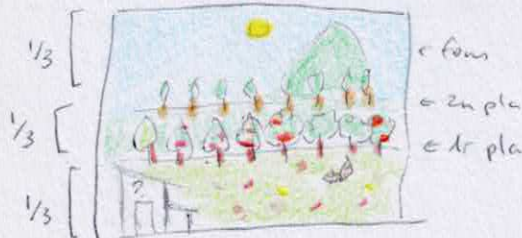


# Granja Clicker TFG

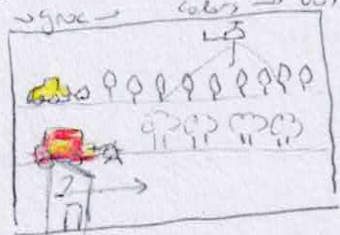
## Clau i recoll (Click & Collect)

### ① Video introductori

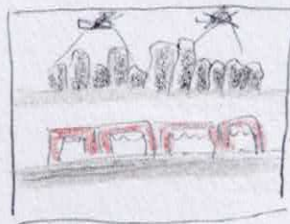
#### Escena 1: Bosc florit w/ animals



#### Escena 2: Progreso

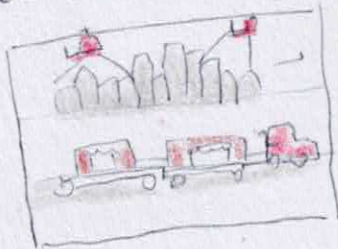


#### helicópters porten edificis



↑ gris  
↑ sprout off floor

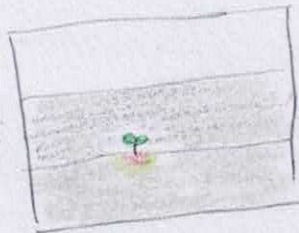
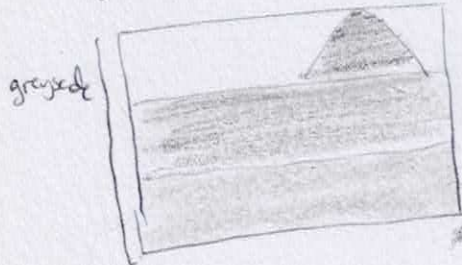
#### Escena 3: Declive



helicópters s'emporten edificis

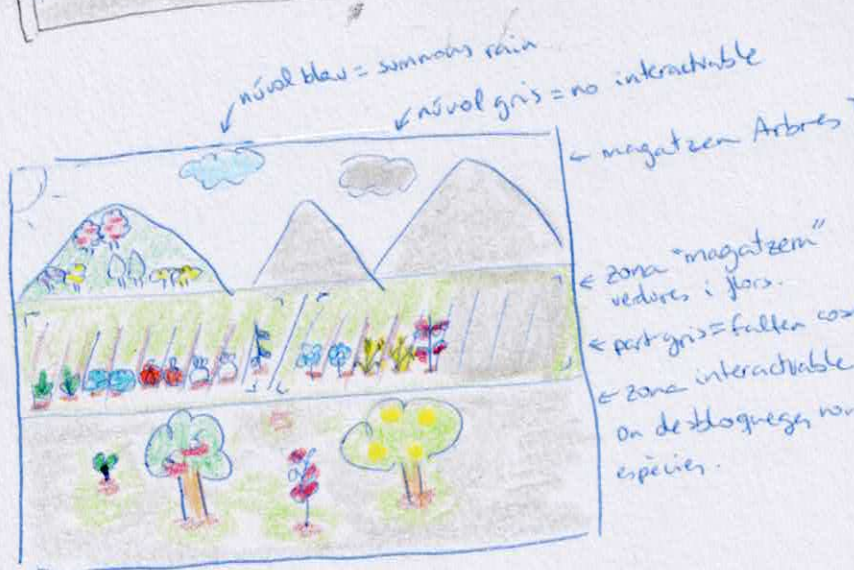
camions s'emporten botigues.

#### Escena 4: gris, erm...



↑ surt 1 bot verd!  
starts game when you click it

1 click - fa créixer  
2 clicks - coll planta



← nivell blau = sumatori rain  
← nivell gris = no interactuable

← magatzem Arbres

← zona "magatzem" vedres i flors.

← port gris = fullen coses per desbloquejar

← zona interactuable. on desbloqueges noves espècies.

permeten triar el que vols plantar/gestionar la "granja".

conforme apareixen noves espècies es va recuperant el color del sol.

• Shapes.io aesthetics

• Plantera gameplay

• de Blob story / drawn to life

• NO PROTAG / GOD MODE GAME

• Parallax com Mutant Mudds

GRayscale → RGB PROGRESSION

• OCEANS / ANIMALS PORTEN LLAVORS NOVES.

• INSECTES PORTEN FLORS NOVES



# LLISTA (NO ORDENADA) DE FUNCIONS.

## ONE CLICK GAME

NOMÉS 1 BOTÓ - simplify  
Extra: gestures

→ WHY DO THE SELECTED MECHANICS WORK FOR THIS GAME?

- ClickD fa créixer la planta (regar?)
- ClickE ~~reg~~ recull la planta i +1 a un marcador/planta llavor i -1 a marcador
- mouse wheel loops through inventari

• Com desbloquejar noves espècies? Ocells <sup>/mamífers?</sup> /insectes? AC Hybrid breeding?

• Com estructurar l'espai a la pantalla? Disposició de les plantes

TRASLLADABLE A  
PANTALLA TÀCTIL  
FUNCIONS 1:1

• temps de creixement - hardcoded OR depèn d'acció? (regar) stats (sol)

MouseClick → tap  
MouseWheel → scroll/slide  
↳ pinch?

• pausament?   
 NO - joc hopeful no death, chill  
 YES - joc cíclic, death-rebirth pausir ajuda/unlock stuff.

HM 10H : temps mínim 4 dies  
NAP 4x H2O } req. mínims.  
4x SUN }

• CORE GAMEPLAY LOOP?

• QUINES INTERACCIONS POT FER EL JUGADOR? QUIN CONTROL TÉ SOBRE EL CREIXEMENT? SOBRE EL MEDI?

• UPGRADES? SOIL, SUN, AUTO-WATER (RAIN GENERATOR?)  
QUALITY, AREA DE CREIXE?

• TEMPS REAL O TURNS? COM PASSA EL TEMPS?

• CADA N CLICKS CANVIA EL TORN?

• CADA ACCIÓ TÉ UN COST? S'IN GRATIS?

• MARCADORS DE PUNTS? (CADA PLANTA COL·LIDA DONA PUNTS?)

• DINERS → DESBLOQUEJAR MILLORES?

• Els TRIGGERS COM A QUESTS? - PERMETEN GUJAR EL PLAYER.

• POSITIVE VS. NEGATIVE FEEDBACK LOOPS - DO I NEED? WHY/WHAT WOULD I ACHIEVE W/THEM?  
SNOWBAW! EQUALIZER (BLUE SHELL)

GOAL: RESTABLIR  
LA BIODIVERSITAT



# llista plantes RGB

## FLORS



	R	G	B
R	Rosa	narís	violeta
G	x	green mim (AC)	hortensa
B	x	x	nomechids

+ taronja: ~~Narís~~ hibisc

+ blanc → END OF LINE! → MARGARIDA

+ negre → ~~negre~~! → (?)

• FLORS - inicial: B - forget-m

• VEGETALS - inicial: G - blede

• FRUITES - inicial: R - poma

## FRUITA

	R	G	B
R	Poma <del>Green</del>	Llimona Platan	raim
G	x	PERA	figa?
B	x	x	Pruna

• taronja: mandarina

• blanc: poma

• negre: móra

## VERDURA

	R	G	B
R	tuníquet	<del>Petrot</del> blat	esbergínia
G		bleda	col
B			panís blau (Hopi)

• taronja → moniato/carbassa <sup>més visual</sup>

• blanc → NAP

• negre → ~~negre~~ trufa → eshil Botw



# ANIMALS?

(options)

## INSECTES

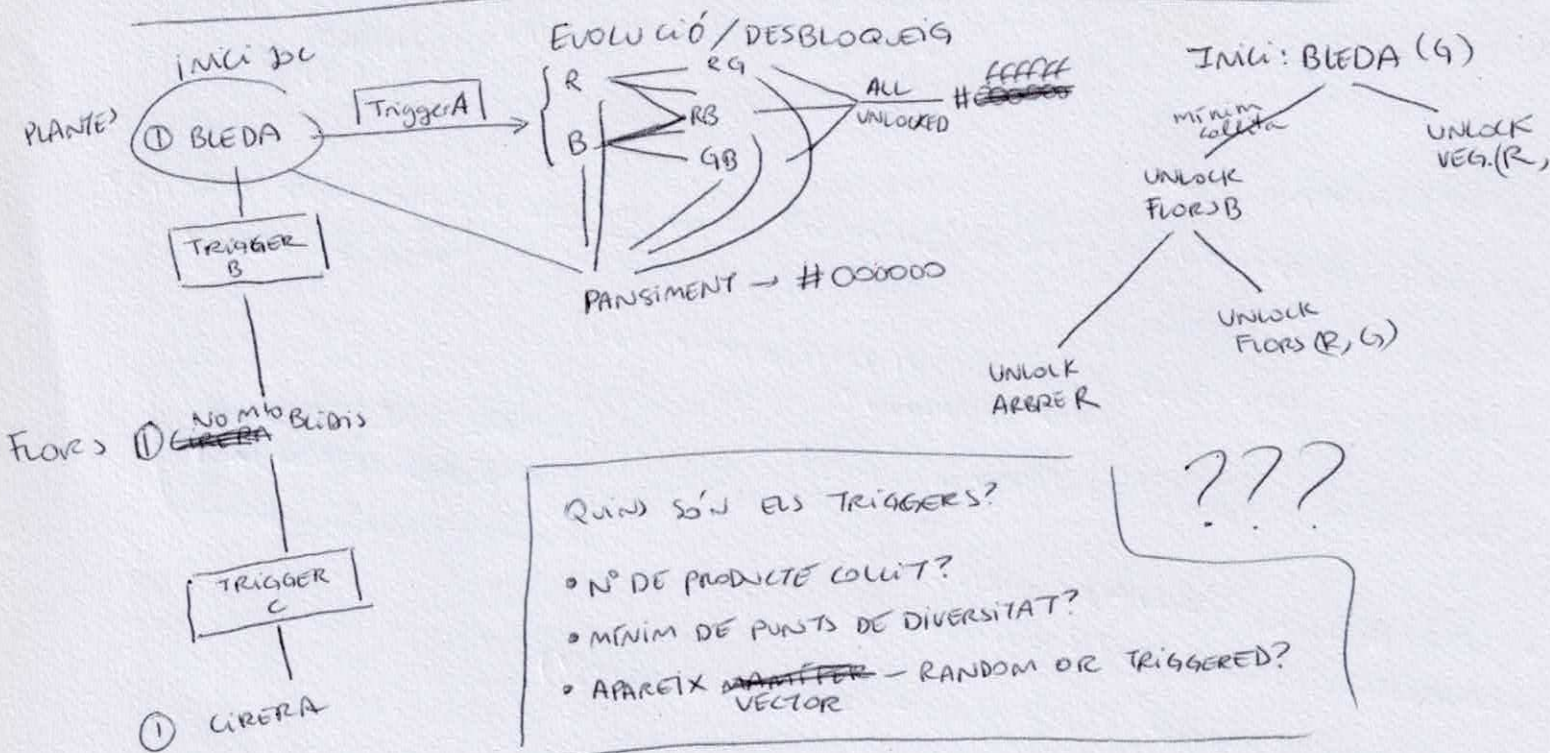
- FORMIGUES
- PAPALLONES
- ABELLES
- CUC DE TERRA
- BITXO BOLA (ONSLIDEUS) (PORQUET ST. ANTONI)
- MARIETA
- ARANYA

## OCELLS

- ROBIN (PIT-ROIG)
- BLUE JAY (GAIG NA)
- WREN (CARGOLET)
- FINCH (PINSÀ)
- PERDUT
- COLON
- PUPUT

## MAMÍFERS

- ESQUIROLS
- TALPS
- RATOLINS
- CONILLS
- RAT-PENATS
- TOIXÓ
- FURA OR MARTA





# MECHANICS, DYNAMICS, ~~SYSTEMS~~ AESTHETICS.

MDA: A Formal Approach to Game Design and Game Research - Robin Hunicke, Marc LeBlanc, Robert Zubek.



How to steal like a game designer  
Game Maker's Toolkit

WE ALL PLAY A LOT OF GAMES  
AND EACH HAVE OUR FAVOURITES.  
OFTEN, OUR DECISIONS AND CHOICES  
ARE COLORED BY THE GAMES WE  
PLAY.

GARY NAPPER - CREATIVE ASSEMBLY  
ALIEN: ISOLATION GAMEDEV.

MECHANICS: (code)  
• QUANTES PLANTES PODEM EMMAGATZEMAR? COM AFECTA AL JOC? • ESTRATÈGIA?  
• QUINES EINES TÉ EL PLAYER? S'ACONSEGUEIXEN ORGÀNICAMENT? • GESTIÓ DE TEMPS?  
• ES POT VENDRE LA COLLITA? TÉ CURRENCY EL JOC?

DYNAMICS: (actions)  
(consequències)  
COM REACCIONA EL JUGADOR?  
- HOARD RESOURCES? - MICROMANAGING?  
- MINMAX PRODUCTION?

GOAL/QUEST dev intended  
player's CHECKBOX list GUIDELINE

AESTHETICS: (feelings)  
COM SE SENT EL JUGADOR?  
- COMPLETANT PASSOS SENSE SENTIT → AVORRIMENT?  
- NECESSARILY EVIL → COMENÇA LENT I FÉIXUC PER PODER ARRIBAR A LO GUAI? → GRINDING  
- FOCUS FARMING → COMPLEXIONISME?  
- MASSA ESPERA - POCA EFICIÈNCIA - FRUSTRACIÓ?

## DESIGN PT.2 (pt1 doctrine)

- SPACES HAVE RULES OF BEHAVIOR THAT INFORM YOUR ACTIONS AND THE WORLD'S REACTIONS TO YOU.  
PROVIDES CONTEXT FOR PLAYER IDENTITY.

HOW WILL THE WORLD REACT TO  
YOUR ACTIONS?

GDC VAULT: • WHAT HAPPENED HERE? ENVIRONMENTAL STORYTELLING Harvey Smith, Matthias Wore

- METHODS TO BRING NARRATIVE INTO LEVELS (Emotion/intensity)
- LEVEL DESIGN WORKSHOP: HITMAN LEVELS AS SOCIAL SPACES - Mette Ande/son.  
THE SOCIAL ANTHRO BLOG OF LEVEL DESIGN
- MINI METRO: LESS IS MORE



# DESIGN

° REPETITIVE BUT NOT BORING

° WHAT IS REALLY NECESSARY AND WHAT IS DILUTING IT?

° STORYTELLING THROUGH THE ENVIRONMENT / ART STYLE

° DESIGN BY SUBTRACTION

- FIND THE CORE OF THE GAME

- ONLY LEAVE WHAT ENHANCES IT.

## 1 UNDERSTANDING

- ° ARCHITECTURE
- ° MATERIALS
- ° LAYOUT
- ° SCALE

SHOWS HOW OTHER PEOPLE USED TO INTERACT WITH THE WORLD BEFORE YOU.

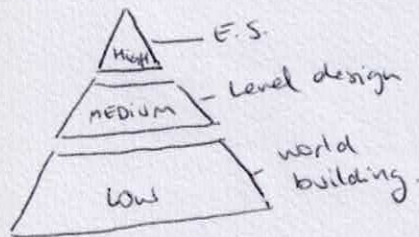
ENVIRONMENTAL STORYTELLING.

CONVEYS LITERAL SPECIFIC INFO ABOUT THE WORLD AND ITS INHABITANTS.

- WHAT HAPPENED IN A PLACE BEFORE YOU GOT THERE

- HOW YOUR ACTIONS CHANGE THE PLACE

MEET THE PLAYER'S EXPECTATIONS >> MAKE PERFECT SENSE.



□ HOW LEVEL DESIGN CAN TELL A STORY  
4T GMTK

IDEAS SHOULD ECHO ACROSS THE STACK.

WORLD BUILDING - CIVILIZACIÓN EN DECLINIO

LEVEL DESIGN - ÁREAS ABANDONADAS

E.S. - EL DECAY DEL DÍA A DÍA PRODUCTO DE L'ABANDÓ.

ALL ASPECTS MUST MARCH TOWARDS THE SAME POINT. SHARED VISION

IMMERSION

↑

COHERENCE

↑

WORLD

↑

## 2 EMOTIONAL

- SCALE
- SHAPE
- COLOUR

EVOKES FEELINGS

SCALE: BIG, EMPTY SPACES → INSIGNIFICANT, LONELY.

SMALL, CRAMPED → STRESS, RESISTANCE

FROM CRAMPED TO BIG → RELIEF, TRIUMPH

FROM BIG TO CRAMPED → PROTECTION, CAGED

SHAPE: NARROW CORRIDORS, LOW CEILINGS: ANXIETY OF NO ESCAPE ROUTE

BIG, OPEN ROOMS, HIGH PLACES: ANXIETY OF NO SAFE COVER

REDUCED VISIBILITY, LOW SAT. COLOUR: BLEAK, IMPAIRED SENSES

IT'S IN THE CONTRAST. THE MEANING. GUIDE/LURE PLAYER WITH SUBCONSCIOUS INFORMATION.

PORTAL LAB: WHITE, BIG, STERILE,  
1st Port (lab) "SAFE", CONTROLLED

PORTAL CORRIDORS: ORANGE, NARROW, DIRTY,  
2nd Port (escape) "DANGEROUS", LAWLESS

JOURNEY FROM POINT A TO POINT B EMPHASIZED THROUGH LEVEL DESIGN.

QUESTS EXAMPLES  
SIN POINTS,  
BUT IT COULD ALSO  
BE A CORRUPTION ARC

- DESPAIR
- BARREN
- DESERTED

- HOPE
- LUSHFUL
- THRIVING



## FIND THE CORE.

- Story I want to tell?

changing the world  
seems like a lot  
but you can do your part  
with what's in front of you.

- Premise I want to explore?

THE REINSTATEMENT OF NATURE  
→ LIFE FINDS A WAY ←

- Emotion I want the player

HOPELESS → HOPEFUL  
BLEAK → BRIGHT

YOU CAN MAKE A CHANGE

- Technology to simulate sth?

- Game already exists?

• PLANTERA • HM

- a new way to play?

## ALL THIS IMPACTS:

- CHARACTER DESIGN

• MINIMALISTIC

- INTERACTION W/ WORLD

- SOUNDTRACK

• ADD INSTRUMENTS AS GAMEPLAY  
ADVANCES?

## WHAT'S THE MAIN MECHANIC?

• CLICK ON THINGS → THINGS HAPPEN.

## WHAT'S THE MEANING OF THE GAME?

• completing tasks?  
• reaching X point?  
• hoarding N resources?  
• exploration?  
• growth?

## WHAT'S THE LOOP? (ALICENT TO RETURN) BEHAVIORAL PSYCHOLOGY

### MOTIVATION

INTRINSIC

EXTRINSIC

• SPEEDRUN?

## BEHAVIORAL PSYCHOLOGY:

ENVIRONMENT SHAPES  
HUMAN BEHAVIOR

# GDD

## TARGET AUDIENCE:

M/F, 20-30 YEARS, FAMILIAR WITH FARM GAMES (HM/SV)

COLLEGE DEGREE, STABLE/PREDICTABLE JOB, REGULAR SMARTPHONE USER.

## UNAMBIGUOUSLY DESCRIBE:

- GAME'S SELLING POINTS
- TARGET AUDIENCE
- GAMEPLAY
- ART
- LEVEL DESIGN / ENVIRONMENT D
- STORY
- CHARACTERS
- UI
- ASSETS
- MUSIC / SOUNDS
- CONTROLS
- ACCESSIBILITY
- MONETIZATION

## GAMEPLAY: → PATTERN DEFINED THROU

- RULES
- CONNECTION BTWN PLAYER & GAME
- CHALLENGES / OVERCOMING THEM
- PLAYER'S CONTROL OVER PLOT PROGR



# GANFT PLANNER

SEMESTRE 1/03 → 5/07 ⇒ 127 dies

PAC 1 1/03 → 12/03 ⇒ 12 dies

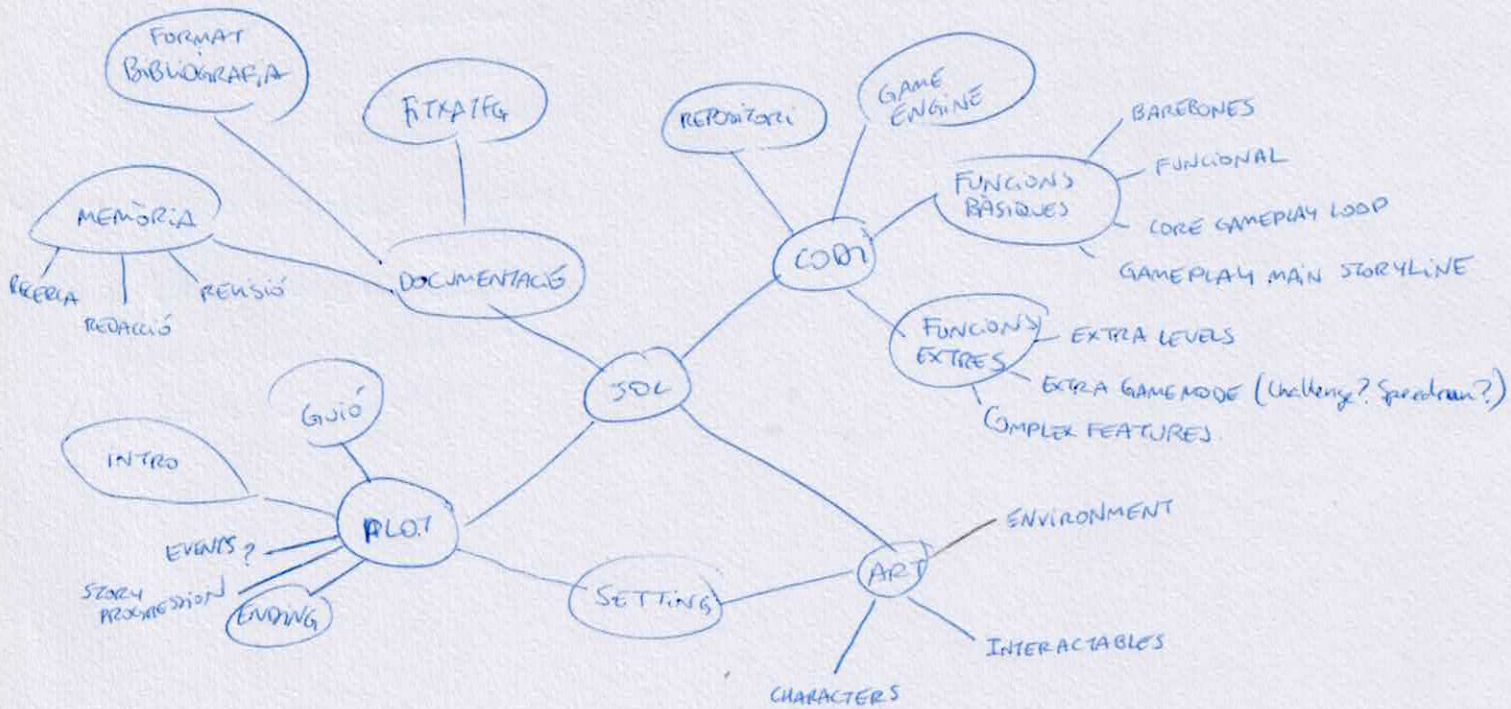
PAC 2 13/03 → 16/04 ⇒ 35 dies

PAC 3 17/04 → 21/5 ⇒ 35 dies [13]

PAC 4 22/5 → 18/6 ⇒ 28 dies [16]

DESCANS 19/6 → 27/6 ⇒ 9 dies [13]

PAC 5 28/6 → 5/07 ⇒ 8 dies [22]





- PRESENTACIÓ : - QUI S'ÉC
- NOM, TRAJECTÒRIA W/VG, TRAJECTÒRIA LABORAL/EDUCATIVA
  - GOALS
  - QUANT FA QUE ESTUDIS VOC
  - FEELINGS
- EXPERIÈNCIA VOC
- PROPOSTA TFG
- BREV EXPLICACIÓ (1-2 línies)
  - FUNCIONALITATS PREVISTES
  - ENDGAME I NG+/REJUGABILITAT/SPEEDRUNNING/OPTIMITZACIÓ/MINIM



TRIGGER	EVENT*	UNLOCK
xn bledes (PG)	RAIN	FLOOR B
xn FB	A a	ARBRE R
xn AR		

\* EVENTS EN MINÚSCULA PER  
DIFFERENCIAR DELS COLORS.

R-Red  
G-Green  
B-Blue  
Y-Yellow  
V-Violet  
T-Turquoise  
O-Orange  
W-White  
K-Key (Black)

R, G, B, Y, V, T  
W, K - negre (K)

A-tree  
P-plant  
F-flower

{ P } + { RGB }  
{ F } + { YVT }  
{ A } + { OWK }