Treearock

Game Design Document

Cuprins

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# Introduction

This is the first 3D project I will make by myself, without following the Godot tutorials for creating full games. I will use documentation, books, and tools freely available on the internet to make this. I expect to finish this document by the end of February 2025.

## Game Summary

The player must use any means necessary to attract serfs.

The player takes the role of a land lord thrown by the King into the middle of the forest. The decree? 300 gold by 30 days, or the player gets executed.

## Inspiration

PlayStation 1 graphics, medieval fantasy, survival horror.

## Player Experience

Exploration of a foggy 100x100 meters forest with flora, fauna, and more. The player starts with 2x2 meters of land. This plot can be build upon, expanded, or excavated. The player can find sticks and stones to craft basic tools. There is also food used to attract serfs.

Serfs work for food and shelter. They work the land, and produce resources.

These resources are traded with a Trader sent by the King every morning.

## Platform

Windows PC

## Development Software

* Godot 4.3 for programming
* Blender 3D for graphics
* Paint for 2D UI

## Genre

Single Player, Resource Management, Survival Horror

## Target Audience

The game has a slow start, perfect for casual gamers. It evolves at a steady pace, and is meant to provide a fun challenge without stress.

# Concept

A landlord, due to his heinous crimes angers the King. The King gives him a chance to redeem himself, by paying him 300 gold tribute in 30 days, or be executed. The landlord accepts, then then taken to a forest. Its task is to build a habitat to house serfs. The serfs work the nearby land, and trade goods for coins. The landlord must protect the serfs from the dangers in the forest.

# Gameplay overview

The game starts in the forest. The landlord (the player) collects sticks and stones in order to craft basic survival tools (spear, pick, axe).

# Theme Interpretation (Against All Odds)

Treearock is meant to put the player with limited resources in a way that keeps the game entertaining, and not difficult. The player creates its own difficulty with its out-of-game skills (resource management, planning).

# Primary Mechanics

Crafting, Base Building.

# Secondary Mechanics

Trading, Sanity.

# Art

## Theme Interpretation

## Design

The design is aimed at retro PlayStation 1 graphics with a simple color scheme, and low polygon count 3D models.

# Audio

## Music

Simple melodies and ambient music to get the player “in the zone”. Something that the more the player listens to it, the more absorbed it becomes.

## Sound Effects

Recorded sounds in the forest played at a lower bitrate to decrease their fidelity. The sounds can be leaves crunching, birds chirping, the wind blowing. Various European flora and fauna.

# Game Experience

## UI

Blocky, with elements like cobblestone, and branches. Think of Minecraft UI with those cool fantasy texture packs.

## Controls

W, A, S, D for strafe movement

SPACE BAR – Jump

TAB – Inventory and crafting screen

E – Interaction button (pick up item, speak to serfs)

Mouse – Look around

Left Click – Destroy, Attack

Right Click – Build, Block

# Development Timeline

Minimum Viable Product

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Status | D-day | Description |
| Game Design Document | ONGOING | 28 February 2025 | Complete Game Design Document with |
| Basic Environment | ONGOING | 01 April 2025 | Make a platform with a tree, a rock, and the player character. They fully interact with each other |