🎋 Guided by Nature

Role: Game Design
Date: October 21, 2025

---

1. High-Level Concept

Guided by Nature is an open-world terrain prototype inspired by *Ghost of Tsushima* and *Sekiro: Shadows Die Twice*.
The project explores **natural player guidance** — teaching how environmental cues like wind, lighting, and terrain composition can lead players intuitively without UI markers or explicit objectives.

Built with **Gaia Pro 2023** and **Unity 2022.3**, it's designed as a peaceful, immersive world where exploration itself is the reward.

---

2. Core Gameplay & Player Experience

- The player can freely explore the open terrain — walking, observing and experiencing the environment at their own pace.

- There are **no explicit objectives**, scores or ranks — the goal is simple presence and discovery.

- The experience encourages **slow exploration**, environmental awareness and emotional immersion.

Emotional Tone: calm, reflective, meditative

---

3. Environment & World Design

The world emphasizes **readability** and **natural flow** — using contrast, composition, and environmental storytelling to subtly guide the player.

Biomes / Zones

- **Forests** – dense canopies and filtered light create a tranquil mood

- **Coastline / Sea** – open horizons evoke calm and a sense of direction

Natural Guidance Elements

- **Rivers & Paths** – gently lead the player

- **Wind & Weather** – hint at areas of interest or emotional beats
- **Lighting & Contrast** – highlight key paths and spaces

---

4. Visual & Audio Direction

Visual Cues

- Dynamic wind and foliage motion to attract player attention

Audio Cues

- Ambient soundscapes: wind, water, leaves

---

5. Technical Implementation

Engine: Unity 2022.3.62f2
Terrain: Gaia Pro 2023
Environment Tools: GeNa Pro (rivers creation)

---

6. Design Goals & Evaluation

The project demonstrates that **a world can engage players purely through exploration** — without objectives, combat or rewards.
It also studies how **environmental readability and natural guidance** affect player flow and orientation.

Success Indicators

- Players report feeling relaxed, curious or immersed during exploration
- Visual readability supports movement and curiosity

---

7. Inspirations & References

- *Ghost of Tsushima* – environmental guidance via wind and weather
- *Sekiro: Shadows Die Twice* – landscape composition and tone
- Real-world landscapes and natural biomes
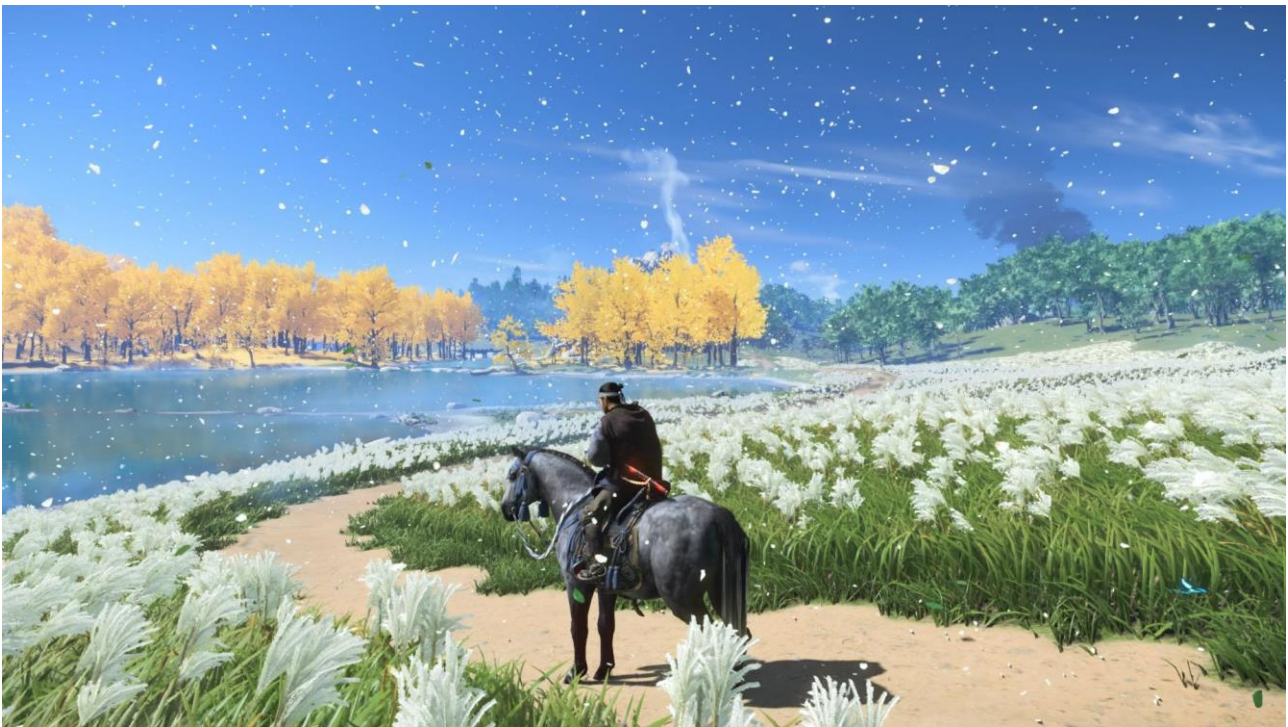
8. Closing Note

Guided by Nature is both a technical and artistic study in how the world itself can be the guide. Through light, wind and terrain, the player is never told where to go — only *invited*.