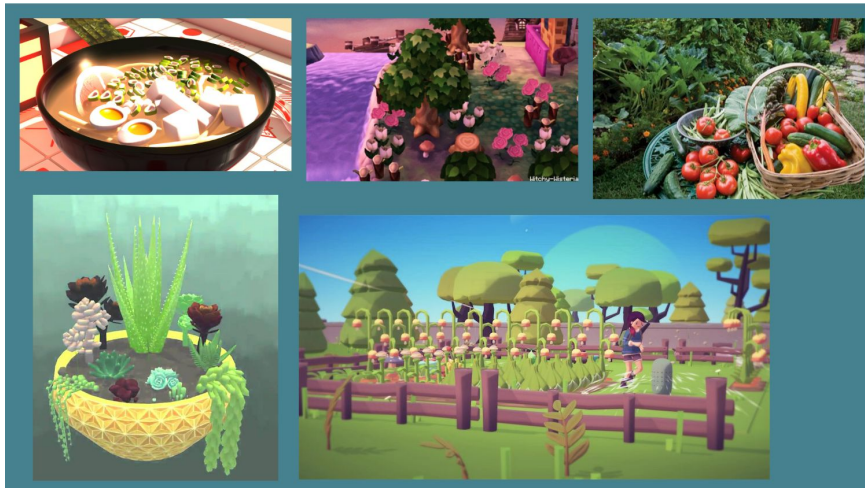
Concept Sketch:

Technical Element List (numbered for [tech milestone](#))

<u>Key:</u>

- **Bolded items:**
    - **Must Implement. Core mechanics.**
- Regular items:
    - Implement in mid to late alpha, and beta. Supplementary to core mechanics.
- *Italicized items:*
    - *Polish. Optional to implement and can be cut from game scope if necessary.*

1. **Time System**
    a. Handle Seasons changing
    b. Handle Player Character aging
    c. Time scale must be adjustable for testing & debugging
    d. An exposed API so that other systems can interact and pull information from
2. **Plant Behavior Tree**
    a. Dependent on Time System
    b. Will behave differently based on player actions, time, weather, and seasons.

3. Save System
    a. Will need a data structure to store necessary info
    b. New Game+: Player picks a plant to start over with
4. Inventory System
    a. Keep track of harvested plants
    b. *Menu if time*
5. Additional Menus
    a. Planting menu
        i. Dependent on Inventory System
    b. End of day menu. (Displays stats & harvests from the day)
        i. Triggered by Time System
        ii. Dependent on Inventory System
        iii. Player needs ability to save here
    c. Main menu
        i. Once Save System is implemented
    d. Pause menu
        i. Quit Game
    e. *Tutorial/How to play*
6. Trading/Shop System
    a. Dependent on player inventory
    b. *Items will need to rotate/change based on the time system*
    c. Shop menu
7. *Dialogue System*
    a. *Story*
    b. *Tutorial*
    c. *Character interactions with environment*

Art Asset List (numbered following [art requirements](#))

See Excel Spreadsheet.

Picture References

https://image.shutterstock.com/z/stock-vector-vector-garden-flat-cartoon-illustration-291373565.jpg (Garden)
https://possiblythemostgrumpy.files.wordpress.com/2015/08/cool-4-seasons-spring-summer-autumn-winter.jpg (Spring, Summer, Fall, Winter Seasons)
https://d2gg9evh47fn9z.cloudfront.net/800px_COLOURBOX8763944.jpg (Woman growing old)
https://thumbs.dreamstime.com/z/flat-color-weather-icons-vector-illustration-long-shadow-37049411.jpg (Weather Icons)

http://www.theimaginativeconservative.org/wp-content/uploads/2014/04/Infinity-Time1.jpg
(Spiraling Clock)