

The Lost Village

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Summary

The Lost Village is an eerie themed survival game inspired by Don't Starve. Players will spawn into the game with little to nothing and be tasked with gathering resources and crafting the necessary tools to survive as well as finding shelter before the monsters appear during night time. There will be many built-in systems within the game such as day and night cycles, survival stats, crafting, minimaps and combat.

Theme

- Eerie, adventure, survival

Features

- **Menu**
 - Play button, options button, quit button
 - Background
 - In game menu (esc)
 - Quit game
- **Map generation**
 - Trees, lakes, village, rocks, path, sticks
- **Player generation**
 - Player model (hand-drawing)
 - Generation on the map.
- **Player survival stats**
 - Hunger, hydration, health
 - Passive health generation
- **Monster generation**
 - Random monster generation
 - Each day, the monster gets slightly stronger

- Monster changes color as it gets stronger
- **Player details**
 - multiplier to stats when the player levels
 - Attacking animation
- **Day/Night time**
 - Gradual change from day to night
 - Changes from day to night within [x] minutes
 - Before changing, there will be some hint (like light become dim, or some message hint)
- **Inventory/Crafting menu**
 - Craft food, weapons (ax, melee weapons), bandages
 - Picking up
 - Throwing out

Plans

- **Creation of Menu**
 - Start with the beginning menu with Play, options, and quit button.
Depending on what option is pressed, the appropriate action will be taken.
- **Map**
 - We plan to design a map inside unity that has various entities such as, but not limited to, trees, lakes, rocks and sticks.
 - We will also have villages around the map that act like “safe-zones”.
These places will be decently lit up and they’re designed to keep monsters out for the night, around a certain proximity of the village house.
- **Day/Night time transition**
 - We will have a timer running in the background to keep track of the time.
Once a certain threshold has been reached, a transition from day to night or night to day will happen (by altering lighting elements and other scene aspects) and the timer will be reset.
- **Player spawning**
 - We will need to design a player and manage to spawn the player on the map.

- Player movement
 - We will need to ensure the player can move around the map according to the directional keys of the user.
 - Also will need to check to make sure the player cannot go out of bounds of the map or walk on things that they should not be able to, like the sides of a house, for example.
- In game menu (esc)
 - We will have an in-game menu that will act as a “pause”. From here the user can save the game and return at a later time, edit some options such as volume or simply quit the game.
- Inventory
 - Users will have the option to store things they pick up or craft in their inventory. This inventory will have a certain amount of slots and will allow crafting within the inventory if the sufficient amount of materials are had.
 - As for the inventory menu, the current plan is to have a separate menu pop up when the user presses the “I” key. From here an interactable menu will be up for the user to arrange their inventory with their mouse.
 - There are also plans for the player to store their items within a chest that can be placed in the world. This can act as a safe spot for their items. It would have a similar UI to the players inventory but it would be managing the players inventory to the chest.
- Monster Generation
 - We plan to have monsters spawning in the dark, away from light sources and a decent length away from the player. These monsters will drop valuable items for the player so encountering them would be beneficial for progress.
 - These monsters will have a respawn time once slain. They will be programmed to respawn within the same area of their original spawn point (within a proximity).
 - If killed or not, after each day and night cycle the monsters will become stronger and they will have a new color so it will be visible to the player.

- Player interactions
 - The player's character will be able to do a variety of tasks. Mainly the player will be able to attack. This goes for both mobs and non-hostile entities such as trees. Depending on what the player yields, the damage and length of the attack will be dealt accordingly.
 - The player will also be able to pick up items off the ground whether it be from after killing a mob, chopping a tree down or there is simply just a random item that spawned on the ground. The current plan is that a player can press the “E” key on and if there is room in their inventory, it will be picked up and placed in there.
 - The player will also be able to craft a variety of things from new weapons, tools and even survival materials like bandages to heal. This will be done from the inventory menu and the option will be clickable to the user if the amount of materials are sufficient to craft.
 - The player will also have to keep track of 3 survival stats. We will have these as UI elements on the screen (gauges) that account for their hunger, hydration and health levels. Health will be directly related to hunger and hydration in a sense that if those two are low, the health will slowly drop over time. If they are high, health will recover over time. Players can eat and drink water to replenish these stats.