Treearock

DESIGN DOCUMENT

By Aizin for the 2022 Pirate Software Game Jam

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Game Summary

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.

The player must use any means necessary to attract serfs.

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 programmng
* 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 meant to provide a fun challenge without stress.

Comcept