

A Project

**GAME DESIGN
DOCUMENT**

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Game Overview

Title : A Project

Platform : PC

Genre : Endless farming game

Rating : Everyone (3+)

Target : Casual gamer and Chilling gamer

Synopsis

A Project is a third-person endless farming game where the Player is a human (a man or a woman) who arrived in a land. Now the Player must survive and create his own farm with the resources in this land.

Game Objectives

The objective of the game is to build the best farm imaginable and become rich.

Game Rules

The game level is a random map, generated with different biomes. In each biome the Player can find different resources (see *Resources*) like stone or wood. The Player can collect resources to craft items (see *Items*). With these items he can collect more resources and craft machines (see *Machines*). And with these he can craft more things. The Player can sell everything to earn money, but the more the item is high level the more he will earn money. With time the Player can meet NPC (see *NPC*), and he can trade many things with them.

Gameplay

Game Camera

The camera is always focused on the Player and follows him everywhere.
The game will be seen from a 2D isométrical perspective.

Game Controls

All the controls will be customizable with a controller or a keyboard.

- Movement : Move the Player (up, down, left, right)
- Use : Use the equipped item
- Open/close inventory :
 - Reorganize inventory
 - Equip an item
 - Drop an item (slot for resources)
- Open craft menu :
 - Items
 - Machines

HUD

- Money
- Health
- Time
- Map
- Inventory

Player

Player Characters

Man or Woman

Player Metrics

Speed : 10

Max Health : 100

Player States

Idle : The idle state is a cycled animation where the Player is not moving.

Move : The movement animations will be triggered when the Player is moving.

Death : The death animation will be triggered when the Player health is zero.

Craft : The death animation will be triggered when the Player is crafting something (could be different with each craft)

Action : The action animation will be triggered when the Player is using something (item or machine) and is different with each action.

Player Resources

The Player got different resources, we got two types.

The collectible ones :

- Stone
- Wood
- Water

The harvesting ones :

- Wheat
- Carrot

MVP

Version 0.1

- Player movement
- Player inventory
- Resources system

Version 0.2

- Money system
- Shop system (sell)

Version 0.3

- Craft system (items)
- Shop system (buy)

Version 0.4

- Harvest system
- Upgrade system (Item)

Version 0.5

- Language system (English and French)

Version 0.6

- Craft system (machines)

Version 0.7

- Upgrade system (machines)
- Reorganize inventory

Version 0.8

- Player health system

Version 0.9

- Main Menu
- Option Menu

Version 0.10

- Pause Menu
- Character selection Menu

Version 1.0

- Map generation

Version 1.1

- Save system

Wishlist

- Resources regeneration
- Improve UI
- Characters models
- Characters animations
- Seeds models
- Seeds animations
- Resources models
- Resources animations
- Sound effects
- More resources
- More items
- Add NPC
- Rarity resources

- Learn craft
- Local CO-OP