

Game Concept Document

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High Level Concept/design

Working Title:

Evolution of Ages

Concept Statement:

Embark on a journey from the Stone Age, advancing through critical epochs of human civilization. Transition between game modes through achievements and cinematic unlocks, exploring survival, city building, 4X strategy, and ultimately, space colonization.

Genre(s):

Survival / City Builder / 4X / Space Exploration

Target Audience:

Gamers interested in historical progression, strategy, and exploration, aged 16+, targeting a T (Teen) ESRB rating.

Unique Selling Points:

Seamless transition between eras (like age of empires)

Offering a unique blend of gameplay experiences.

dual gameplay modes: macro-management in city building and micro-management in third-person exploration. Later on this becomes micro-management in city building and macro-management in 4x.

stage would be triple gameplay modes nano-management in city building and micro-management in the 4x and macro-management in the space exploration / planet management. You could set the micro/nano-management on automatic as player if you don't want to focus on so many things.

Multiple endings based on the player's decisions and achievements, including joining or founding the Intersolar Federation or conquering the galaxy.

Product Design

Player Experience and Game POV:

Players start as a member of a primitive tribe, engaging in survival and community building. As they progress, they take on the role of a leader, managing resources, developing technologies, and guiding their civilization through historical milestones. The game offers a third-person perspective for exploration and interaction, and a top-down view for city management and strategic planning.

Visual and Audio Style:

The game's visual style will evolve with the ages, starting with rustic and simple designs, moving through historical architectural styles, and ending in futuristic designs for space exploration. The audio will match the era, with period-appropriate music and sound effects enhancing immersion.

Current Status:

Conceptualization phase, with initial prototyping of survival and city-building mechanics underway.

Game World Fiction:

The game is set on an alternate Earth-like planet, where players guide their civilization from the Stone Age to the space age, making strategic decisions that influence their development and interaction with other civilizations.

Monetization:

Premium purchase, with potential for cosmetic DLCs representing different historical eras and civilizations.

Platform(s), Technology, and Scope (Brief)**Platform(s):**

The primary platform for "Evolution of Ages" will be PC, taking advantage of its hardware capabilities to support the game's extensive graphical and processing requirements. The game will be designed with potential future porting to consoles (e.g., PlayStation, Xbox) and cloud gaming platforms in mind to reach a broader audience. Initially, the focus will be on Windows, with plans to expand to MacOS and Linux for broader accessibility.

Technology:**Engine:**

we're exploring the feasibility of leveraging Unity 3D's capabilities for the grand strategy elements but remain open to developing or integrating specialized tools or engines to handle the complexity, especially for the 4X and Space Exploration stages.

Programming Languages:

The primary programming language will be C#, utilized for its integration with Unity and its capacity to manage the game's complex systems efficiently.

Art and Design Tools:

3D modeling and texturing software such as Blender and Substance Painter will be used for creating game assets, while Adobe Photoshop and Illustrator will be used for 2D art, UI elements, and concept art. These tools are chosen for their industry-standard capabilities and compatibility with Unity.

Version Control:

Git, integrated with a platform like GitHub or Bitbucket, will be used for version control to manage the game's development across a potentially large and dispersed team, ensuring smooth collaboration and tracking of changes.

Scope:**Development Timeline:**

Given the ambitious scope of "Evolution of Ages," our development timeline to 4-5 years for a beta release to allow for comprehensive prototyping, testing, and refinement of each stage.

Team Size:

The project will start with a core team of around 10-15 members, including game designers, programmers, artists, and a project manager. As the project progresses and enters more intensive development phases, the team is expected to grow to 40-50 members, incorporating specialists in AI,

strategy game mechanics, and network programming to ensure a robust and engaging player experience.

Major Risks:

Key risks include the technical challenge of integrating diverse gameplay mechanics and ensuring a coherent player experience across the game's transitions from survival to city builder to 4X to space exploration. Additionally, balancing the game's complexity with accessibility to a broad audience presents a design challenge. Mitigation strategies will include early prototyping, continuous playtesting, and iterative design to refine game mechanics and ensure they align with the overall vision and player expectations.

Detailed & Game Systems design

Transition Mechanism:

Rather than a seamless transition between eras, players unlock new game modes by achieving specific milestones within each era. These transitions are marked by cinematic sequences that contextualize the evolution of the civilization, setting the stage for the gameplay and challenges of the next era.

Core Loops:Survival stage:

Resource gathering, crafting, hunting, and shelter building.

City Building stage:

Resource management, construction, technological research, and population happiness.

4X stage:

Exploration, expansion, exploitation, and extermination on a global scale.

Space Exploration stage:

Solar system exploration, resource harvesting in space, and diplomacy or conquest of alien civilizations.

Eras and Game Modes:**Stone age to early civilization (Survival Stage)**

Game Mode Start: Stone Age

Art Style: The game begins with a low-poly, stylized art style, emphasizing simplicity and the rudimentary nature of early human technology and environments. Natural landscapes and primitive shelters dominate the visual elements.

Research Tree Connection: Players start with basic survival skills. Progression through the research tree unlocks advancements like fire, tool-making, and basic agriculture, leading to the establishment of the first settlements.

Establishment of civilization (City Building Stage)

Game Mode Start: Neolithic to Iron Age

Art Style: As players establish their first cities, the art style evolves to include more detailed structures, reflecting the architectural advances of the era. The color palette broadens, indicating the diversity of materials and cultural expressions.

Research Tree Connection: The city-building era's research tree encompasses the development of writing, the wheel, and early governance systems. Achievements in this tree unlock new building types, social structures, and trade capabilities.

The age of empires and kingdoms (4X Stage)

Game Mode Start: Classical Antiquity onwards

Art Style: Reflecting the complexity of expanding empires, the art style becomes more intricate, showcasing the architectural wonders of the age, diverse units representing various civilizations, and detailed maps for exploration and conquest.

Research Tree Connection: This stage's research tree includes military tactics, advanced governance, philosophy, and engineering. Progression allows for expansion, cultural development, and enhanced warfare capabilities.

The age of interplanar colonization (Space Exploration Stage)

Game Mode Start: Modern Age to the Space Age

Art Style: Entering the modern era, the visual style adopts a sleeker, more refined low-poly look, with detailed representations of modern and futuristic technology, cities, and eventually, spacecraft and extraterrestrial colonies.

Research Tree Connection: The final research tree spans technological breakthroughs like electricity, computing, space travel, and renewable energy. Mastering this tree is crucial for solar system exploration and achieving the game's ultimate goals.

Replayability:

Designed with replayability in mind, "Evolution of Ages" encourages exploring different strategies, technologies, and diplomatic approaches in each playthrough. While not a roguelike in the traditional sense, the game offers a variety of paths and outcomes that invite multiple playthroughs.

Objectives and Progression:

Players progress by achieving technological advancements, expanding their territory, and managing their civilization's needs and happiness. Key milestones trigger transitions to new gameplay mechanics and challenges, culminating in the space exploration era and the game's ultimate objectives.

Overall:

Includes systems for resource management, construction, research, diplomacy, combat, and exploration. Each system is designed to evolve with the game's eras, offering deeper and more complex gameplay as the player advances.

Interactivity:

The game offers a mix of action, strategy, and management interactivity. Players will engage in direct control of characters for exploration and combat in third-person mode, and use menus and UI interfaces for strategic decisions and management in city building and 4X modes.

Gameplay and Art Style Evolution

The low-poly stylized art style is a deliberate choice to blend simplicity with depth, allowing players to witness the tangible evolution of their civilization's aesthetics, technology, and scope. This style also ensures that the game remains visually cohesive across vastly different eras and gameplay modes.

The transitions between eras and game modes are not just visual or mechanical but are deeply integrated with the game's research tree. Each era's advancements lay the groundwork for the challenges and opportunities of the next, creating a dynamic gameplay experience that rewards strategic planning, exploration, and innovation.

Comparison to Spore:

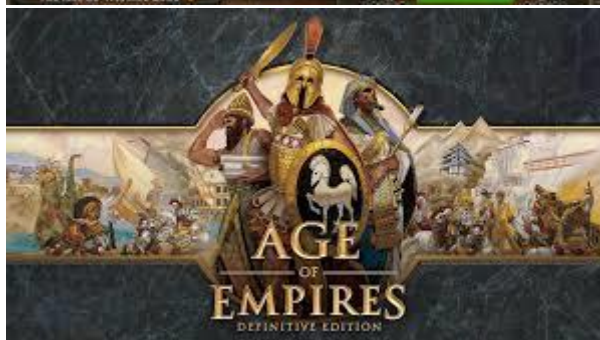
Unlike Spore, which focuses on the evolution of a species from a single cell to a spacefaring civilization, "Evolution of Ages" concentrates on the human civilization aspect, offering a more detailed and strategic exploration of societal development, technology, and space exploration. The game provides a deeper dive into each era of human advancement, with more complex systems and player-driven narratives.

Pictures and refrances

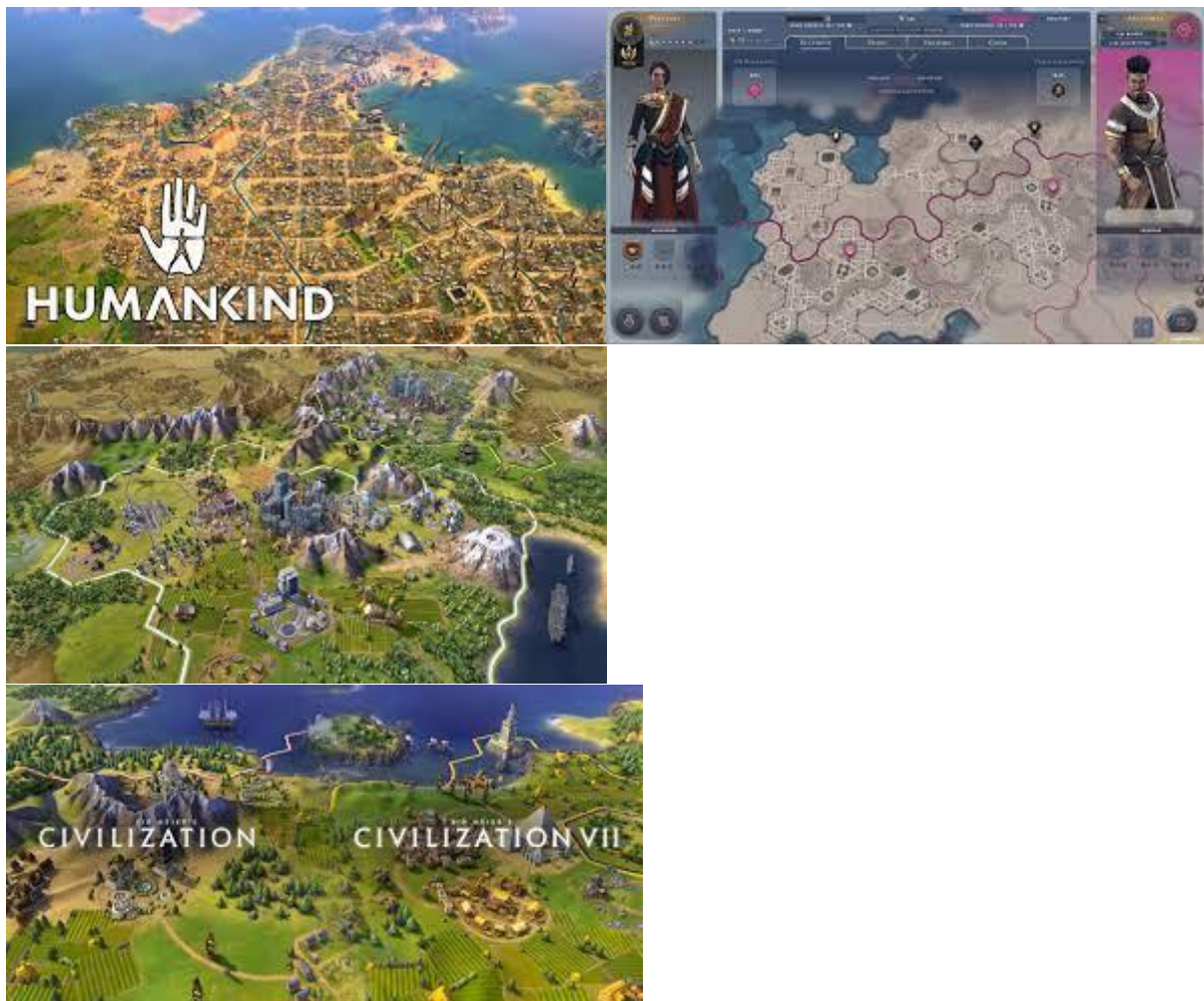
Reference Survival stage



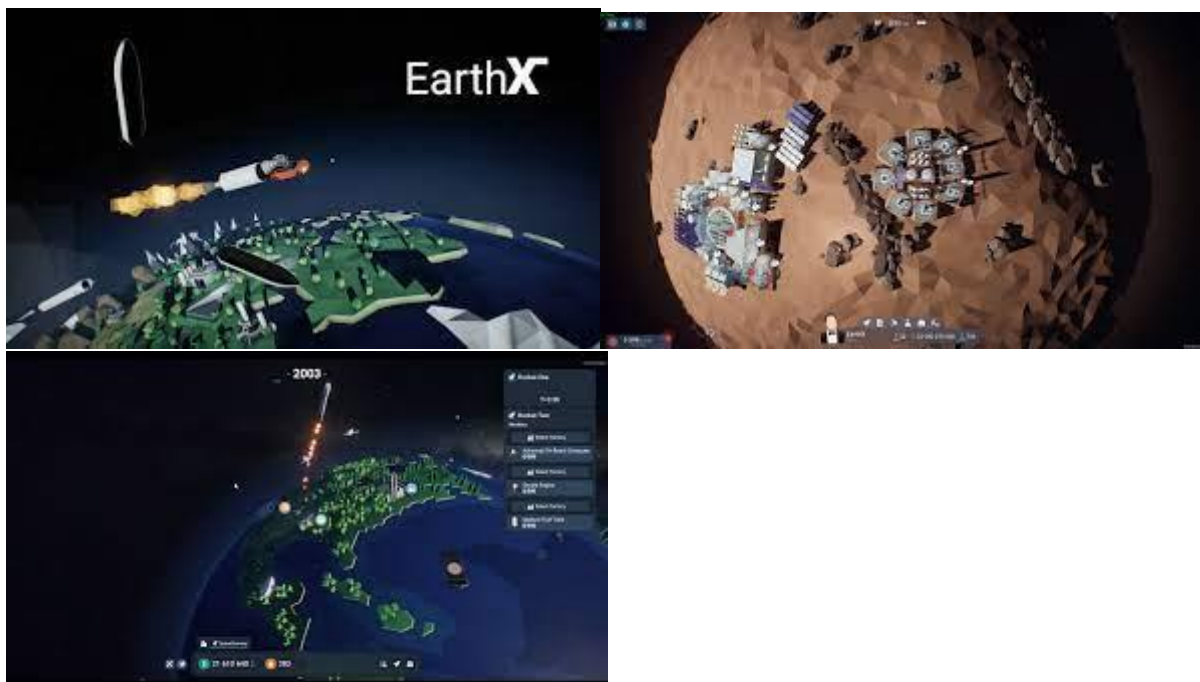
Reference city builder stage



Reference 4X Stage



Reference Space Exploration stage



Reference Entire game idea



Reference Art Style



