The game “T3Test”

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Idea**:**

Player runs in glassful on an alien planet. Alien look on a player and do some science’s works.

Some figures fall down from the top of glassful and a player should move, rotate or destroy them for filling projected 3d model. 3d model began from simple figures, like floor, but over levels, the difficulty will increase and at the end a plyer should build complex structure like a house or a space ship.

Concept**:**

Stages**:**The development process will be split into the next stages:

1. Playable prototype.
   1. Player controls +
      1. Jetpack +
   2. Gun shoots +
   3. Gun and bullets colors +
   4. Gun charges +
   5. Blocks
      1. Moving +
      2. Destroying +
   6. Figure
      1. Moving +
      2. Rotation +
      3. Destroying +
      4. Dropping +
      5. Falling +
2. Alpha.
   1. 3d-projected model
      1. Read model from json
      2. White blocks
      3. Black blocks
      4. Z leveling
   2. Timer
      1. Events. – gold, silver, bronze stars.
   3. Mission
      1. Objectives
      2. Progress
      3. Challenge
      4. Puzzle
      5. Extended 2d figures
      6. Simple 3d figures
      7. Extended 3d figures
   4. Main menu
      1. New game
      2. Save
      3. Load
      4. Exit
3. Beta.
   1. Alien
      1. Dialogs
      2. Hidden game
      3. Technologies
         1. Technologies tree
         2. Technologies icons
         3. Links to Wikipedia
      4. Alien planet – changing environment from settings
   2. Stars
   3. Upgrades
      1. Jetpack
      2. Movement
      3. Gun
   4. Learning tips
   5. Main menu – settings
   6. Localization
   7. Rewards.
   8. Achievements.
4. Pre-realize testing and debugging
   1. Testing system – internal tests
   2. Integration with Steam
   3. Integration with Epic Store
5. Realize and post realize testing and debugging.

Alien**:**Then the alien appears, the player can see only him and the glassful. But first, that the alien is doing, he pressed something on his hand and everything is changed: now glassful in the alien planet.  
  
The alien looks very smart: he wear a spacesuit, all the time opens and closes some windows in the air and something pressing in it. During a round, he is very busy and does not want to interact with a player.

However, after a mission done, a player can choose the next mission and mode only by speaking with him.   
Also, between missions a player can have a dialog with him. An alien is really interesting about Earth. He knows a lot of fact, but want to know how them could be interpreted. The difference between an alien civilization and a player culture very huge. However, a player can understand the difference and make some right answers.

Alien planet:  
The planet looks almost the same as Earth, but it has some difference: grass and flowers are black, water in the pound are yellow…   
A player could choose in the settings: does he want the planet or not.

Guns**:**Move: left-button: push, right button: pull.

Rotate: left-button – rotation clockwise direction, right-button – rotation counterclockwise direction.

Both guns choose an axis perpendicular the hit side.   
The bigger figure, the heaver it and consume more guns’ charges for moving it. - ???? – need to test

Destroy: left-button – a single block of a figure, right-button – full figure.

After destroying a figure, a player will obtain some guns’ cartridges. Color of charged gun should be the same as a block’s color. After destroying a figure’s block, a player will not obtain charges. -???? Need to test and compare to block - receive

All guns should be displayed in right-bottom corner. Each gun should also display current charges.

Figures**:**

There will be four sets of figures: Tetris-like, extended 2d, simple 3d, extended 3d. Each set has 5 figures. Current sets will depend on the mission.  
  
A figure could be moved, rotated or destroyed during then it falling. Fallen figure can be changed.

Each block of figure should have a gun’s color.

Challenge mode has only one figure, puzzle mode has limited queue of figures, the same queue should be in the beginning of progress mode. After queue is empty, in puzzle there will be no additional figures, while in progress mode figures will continue to drop, but will be chosen randomly from sets of figures.

A start position of the figure is in the middle of glassful for horizontal and on the top of glassful for vertical.

## Game modes:

Each level has three modes. Each mode can be completed for one, two or three stars(depends on the time finished and conditions done).

The goal is the same for all the modes. Difficulty of goal figure is rising over the level.

### Progress:

Each round has time and goal. If time limit finished before a player obtain a score limit, a player will fail the round.

### Challenge:

Each challenge has unlimited move and rotate bullets and limited destroy bullets. Also, there is only one figure.

### Puzzle:

Each puzzle has time, limited queue of figures and bullets limits. Destroy bullets not allowed here.

## Stars and upgrades:

After each game, a player will have some rewards – as much as he was successful.   
The stars could be: bronze, silver and gold. Bronze stars are the easiest to achieve, the gold stars are the hardest.  
Each collected star bring some “star” points.   
Bronze – 1 star  
Silver – 3 stars  
Gold – 7 stars.  
So, competing a mission with a gold star is the same as complete 7 other mission with bronze stars.  
As a result, a player can earn 7\*3=21 “star” points from one level.

The stars could be spent for upgrades in internal shop.

## Internal Shop

Each gun type has two upgrades: maximum charges and received charge after destroying a figure.

Jetpack: speed and charge

## Achievements:

Achievements in the game divided in next groups:  
1. Show the progress in the game(“first mission”, “first challenge”, “first puzzle” and so on)  
2. Show progress in the hidden game(“alternative benefit”, “technology buyer”, “contact”, “whole statue”, “alien’s friend”).  
3. Show donations.

## Rewards:

After a player will complete the last mission, he/she will have a button “finish the game”. After pressing it, the save game will be deleted, but a player will have a reward – golden statue in a main menu. The progression of the statue will depend on the number of collected and unspent stars.   
For example, if a player collects 30% of all the possible star points, he/she will have only legs of the statue.  
If a player choose technology branch, he/she will have all open technology icons.

# Learning tips.

In first mission a player could have learning tips. Each of them should disable player movement system.  
For closing each tip a player should press button “ok” or “skip” and after that he/she should complete a learning task.   
All the tips could be disabled.   
Learning tasks could be skipped.

# Dialogs:

After successful finishing a progress round in a first time, a new dialog with alien will be allowed.  
Dialog has the next structure: usual situation, question about it and 4 answers.  
All the answers should have different positions at each time.  
If a player has skipped a dialog, he/she will earn no hidden scores.

## Hidden game:

Each dialog with an alien will finish with some hidden scores. Each dialog should have 4 variants, with 1-4 scored answers.  
The correct answers should be based on alien culture model.

In the first dialog, an alien could describe their own culture – very simple, but very different. “A group more matter than a single person; bigger group matters more than smaller. Whole civilization matters more than any group. A person should only think how to maximize their own benefit to a group”.

Also, in the first dialog, an alien says:

First dialog:  
A: “It is my own diploma project. I should to explore a human pace the ability to think in 3d space with 3d figures.”

One of four chooses:

P: There we are? – 1 hidden score

“We are in virtual reality. While you are slipping in your bed, you will play in my game”

P: benefits – 2 hidden score

“If you want, I could pay you as much gold as much stars you will earn”.

P: your culture – 3 hidden score

“My culture very simple, but very different. A group more matter than a single person; bigger group matters more than smaller. Whole civilization matters more than any group. A person should only think how to maximize their own benefit to a group”.

P: that should I do? – 4 hidden scores

“You will play in the game. You should make a 3d model in your glass with figures. The more you’ll play, the harder model will be”.

A player could choose only one option. However, benefits and playing rules will be displayed anyhow.

Then a player collects as much hidden scores as (number of rounds\*2), a player could have first hidden dialog. Second hidden dialog will be opened only if a player chooses right technologies.

### First hidden dialog:

“Human civilization is the strangest civilization my race has ever meet. Gold matter then knowledge. Race and sex matter even more then skills. Your emotions could be more matter then your benefits. While for us gold is like sand on our shoes. We have no race or sex and we are free of emotions”.

1. P: “Emotions” 1 hidden score

P: “Our emotions help us to make decisions then it hard. For example, a mother does not think about herself, if she needs to save her child”.

A: “It has no sense. Who is she? who will her child be? Maybe her own life is more important than the life of her child.”

1. P: “Gold” 2 hidden score

P: “If gold is nothing for your civilization, so, may you pay me more?”

A: “Ok. Each unspent star point will bring you 10 times more gold”.

1. P: “How do you breed?” 3 hidden score

“A”: “We all one sex. If we need more us, a machine makes someone, whom is needed for us”.

1. P: “Knowledge”: 4 hidden score

P: “Sounds like for your civilizations knowledge is the most important thing”.

A: “Yes, it is”.

P: “So, maybe you can teach me some of your technologies?”

A: “Well... I can do it. May be. Then you finish the test, you could choose some technologies. Each of them will costs stars.”

Second hidden dialog

It will be if a player had chosen right technologies and has 100% hidden scores: “Orbital elevator”, “Superluminal engine” and “Singularity reactor”:

“Your choice deeply impressed me. Do you understand that these technologies cannot be implemented by any company in the world? Moreover, I do not thing that any country can implement them. The cheapest technology, orbital elevator costs around twenty trillion working hours and can be implemented by USA or China. But they have no territories on equator. So... What you will do with your technologies?”

1. P: “Use” “It is only my technologies. So, I will make my own company for using them”.

2. P: “Sell” “It is only my technologies. So, I will sell them on an auction”.

3. P: “Give to country” “Sounds difficult. I will try to give them to my own country”.

4. P: “Free for humanity” “Hmm... It is sounds like no one can realize it. So, I will try to make them free for using. May be, some countries can be united.”

A: “Every next technology cost five-fifty times more then prevision. Orbital elevator costs twenty hours, singularity reactor should not be realized on Earth because it could turn whole planet into a black hole. So, this technology will cost around one hundred trillion hours, if prevision will be realized and thousands time more, if not.   
The last one need around ten-twelve megawatts per second for kilogram. Also, it could cause an explosion there every kilogram of matter will be turned into energy. For these reasons, it should be built as far from Earth as it possible. Saturn orbit will be far enough. As you can understand, the cost of realization this technology will be around five quadrillion working hours. As you can understand, it is possible for whole humanity only”.

* 1. P: “Humanity cannot be united: there is a lot of conflicts between countries. So, I think, technologies could be realized by union of two-free countries”.

A: “It is so sadly”.

* 1. P: “It does not matter. I believe, humanity will unite after obtaining a space elevator and understanding that two over technologies could be realized”.

A: “It sound like you have a plan”.

P: “May be. Your help will have the biggest accumulative effect for uniting countries. Can you?”.

A: “Only in your dreams and in reality, after realization all of these technologies only”. – contact achievement

## Technologies

If a player had chosen the technology reward, he or she will not earn a gold statue, but will have access to “technology shop”. In this shop he/she can bay some technologies. Each of them will be shown in the main menu as active icons. After clicking on each of them, full description of technology will be shown.  
The cost of a technology depends on whole star points and should be in percent for a game designer and in star points for a player.   
For example, Orbital elevator”, “Superluminal engine” and “Singularity reactor” should cost 33% of whole star points each. While “Room-temperature superconductor” costs only 5%.  
Each technology should not to be “imagination”, all the descriptions should have a link into Wikipedia with correct article.

Monetization**:**The game will be sold through Steam and Epic Store.   
Price will be 1$ but the game will have internal shop for “donation” – two or three items those can be bought multiple times and do nothing, except special rewards.