# ---Overview---

A first-person relaxation game where the objective is to collect and combine types of bees to sell their wax and honey to the world.

# ---References/Inspirations---

1. Slime Rancher.
2. Bees.
3. Viva Pinata.

# ---Target Audience---

1. Age group
   1. Young adults to teenagers.
2. Gender.
   1. All genders.
3. Socio-economic.
   1. Market price at $25
   2. Low-income people who want to enjoy a relaxing game.
4. Platform.
   1. PC and console.
5. Profile.
   1. Collectors.
   2. Relaxing gamers.
   3. Casual gamers.

# ---Genre---

1. Gameplay.
   1. Relaxing, collecting game.
   2. Cute, exploration, adventure, co-op.
2. Story.
   1. Cute, explorative.
   2. Bees of many types have become an endangered species and you have been caring for them all your life. You have finally been given an island that has unique bees on it and your job is to produce wax and honey by collecting and farming the bees.
3. Perspective.
   1. First person perspective.

# ---Mechanics---

1. Core Mechanics.
   1. Collecting bees to build up a farm and collect money via the wax and honey the bees produce.
   2. Unlock new bees and areas to expand the farm.
   3. Upgrade bee suit to allow easier traversal across the world.
   4. Combining bees and foods.

# ---scope---

## --Pre-alpha--

1. Artists.
   1. Have concept art of at least 2 bee types.
   2. Art bible in production.
2. Programmers.
   1. Technical design document in production.
   2. Concept code for AI behaviours.
   3. Player controller
3. Designers.
   1. Game design document in progress.
   2. Concepts of level designs.

## --Alpha/First prototype--

1. Artists.
   1. Concept art of Bee fusions in progress.
   2. Art bible first draft.
2. Programmers.
   1. Technical design document first draft.
   2. Code for AI Behaviour active in game.
3. Designers.
   1. Game design document first draft.
   2. First level concept done.
   3. Playable grey box.

## --Beta/First release—

1. Artists.
2. Programmers.
3. Designers.