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Overview

Play as *EVE*, a robot tasked with healing an abandoned Earth. Farm, clean up waste, and restore ecosystems to repair a world scarred by radiation.

About

Main Game Loop

1. Access Terminal
2. Harvest Crops
3. Plant Tomorrow's Harvest
4. MEET QUOTA
5. Charge
6. DONT TOUCH THE GROUND

Story and Lore

Figure out what is going behind the scenes in the company.

Inspirations

- Lethal Company
- Solarpunk
- Citizen Sleeper
- Stardew Valley
- SIGNALIS

Examples



They swap to your other arm, running some thin metal device over your skin. You feel your forearm tremble.

"I'm sorry," Sabine says, and you are unsure if they mean for the cold touch of the metal or everything else.

"Emulations like you, sleepers as most people know you, aren't classified as people in any of the surrogate systems. You have no rights, no status." They focus hard on the inspection of your arm. "And Essen-Arp has no reason to release stabilizer into the market."

SABINE

A doctor set up in the Bright Market.

CONTINUE

Mechanics

Important Attributes Specifics

- Time Passage: Each season will be marked by the player interacting with a "charger", which will advance crop growth, npcs, etc
- Terminal: Will allow for player to adjust game settings + get game objectives/lore
- Npcs: interactions will bring up overlay UI with fully drawn character portraits
- Farming: similar to Stardew, if the player interacts with a crop with the right tool, they will be collected
- Islands: For now, all generation will be hard coded, later down the line Islands will be randomly generated

We will be using Unity.....

- Rendered in 2.5 D (supported in Unity)
- Mainly scripted in C# (obviously)
- No plans on using outside libraries (but that can change later down the line)

The Art



Justification

- We all have the IGI minor and like to make games
- Most of us are involved in the LMU Game Development club
- We all have interest in pursuing game development in some way in the future

Team Roles

Gray

Scripting for story
design and backend
scripting

CJ

Scripting, Unity
project management,
and backend scripts

Brisa

Interactive art and
scripting for visual
design

Matt

Mechanics,
interaction UI,
and general game
play tools