**Procedural Planets GDD  
A game by Callum Myers**

**Game Inspiration**

A screenshot of a video game

AI-generated content may be incorrect.

Using the general game loop from Forager, with players spawning in, collecting resources, unlocking islands…etc.

A screenshot of a video game

AI-generated content may be incorrect.

Minecraft inventory, where players can swap in and out armour, drop materials, see amounts, etc.

A screenshot of a video game

AI-generated content may be incorrect.

Stardew valley pixel-art style

**Important Points**

* Engine – Unity
* Source control – GitHub
* Team size – 1 (may expand later – primarily an artist would help)
* Platforms – PC originally, future console port maybe
* Input - KBM and controller
* Game type – 3D
* Genre – Exploration/resource management

**Game Mechanics**

* Player can move around omni-directional on the planets
* The camera follows the player, roughly showing a whole island at once, and is situated in 3rd person
* Destroying specific objects drop materials, which player can pick up and store in their inventory
* Player can use resources to build structures, and improve tools/weapons