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This document contains a list of all items and assets planned by the team to be used in the full game. We have color-coded the assets into three categories: Used in the bachelor Project, is made and ready for use, but is not suitable for our first level and is not included in the demo and not made.

# 1.0. Plant logic:

When you pick up a plant, something of it will remain in the world for it to grow back.

* This shows the player that this can be picked up later and shows the player where it has been.

# 2.0. Core of Arídis:

* “*The main entity that powers the city Arídia*”
* Our quest is to rebuild the core to power Aridia and open the gate to the ancient forgotten city
  + - The crafting recipe to the core have ingredients given to you at the end of each level
* Use Arídean Key instead.
  + - Find the key in the world, bring it back to the entrance to unlock 1 of the gateparts

# 3.0. Tools and Buildingblocks:

## *3.1. Tools*

* Tools are used to interact with objects in the world.
  + - Tools should have the same tier list as Buildingblocks to make it consistence and give more value to the resources
      * Axe (Trees & cactus)
      * Pixace (OreVeins)
      * Sword (Animals and enemies)
      * BuildingHammer (BuildingBlocks)

## *3.2. Building Blocks*

* BuildingBlocks are used to build houses for the player to make a base and hide from the sun
  + - Tiers
      * Wood
      * Stone
      * Cryonite

# 4.0. Items in Hotbar:

## *4.1. Items to we placed in the Hotbar*

* Not all items can be placed on the hotbar from the inventory
  + - Only Tools can be placed on the hotbar
      * Axe,
      * Pickaxe
      * Sword
      * BuildingHammer
      * Cup
      * Bottle
      * Bucket
      * Flashlight
      * Arídite Crystal
      * GhotCapturer
    - Food must be eaten from the inventory
    - Equipped items must be equipped from the inventory
    - Resources only take up space in the inevntory

## *4.2. Item States*

* Each item has a state (enum)
  + - Ex. Useable, Eatable, Resources
    - Depending on the state, when pressing the left mouse button, toggle it to the hotbar or eat it from inventory.

# 5.0. Resources:

## *5.1. Basic resources:*

* Tungsten (1x1) - Light Beige
  + - General basic resource that’s the common resource used in all crafting
    - Large availability from early game
* Gold (1x1) - Yellow – Technology
  + - Used in general Machine crafting
* Viridian (1x1) - Light Green – Technology
  + - Used in upgrades to Machines to make them better
* Magnetite (1x1) - Light Blue(/White?) - Area of effect machines
  + - Used in Machines that requires a larger area of effect
* Arídite Crystal (2x2)
  + - Can be hold in hand to reveal in a small range around the player
    - Used in Crafting for Revealing lights

## *5.2. Building and Tools:*

* Wood (1x1) - Orange - Building & tools
  + - Building/Tool resource
    - Used early game to fuel Machine and build small chests
* Stone (1x1) - Brown - Building & tools
  + - Building/Tool Resource
    - Requires Wood tools (or higher) to mine Stones
* Cryonite (1x1) - Blue/purple rock  - Building & tools
  + - Building/Tool Resource
    - Requires Stone tools (or higher) to mine Cryonite

## *5.3. Plants:*

* Plant Fiber (1x2) - Green - General Resource
  + - General basic resource that’s the common resource used in all clothing crafting
    - “*The Tungsten of clothing*”
* Glue Sticks (1x1) - Light yellow/white - General Resource
  + - Building/Tool resource
    - Are used in all 3 tiers of BuildingBlocks
    - Get 4 Glue per pickup
* Cotton (1x2)
  + - Used in crafting
    - Are places in a different area than starting area, so the player need to move there to get the resource
* Spik Oil (1x2)
  + - A oil used in Machine crafting
* Tube Plastic (1x2)
  + - Used in Crafting that requires a Display
* Arídis Flower (2x2)
  + - Used in Machine Crafting
    - Used sometimes in SkillTree

## *5.4. Food:*

* Generally 1x2 size, because space for leaving 2 seeds when crafting
* Cactus: (1x2)
  + - Heals Hunger a lot
    - Heals Thirst slightly
* ThriPod:(1x2)
  + - Heals Hunger slightly
    - Heals Thirst a lot
* PuddingCactus:(1x2)
  + - Heals Hunger a lot
    - Heals Thirst  a lot
* StalkFruit:(2x2)
  + - Heals Hunger slightly
    - Heals Thirst slightly
    - Heals Main Health slightly
* Heat/Cold fruit:(1x2)
  + - Heals Hunger slightly
    - Give the player a temporary Heat/Cold buff for x minutes
      * Give buff of -5/+5 to the temperature the player feels
      * See the change on the PlayerResistance-parameter when buffed
    - When buffed, boost temperature for a time, then reduce it slowly until there is no effect anymore
    - Several fruits stacks
* Blender: - Makes juice out of fruits, to take up less inventory space
  + - 1 Juice for each foodable fruit that takes up 1x1 inventory space
    - Each juice contain the same effects as its fruit
* Grilled Food: - Makes grilled versions of the food, double its efficiency
  + - Takes the same inventory space as normal food
    - Double its Efficiency in all parameters
* Seeds to CropPlots:
  + - When crafting a plant, get 2 seeds back
    - Have 1 type of seed for each plant and food item

## *5.5. Clothing:*

* Extra features the player can modify/equip itself with
* Head
  + - AutoFeeder:
      * When hungry/Thirsty, this item takes the first item in inventory and eats it, to get the healthBuff from it
      * Starts eating after X% left of the HealthParameters
    - HeadLight:
      * GhostLight that can be used without having it in the Hotbar
    - Helmet:
      * Takes less damage from enemies
* Hands
  + - Mining Gloves:
      * Reduce mining Speed
    - Power Gloves:
      * Reduce times to hit before resource gathered
    - Construction Gloves:
      * When removing a BuildingBlock, get back the same Resources/Machines/Furniture as its buildCost
* Feet
  + - Running Shoes:
      * Walk faster
    - Light Shoes:
      * Do not lose more Hunger/Heat/Thirst from running, than normal
    - Slippers:
      * Walk way more faster on BuildingBlocks than Running Shoes

## *5.6. Crafting:*

* Need a CraftingTable to be able to craft
* Need Blueprints to unlock items to craft
  + - Blueprints are scattered around in the word
    - Blueprints of the same type, always give the next resource in the “line” of that type, no matter in which order the player gets it

## *5.7. Blueprints*

* Make Machines and Furniture able to build
  + - Tools (x3)
    - Building Blocks (x2)
    - Clothing (x9)
    - Machines (x18)

# 6.0. Crafting recipes:

## *6.1. Crafting Materials:*

* Perk Cube - Tier 1 Yellow Color
  + - (1 **Tungsten**, 1 **Plant Fiber**, 1 **Wood**, 1 **Gold**)
    - Base material for upgrading the SkillTree in the Early Stages of the game
* Perk Cube - Tier 2 - Green Color
  + - (**Perk Cube - Tier 1**, 1 **Tungsten**, 1 **Stone**, 1 **Magnetite**)
    - Base material for upgrading the SkillTree in the Middle Stages of the game
* Perk Cube - Tier 3 - Red Color
  + - (**Perk Cube - Tier 2**, 1 **Tungsten**, 1 **Cryonite**, 1 **Viridian**)
    - Base material for upgrading the SkillTree in the End Stages of the game
* Power Core [3]
  + - (1 **Tungsten**, 2 **Gold,** 1 **Spik Oil**)
* Cloth [8] (1x2)
  + - (2 **Plant Fiber**, 2 **Cotton**)
* Shard of Arídis [5]
  + - (1 **Tungsten**, 1 **Arídis Flower**)
* Arídite Crystal [19]
  + - (2 **Tungsten**, 4 **Arídite Shards**, 1 **Magnetite**)

## *6.2. Building Blocks:*

* Wood: | B:(1 **Wood**, 1 **Glue Sticks**) | R: (1 **Wood**, 1 **Glue Sticks**) [2]
  + - Floor
    - FloorTriangle
    - Wall
    - WallTriangle
    - Ramp
    - RampCorner
    - RampTriangle
    - Stair
    - Fence
    - Window
    - Door
* Stone: | B:(1 **Stone**, 1 **Glue Sticks**) | R: (1 **Stone**, 1 **Glue Sticks**) [2]
  + - Floor
    - FloorTriangle
    - Wall
    - WallTriangle
    - Ramp
    - RampCorner
    - RampTriangle
    - Stair
    - Fence
    - Window
    - Door
* Cryonite: | B:(1 **Cryonite**, 1 **Glue Sticks**) | R: (1 **Cryonite**, 1 **Glue Sticks**) [2]
  + - Floor
    - FloorTriangle
    - Wall
    - WallTriangle
    - Ramp
    - RampCorner
    - RampTriangle
    - Stair
    - Fence
    - Window
    - Door

## *6.3. Machines*

* Upgrade Charger x1
* Upgrade Charger x2
* Upgrade Charger x3
* Crop Plot x1 [16] - WaterGhost (Tiers get unlocked with Blueprints)
  + - (2 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Plant fiber**) | R: (1 **Tungsten**, 1 **Gold**)
* Crop Plot x2 [18] – WaterGhost
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 2 **Plant fiber**) | R: (3 **Tungsten**, 1 **Gold**, 1 **Plant fiber**)
* Crop Plot x4 [20] – WaterGhost
  + - (6 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 4 **Plant fiber**) | R: (4 **Tungsten**, 1 **Gold**, 3 **Plant fiber**)
* Grill x1 [13] – FireGhost
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)
* Grill x2 [18] – FireGhost
  + - (8 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (6 **Tungsten**, 1 **Gold**)
* Grill x4 [22] – FireGhost
  + - (12 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (9 **Tungsten**, 1 **Gold**)
* Ghost Tank [13]
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Crystal**, 1 **Tube Plastic**) | R: 3 **Tungsten**, 1 **Gold**, 1 **Arídite Crystal**)
* Energy Storage Tank [13] - AllGhost (Hold up to 5 Ghost Energies)
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Tube Plastic**) | R: (3 **Tungsten**, 1 **Gold**)
* Ghost Repeller [13] – AllGhost
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Magnetite**) | R: (3 **Tungsten**, 1 **Gold**)
* Extractor [] - AllGhost - For later machineries
  + - (X **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: ()
* Heat Regulator [] - FireGhost / WaterGhost (Heat/Chill with +/- 10 temperature)
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, 1 **Magnetite**) | R: (3 **Tungsten**, 1 **Gold**)
* Blender [] – WaterGhost
  + - (4 **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)
* Resource Converter [] – EarthGhost
  + - (X **Tungsten**, 1 **Power Cube**, 1 **Arídite Shard**, ) | R: (3 **Tungsten**, 1 **Gold**)

## *6.4. Furniture:*

* Small chest (4x4) [5]
  + - B: (2 **Tungsten**, 3 **Wood**) | R: (1 **Tungsten**, 2 **Wood**)
* Medium chest (6x6) [7]
  + - B: (4 **Tungsten**, 3 **Stone**) | R: (3 **Tungsten**, 2 **Stone**)
* Big chest (8x8) [7]
  + - B: (6 **Tungsten**, 3 **Cryonite**) | R: (4 **Tungsten**, 2 **Cryonite**)
* Simple Grill
* Simple Crafting Table
* Crafting Table [7]
  + - B: (4 **Tungsten**, 1 **Glue Sticks**, 1 **Plastic**) | R: (2 **Tungsten**)
* SkillTree Table [8]
  + - B: (4 **Tungsten**, 1 **Glue Sticks**, 1 **Power Core,** 1 **Plastic**) R: (2 **Tungsten**, 1 **Gold**, 1 **Plastic**)
* Simple Crop Plot x1
* Simple Crop Plot x2
* Simple Crop Plot x4
* Lamp [5]
  + - B: (3 **Tungsten**, 1 **Gold**, 1 **Power Core**) | R: (2 **Tungsten**)
* Spotlight [5]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**) | R: (2 **Tungsten**)
* Arídite Lamp [9]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**,1 **Arídite Crystal**) | R: (2 **Tungsten**, 1 **Arídite Crystal**)
* Arídite Spotlight [9]
  + - B: (3 **Tungsten**, 1 **Gold**,  1 **Power Core**,1 **Arídite Crystal**) | R: (2 **Tungsten**, 1 **Arídite Crystal**)
* Tools:
  + - Wood: (1x3)
      * Axe [4] | B: (4 **Wood**)
      * Pickaxe [4] | B: (4 Wood)
      * Sword [4] | B: (4 Wood)
      * BuildingHammer [4] | B: (4 Wood)
    - Stone: (1x3)
      * Axe [4] | B: (2 Wood, 2 Stone)
      * Pickaxe [4] | B: (2 Wood, 2 Stone)
      * Sword [4] | B: (2 Wood, 2 Stone)
      * BuildingHammer [4] | B: (2 Wood, 2 Stone)
    - Cryonite: (1x3)
      * Axe [4] | B: (2 **Wood**, 2 **Cryonite**)
      * Pickaxe [4] | B: (2 Wood, 2 Cryonite)
      * Sword [4] | B: (2 Wood, 2 Cryonite)
      * BuildingHammer [4] | B: (2 Wood, 2 Cryonite)
    - Cup x1 [4] (1x2) | B: (2 Tube Plastic)
    - Bottle x5 [9] (1x2) | B: (1 Tungsten, 4 Tube Plastic)
    - Bucket x10 [14] (1x2) | B: (2 Tungsten, 6 Tube Plastic)
    - Flashlight [7] (1x2) | B: (3 Tungsten, 1 Arídite Crystal)

## *6.5. Clothing*

* Head:
  + - AutoFeeder [] | B: (1 **Magnetite**, 1 **Cloth**, )
    - HeadLight [] | B: (1 Flashlight, 1 Cloth)
    - Helmet [] | B: (1 Cryonite, 1 Cloth)
* Hands
  + - Mining Gloves [] | B: (1 Cryonite Pickaxe, 1 Cloth)
    - Power Gloves [] | B: (1 Cryonite Axe, 1 Cloth)
    - Construction Gloves [] | B: (1 Cryonite BuildingHammer, 1 Cloth)
* Feet
  + - Running Shoes [] | B: (1 Viridian, 1 Cloth)
    - Light Shoes [] | B: (1 Viridian, 1 Cloth)
    - Slippers [] | B: (1 Viridian, 1 Cloth)
* Juice:
  + - Cactus Juice
    - ThriPod Juice
    - PuddingCactus Juice
    - StalkFruit Juice
    - Heat Fruit Juice
    - Cold Fruit Juice
* Grilled Food:
  + - Grilled Cactus
    - Grilled ThriPod
    - Grilled PuddingCactus
    - Grilled StalkFruit
    - Grilled Heat Fruit
    - Grilled Cold Fruit

# 7.0. Tablet:

## *7.1. Menus*

* Inventory
  + - Keep track of all player items
    - Grid-based
    - Auto sort based on size of item
* Building Menu
  + - Contain all Building recipes
    - Can select selected object to build
* Journal
  + - Mentor Journal
      * Get from pickups
    - Personal Journal
      * Get from experienced events
    - Personal Log
      * Updates each day with some stats from what the player did that day
      * Have a “Total” at the top, summing up all variables in the List
* Settings
  + - Toggle Sound
    - Toggle Mouse Sensitivity
    - Toggle FOV
* Research Table
  + - Research items
    - Researched list of items
* SkillTree Table
  + - Buy Perks for permanent player upgrades
      * Costs resources
    - Per information and cost
* Crafting Table
  + - Craft items made available by research items
      * Only display items that contain only of researched items