

**The King needs a stronger populace and decided to send you and some townspeople to the most dangerous and desolate planet in the solar system. With no resources in sight, all feels lost until you see a giant crystal entity swimming through the sand.**

In Tyler Hales' submission, [https://www.youtube.com/watch?v=WDu2\\_GzEI9Q&feature=youtu.be](https://www.youtube.com/watch?v=WDu2_GzEI9Q&feature=youtu.be), they had a "grappling hook" mechanic and, right away, my mind started filling with ideas of things I wanted to do. My thoughts quickly went to Dune by Frank Herbert and how the Fremen would hook on and ride massive sandworms. I really wanted to create something like that with the grappling hook mechanic. I had to think from here how to make this mechanic interesting and important in my game. From a mixture of Monster Hunter World and Dune, I came to the conclusion that I wanted to harvest materials by riding my monsters. I thought of the iceborne Beotodus fight because it swims around in the snow and you latch on and attack it.

- Beotodus MHW - <https://monsterhunterworld.wiki.fextralife.com/Beotodus>



<https://youtu.be/Dae3i0Pxki8> claw used at 12:45. Using the clutch claw on the Beotodus is very reminiscent of how I want my riding mechanic to work. I have played this hunt and it was probably my favorite because Beotodus was swimming around the snow and charging you. I Loved dodging the monster and using the claw to grab on and direct it around. Next, I had to think, why am I harvesting materials? The only times I have enjoyed harvesting missions was when I was able to make things like equipment. With this I still didn't have a real reason for harvesting. What good is riding crystals and making equipment without something more. I came across the idea of building a village from the harvested materials. Why, though? You are

creating a village to train and harden people of your homeworld for an oncoming threat. I needed an environment that takes a toll on the people. I decided to use the same thought process as Dune and use a desert planet.

- Dune



I got and adapted the idea from Dune by Frank Herbert and wanted the setting to be as close as Herbert's descriptions as possible. The world of Dune is a dangerous desert of rolling hills made from the sandworms moving about. There is nothing except desert, caves, sandworms, and the inhabitants.

- Journey - <https://thatgamecompany.com/journey/>



I thought Journey represented this idea well with its rolling hills and desolate environment.

<https://www.youtube.com/watch?v=Xq3wktDzl2g>

[https://www.youtube.com/watch?v=T\\_2RgLhBkyQ](https://www.youtube.com/watch?v=T_2RgLhBkyQ)

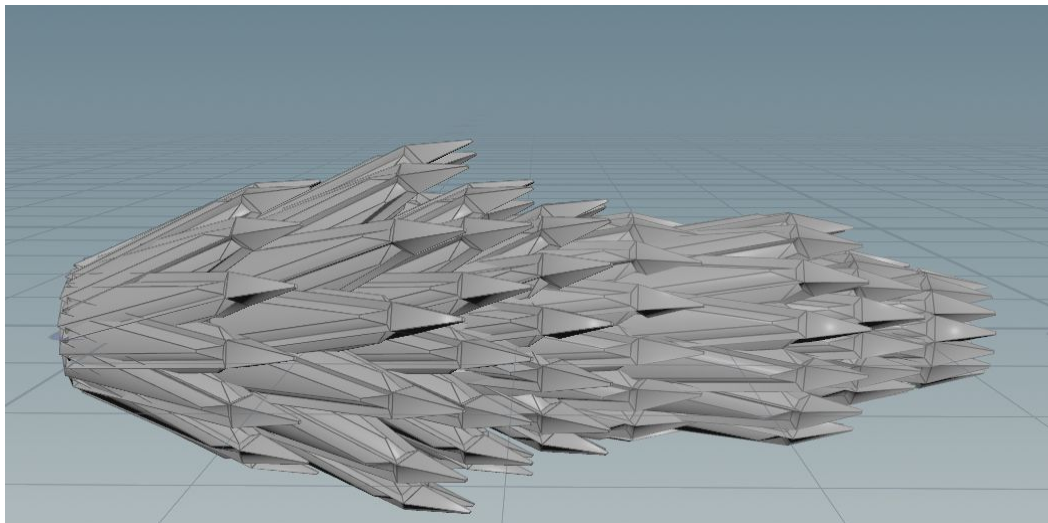
The emotion of being “alone” in this large environment and being able to explore it is just what I’m looking for.

- Wildspire Waste - <https://monsterhunterworld.wiki.fextralife.com/Wildspire+Waste>



This area of monster hunter wasn’t my favorite in the game. I can’t really pinpoint the reason behind this because looking at it objectively, it is very similar to the other areas of MHW. It has diverse areas in the desert itself and plenty of things to look at. So I really don’t understand why I dislike having missions in this area.

I then began figuring out how my gameplay was going to work. I Didn’t want to hurt animals by harvesting materials off of them so I opted for a crystal entity, “Chrysalis”. The name came from an Opeth song with a similar title. Chrysalis means a transitional state or the hard outer case enclosing a pupa (plural Chrysalises).



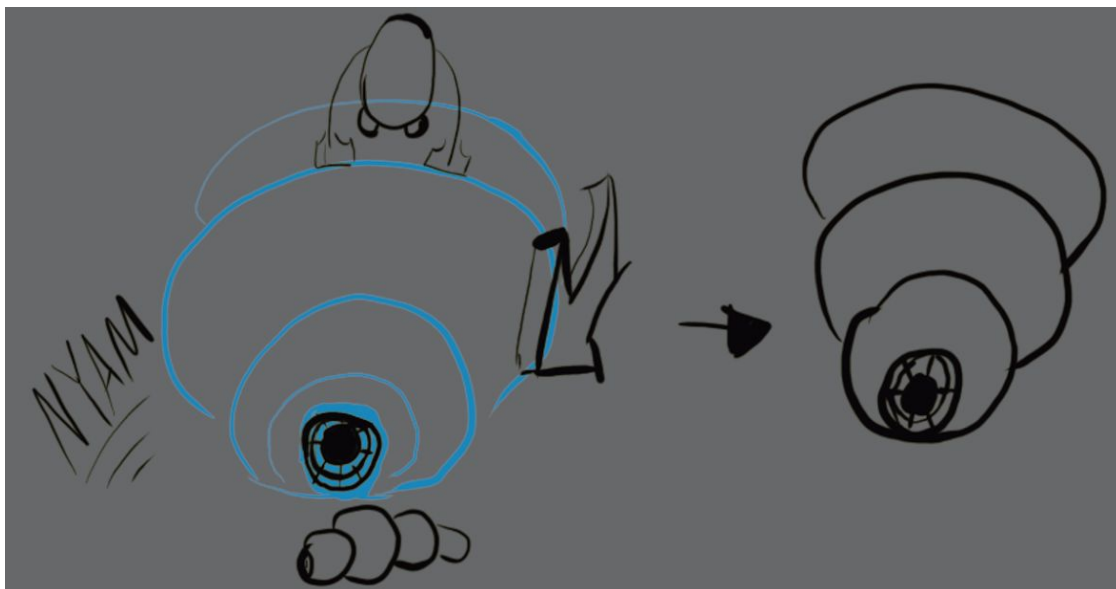


- Radobaan MHW - <https://monsterhunterworld.wiki.fextralife.com/Radobaan>



I wanted my Chrysalises to have protruding materials throughout its body much like the Radobaan.

So by riding these crystalline entities you can harvest materials and use them to create a village that unlocks special tools and abilities the further you expand and upgrade. These enemy resources will be attracted by sound when the player is running around their territories. If the player is unable to dodge out of the way of the attracted chrysalis then it will do a lot of damage or be fatal. If you are able to dodge successfully then you can use your hook to latch on and ride it around the desert and harvest it.



I want to implement the idea of the player riding around and consuming enemies and smaller chrysalises to change the mount's "element" and size. At first I will just make the mount change to the thing's element that it last consumed. Eventually I would like to make a system that determines amounts of elements consumed and determine the element after a certain amount is consumed and how large its size increases determined on the consumed enemy. This could allow mixing elements to create stronger materials and a learning curve for getting big enough to consume large "high level" enemies. I use the word "consume" here because I don't like to think that they are eating "living" things. With this thought I want to create a way the player can mix and create new materials without consuming things. This process would be a difficult task. Although this mechanic would be added later in the development for time's sake.

Fallout 4 building <https://youtu.be/MvgEA2LDNWM>

No Man's Sky building starts at 5:30 <https://youtu.be/60Q3f25-wCU>

Now the building part of the game. I want to create an experience like No Man's Sky and Fallout 4 how you could build and create a functional base/town. I want the player to be able to dictate where and how their village is created. This includes positioning, colors, decorations, and functionality. Granted this is a very aesthetic mechanic so a lot of this idea will not be used. The things I will use are Positioning and Functionality. Maybe I will add color if it is not too demanding.

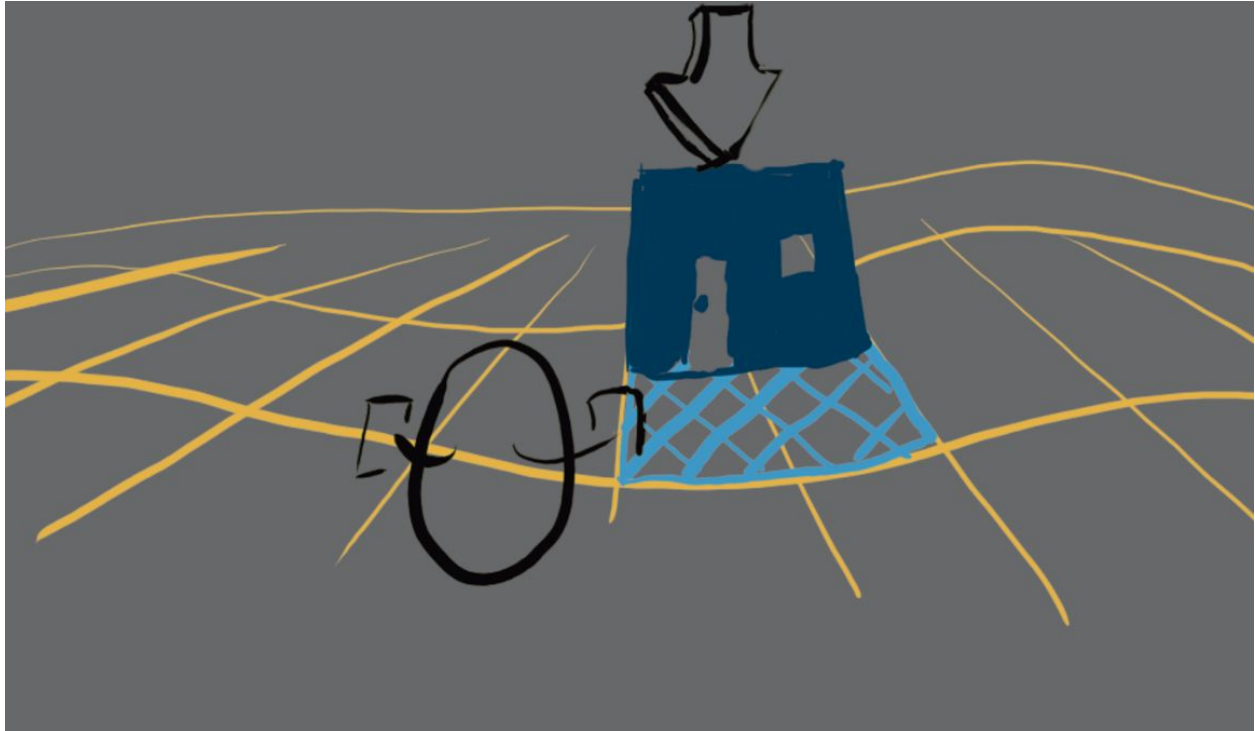


Some of the functions for these buildings will be power and resources, tool upgrades, tool building, material efficiency. Connecting a generator to buildings will supply power. Managing your resources is a mechanic I want to add so the player must consider what materials they will hunt down.



I discussed with some friends their impressions of Fallout's and No Man's Sky's building mechanics and reviewed them myself to discover how I want to improve upon them. In Fallout 4 the building is totally cosmetic. The houses you build really don't do anything besides look cool and hold your belongings. This is something that I want to improve upon much like No Man's Sky, their buildings had a purpose and didn't just hold things. They also allowed houses to upgrade which kept their functionality meaningful. I want the player to contemplate how to make their village "look cool" in the endgame, not right out of the gates. I also wanted to allow different materials to enhance or restrict different functions and resistances, like wood is weak to fire and metal would increase conductivity. I will probably not get to this point of the development so I will begin with each material having a higher life value and add upon that foundation when I have time to do so.

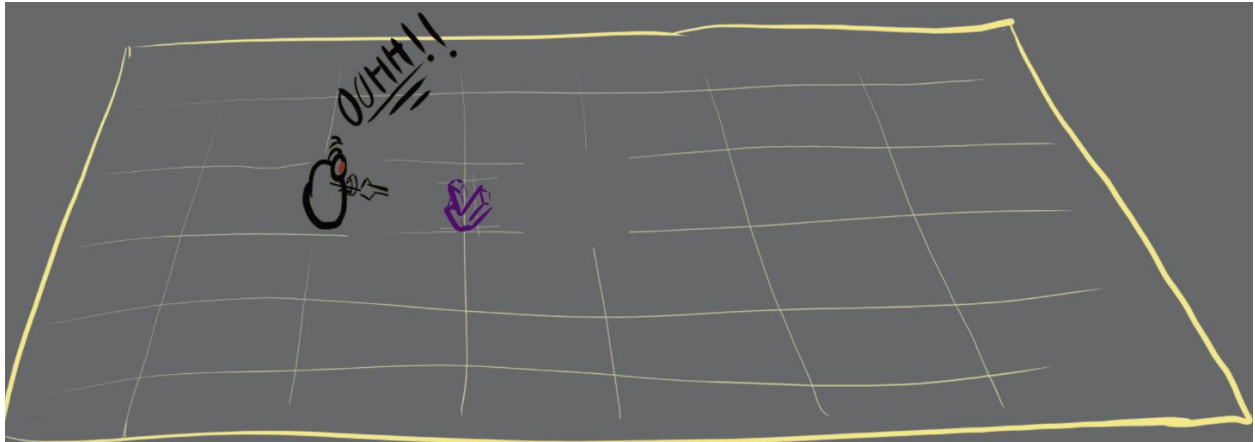
Fallout 4 has a large problem with snapping pieces to other pieces that was very frustrating to myself and all that I talked to. They also have a problem with grass and other surrounding objects clipping through the walls and floors. With this I will implement a better snapping system that allows the pieces that are snapped to be rotated and make sure that if there are things that could be clipped are deleted by the object. No Man's Sky has a very well made snapping system. They basically allow players to turn their buildings inside out.



In my game the actual process of building would be a blueprint type form and after confirming the design it will take a certain amount of time to complete. So while the building is being created the player can go and do other things they need to do. This sounds like a difficult task to implement so this process may change when coding ensues.

With city builders they can become repetitive. Stardew Valley does a good job at keeping their game fresh and new. Granted some of this is from updates with added content. The rest comes from there being an abundance of things the player can do. Stardew also does a good job at keeping harvesting important throughout their game unlike Animal Crossing. In Animal Crossing once you have reached the endgame, harvesting becomes a thing of the past because instead of going around shaking 40 trees to collect materials for a fishing pole, you can just go to the shop and spend your vast wealth for as many fishing poles as you'd like. Stardew takes the endgame differently and it is the direction that I would like to go. They have hard to get and expensive items that automate the processes to harvest low tier items. This allows players to choose which things they want automated and which they still want to do manually. This gives them the time to do other things that the player wants to do. The problem with Stardew's design is that there are instances of garbage and debris that continuously spawn and the player has to make sure that these instances do not destroy their farm instead of fishing or mining the day away. If I were going to make a similar mechanic I would add an item that automates this or code less spawn times because My friends and I believe this takes away from the overall gameplay.

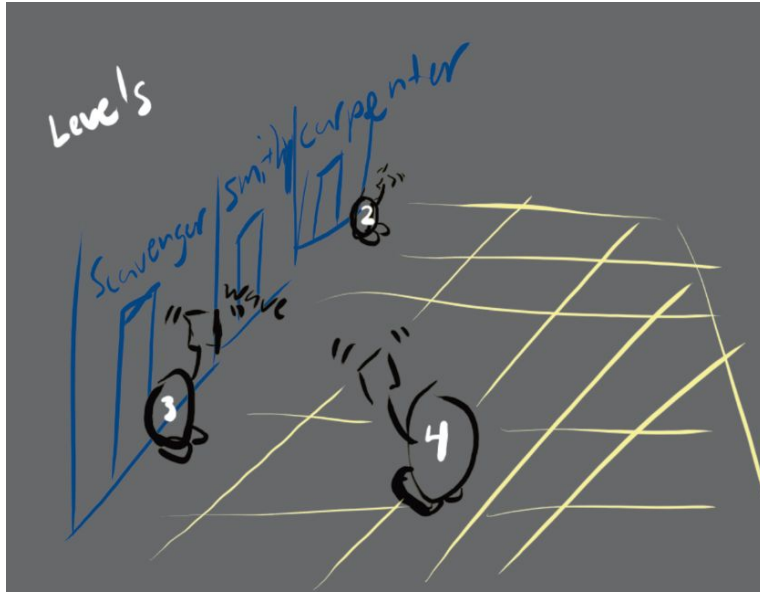
I wanted to have different Harvesting upgrades to complete the same paths. So not all buildings are required or needed. For example a building "X" can process metals so building with metals is faster but it is not needed because you can wait and use the resources that building "X" would take/require for something else. Or say you enjoy fishing and so you don't need a fishing building. This Idea will probably not cut it with time restrictions. I also wanted to implement teaching moments. Stardew Valley has good teaching moments like cauliflower will die in the summer, but doesn't stop you from planting them during that time. So the player learns a devastating lesson when the materials all go to waste. As my game stands now I am not totally sure how I can have a lesson similar to this.



If I get to it I would like to have exotic materials. These would not be required to build something. The exotics would just be super rewarding by making a building far more efficient or stronger. With exotic drops, I want to make them a high risk high reward, so there are dangerous areas that have a higher chance of dropping. These areas can have a "Boss" that while the boss is alive the drop rates could be slightly higher and after its defeat the drop rates could go down. This could add lore that the "Boss" is the only thing that can extract those materials. By using exotics I will have to stay away from solidifying one single way to get rich fast.

After talking to a friend we believe that the reason Stardew hasn't solidified one get rich fast technique is because it has enjoyable activities/minigames that yields money. The other good thing about these activities is that they are balanced. If you were to spend the whole day mining you would receive the same amount of reward as if you spent the whole day fishing.





If I have time I would like to have different townspeople the player can use to increase their individual roles and abilities. Stellaris does this well where it has different people that are better at governing or exploring. With my townspeople I don't want to solidify their roles/jobs. I want to allow farmers to mine and vice versa. The characters can have stats that affect job efficiencies. The townspeople can have a proficiency in the beginning and can have any stat upgraded at any time. Divinity does this well for example the chicken transformation spell that requires stat points in polymorph helps the cut artery action in the rogue's repertoire that use stealth and dexterity. D&D is the main guide I want to reference for this aspect because that is the basis of what games like Divinity and Baldur's Gate reference.

Each of these materials I have referenced have had excellent ratings which helps me believe that there is a niche for my game as long as I am able to create it from the positive attributes of the mentioned book and games. Throughout this research my game has been kind of fluid with its ideas and concepts. The only thing I had solidified before doing this was the grappling hook mechanic. After looking into these games and developing the ideas of harvesting and building I have been able to decide on including these things. Granted I will have to further determine what to include with time restrictions as I mentioned in previous paragraphs. This research also created problems for my game because I would look into something and then either, I would have an idea or I would stumble onto something cool that I then wanted to implement into my game. With this information of what works and what needs to be fixed from these games I think I will be able to determine what is doable and what I need to use for my game.

If I were to come back to this and finish it I would like my characters to look similar to those in Journey.

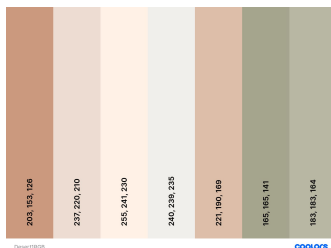
- Journey



Basically simple geometry mostly covered in a cloak of sorts.

Right now with the base shapes that I will be using I want to have a color scheme of muted colors with some blues and greens on the character. The chrysalises will be the only colorful “organic” in game. The first palette will be my choice for the desert scheme.

- Desert - <https://coolors.co/cb997e-eddc2-fff1e6-f0efeb-ddbea9-a5a58d-b7b7a4>

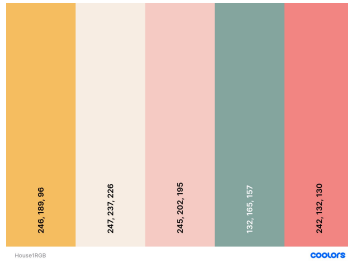


- Desert - <https://coolors.co/797d62-9b9b7a-d9ae94-f1dca7-ffcb69-d08c60-997b66>

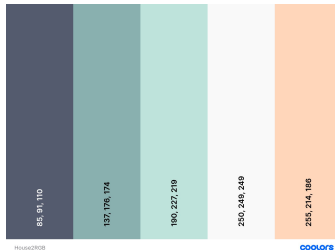


With my houses I would like to use the colors in the first scheme as well. Eventually I might add the second scheme because I thought it would be a very nice scheme for the interiors.

- House - <https://coolors.co/f6bd60-f7ede2-f5cac3-84a59d-f28482>

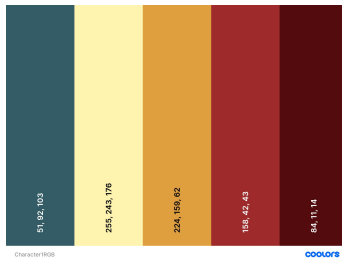


- House - <https://coolors.co/555b6e-89b0ae-bee3db-faf9f9-ffd6ba>

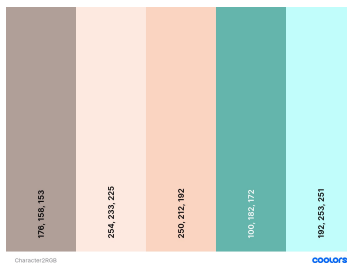


My Characters would use the color scheme of the second palette. I would delete the first but I enjoy the reds.

- Character - <https://coolors.co/335c67-fff3b0-e09f3e-9e2a2b-540b0e>

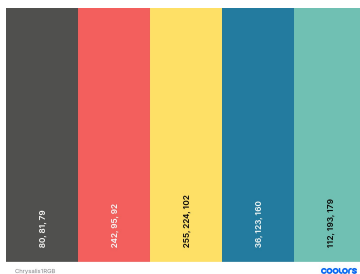


- Character - <https://coolors.co/b09e99-fee9e1-fad4c0-64b6ac-c0fdfb>



These will be the colors of my chrysalises for their different materials.

- Chrysalises - <https://coolors.co/50514f-f25f5c-ffe066-247ba0-70c1b3>



#### Materials Referenced:

- Animal crossing - <https://animal-crossing.com/new-horizons/?cid=N1043-01:ch=pdpd>
  - 90% Metacritic, 9/10 IGN, 5/5 Common Sense Media
- No Man's Sky - [https://www.nomanssky.com/?cli\\_action=1599627674.262](https://www.nomanssky.com/?cli_action=1599627674.262)
  - 9/10 GameSpot, 7.8/10 IGN
- Fallout 4 - <https://fallout.bethesda.net/en/games/fallout-4>
  - Fallout 4 building - <https://www.youtube.com/watch?v=MvgEA2LDNWM>
  - 4.7/5 Common Sense Media, 84% Metacritic, 9.5/10 IGN
- Monster Hunter World - <https://www.monsterhunter.com/world-iceborne/us/>
  - MHW Clutch claw - [https://www.ign.com/wikis/monster-hunter-world/Clutch\\_Claw\\_-\\_Tips,\\_Tutorial](https://www.ign.com/wikis/monster-hunter-world/Clutch_Claw_-_Tips,_Tutorial)
  - 88% Metacritic, 9.5/10 IGN, 86% PC Gamer
- Stardew Valley - <https://www.stardewvalley.net/>
  - 87% Metacritic, 9.5/10 IGN, 9/10 GameSpot
- Journey - <https://thatgamecompany.com/journey/>
  - 5/5 Common Sense Media, 9/10 IGN
- Stellaris - <https://www.paradoxplaza.com/stellaris/STST01G-MASTER.html>
  - 9/10 Steam, 92% Humble Bundle
- Dune by Frank Herbert - [https://en.wikipedia.org/wiki/Dune\\_\(novel\)](https://en.wikipedia.org/wiki/Dune_(novel))
  - 9.6/10 Fantasy Book Review
- Tyler Hales Submission - [https://www.youtube.com/watch?v=WDu2\\_GzEI9Q&feature=youtu.be](https://www.youtube.com/watch?v=WDu2_GzEI9Q&feature=youtu.be)

#### Things to look up:

- Harvest Moon because Stardew Valley is based on it.