GAME DESIGN DOCUMENT

Project Spark

A spiritual successor of B&W

Contents

Game Analysis

A fantasy god game with elements of RTS, sandbox games and sim games. It is based around managing your followers while trying to defeat other AI or multiplayer deities, whether by influencing or ordering your followers to attack them, converting followers in order to grow in power or using your powers.

Mission Statement

As the Primordial One tires of ruling and watching over all of the worlds, they come to a conclusion: "I have been here for too long. ". Splitting itself into a myriad of lesser deities and ceasing to exist, The Primordial One takes a well-deserved rest. However, for you, one of the newly created deities, the work has just begun.

Genre

Fantasy god game with elements of RTS, sandbox games and sim games.

Platforms

Windows

Mac OS X

SteamOS + Linux

Engine

Unity Engine

Target audience

Male and female, age between 16 -35, possibly older. Target audience would be comprised of fans of RTS and god games, including fans of the original Black and White, as well as newcomers looking for creative mayhem.

Storyline & Characters

Synopsis

The exact time during which the story is taking place is unknown; the only thing known is that the universe existed for a long time with The Primordial One watching over it. After The Great Sowing, the event in which The Primordial One split himself into seeds of power from which new life including new deities sprouted is the time during which the story takes place, on an unknown world known only as the Cradle, as Eirenaios, a kind-hearted deity calls it. The deities of this world know they are not the only ones and that there is who knows how many world's with deities of their own. Therefore, they are trying to gain as much power in order to be on top of the order that will rule the new Universe, with The Primordial One gone. Whether the player wishes to be the One God that will rule all of creation or be part of a Pantheon of gods is up to them. The story follows your growing in power on the Cradle, while exploring and dominating several islands on it, allying or destroying deities on your road to universal power.

Story

Prologue

As The Primordial One looks over the universe, every galaxy, every star and planet, every living creature in it, they contemplate as they did for eons of their purpose and their work. They slowly, but surely grew tired of it. The battles they fought, the worlds destroyed, created, kept and ignored, every event that transpired throughout its existence slowly became weights on its consciousness, as all of it seemed to repeat. The Primordial One wanted to see something new, or to see nothing at all. Alas, they knew all. Except nothing. The decision, weighed over time inconceivable to all but to the One who was present from what seemed to be the beginning of time itself, was finally made. Nothing would be explored. Willing it into existence, the power undefeatable by any except by its own – split! However, they would not leave this existence unattended. Every spark that made up the glorious light that they were would be a light of its own, whether to guide or to burn, The Primordial One cared not. They had other plans. And so, the power seeped back into the universe, to be returned to lesser versions of the One who created them. But they would grow to reach those heights, certainly. Or they would not, The Primordial One cared not. They had other plans. The last of their consciousness remolded into new ones, ones who would seek their own way. The Primordial One cared not, for there was no Primordial One to care. Their essence was now in all things, especially these new gods, if one could call them that after witnessing The Primordial One. But there were none who could witness it anymore. The last witness was gone.

You awake. Tied to a rock, no, a totem. This, you know. Where you are, you do not know. What these creatures close by are, you do not know. However, you do not care. What you know is that

you are connected to them in a way. You know you must keep this connection to keep yourself, but how, you do not know.

Chapter 1

After first coming into existence, you face these new creatures and wonder what they are and what they need. Another presence similar to yours appears, another deity. They introduce themselves as Eirenaios. They give you some advice on what you need to do, what these peeps are and how you are connected to them. There are in total four villages, on the island; Eirenaios rules over two villages which are medium sized (Eirenaios has about 120 followers in total). You get a starting small village of 20 people, and there is 1 neutral medium sized village (around 50 peeps). Eirenaios is not focused on gaining power as much as they are focused on bringing joy, peace and prosperity to their followers. This is where your journey begins. Choosing to care for them in a loving way brings you closer to Eirenaios, as they care for their peeps in a similar way. Choosing to use them as expendable tools furthers you away from Eirenaios. You learn of the basics of moving, picking, putting down and throwing things, of the basic resources present in this world, their importance and your godly powers called Miracles. Here you can find some of the basic miracles, such as Miraculous Food, Miraculous Wood, Divine Shower, Miraculous Heal, Plague, Thunderbolt, Fireball, and Ice Shard.

If you wish to be what you now know is "evil" Eirenaios swears never to help you again and has a disdain for you throughout the rest of the story, after which the player takes a portal created by Eirenaios in order to move you from their island. If you wish to be what you learned is "good", Eirenaios helps you and will keep helping you, becoming your ally. They then open a portal to a new island in order to further your combined influence through this world. If you decide to be neither here nor there, Eirenaios will be careful with you, pushing you to be better, but being vary of the possibility of you turning evil. They then open a portal and urge you to find your path, hoping that it will be the one of compassion. After converting or destroying all neutral peeps (and Eirenaios' ones if the player chooses to do so),the player can continue to the next island or choose to stay on this one a bit longer.

Chapter 2

On the second island, you meet new deities, Nokomis and Rahab. Nokomis is vary of you, as she wishes to protect her followers while also gaining new ones in order to ensure that their balance is the new rule of this universe. Rahab, on the other hand, is a forceful and zealous deity who sees their followers as beneath him, and therefore worth only for what they can provide them. There are in total 8 villages, two neutral ones (one medium and one small). Nokomis starts with two villages, one large and one small village (Nokomis has about 140 followers in total). Rahab starts with three villages, one large, one medium and one small village (Rahab has about 190 followers in total). Here you can find some of the intermediate miracles, such as Miraculous Ore, Sacred Forest, Rain of Fire, Thunderstorm, Blizzard, Summon and Divine Protection.

Here we see another choice being present, as the player can try to stay neutral and attempt to ally either of these two, but not both. If you attempt to ally Nokomis, they will accept as you uphold a balance which she holds sacred, but you must first remove Rahab from the island, by violence or by conversion. If you attempt to ally Rahab as a neutral deity, they will accept, but warn you that unless you embrace evil completely you will never reach your full potential. In order to do this you must

remove Nokomis, either by violence or by conversion. However you do this, Nokomis warns you that balance is a precious and fragile thing, hoping that the player would do good to preserve it. This then ends the demo.

The player can play as a good deity and attempt to ally Nokomis, who will accept your offer at the end of this segment if you manage to convert all of Rahabs followers to your cause, ending the demo. If the player converts Nokomis' followers first, Nokomis will tell you that they understand your need to grow stronger and that in a way you are being a counter to Rahab who is evil, which means you are upholding the balance Nokomis seeks before disappearing. This then leaves you to convert all of Rahabs followers as he will not ally a weakling. Once you do that, Rahab furiously exclaims that it is impossible for a weakling like yourself to overpower him before disappearing, after which the demo ends. If you play as an evil deity, destroying or converting Nokomis' followers will result in Nokomis judging you for disrupting the balance and cursing you for being a harbinger of chaos. Rahab will then be open to allying you, however the player chooses whether to accept or not. If the player accepts, the demo ends there. If the player decides to refuse, Rahab then accepts your offer of war gleefully, saying that the greater deity will win. Once you defeat Rahab, the demo ends.

The current story written here is not complete. The story written here consists only of the parts found in the demo; the story will be updated further and perhaps changed.

Characters

Character	Description	Characteristics	Misc. Info
The Primordial One(model in development)	A deity who's origin, history and powers are unknown, what is known about them is that they have been watching over the universe for so long that they have gotten tired, and to amend that they split themselves into seeds of power which spread throughout the universe across worlds, creating a myriad of deities.	Omnipotent, omnipresent, omniscient. Powers are unknown, but due to the fact that they were The One for so long that even they grew tired of it, it is believed that their power is beyond comprehension. This is also supported by the fact that countless powerful deities were created out of The Primordial Ones' power.	Is present only in the first animation.

Player/Player's(models in development)	The player character. A hand whose color and style is customizable, also changes depending on the way the player plays their game(alignment bar goes from -100 to 100). The more good aligned the player is (0 to 100), the holier their hand looks, with butterfly and sparkle particle effects and a faint light emitting from it. The more evil aligned the player is(0 to -100), the darker and redder their hand looks, with longer nails which look like claws, bats and smoke particle effects	Can be used to throw people and objects, tap houses to wake their occupants, cast miracles and perform other actions involving menus etc. Using the hand, the player can draw shapes which activate certain miracles. Drawing of these shapes acts as a shortcut to the player physically going to their main temple in order to pick up that miracle and using it. Each miracles comes in three "sizes", each more powerful and with a larger AoE than the previous "size", with a couple of Mythical miracles being special in the sense that they require a large number of worshippers to be worshipping at the same time and a large amount of piety in order for the player to be able to cast them. These would in turn be immensely powerful. However, they cannot cast these miracles outside of their influence zone. The influence zone is an AoE zone around their villages' totems, which grows slightly as the number of followers rises. The player has only 3 seconds to interact with whatever is outside off their zone of influence, such as picking up a tree, a peep, a rock etc. After the initial 3 seconds, they cannot interact with anything outside of their	

		zone of influence. Also, a miracle equipped on hand and ready to be cast cannot be cast outside of the zone of influence. This can only be done with the Mythical miracles. Unless all villages of a deity are taken or destroyed, the deities' temple is invulnerable. The only way to defeat a deity (including the player) is to convert or kill all of their followers, and then destroy their temple.	
Eirenaios (model in development)	Ally NPC which is shown to be a bit older than the player, landing on the first island some time before the player. He teaches the player the basic controls and objectives	Eirenaios seems to be a kind-hearted deity, ruling over their followers with mercy and grace. They know several miracles tied to the good alignment and can be seen using them from time to time on their people. They do not expand beyond their first two villages which are medium sized (Eirenaios has about 120 followers in total). They sometimes visit the player in order to give them advice on what they need to do.	Eirenaios acts as a guide in the beginning, and later on as an ally if the player decides to play as a good aligned deity. If the player plays the game as evil aligned, Eirenaios swears never to help you again and has a disdain for you throughout the game. If playing as neutral aligned though, they try to keep advising you to be kinder and more merciful towards your and other followers.
Nokomis(model in development)	Neutral aligned NPC met on the second island, they can be an ally if the player manages to get on their good side but can also be an enemy if you get on their bad side. This is either done	Nokomis seems to be a neutral aligned deity, helping their followers at times randomly either attacking or converting others' followers. They know some miracles from both alignments and can be seen using them from time to time on their people and neutral or	Nokomis is one of two allies which are tied to story choices. If the player decides to ally Eirenaios by playing as a good aligned deity, Nokomis will see the player as "too soft" and "lacking in decisiveness" . If the

	by gifting them resources and helping them with miracles or attacking them. The story requires that you either conquer or ally Nokomis	rival villages. They start with three villages, one large village and two small ones (Nokomis has about 170 followers in total). They interact with the player when the player flies over their territory and their response vary depending on the player's actions. At first they are hesitant and vary of the player.	player chooses to play as an evil aligned deity, Nokomis will see you as "too cruel" and "similar to a greedy ogre child". If the player chooses to play as a neutral aligned deity, Nokomis will see you as "balanced, as the world should be" and "adaptable, or perhaps fickle? 2.
Rahab(model in development)	Evil aligned NPC met on the second island, they can be an ally if the player manages to get on their good side but can also be an enemy if you get on their bad side. This is either done by gifting them resources and helping them with miracles or attacking them. However, if the player decides to ally Rahab they will have to be at least neutral aligned, if not evil aligned. The story requires that you either conquer or ally Rahab	Rahab seems to be an evil aligned deity, keeping their aggressive followers in check with fear. They can be seen punishing their followers at times and attacking others' followers. They mostly know miracles tied to the evil alignment and can be seen using them from time to time on their people and neutral or rival villages. They start with four villages, one large village, one medium village and two small ones (Rahab has about 210 followers in total). They interact with the player when the player flies over their territory and their response vary depending on the player's actions. If the player is evil aligned, Rahab welcomes them, either as his worthy rival or as a potential ally. If the player is neutral aligned, Rahab warns the player of their iron fist and immense power. If the player is good aligned, Rahab mocks the player, telling them to leave	Rahab is one of two allies which are tied to story choices. If the player decides to ally Eirenaios by playing as a good aligned deity, Rahab will see the player as "a weakling" and "a slave to their people" . If the player chooses to play as an evil aligned deity, Rahab will see you as "a true deity, one who came to this world to rule" and "a force to be reckoned with". If the player chooses to play as a neutral aligned deity, Rahab will see you as "potentially great, but for now lacking" and "indecisive, requiring a firmer grasp on godhood".

		Rahab's domain before they he pulverizes them.	
Followers(models in development) 	AI followers who come in different forms, the basis of your godly power	They can pray, work, fight, multiply etc. According to your orders or their own AI. Can be flung around by the player's hand, which is the main way of interacting with your followers. Placing a follower next to a tree or a forest makes them into a logger, placing them next to an unfinished building makes them a builder, placing them next to a farm or a herd of herdable animals makes them a farmer, placing a follower next to another follower of the opposite sex makes them a procreator (breeder), placing a follower next to a mine makes them a miner, placing a follower next to a workshop makes them an artisan, placing them next to a smithy makes them a blacksmith and placing them near the barracks makes them a fighter. Placing them near your temple does nothing, as you influence the number of your worshippers by activating your totem; however, placing a follower onto an altar which is near your temple sacrifices them for an instant boost of a 100 piety at the cost of the follower and -5 alignment. While	Follower's clothes are Mint Cream #F1FFFA colored. If the follower is designated to a certain job, their clothes will change color.

		followers will be automatically assigning themselves to different jobs depending on the villages current needs, assigning them to a certain job gives the player a way of controlling what they need more or less of, however they need to be careful as assigned followers will not switch jobs to meet the needs of the village, therefore possibly disrupting the resource gathering balance of the village. On the other hand, a dedicated builder, logger, fighter, procreator, miner and farmer are 120% efficient at the task than a non - dedicated peep. Depending on their food and water meters(0 minimum – 100 maximum, peeps lose 1 point every 8 to 10 seconds), the needs of the peeps consist of: - 1.5 to 2 food per missing point of food bar and 1.8 to 2.4 water per water bar point missing The peeps needs take primary importance, while things required for upgrading or building take secondary importance, only gathered if the needs of the peeps are satisfied. Peeps age at the rate of 1 year per 2 minutes (real-time), their maximum age is dependent of their health bar, the formula for maximum age being health bar * 0.8 = max age. If their health bar	

		was undisturbed by damage or healing, average age is from 60 to 80. The peeps also have a contentness bar (0-100), the less points this bar has, the greater the chance of the peep acting aggressive and the generation of piety is lesser. Aggression chance grows by 1 per 10 points of the contentness bar missing, and piety generation drops by 15% per 20 contentness bar points missing. The aggression chance can be elevated without the contentness bar dropping, which is done mostly by playing as an evil deity. If the content bar is low and the aggression chance is high, peeps may attack anything and anyone, including fight among themselves. If the content bar is low and their aggression chance is low, they won't attack anyone but will produce less piety as mentioned before. If their content bar is high and their aggression chance is high, they will not fight among themselves, but will attack anything else on sight. Health 100 Damage 5 Move speed 10	
Children(models in development) 	AI follower or non-follower. Not yet fully grown peeps, unable to fight, can only be worshippers until	Children are only able to be only or not working at all, and will not attack due to them being scared to do so, all the way until they reach the age of 18.	Children's clothes are White #FFFFFF colored, no matter the player alignment or if they are followers of the

	they reach an age of 18.	However, sacrificing children brings a greater piety bonus and costs more alignment points. Children age at the rate of 1 year per 2 minutes (real-time). The younger the child is, the bigger the sacrifice piety bonus and the alignment cost: Age 0 to 5 Piety bonus 1000 Alignment cost -30 Age 6 to 11 Piety bonus 500 Alignment cost -20 Age 12 to 17 Piety bonus 300 Alignment cost -10 Children models grow in scale according to age, once they reach the age of 18, the child models are swapped out for peep models. The needs of children are: - 1 to 1.6 food per missing food bar point and 1.2 to 1.8 water per missing water bar point for children. Health 30 Damage 0 Move speed 8	player or not.
Neutral Peep(models in development)	AI non-followers. Neutral peeps haven't been claimed by any AI deities nor by you. Neutral peeps do not have dedicated units whatsoever.	Health 100 Damage 5 Move speed 10	Neutral peeps' clothes are Ebony #464E47 colored

Logger(models in development)	AI followers assigned to wood chopping.	Health 100 Damage 5 Move speed 10 Logging efficiency 120%	Logger's clothes are colored Middle Green #568259
Fisherman(models in development)	AI followers assigned to fishing.	Health 100 Damage 5 Move speed 10 Fishing efficiency 120%	Fisherman's clothes are colored Turquoise #30D5C8
Blacksmith(models in development)	AI followers assigned to smithing.	Health 100 Damage 5 Move speed 10 Smithing efficiency 120%	Blacksmith's clothes are colored Black #000000
Builder(models in development)	AI followers assigned to building.	Health 100 Damage 5 Move speed 10 Building efficiency 120%	Builder's clothes are colored Grullo #B2967D
Procreator(models in development)	AI followers assigned to procreating.	Health 100 Damage 5 Move speed 10 Procreating efficiency 120%	Procreator's clothes are colored Royal Purple #7353BA
Farmer(models in development)	AI followers assigned to farming. This includes fields and herding cattle.	Health 100 Damage 5 Move Speed 10 Farming efficiency 120%	Farmer's clothes are colored Safety Yellow #F1D302
Artisan(models in development)	AI followers assigned to creating foundations for buildings.	Health 100 Damage 5 Move Speed 10 Crafting efficiency 120%	Artisan's clothes are colored Orange Pantone #F75C03
Miner(models in development)	AI followers assigned to mining.	Health 100 Damage 5 Move Speed 10 Mining efficiency 120%	Miner's clothes are colored Pop star #B84A62
Fighter(models in development)	AI followers assigned to fighting.	Health 150 Damage 20 Move Speed 7	Fighter's clothes are colored Crimson UA #A62639, they also have spears in hand. If the player is good

			aligned, the fighters have a plumed silver helmet and silver bracers, if neutral aligned they have a regular metallic helmet and metallic bracers(darker than silver), and if evil aligned they have black horned helmets and black bracers
Fire Dragon(models in development)	Strong AI enemies who cause mayhem among peeps	Fire dragons wander around all sorts of different environments, but tend to be attracted to volcanoes and keep away from water. Killing a dragon produces huge amounts of belief and piety, 7000 belief and 70000 piety. Health 2750 Damage -Breath attack 100 per second The dragon channels a fire wave of elemental magic over a medium sized cone-shaped area in front of it, for each second something is inside of the cone it receives 100 damage, alongside burning enemies caught in it for 7 damage per second over a 20 second period(or until put out) -Bite 250 The dragon bites in front of itself, dealing moderate amounts of damage in a small area around its' maw -Stomp 100 The dragon stomps the ground, dealing small amounts of damage in a	Fire dragons have fire particles on them which can be picked to give the player a one-time Fireball miracle, but has a 33% chance of aggravating the dragon

		small to medium area around the impact area -Claw 175 The dragon claws in front of itself, dealing small to moderate amounts of damage to a small but wide area in front of it Move Speed -Walking 20 -Flying 50 +Fire dragons take small to moderate amounts of damage from Heavenly shower miracle, depending on the level of the miracle -Fire dragons take reduced fire damage and resist the burn effect	
Ice Dragon(models in development)	Strong AI enemies who cause mayhem among peeps	Ice dragons wander through colder parts of the map, if there are any. They try to steer clear of hotter areas. Killing a dragon produces huge amounts of belief and piety, 7000 belief and 70000 piety. Health 2750 Damage -Breath attack 70 per second The dragon channels a destructive wave of ice magic over a medium sized cone-shaped area in front of it, for each second something is inside of the cone it receives 100 damage, alongside a debuff that freezes enemies for 2 seconds (giants are immune to freeze) -Bite 250 The dragon bites in front	Ice dragons have ice particles on them which can be picked to give the player a one-time Ice shard miracle, but has a 33% chance of aggravating the dragon

		of itself, dealing moderate amounts of damage in a small area around its' maw -Stomp 100 The dragon stomps the ground, dealing small amounts of damage in a small to medium area around the impact area -Claw 250 The dragon claws in front of itself, dealing small to moderate amounts of damage to a small but wide area in front of it Move Speed -Walking 20 -Flying 50 +Ice dragons take increased fire damage, including damage from Fireball and Rain of fire miracles -Ice dragons are immune to freezing and take reduced ice damage	
Stone Dragon(models in development)	Strong AI enemies who cause mayhem among peeps	Stone dragons wander around dry, rocky terrain and tend to keep away from water. They are a bit bigger and slower than their brethren, but hit hard and are a bit tankier. Killing a dragon produces huge amounts of belief and piety, 7000 belief and 70000 piety. Health 3200 Damage -Breath attack 100 per second The dragon channels a destructive sandstorm from its' mouth over a medium sized cone-shaped area in front of it,	Stone dragons may have trees , ore deposits or mushrooms on them that can be picked, picking trees deals damage to the dragon and causes him to be aggressive, picking the ore has a 50% chance of aggravating the dragon, while picking mushrooms has a 10% chance of aggravating the dragon

| | | for each second something is inside of the cone it receives 70 damage
-Bite 350
The dragon bites in front of itself, dealing moderate to large amounts of damage in a small area around its' maw
-Stomp 150
The dragon stomps the ground, dealing small to moderate amounts of damage in a small to medium area around the impact area
-Claw 150
The dragon claws in front of itself, dealing small to moderate damage to a small but wide area in front of it
Move Speed
-Walking 15
-Flying 30

+Stone dragons take small amounts of damage from the Heavenly shower miracle and large amounts of damage from the Sacred forest miracle

-Stone dragons take reduced damage from physical attacks, fire, ice and lightning | |
| **Plague Dragon(models in development)** | Strong AI enemies who cause mayhem among peeps | Plague dragons wander all sorts of terrain, but are drawn to illness. They are slimmer and smaller than their brethren, but are also faster and make up for the lack of raw power with their venom. Killing a dragon produces huge amounts of belief and piety, 7000 belief and | Plague dragons have poison particles on them which can be picked to give the player a one-time Plague miracle, but has a 50% chance of aggravating the dragon |

		70000 piety. Health 2200 Damage -Breath attack 100 per second The dragon channels a destructive wave of elemental magic over a medium sized cone-shaped area in front of it, for each second something is inside of the cone it receives 70 damage, alongside getting poisoned to take 10 damage per second over a period of 30 seconds(unless healed) -Bite 250 The dragon bites in front of itself, dealing small to moderate amounts of damage in a small area around its' maw, poisoning enemies to take 10 damage per second over a period of 30 seconds(unless healed) -Stomp 70 The dragon stomps the ground, dealing small amounts of damage in a small to medium area around the impact area -Claw 130 The dragon claws in front of itself, dealing small amounts of damage to a small but wide area in front of it Move Speed -Walking 30 -Flying 60 +Plague dragons take medium amounts of damage from the Heal miracle	

		-Plague dragons are immune to being poisoned	
Avatar Hero(models in development)	Heroes represent your raw strength. Heroes wander around looking for enemy fighters or monsters, but can be ordered to go to different assignments.	Heroes fight monsters Health lvl 1 200, lvl 2 350, lvl 3 500 Damage lvl 1 50, lvl 2 100, lvl 3 150 Move Speed lvl 1 15, lvl 2 20, lvl 3 25 Can cast certain miracles, depending on player alignment	The Hero has golden bracers and a golden wreath on their head if good aligned, silver bracers and a silver band if neutral aligned, and black bracers and a skull mask if evil aligned.
Avatar Prophet(models in development)	Prophets represent your word and greatness (or despicableness). They wander around your and other nearby villages casting miracles and using their Preach ability, but can be ordered to go to different assignments.	Prophets convert peeps into followers and generate more piety Health lvl 1 100, lvl 2 125, lvl 3 150 Damage 5(not meant for fighting) Move Speed 15 Belief gain 150% Piety boost 120% Can cast certain miracles, depending on player alignment	The Prophet has a golden staff if good aligned, a wooden staff if neutral aligned, and a black staff with a skull if evil aligned.
Avatar Genius(models in development)	Geniuses represent your divine ingenuity. They wander around your villages boosting their building speed and reducing building material cost and	Geniuses boost building and harvesting speed Health lvl 1 100, lvl 2 125, lvl 3 150 Damage 5 (not meant for fighting) Move Speed 15	The Genius has golden glasses and golden book if good aligned, regular glasses and book if neutral aligned and red glasses and a dark grey book if evil aligned.

		also boosting harvesting speed	Building boost 120% Building cost reduction -20% Harvesting boost 120% Can cast certain miracles, regardless of player alignment	
Avatar Poet(models in development)		Poets represent your godly charisma. They wander around your villages boosting the content bar of nearby followers and boosting procreator efficiency	Poets raises content bar and boosts procreator efficiency. Health lvl 1 100, lvl 2 125, lvl 3 150 Damage 5(not meant for fighting) Move Speed 15 Procreator time reduction -20% Can cast certain miracles, regardless of player alignment	The Poet has a golden quill and scroll if good aligned, regular quill and scroll if neutral aligned and red quill and a dark grey scroll if evil aligned.
Cows (models in development)		Cows are herdable animals that stick to grassy areas near villages	They wander around , are more common near villages Health 120 Damage 0 Move Speed 12 Food Value 300	Can be summoned via the Summon miracle
Pigs(models in development)		Pigs are herdable animals which stick to forests near villages	They wander around , are more common near villages Health 60 Damage 0 Move Speed 8 Food value 150	Can be summoned via the Summon miracle

Chickens(models in development)	Chickens are herdable animals which stick near villages	They wander around , are more common near villages Health 10 Damage 0 Move Speed 15 Food value 5 +drops 1 egg every 45 seconds, food value of 5	Can be summoned via the Summon miracle
Ducks(models in development)	Ducks are herdable animals which stick near villages	They wander around , are more common near villages Health 15 Damage 0 Move Speed 12 Food value 5 +drops 1 egg every 60 seconds, food value of 5	Can be summoned via the Summon miracle
Sheep(models in development)	Sheep are herdable animals which stick to grassy areas near villages	They wander around , are more common near villages Health 30 Damage 0 Move Speed 14 Food value 50	Can be summoned via the Summon miracle
Ogres(models in development) 	Enemies that inhabit mine areas, medium level of hardness	They mostly stick to caves, come in groups of 2 to 5, more tanky than damage dealing and slow Health 500 Damage -Swing 50 Swings its primitive weapon in a wide arc, dealing small damage to the first enemy caught in it -Smash 75 Swings its primitive weapon in a downward action, slamming it across the ground, causing small amounts of damage in a small AoE around the impact area	Often seen munching on whatever is near them, the player needs to grow in power a bit in order to reach mines and be able to mine ore

		Move Speed 7	
Giants(models in development) 	Hard level enemies, large in size, slow moving, huge threats, but easily identifiable and predictable	Giants are rarely seen, but wander around large parts of the map Health 3000 Damage -Swing 250 Swings a massive primitive weapon in front of it in a wide arc, dealing damage to anything in it -Smash 350 Swings a massive primitive weapon in a downward action, slamming it across the ground, causing huge damage in a medium to large AoE around the impact area and sending smaller units flying -Stomp 125 Stomps its feet on the ground, causing small damage in a small to medium AoE around the impact area Move Speed 12	Remain unprovoked unless your people count is higher than a certain amount OR is attacked, whatever attacked it is its target
Wolves(models in development)	Low level enemies, also a part of a miracle once you get to that stage	They wander around all sorts of terrain, some of the most common enemies and the easiest, their greatest strength is their numbers, which can also be used once you reach the necessary miracle to summon wolves Health 80 Damage -Bite 10 Bites in front of itself, causing small damage to the targeted enemy.	Can be used as food, but do not provide a lot of it. Can be summoned via the Summon miracle

		Move Speed 20 Food value 10	

The characters mentioned in this table are planned to be in the demo version of the game. The list is not yet finalized; it may receive more new characters or see some of them being taken out of the final product.

Gameplay

Overview of gameplay

Project Spark is a god game heavily inspired by Black & White and Black & White 2. Project Spark's gameplay is based on a balance of influence and agency which is kept by an autonomous population which can (or should) sustain itself in the most basic ways, but may still need your help in certain events. Natural disasters, monstrous enemies, attacks from other nations are a possible and sometimes too big of a threat to your people to try and let them handle it themselves. That is where the player comes in, using his miracles to help those in need or punish those responsible. The way the game is played is up to the player, whether they want to be hands on with their people, providing help or torment whenever they see a reason to, or more laidback, exploring the world and seeing what could happen, though reaching the point where the player could carelessly leave his people in order to explore would require some work, and in turn the player would perhaps lose possible progress, in the way that the time exploring could've been spent bringing more resources to their peeps or bringing more peeps to their following. The way this differs from the B&W and B&W 2 is in the most obvious lack of Creature, a learning AI who is one of your greatest assets and heaviest of burdens in these games. Instead of a single creature which can use some miracles, enact your will and be a threat to your followers or the followers of other deities, it is split into several components. Every god in B&W had a Creature which could wreak havoc on your people, and the players themselves had a Creature to obey their commands. Instead, here the havoc-wreaking part is present in the neutral monsters roaming the maps, the ogres, the dragons and the giants. The obeying commands part is present in the Avatars the player can summon. They can cast certain miracles depending on their Avatar type and the player's alignment can be sent on missions to improve production, fertility rates, convert peeps to your following or fight on your behalf. This takes away the pressure of teaching a virtual child right from wrong and watching it's every move so it doesn't do something the player doesn't condone of. It may add more micromanaging to the game as there will simply be more characters walking around, but the idea behind every Avatar is that they serve a certain purpose and are therefore easier to use and manage, while a single AI creature could be used in a multitude of ways, but would be a complex tool which takes time to learn how to use properly.

The player begins with a simple totem dropped not far from a small tribe of people. Their tasks:

- Taking care of the people's needs, such as food, water, wood, ore and expansion
- Trying to keep them safe and faithful
- Exploring and interacting with the terrain around the player in order to spread their influence
- Spreading the player's influence by impressing, gifting, terrifying or destroying other people completely
- Clashing or cooperating with other deities(for the demo version these would be simple story driven AI)
- Learning new ways of impressing and terrorizing through miracles
- Managing your followers in order to keep their lives balanced(the less followers the player has the less piety they have, and they need peeps to survive and thrive)
- And ultimately, becoming either a part of a pantheon of deities ruling the world or being the One ruling it

Project Spark is designed to give players ample freedom to do what they want while limiting that freedom (at least in the beginning) in a logical way that does not feel forced. The way that you are limited is in the number of followers and the amount of piety you accumulate and your influence. Another 'limitation' of sorts is not set onto the player; the players limit themselves in the way they want to play. If the player wishes to be a kind and merciful deity, they will have to be prepared to be there for their peeps at all times to protect them and show them the way, if they wish to be an evil deity, they will have to punish their peeps, terrorizing them into compliance while making other people too afraid to not follow them. If, however, the player wants to be a certain shade of grey in between, they will have to find the balance between the two extremes.

The player's people, and all people in the world at that, are young, inexperienced and dependent on the deities to help them at times. As the player is still learning of this world and experiencing everything in it, so are the people. However, the people are not as powerful and knowing as the deity is, so they will depend on the deity to survive and thrive. The player will sway people to his following by kindness or by savagery, and they will follow him the way they think they should.

The people will have their hunger, thirst, contentness, aggression chance and material requirements that can be met or denied whether the player or an AI deity wishes to do so, which means that sometimes the player will find some tribes of people easier to win over, and some harder, depending on their relationship with their deity (if they have one) and their relationship with you. A deity might be evil, destroying people at will, stealing resources etc. However, their people might be okay with that as long as the deity keeps them well fed and well situated, as their content bar is constantly high but also their aggression chance as a result of their deity's actions.

The resources that will be in the game and their uses:

- Food - basic resource needed in order to keep your followers fed

- Water - basic resource needed in order to keep your followers hydrated
- Belief - less of a resource and more of an indicator that depicts how close or far the player is from converting new followers or how close or far a rival deity is to converting your followers to their side. Each village has its belief which is maxed out at 10000, belief also starts degrading slowly over time if you have not made an appearance in that village for some time (5 minutes). The range of your influence zone increases the greater the belief of that village is
- Piety - basic resource which is used to cast miracles, the more complex and more powerful the miracle, the greater the piety cost

The needs and characteristics of your followers:

- Hunger - followers need to eat
- Thirst - followers need to drink
- Contentness - your followers need to feel content with their lives, which mean having enough resources, knowing you are there for them etc. The higher their contentness, the harder they work and produce more piety
- Health - your followers need to be healthy and out of harm's way in order to keep their health high, the higher the health of a follower, the more content they feel and the longer their lifespan (health bar * 0.8 = max age)
- Aggression chance - can be affected by miracles or by the contentness of your followers, the higher the aggression chance is, the more often it is for your followers to act violent
- Age - followers age and die slowly over time(1 year every 2 minutes), maximum age depends on their health bar (see Health), but it can also be increased by miracles (Heal lvl 1 adds 1 year of max age for each cast, lvl 2 adds 3 years, and lvl 3 adds 5 years.) Avatars have higher maximum age due to their higher health and their godly blessings(Hero's max age = health bar * 0.5, Other avatars' max age = health bar * 0.9)

If the player fails by losing all of his followers, they will be sent to a game over screen where they can choose to reload their last save or to exit to the main menu.

For the full release, Project Spark is planned to generate an island each playthrough, and have 3 different sizes of maps, small, medium and large, each with their own level of challenge and possibilities. If the player wants to cause chaos by spawning 5 giants on a small map, they can, but they will have to deal with the consequences of that choice. If the player just wants to gather people to his religion and relax, they can turn peaceful mode on in the level select menu to have a laidback experience.

Single player mode, of which only the first two islands would be shown in the demo, would feature a campaign consisting of 5 islands, from the smallest tutorial island to larger and more complex islands, following the story of the player's ascent to become the One and ruling the world as they see fit. Certain story points and the ending would depend on the way they played their game, as would the overall look and tone of your game.

Multiplayer mode which is planned for full release will feature a survival mode, a skirmish mode and a pantheon mode. In the survival mode, the last deity standing on either a randomly generated map or one of the campaign maps wins, becoming the One. In skirmish mode, the

players are pitted one-on-one to see who would win over the other sooner. Lastly, the pantheon mode is a team mode in which teams of 2 or 3 fight each other to the last team standing. Survival and pantheon mode would support up to 12 players.

Player Experience

As said before, Project Spark's gameplay is based on a balance of influence and agency which is kept by an autonomous population which can (or should) sustain itself in the most basic ways, but may still need your help in certain events. Natural disasters, monstrous enemies, attacks from other nations are a possible and sometimes too big of a threat to your people to try and let them handle it themselves. That is where you come in, using your miracles to help those in need or punish those responsible. If your village is missing food, you can pick up grain from the fields and deposit it in the village storage for an instant food boost, or bring a cow to the storage. You could also create food by using Miraculous Food, or, if you are quick enough to reach outside of your influence zone, you could try stealing some from another village. If there is a fire in your village, you could put it out by using Divine Shower, or if you want it to burn more, you could use the Fireball or Rain of Fire miracles to set more things on fire (sometimes even a Thunderbolt will do). Depending on your choice of playstyle, imagination and willingness to explore and experiment, you can play around the islands however you want. You can make an improvised goal using two trees and throw people, animals, rocks etc. through. You can play around with the physics of the game just to see what happens. If you wish to explore the story, you simply follow the tasks that are given to you. For now, the world may seem empty, but it is your world to play around in, fill it or empty it however you want!

You will be able to find some hints set throughout the island, as well as side quests and challenges.

The first island will be the smallest one, but it is there to provide you a chance to get familiar with the controls, the world and the things in it. The second island provides a greater challenge, as you will have to compete with two deities for control and put your newfound skills to the test.

The look of the islands depends on your alignment: if you are good aligned, the island is colorful and bright, everything seems to glow and radiate happiness, the world around you is filled with little butterflies and the days seem to last longer. If you are evil aligned, the island seems more corrupt, darker, more barren, and sickly, with bats and crows flying around, and the nights lasting longer. If you are neutral aligned, the island looks like an island would, with green pastures, trees and rocks, nothing out of the ordinary, and the day and night cycle seems undisturbed.

In the beginning, you start with a simple totem dropped not far from a small tribe of people. Your tasks, as mentioned before involve taking care of the people's needs, such as food, water, wood, ore and expansion, trying to keep them safe and faithful, exploring and interacting with the terrain around the player in order to spread their influence and spreading that influence in the way you want to. You will meet other deities and decide how to interact with them. Will you throw rocks at their villages? Or something more dangerous? Will you gift them food, water, or maybe piety as a sign of good faith (pun intended)? The choice is yours; however, every choice has its consequences, so be prepared to deal with them.

Once again, Project Spark is designed to give you ample freedom to do what you want while limiting you in a way that rewards progression. It wouldn't be fun to get all of your godly powers right away; therefore you will have to try a bit to get them for them. Ultimately, you are trying to become the most powerful deity of all: The One God. How far you go to achieve that is up to you.

Gameplay guidelines

While the game does focus on some serious themes, it will not feature any blood or gore. The languages used in the game will focus mainly on English (US) for now, although there is a possibility of translation to other languages such as French, Spanish, German, Italian to name a few.

Game Objectives & Rewards

Your main objective of the game is to become powerful enough to rule the world you are on by yourself or as part of a pantheon of selected allies. The game rewards you every step of the way, even if some of these ways may be insignificant. If you are treating your followers well, they will sometimes praise you while you are near them, if you torment them they will cower in your presence. If you take the time to build up your villages, you will see expansive growth, which in turn means a growth in your power. You are rewarded for exploring the world by finding side quests which grant you cosmetic upgrades for your villages, as well as new miracles to use. You can even find small runes which give you the ability to cast a single miracle for free, which can sometimes come in handy. You are rewarded for using miracles by the praise or terror of your peeps, no matter their following, while some miracles have visually satisfying animations, such as the Sacred Forest, sprouting from the ground in a matter of seconds on the location of your choice, or the fearsome Volcano tearing its way through the ground to rise and spew fire and brimstone on whatever you wanted it to. The penalties for playing carelessly can be a loss of power: if you kill your followers before they can recover, you may find yourself too weak to defend yourself from the dangers of this world, if you on the other hand constantly spoil your followers by using your miracles, you may not have enough piety to cast one in a time of need, and the belief you gain from repeated miracles diminishes. In order to maximize belief gain from your actions, you are best off using a variety of ways to gain belief with long enough pauses between two repetitions of the same way to maximize your belief gain.

Gameplay mechanics

The basic idea of the game is to have almost everything possible without the keyboard, which would maximize the immersion as all in game actions could be performed using the mouse. There would be

keys on the keyboard used to do the same thing depending on the player's preference. The movement would be done by clicking and holding the left click button and dragging across terrain, interacting, picking up and throwing would be done by clicking and holding the right mouse button. Zooming out and rotating could be done by either holding down both left and right mouse buttons and moving the mouse forward or backward, or by scrolling the scroll wheel to zoom and using Q and E to rotate. For keyboard shortcuts to some functions, see table below
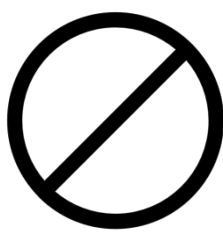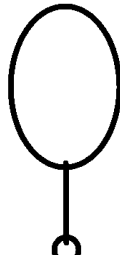
Using their hand, the player can draw shapes which activate certain miracles. Drawing of these shapes acts as a shortcut to the player physically going to their main temple in order to pick up that miracle and using it. Each miracles comes in three levels, each more powerful and with a larger AoE than the previous level with a couple of Mythical miracles being special in the sense that they require a large number of worshippers to be worshipping at the same time and a large amount of piety in order for the player to be able to cast them (Mythical miracles not planned to be in the demo). To use a certain level of a miracle, the player can draw the symbol which activates the Miracle menu multiple times, for level 1 the player draws the symbol once, for level 2 they draw it two times, and for level 3 they draw it three times. To cancel a miracle, you draw the cancellation symbol.
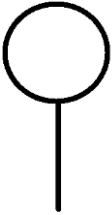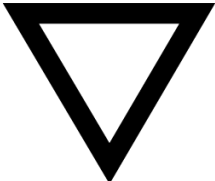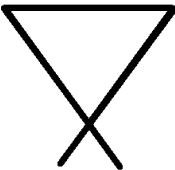
Function	Keyboard Input	Mouse Input
Move		Left click
Interact		Right click
Zoom In		Scroll Wheel Up
Zoom Out		Scroll Wheel Down
Zoom On	Left Control	
Move Left	A Key	
Move Right	D Key	
Move Forward	W Key	
Move Backward	S Key	
Rotate Left	Arrow Key Left	
Rotate Right	Arrow Key Right	
Tilt Up	Arrow Key Up	
Tilt Down	Arrow Key Down	
Zoom On Temple	Space Key	
Zoom On Village(s)	V Key	
Scroll Between Zoomed	Tab Key	
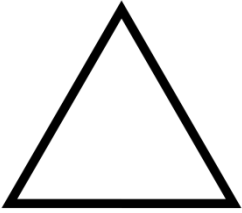
Menu/ Pause	Escape Key	
Show Names	N	
Show Info	I	
Quick Save	F1 Key	
Quick Load	F2 Key	
Quick Exit	Alt + F4	

Symbols and their effects

Symbols are shortcuts to using miracles without having to go back to your temple to choose them. Listed in the table below are the symbols of current miracles and their costs and effects.

Name and symbol	Effect
Miracle Menu 	Activates the Miracle Menu, drawing it multiple times activates a certain level of a miracle
Cancellation 	Cancels the miracle in hand as well as deactivating the Miracle Menu
Miraculous Food 	Produces a certain amount of food Lvl 1 500 Piety cost 3000 Lvl 2 1500 Piety cost 10000 Lvl 3 4000 Piety cost 25000

Miraculous Wood	Produces a Certain amount of wood Lvl 1 500 Piety cost 3000 Lvl 2 1500 Piety cost 10000 Lvl 3 4000 Piety cost 25000
Divine Shower	Produces a certain amount of water If cast above village storage, accelerates crop and tree growth, puts out fires Lvl 1 500 AoE 1x Piety cost 3000 Lvl 2 1500 AoE 2.5x Piety cost 10000 Lvl 3 4000 AoE 5x Piety cost 25000
Miraculous Heal	Heals for a certain amount, adds years to max age and removes poison Lvl 1 20% Age + 1 AoE 1x Piety cost 3000 Lvl 2 40% Age + 3 AoE 2.5x Piety cost 10000 Lvl 3 60% Age + 5 AoE 5x Piety cost 25000
Plague	Poisons for a certain amount, can be used on food in storage Lvl 1 5 Duration 10 s AoE 1x Piety cost 3000 Lvl 2 7 Duration 20 s AoE 2x Piety cost 10000 Lvl 3 10 Duration 30 s AoE 3x Piety cost 25000
Thunderbolt	Launches a bolt of lightning from your hand, dealing damage and setting trees, fields, buildings and creatures on fire Lvl 1 250 Casts 1x Piety cost 3000 Lvl 2 500 Casts 2x Piety cost 10000 Lvl 3 750 Casts 3x Piety cost 25000
Fireball	Launches a ball of fire from your hand, dealing damage and setting trees, fields, buildings and creatures on fire. The fireball rolls for a short while after hitting the ground (2 s)

	Lvl 1 250 Casts 1x Piety cost 3000 Lvl 2 500 Casts 2x Piety cost 10000 Lvl 3 750 Casts 3x Piety cost 25000
Ice Shard 	Launches a shard of ice from your hand, dealing damage and freezing trees, fields, buildings and creatures. On hit it creates an ice block which melts over the course of 30 seconds unless melted by other means Lvl 1 250 Casts 1x Ice Block Size 1x Piety cost 3000 Lvl 2 500 Casts 2x Ice Block Size 2x Piety cost 10000 Lvl 3 750 Casts 3x Ice Block Size 3x Piety cost 25000
Miraculous Ore 	Produces a Certain amount of ore Lvl 1 500 Piety cost 3000 Lvl 2 1500 Piety cost 10000 Lvl 3 4000 Piety cost 25000
Sacred Forest 	Creates a forest on location, if near a village it slowly generates belief and makes your villagers feel more content, but requires constant worship to sustain. If all of the trees are picked or chopped, the effect is lost. Lvl 1 25 trees Belief 0.3 per s Piety cost 3000 Lvl 2 50 trees Belief 0.6 per s Piety cost 10000 Lvl 3 100 trees Belief 1 per s Piety cost 25000 Worshippers required 20/ 50/ 70
Rain of Fire 	Creates a cloud which rains fire for a certain duration on an area, can be pushed to give it some movement speed. Requires worship throughout its duration Lvl 1 75 Duration 15 s AoE 1x Piety cost 8000 Lvl 2 125 Duration 30 s AoE 2x Piety cost 17500 Lvl 3 150 Duration 45 s AoE 3x Piety cost 35000 Worshippers required 20/ 50/ 70
Thunderstorm	Creates a cloud which creates lightning bolts for a certain duration on an area, can be pushed to give it some movement speed. Requires worship throughout its duration

	Lvl 1 75 Duration 15 s AoE 1x Piety cost 8000 Lvl 2 125 Duration 30 s AoE 2x Piety cost 17500 Lvl 3 150 Duration 45 s AoE 3x Piety cost 35000 Worshippers required 20/ 50/ 70
Blizzard 	Creates a cloud which rains hail for a certain duration on an area, can be pushed to give it some movement speed. Requires worship throughout its duration Lvl 1 75 Duration 15 s AoE 1x Piety cost 8000 Lvl 2 125 Duration 30 s AoE 2x Piety cost 17500 Lvl 3 150 Duration 45 s AoE 3x Piety cost 35000 Worshippers required 20/ 50/ 70
Summon 	Summons a certain amount of creatures, depending on the level of the spell summons different creatures Lvl 1 10 Random Farm animals Piety cost 3000 Lvl 2 10 Wolves Piety cost 10000 Lvl 3 10 Ogres Piety cost 25000
Divine Protection 	Creates a shield which blocks damage done around an area, strength and AoE of shield depend on the level of the miracle Lvl 1 500 AoE 1x Piety cost 3000 Lvl 2 1500 AoE 2.5x Piety cost 10000 Lvl 3 4000 AoE 5x Piety cost 25000

Level design

First island

Levels	
First island	The first island is rather peaceful and relatively small, with no enemies other than wolves on it. There are in total four villages on the island: Eirenaios rules over two villages which are medium sized. You get a starting small village of 20 people, and there is 1 neutral medium sized village. The difficulty of this island is almost nonexistent, as it serves as a tutorial level. You learn of the basics of moving, picking, putting down and throwing things, of the basic resources present in this world, their importance and your godly powers called Miracles. Here you can find some of the basic miracles, such as Miraculous Food, Miraculous Wood, Divine Shower, Miraculous Heal, Plague, Thunderbolt, Fireball, and Ice Shard. After converting or destroying all neutral peeps (and Eirenaios' ones if the player chooses to do so), the player can continue to the next island or choose to stay on this one a bit longer.
Second island	The second island is more dangerous than the first one and is comparatively larger. On this island you are first introduced to ore. This island's enemies consist of wolves and ogres. There are in total 8 villages, two neutral ones (one medium and one small). Nokomis starts with two villages, one large and one small village (Nokomis has about 140 followers in total). Rahab starts with three villages, one large, one medium and one small village (Rahab has about 190 followers in total). Here you can find some of the intermediate miracles, such as Miraculous Ore, Sacred Forest, Rain of Fire, Thunderstorm, Blizzard, Summon and Divine Protection. After converting or destroying all neutral peeps (and from either or both NPC deities if the player chooses to do so), the demo ends.

Game aesthetics and UI

Project Spark will use a stylized realistic 3D art style with vibrant colors, which will be a great attention grabber while providing the players a visually appealing, albeit simple experience. The art style will lend itself well to the setting of the game, as the game is set in a fantasy world filled with mythical creatures and unbelievable events such as Miracles. The game deals with the concepts of right and wrong in a simplified manner, and while the themes might be a bit much for the average player, there would be some light hearted humor to elevate the mood. Depending on the player's playstyle, the look and feel of the game would change, from a pastoral-like city simulator to a dark and gritty RTS. The UI would be minimalistic to provide a more immersive experience to the player, with only certain game relevant text showing on screen at times, while the only menu that stays constantly visible is the miracle menu at top left of the screen. Hint texts found throughout the game would be set in world space to further immerse the player into feeling as if they were levitating above the islands, as shown in the picture below, taken from Black and White.

Development plan

For the execution of the demo version of Project Spark a team of three people is currently assigned. Josip Barun (from here on out Josip), an attendee of the Unity education at the PISMO incubator, will be dealing with the storyline, audio, level design, gameplay mechanics and testing. Vjekoslav Špoljarić (from here on out Vjeko) an attendee of the Unity education at the PISMO incubator, will be dealing with Special FX, UI, AI and testing. Sara Horvat (from here on out Sara) an attendee of the Blender education at the PISMO incubator will be dealing with the creation of models.

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Josip	29.11.2021.	28.12.2021	15%
Models	Sara	29.11.2021	//	
Level Design				
Level 1	Josip	28.12.2021.	09.01.2022	
Level 2	Josip	10.01.2021.	30.01.2022	
Special FX	Vjeko	28.12.2021.	15.01.2022	
UI	Vjeko	29.11.2021.	14.12.2021	
Engineering				
AI	Vjeko			
Game Mechanics	Josip			
Audio	Josip	30.01.2022.	04.02.2022.	
Sound Design				
Test Plan				
Beta Testing				
"Go Live" Plans		To be determined		