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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 five categories: Used in the bachelor Project, functionality is programmed, but is not suitable for our first level and is not included in the demo, assets are made, but not suitable for our first level and is not included in the demo, is programmed and assets are made and ready for use, but 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 Arídea*”
* Our quest is to rebuild the core to power Aridea 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
      * Axes (Trees & cactus)
      * Pickaxes (OreVeins)
      * Swords (Animals and enemies)
      * BuildingHammers (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 - 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
* Juice: - Juiced beverages of fruits, takes 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: - Grilled versions of the food, doubles 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