



**CITY COLLEGE OF
SAN JOSE DEL MONTE**
*Minuyan Proper, City of San Jose del
Monte, Bulacan*

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING



BSEMC Capstone Project Proposal No. 2

CAPSTONE TITLE: Planetfall: Bastion of Genesis

PROJECT CONTEXT:

Description: *Planetfall: Bastion of Genesis* is a **2D top-down strategy-survival management game**.

The player controls a stranded survivor from an ultra-advanced technological empire who crash-lands on a mysterious world inhabited by humans, elves, dwarves, and demons. With only his robotic swarm, he must build facilities, manage resources, and defend against the increasingly hostile native civilizations.

The game blends **base-building, resource management, and defense mechanics** in a **narrative-driven campaign**. As the player expands, every facility produces pollution, gradually turning the world's inhabitants against them. The ultimate objective is **to survive long enough to construct a spaceship and escape the planet**.

Platform: PC (Windows)

Engine: Unity (2D, top-down perspective)

Hardware: Keyboard & Mouse



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Storyline: The story follows an engineer-soldier from a galactic empire who becomes stranded on an unknown world after a failed interstellar jump. The planet, rich in magic and fantasy races, seems primitive compared to his empire's technology.

Relying only on his robotic swarm, he establishes a small outpost. But as facilities grow, the machines produce pollution that disrupts the balance of nature. What begins as silent observation from the native races soon turns into suspicion, hostility, and open war.

The survivor must balance progress and survival while fending off magical armies and uncovering the truth about this world. His only hope is to construct a bastion stronghold and eventually launch a vessel to return home.. or perish under the siege of magic.

Target Users:

- **Casual strategy fans** who enjoy resource management and base defense (e.g., Rimworld, They Are Billions).
- **Narrative-driven players** who want a story of survival and conflict between technology and magic.
- **Teenagers and adult players (13+)** with interest in survival-strategy games, sci-fi, and fantasy hybrid themes.
- Accessible for players who prefer **short mission-based gameplay** instead of endless survival.



Features & Limitations:

Features:

- **50 Mission Campaign:** Structured missions that gradually increase in difficulty and narrative stakes.
- **Facility Construction:** Build stations (drillers, generators, research labs, turrets, robot factories).
Driller = build on ore mound
Generator = to generate energy
Turret = uses soldier to operate
Robot Factories = uses energy and metals to produce robotic swarms. Uses robotic swarms to build units.
- **Resource Management:** Balance **Energy, Metals, and Pollution** to sustain survival.
- **Hostility System:** Races (Humans, Elves, Dwarves, Demons) shift from neutral to hostile depending on pollution and expansion.
- **Defense & Combat:** Deploy robotic soldiers, turrets, and drones to survive raids.
- **Narrative Journal:** Campaign-driven progression with cutscenes/dialogue.
- **Win Condition:** Build a spaceship and escape the planet.

Limitations:

- **Playable on PC only.**
- **Limited number of races (4)** to focus on depth.
- **Facilities capped** to maintain performance and scope balance.

Discuss briefly the following:

Strategy / Gameplay

- Core loop: **Build → Gather → Defend → Expand → Survive → Escape.**



	<ul style="list-style-type: none">• Fast, mission-based objectives instead of long endless campaigns.• Difficulty escalates through pollution system + stronger enemy raids.
Maps/ Worlds/ Terrains/ Levels/ Stages/Laps	<ul style="list-style-type: none">• 50 missions across 5 Acts (10 missions each). Act 1 = Human Act 2 = few elves + human Act 3 = few dwarves + few elves + human Act 4 = Demon Act 5 = ALL IN ONE SUGOOOOOD Bye bye planet• Maps vary from plains, forests, mountains, swamps, volcanic regions.• Each act introduces a new hostile race.
Game Goal	<ul style="list-style-type: none">• Short-term goals: Build key facilities, survive enemy raids, research new tech.• Mid-term goals: Withstand multi-race assaults, maintain base under pollution stress.• Final mission: Defend the base during spaceship launch countdown.
Characters (PCs) & Classes	<ul style="list-style-type: none">• Robotic Swarm (core resource) – converted into specialized units.• Facilities (Building) – has energy upkeep too



	<ul style="list-style-type: none">• Builders (Resource) – construct facilities (consumed on use).• Soldiers (Unit) – man turrets/drones; high upkeep.• Resource Extractors (Resource) – operate mining and generator stations (produce pollution) and low energy upkeep.• Researchers (Resource) – unlock new technologies (heavy pollution output) and high energy upkeep. <p>7 researcher 3 research building (accommodate 2 researcher) 6/6 researcher 10 Energy producer 8/8 generator 2/5 mining</p>
Conflict	<ul style="list-style-type: none">• Humans – frequent, low-level raids.• Elves – magical units disable defenses.• Dwarves – siege machines cause heavy structural damage.• Demons – late-game, overwhelming forces.
Competition	<ul style="list-style-type: none">• Progressive enemy escalation per act (1 race at a time → combined raids).
Collaboration	<ul style="list-style-type: none">• Units + facilities work together to sustain survival.
Chances	<ul style="list-style-type: none">• Upgrades: Stronger turrets, cleaner energy, advanced drones.



	<ul style="list-style-type: none">• Recovery: Repair stations, resource caches on maps.
Reward system	<ul style="list-style-type: none">• Progression: Unlock new buildings, units, and tech per mission.• Campaign Journal: Expands the storyline with each completed mission.
Consequences	<ul style="list-style-type: none">• High pollution = faster hostility escalation.• Facility destroyed = unit stationed inside lost.• Failure = restart mission or lose campaign progress.• Zero Energy = Game over
Presence of fun elements in the game	<ul style="list-style-type: none">• Hidden ruins (fantasy artifacts to study). Hidden within the map. Send researchers to research• Optional side missions for bonus resources.• Unlockable upgrades based on decisions.• Day and Night Cycle Unique upgrade Scenario 1 Decision 1 = increase against elf damage Decision 2 = increase against human damage Scenario 2 Decision 1 = AOE Damage Decision 2 = Single Enemy Damage
*Virality and social features	<ul style="list-style-type: none">• Achievements for reaching milestones
*Monetization strategy	<ul style="list-style-type: none">• Free Demo deployed• Deployed in itch.io for 2\$ for equivalent for 115 php



Feature to be included for 6 members	<ul style="list-style-type: none">• LAN Multiplayer
Other features to be included for additional members	<ul style="list-style-type: none">• Sandbox/Survival Mode – endless replayable mode after finishing the campaign.
* <i>Required</i>	

REASON(s) / JUSTIFICATION(s) IN CHOOSING THE PROJECT:

We chose *Planetfall: Bastion of Genesis* because it offers a **unique blend of strategy, survival, and narrative**, merging futuristic sci-fi with classic fantasy conflict. The game represents the **tension between progress and sustainability**, using pollution as both a gameplay mechanic and narrative driver.

This project also allows our team to showcase a wide range of skills:

- **Programming complexity** (AI pathfinding, base-building, raid system).
- **Art direction** (sci-fi + fantasy pixel art blend).
- **Narrative design** (50-level structured campaign with escalating stakes).

EXPECTED CONTRIBUTIONS TO THE GROWTH OF KNOWLEDGE IN GAME DEVELOPMENT:

- **Pollution-hostility mechanic:** a dynamic tension system linking survival with morality.
- **Hybrid sci-fi vs fantasy theme:** rarely explored in 2D strategy games.
- **Unit system** where swarms convert into specialists, adding resource-management depth.
- **Narrative-driven strategy campaign** in 2D, balancing mechanics with story immersion.



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Proposed by:

Members' Names/Roles

1. Daniel Carlo Caparida – Project Manager, Game Programmer, Script/Story Writer
2. Joshua Miguel Franco – Game Programmer, Level Designer, Researcher
3. Laurence Mingoy – Graphic Artist/Animator, Game Programmer, Level Designer
4. Jeremie Joie Correa – UI/UX Designer, Level Designer, Script/Story Writer, Researcher
5. John Russel Malazarte – Sound Designer, Researcher, UI/UX Designer
6. Christine Veneracion – Graphic Artist/Animator, UI/UX Designer, Level Designer

Approved by:

Ms. Genalyn D. Villafuerte

Capstone Project 1 Adviser