Game Jam 2025 Documentation

Game Title: *Kuch Bhi*
Theme: *Cyber Garden*

Team Members: Haseeb Farooq, Hilal Khan Nasir, Anas Hussain

Overview

Storyline:
 An asteroid collides with Earth, annihilating most life. The world is now a chaotic mix of abandoned technology and rogue ecosystems—a cyber garden. You are the last survivor, gifted with mysterious powers from the impact. Your mission: survive, restore human civilization, and defeat the alien forces corrupting the planet.

Development Details

- **Engine**: Unity 2022.3.35f1

- **Tools**: Blender, Visual Studio Code

- **Programming Language**: C#

- **Target Platforms**: WebGL, PC

- **Distribution**: Game will be uploaded and shared on Itch.io

Assets Used (Custom-Made)

Audio:
1)   Victory/Game End Narration
3)   Game Over Sound

Others:
1)   Collectible Items
1.1)   Water
1.2)   Oxygen
1.3)   Sunlight
2)   Corrupted Buildings (Assembled using Prebuilt Broken Parts)
3)   Restored Building (All)

4) Cosmic Blast
5) Main map
6) All scenes

Game World

- **Map**: Single open-world map with randomly scattered objects and zones.

- **Environment**:A post-apocalyptic Earth overtaken by a mix of alien and techno-organic flora.

- **Map Progression**: As players restore the world, the environment visually evolves—becoming greener, cleaner, and more structured.

Gameplay Mechanics Overview

Perspective:

First-Person Perspective (FPP)

Single Player Experience

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Starting Conditions

The player begins the game with less than 50% levels of:

Water

Oxygen

Sunlight

These vital resources constantly deplete over time.

If any resource reaches 0%, the player dies.

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Core Survival Elements: Resource Management

Water, Oxygen, and Sunlight are essential for survival and progression.

Players can replenish these by:

Killing enemies (which may drop resource capsules)

Restoring alien-corrupted buildings (which emit ambient regenerative energy)

Effective resource management is crucial for long-term survival.

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Abilities

Restore Civilization

Stand near corrupted regions to purify them over time.

This process is time-limited and requires players to remain within range.

Cosmic Blast (Press 'J')

Unleash a powerful alien-infused attack to destroy enemies instantly.

Limited by a cooldown or energy cost (optional for balance).

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Restoration Objective

Rebuild the Cyber Garden City:

Explore and restore alien-captured buildings into functional, high-tech structures.

Activate electrifying vine circuits that generate light and life throughout the city.

As you progress:

Entire regions transform visually with glowing vines and futuristic architecture.

You gradually reawaken the cyber ecosystem.

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Endgame Goal

Once the city is fully restored:

Infiltrate and hack the main control machine dominating the city.

Destroy the machine to liberate the city and assume control over the Cyber Garden.

Controls

Action	Key
Move	Arrow Keys
Jump	Spacebar

Run   Shift

Attack   J

User Interface (UI)

- HUD Elements:

    ○ **Health Bar** ○
    MiniMap

    ○ **Resource Levels** (Water, Oxygen, Sunlight)

    ○ **Restoration Progress**

Enemies & Final Boss

Aliens/Cyborgs

- Placed randomly throughout the world.

- Detect and attack the player when within a limited range.

- Can be destroyed using the **Cosmic Blast**.

Main Spaceship

- Located at the **center of the map**.

- Inactive until the map is fully restored.
- Must be destroyed to complete the game.

Win/Lose Conditions

Win Conditions

- Fully restore the environment (100%)

- Hack the central alien spaceship

Lose Conditions

- Any of the following:

    ○ Water, Oxygen, or Sunlight drops to 0%

    ○ Health reaches 0% (killed by enemies)

Player Goals

- **Explore** the environment to gather resources.

- **Survive** by managing vital resources and fending off enemy attacks.

- **Restore** the Earth one region at a time using your alien-gifted power.

- **Hack and Disable** the alien ship and bring an end to cyber corruption.

Assets Used (Pre-built)

Audio:

Opening Scene Narration: AI Generated
Main-Menu-Background:https://pixabay.com/sound-effects/action-loop-e-90-bpm-brvhrtz-233462/
In-Game-Background:https://pixabay.com/sound-effects/horror-background-atmosphere-156462/
Main-Ship-Destroyed: https://pixabay.com/sound-effects/exploding-building-2-190092/
Dying-sound: https://pixabay.com/sound-effects/man-death-scream-186763/
Collecting-Items:https://pixabay.com/sound-effects/sci-fi-energy-gun-39409/
Firing: https://pixabay.com/sound-effects/search/lazercannon/
Asteroid-coming:https://pixabay.com/sound-effects/low-rumbling-176033/

Asteroid-hits:https://pixabay.com/sound-effects/landslide-128314/

Others:

Broken-Building Parts (Used to assemble the destroyed buildings):Destroyed Building Kit - Demo | 3D Environments | Unity Asset Store

Vegetation:https://assetstore.unity.com/packages/3d/vegetation/3d-sci-fi-vegetation-02-312938

Hacking Machine:

https://assetstore.unity.com/packages/3d/props/arcade-machines-polypack-207908

Vines:https://assetstore.unity.com/packages/tools/modeling/real-ivy-2-procedural-ivy-generator-181402 **Asteroid:** https://assetstore.unity.com/packages/3d/environments/sci-fi/3d-asteroid-pack-263841 **Ancient-City:**

https://assetstore.unity.com/packages/3d/environments/historic/polylised-medieval-desert-city-94557

Aliens: https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/alien-and-cocoon-9 485

Ground-Texture: Outdoor Ground Textures | 2D Floors | Unity Asset Store

Spaceship:3D sci-fi spaceship Rikka IFO | 3D Space | Unity Asset Store