

# WSOA 4127

# Game Design 4

Game Design Document

By Marco Chu 1645504

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A stylized, low-poly illustration of a city skyline at night. The buildings are dark silhouettes with some windows glowing yellow. A large, bright blue moon is in the center of the sky. The sky is a mix of dark blue, purple, and pink, with vertical light trails in yellow, orange, and green on the right side. The overall aesthetic is retro and artistic.

# Event Horizon

GAME DESIGN DOCUMENT

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# Synopsis

Event Horizon is a 3<sup>rd</sup> person role-playing simulator where you play as the owner of a flower shop on the edge of space. Within the game players grow unique interstellar plants in their garden. Each of the plants can be used as special materials and be combined with other materials to make tools to help increase the efficiency and look of their shop and garden. The aim of the game is to expand their shop across galaxies and grow and collect all the plants, tools and habitats. The main gameplay for players consist of

## Building

Your own galactic base, that is customizable to your own taste and preferences.

Players also have a large variety of build combinations when combining plants with materials to create new tools, accessories and environments.

Players need to build tools and environments as some plants need specific environments to grow in and can only be harvested or planted with specific tools.



## Earning

In game currency, through selling plants in your shop to interactable NPCs, Grow strong connections with them to obtain better offers, trades and more connections with other NPCs.

Players earn more by selling rarer plants to buy equipment, materials or seeds to customize and expand their shop or garden.



## Growing

Interstellar plants such as planets, stars and even black holes over the course of an in game year in your garden. You can also show off your rare plants in your shop.

Each year consist of the four seasons. These seasons are important as some plants can only be grown in specific seasons.





# Synopsis

## Theme

The game is set to have a retro 70's cyber punk feel to it. Players will be immersed with neon colours and large selection of calming Lo Fi music. Delving into a nostalgic memory of what we used to think the future will look like.



## Target Audience

The target audience is aimed at children and young adults between the ages 12-30. This age group is selected as the game gives children a creative outlet to build their own greenhouse and give them the satisfaction of trying and achieving new combinations through the combining mechanic. The game is also aimed at young adults as it is a game to destress after a long day as the player can unwind and play through a cycle of therapeutic activities.

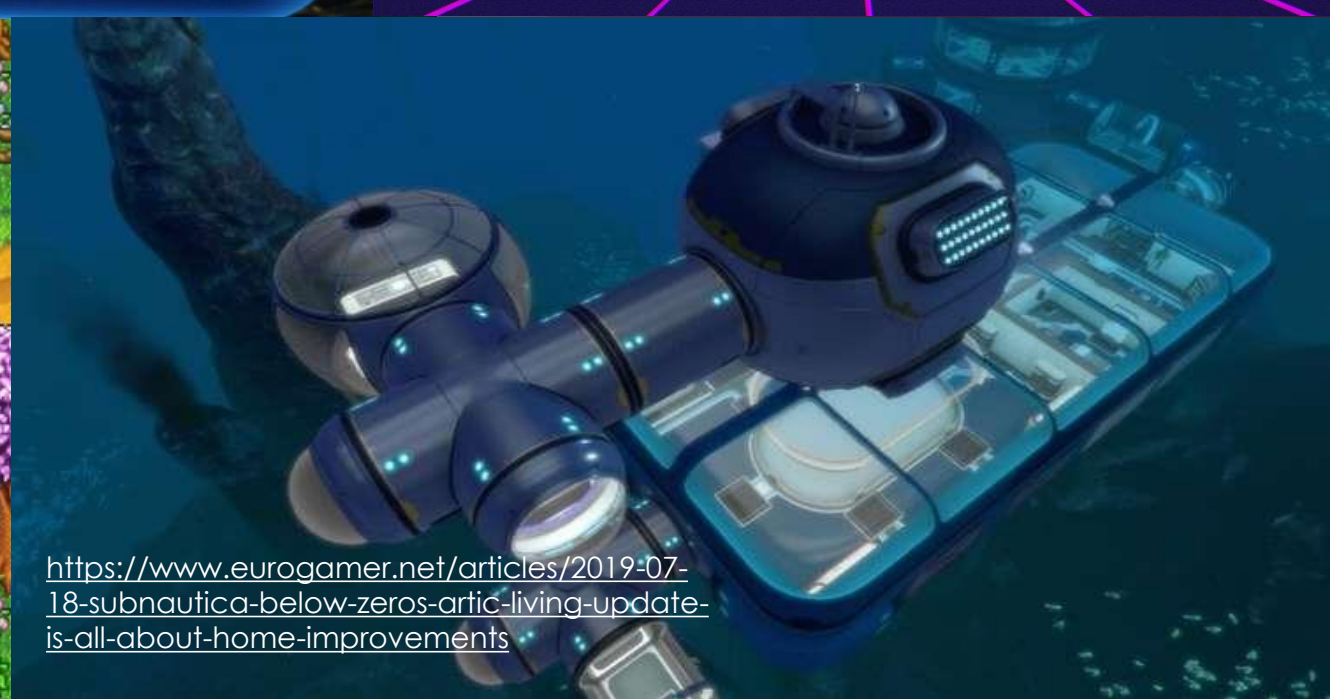
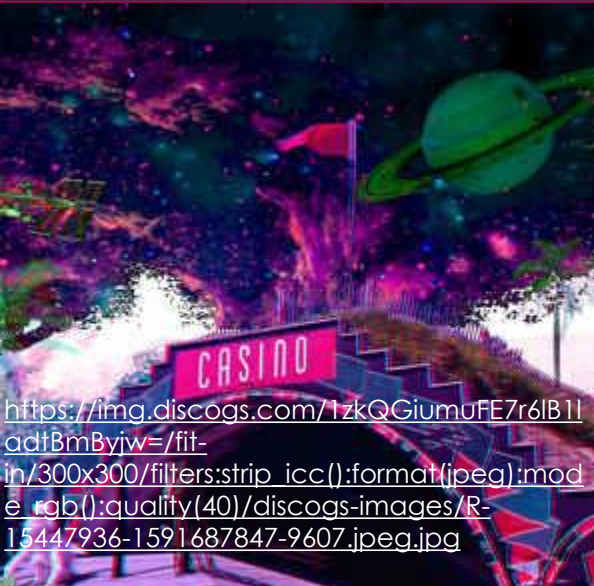
## Platform

The game will be exclusive to the Nintendo Switch as it is the perfect platform for both players that relax at home or are constantly on the go. The game does not need the player's full attention and can be played without fully committing and allocating time in the player's day.





# Mood Board / Inspiration





# Mechanics: World

Event Horizon, like many other farming simulator games, provides players with a 3D sandbox space that enables them to create and manage a futuristic flower shop base. This section will focus on the mechanics in which the player will be mainly using to progress within the game and unpack how they all intertwine with one another.

## 1. Flower Shop

Players own a small shop within their base. The aim within this area is to expand your social connections with NPC Customers that come into your store. These NPCs are important as they allow you to buy and sell unique materials(This will be further discussed in the next section). Obtaining materials is an important part of this game as they are used to build different items for both your store and garden.



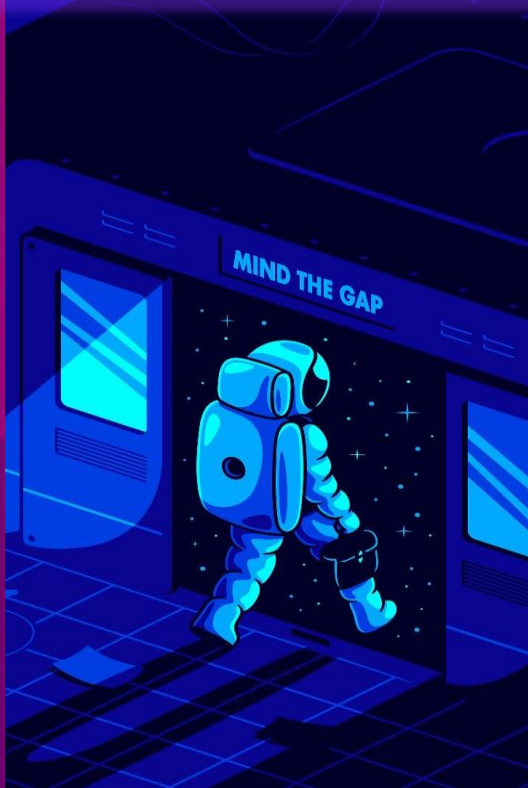
Inside the store player can customize it to however they like, as they can purchase and place decorations within it, showcase the rare plants you have successfully grown and make it a place where your customers feel welcome.



# Mechanics: World

## Interact with the locals

The more you trade with customers, the higher your reputation is. A high reputation allows for better trades and can bring in customers from far away galaxies. Players can view their reputation within their online store in their menu (Will be discussed in the general mechanics section).

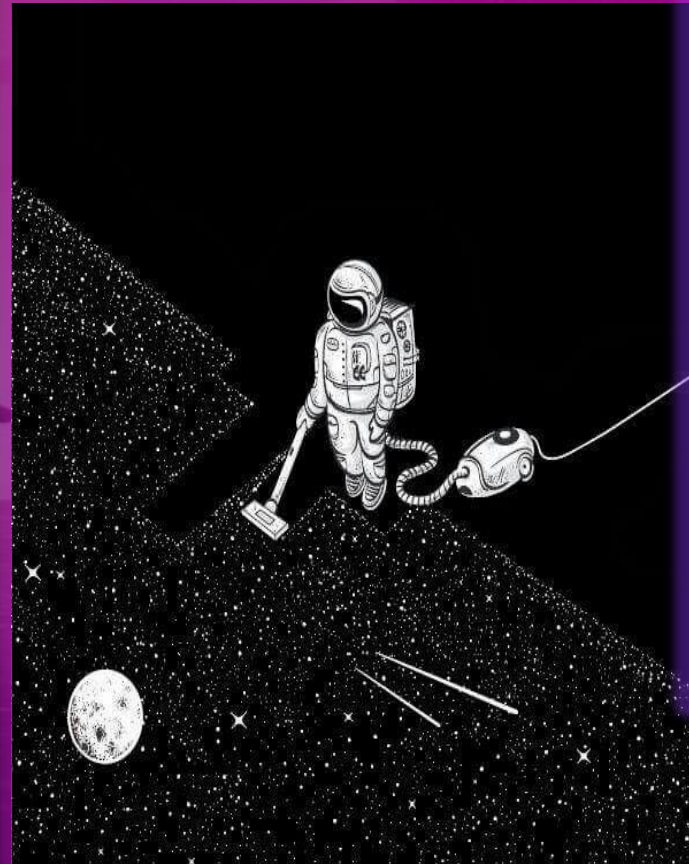


Sometimes these customers bring in rare and unique materials to sell to the player. These materials cannot be found in the online store, so it is important to be prepared for these opportunities make yourself known.

## Maintain the store

The store ain't going to survive in its own so it is the player's job as the owner to keep your store clean and efficient.

Players will need to make sure their store has sufficient oxygen, is well lit enough for their customers to see and isn't covered in stains and dust. Players will have to manually perform those tasks or create tools with their plants to automate these tasks. However, everything comes with a price.



## 2. Garden

Players are given a garden to nurture their interstellar plants. This garden is the main space for all the grunt work in the game but the rewards are always worth the effort. As players progress they can further expand their garden to fit more habitats, store rooms and other miscellaneous buildings and decorations .

Like the shop, players can customize it to their liking and make it feel like a calm spring field with leaves blowing in the wind to even a futuristic Tron feel. All of which will have a small retro twist feel to it



## Habitats

Habitats are small domed buildings that the player can enter and begin the process of farming and nurturing their plants.

Players begin with a basic habitat, however there are many types of habitats to build. It is necessary to build different types of habitats not only for collection purposes but also for certain plants to grow properly.

Within these habitats, player generally will be faced with activities such as digging/hoeing, fertilizing, sustaining(not all plants use water), planting and harvesting, however some plants have special steps. All of these activities require general tools to complete, unless there are special steps in which then the player needs a specialized tool.

As they progress they can further upgrade these habitats to grow more plants or expand the garden itself to store more habitats.



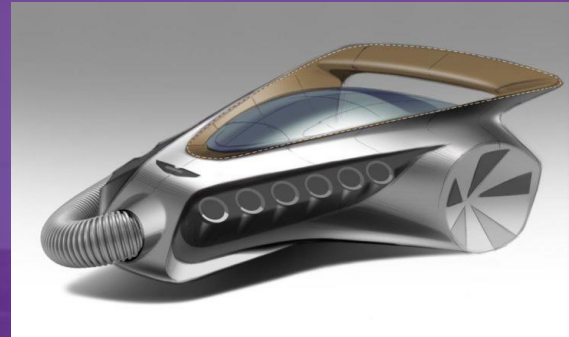
# Mechanics: World

## Tool Box

Every good garden comes with its own tool box. This box allows players to combine materials to create items.

Nurturing and growing your plants takes a lot of time, effort, so instead build tools to help slowly automate your garden and shop making your time in the base easier and more efficient.

The tool box can also build basic items such as habitats to grow plants, store rooms to store items and other miscellaneous items such as accessories.



## Tools

Tools within this game are very important as they help speed up the players progress in growing their base.

In the shop players can create tools such as a basic broom or an oxygen tank to more advanced items such as a black hole vacuum machine or mini-ecosystem machines that provide oxygen.

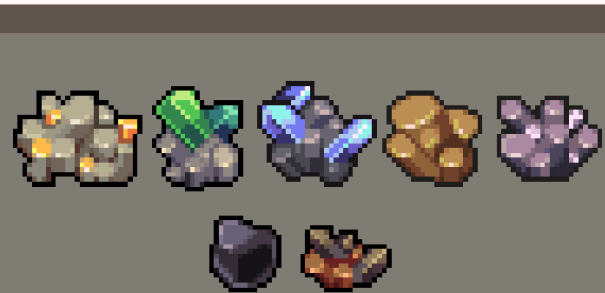
In the garden players will be more hands on with their tools as they will be using shovels, hoes, rakes and more. However, like the store, players can build advanced versions of these items as well. This can list from sun-powered mini tractors to Super Spinning Hydro planets to water your plants.

# Mechanics: World

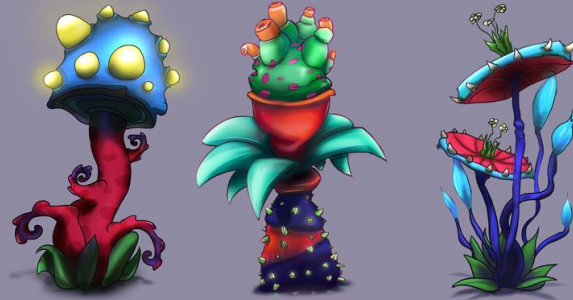
## Materials

Materials are divided into two categories, Plantables and Non-Plantables.

Plantables, as the name suggest is any material the player can grow and harvest from their plants.



Non-Plantables are materials in which the player can only obtain through purchasing with their in-game money. These materials list from ores, metals to gems that can be used in combination with your Plantable materials



## Interstellar Plants

Players can grow different species of plants. Plants fall under three main species, planets, stars and void.

Each plant also uses specific habitats, tools and items to grow and harvest and take different amounts of time to grow.

Plants are typically the key ingredients when creating a new item so try get them all as all of them serve a purpose for your garden.





# Mechanics: General

## 3. Movement

Like most Role Playing Games, Event Horizon allows players to freely manoeuvre their avatar within the boundaries of the Base. This movement can be easily picked up by players as it follows the convention of the using the left analogue stick for movement.



## 4. Time

Time within this game is an important aspect when growing interstellar plants as each of them take time to nurture before harvesting. Players are placed within simulated years, where in the origin base each month should take around 10 minutes in real time.

However, as Einstein phrases it, time is relative. So when a player expands and makes a new base in a new area of the galaxy, the time for a month to pass may vary in real time.



## 5. Menu

When players press the Y button, they pull up their menu. This menu contains: the players Notebook which saves the players progress and notes down any new things they find, such as plants and recipes for items.

Their inventory, which has limited space but gives quick access to items.

The Online Store which is an area that allows players to buy basic materials and sell items for their average cost.

As well as the save and options.



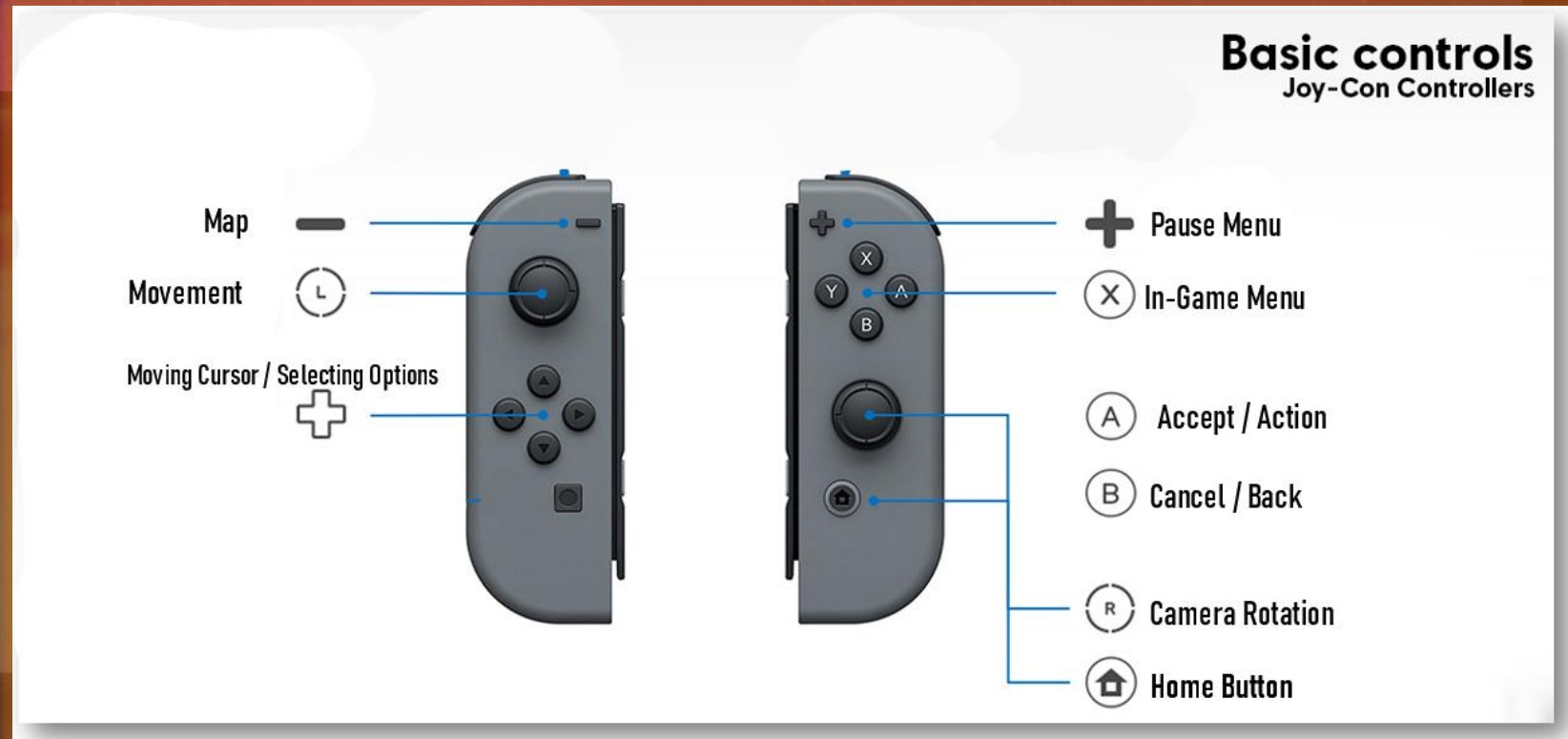
## Controls

Within this diagram, it shows how the controls will be mapped on the Nintendo Switch Joy Con.

These buttons were mapped to be as simple and intuitive as possible for the player as the focus of the game is not in the player mechanical ability.

For now the game is only aimed at this console due to its versatility. However, if the game were to expand into other platforms, the controls should be easy enough to adapt into another controller.

This concept can be further applied into unorthodox controllers for people who are handicapped as I want all types of players to enjoy the game





# Overall Gameplay

The general gameplay within Event Horizon is, as mentioned before, through the players Garden and Shop. Players need to balance between growing their plants and managing their shop, so the typical gameplay is a mix of activities between the two sections.

## When You Start

When a player begins a new game, they will start in the centre of the galaxy. This base will serve as a neutral zone where all items sold there will have their normal estimate price and all plants grown there will take their full time. As the player earns more in game money they can expand and build a new bases in other sections of the galaxy which will give them certain perks and disadvantages, specific to those areas.

## Basic Gameplay of the Garden

Players, when entering their garden can start by checking their habitats if they have anything to harvest. This can be indicated through an interactable computer, outside the habitat, that shows the different plants you have inside the habitat as well as a progress bar on top of it.

If there is a plant ready to be harvested, players can enter the habitat, go to the row which the plant is in and select harvest. If the player does not have the correct tools to harvest the plant, the harvest option will be greyed out. This is also applied with planting as well, as if the player does not have the required materials or equipment they cannot perform the action. All these actions will also be animated and performed by their avatar.



Once player have checked their habitats, they can go to the toolbox within the garden and, check what new materials they have and decide if they want to create something new, whether it be a tool, habitat or general accessories and decorations.

If the player builds a new habitat, they will go into a birds eye view of their garden and place the habitat in an open area.

# Overall Gameplay

## Basic Gameplay of the Shop

In the shop, players perform typical house cleaning duties such as cleaning the shops floors or changing the oxygen tanks and cleaning the air filters. All of these actions simply require the player to walk up to the object or tool and interact with it.

Players can also access their computer on the counter to get a birds eye view of their shop and customize it however they like. If a player wants to display a plant or accessory they can walk up to a shelf and place the item there.

Player will also occasionally get customers walking into their shop. When the player interacts with them they can speak with them and gather information about recipes, sections of galaxies and their traits or just general lore , or initiate a trade in which the player will be shown a table with all the items that can be purchased or traded by the customer.



If the player wants to trade, they will select the items from the customers side of the table. Selecting it will place it in the centre of both your and the customers tables. Once an item is placed the bottom of the screen will show the total amount that you need to give for the item. Players can put in materials of their own to match the worth of the item they want to get or pay in-game money. These prices may vary depending on your affiliation with the customer.





# Overall Gameplay

## Progress

Player progression within this game is determined through two factors, their reputation and their growth/expansion within the galaxy. In a way players are incentivised to progress and perform these activities in their shop and farm as it is their own personal base. This can relate to the idea of owning your own home and wanting to keep it clean whilst decorating it to fit your own style and persona.

Players will also be more motivated to keep playing as they will slowly see what used to be a tiny base with only a few customers and habitats grow into a bigger, more decorated base and a shop with a high reputation rating. This visual feedback should keep players grinding away to make their base what they want it to look like

Another means of keeping the player engaged with the game is providing them the notebook to complete. Like with Pokemon and their Pokedex, Event Horizon challenges players to find every recipe for habitats and scour the galaxy for a merchant that sells specific seeds.

## The Challenge

Although this game is not designed to fully challenge the players mechanical skills like it does challenge the player in their organizational and planning skills. The game requires players to essentially manage a business and a garden.

Although there are no game ending consequences, a lack of planning or managing of resources will slow down the players progression in expanding their shop.

The only thing the player does not have full control over is the frequency of a customer however, the more the player engages in the trading side of the game, the more frequent they will get customers in their store.

In a way it is down to luck for a specific vendor that the player wants to trade with to come in. But it can also be seen as the game pushing the player to always be prepared for opportunities.

# User Interface

What the typical user interface should look like when the player is in their store.

In-game currency



Time and Date

In-game menu

Traveling to other sections of the galaxy





# References

## Image References



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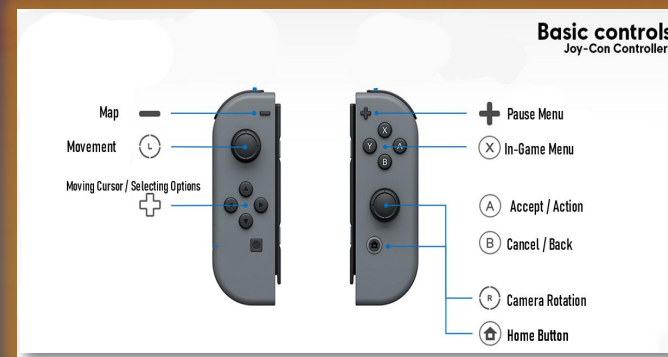
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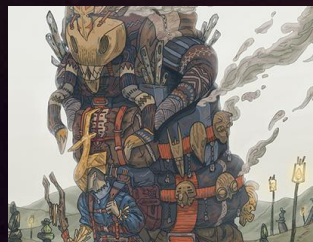
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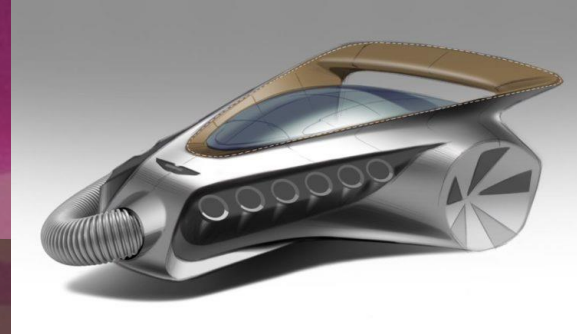
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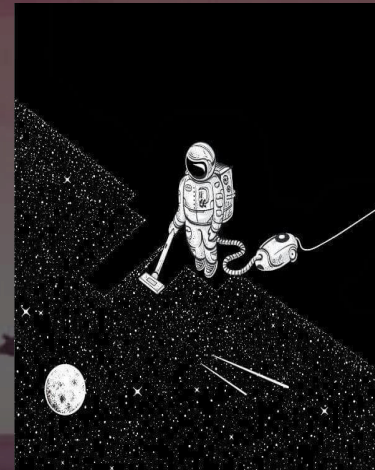
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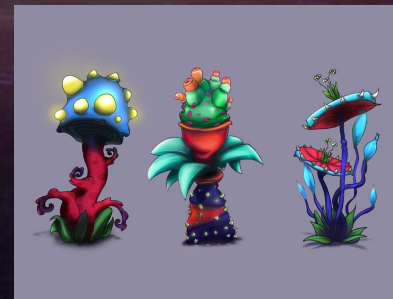
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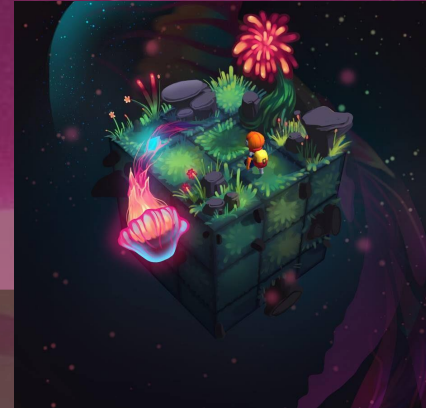
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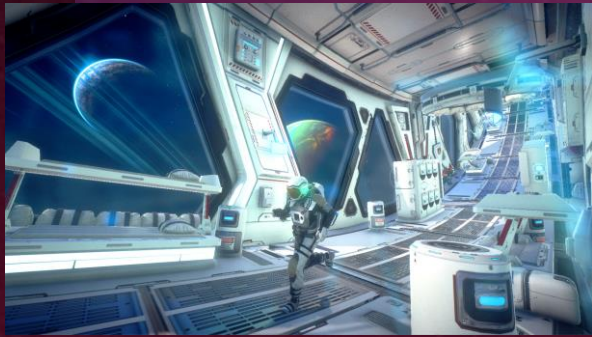
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