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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

Planetfall: Bastion of Genesis A 2D Top-down Sci-fi Fantasy Survival Strategy PC Game

A Capstone Project Proposal

by

Caparida, Daniel Carlo C
Franco, Joshua Miguel B.
Mingoy, Laurence C.
Correa, Jeremie Joie
Malazarte, John Russel
Veneracion, Christine Jane

**Submitted to the Faculty of Entertainment and Multimedia Computing
City College of San Jose del Monte**

**In Partial Fulfillment of the Requirements for the Degree
Bachelor of Science in Entertainment and Multimedia Computing**

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

I.   PROJECT DESCRIPTION

PROJECT BACKGROUND

This project focuses on creating a Survival-Strategy game that emphasizes simplified controls and an improved tutorial system. This study tackles steep learning curves in Survival-Strategy games by introducing simplified mechanics and an interactive tutorial that make gameplay easily playable by new players while maintaining strategic depth for advanced players with its progressive difficulty. Survival-strategy games combine resource management and long-term planning with the challenge of survival in hostile environments. While engaging, many suffer from steep learning curves due to complex mechanics and limited tutorials, discouraging new players (Chen, 2021). Previous studies highlight the importance of accessibility and effective onboarding, demonstrating that conventional methods like text-heavy instructions often fail due to cognitive overload (Luna, 2025), while detached, simplistic tutorials can lead to higher player drop-out (Benvenuti et al., 2023).

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

We chose **Planetfall: Bastion of Genesis** because it provides a unique opportunity to merge **strategy and survival** in a way that highlights both creativity and technical skill. Unlike traditional base-building or tower defense games, it introduces a **pollution-hostility system** that ties gameplay progression directly to moral and environmental consequences. This creates a meaningful player experience where survival and progress always come with a cost.
To cater not only to experienced players, but also to new and beginner players of the genre.
This inherent complexity, however, presents a significant onboarding challenge that aligns directly with our research focus. The game's novel mechanics create a clear need for an effective tutorial system to prevent new players from being overwhelmed (Chen, 2021).

OBJECTIVES OF THE STUDY

This project aims to create a Survival-Strategy game that lowers the entry barrier for new players by providing a more intuitive control system and improved tutorial experience. It seeks to make the genre more accessible to beginners without removing the strategic depth that appeals to experienced players, this project offers a balanced and engaging gameplay experience for wider audience.

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

General Objective

The general objective of this research is to develop a Survival-Strategy game that provide a more accessible gameplay experience by integrating simplified controls and an enhanced tutorial system.

General Objective

To develop a survival-strategy game prototype that reduces the genre's learning curve through streamlined controls and an integrated tutorial system, applying principles of effective onboarding (Benvenuti et al., 2023; Chen, 2021; Luna, 2025) while preserving strategic depth.

Specific Objectives

- To design and implement streamlined gameplay mechanics that let players manage survival resources efficiently, reducing unnecessary complexity while maintaining strategic depth.
- To create an improved, easy-to-follow tutorial system that gradually introduces survival-strategy concepts, enabling players to learn and adapt without sacrificing challenge.
- To assess the effectiveness of the user-friendly controls and enhanced tutorial design in making the game more accessible and engaging for both new and experienced players.

SIGNIFICANCE OF THE PROJECT

This project is significant as it addresses one of the most common barriers in strategy-based games, the steep learning curve caused by complex controls and insufficient tutorials. By creating a survival-strategy game with simplified mechanics and an improved tutorial system, the study contributes to making the genre more accessible to a wider audience, including beginners who are often discouraged from playing such games. this project adds to the field of game development by exploring design practices that balance accessibility with depth, serving as a reference for future developers who aim to create engaging yet user-friendly strategy games. In doing so, it promotes innovation in gameplay design, user experience, and player engagement within the broader domain of game development research.

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

- New and Beginner Players: This group is the primary beneficiary. The research directly addresses the "steep learning curve" and "insufficient tutorials" that often discourage them. By creating a more accessible game with an "improved tutorial system," the project aims to lower the barrier to entry and make the survival-strategy genre more welcoming to them.

- Game Developers: The project serves as a practical "reference for future developers." By "exploring design practices that balance accessibility with depth," it provides valuable insights and a framework that developers can use to create their own "engaging yet user-friendly strategy games," thereby saving time and resources on R&D.

- The Game Development Research Field: The study "adds to the field of game development" as a whole. Its contributions to knowledge in "gameplay design, user experience, and player engagement" benefit academics and researchers by providing a case study and advancing the understanding of how to create more effective and inclusive game designs.

- The Survival-Strategy Genre: The broader genre benefits from this research. By demonstrating a successful model for combining "simplified mechanics" with strategic depth, the project "promotes innovation" and helps evolve the genre to be "more accessible to a wider audience," ensuring its longevity and relevance.

Unique Feature/Innovation:

1. **Pollution–Hostility System**
   - Unlike typical base-building or survival games where enemies attack based on scripted waves, in this game the level of pollution generated by facilities and research directly influences how hostile each fantasy race becomes.
   - This creates a dynamic relationship where every decision. expanding too quickly or over-mining resources has immediate narrative and gameplay consequences.

2. **Tech vs. Magic Conflict**
   - Most strategy-survival games lean fully into either sci-fi (robots, machines) or fantasy (magic, creatures). This project blends both, placing a technologically stranded protagonist against magical civilizations.

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

3. **LAN Multiplayer Mode**
   - Integrating LAN cooperative play, the game allows players to defend together against enemy raids as players controlling one base.

II.   MULTIMEDIA PROJECT OVERVIEW

DESCRIPTION

Planetfall: Bastion of Genesis is a **2D top-down survival strategy game** where futuristic technology clashes with a magical world. Stranded on a hostile planet, you command robotic swarms to build facilities, gather resources, and defend against humans, elves, dwarves, demons, and to leave this this planet as your growing pollution turns them against you.

Featuring a **50-mission narrative campaign** and **LAN multiplayer**, the game challenges you to balance survival expansion and defense while racing to construct a spaceship and escape. Playable on **PC**, it combines classic base-building with modern survival mechanics in an atmospheric pixel-art world.

STORYLINE

Rain hammered against the canopy, each drop a percussive beat on the broad, alien leaves. O'deasä, the lone survivor, watched from the gaping wound in their ship's hull—a scar of twisted metal and frayed wires. The emergency crash landing had been a disaster, their vessel, the Olympus, now a tomb of lost dreams. The spaceship was destroyed; its sleek lines reduced to a pile of wreckage and electrical mess, leaving them stranded in a dense forest teeming with alien life.

Days blurred as O'deasä worked from a makeshift workshop, their plasma torch singing a harsh tune against the forest's quiet hum. They scavenged for resources, using strange crystalline rocks for power and thick vines for cables. But their presence was a blight. The machinery's whir, the acrid smoke, and the oily sheen on the river were polluting the environment.

The locals, the Lumina, watched from the shadows. Their technology was one with nature, and they saw O'deasä's industrial operations as an infection on their sacred forest. A fierce desire to stop the environmental damage warred with a primal curiosity. O'deasä's advanced technology

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

**BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING**

was a double-edged sword: a source of destruction, but also a chance to benefit themselves. They yearned to harness this knowledge, to merge the machine with their natural way of life.

The Lumina decided their sacred forest, threatened by foreign tech, must be saved. They resolved to eliminate the polluting technology while simultaneously seizing it to not only restore the forest's health but also advance their own traditions.

TARGET AUDIENCE

Intended Users / Market
- Primarily **PC gamers** who enjoy strategy, base-building, and survival management genres.
- Players who like thoughtful decision-making, resource balancing, and strategic tradeoffs rather than fast-paced reflex games.
- Players aged 13 and older, aligning with the ESRB's "T (Teen)" rating (Entertainment Software Rating Board, n.d.). This classification accommodates the game's themes of environmental conflict and strategic survival while ensuring the content remains appropriate for a broad audience, from teenagers to adults. The simplified onboarding system is designed to be accessible for this age range, introducing strategic concepts without relying on mature content.
- Also appeals to fans of fantasy + sci-fi hybrids because of the mix of technological themes (robots, pollution) and fantasy enemies (elves, dwarves, demons).
- Players who enjoy campaign/missions progression rather than endless or roguelike modes; plus interest in LAN multiplayer for cooperative play with friends.

References / Support
- The **ESRB Ratings Guide** helps define what age categories games fall into depending on violence, fantasy content, etc. A game with mild fantasy violence and no graphic gore might be rated "Everyone 10+" or "Teen," depending on severity.
- Reports on gaming demographics show that **strategy games are popular among players aged 18–34**, especially on PC. Strategy and adventure genres have strong appeal within this segment.
- The Quantic Foundry "Strategy Audience Profiles" show that strategy game players tend to prefer planning, thinking, and managing systems; they're less motivated by reflex or

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

**BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING**

fast action. This lines up with games that challenge them strategically rather than via speed.

- Benvenuti et al.'s (2023) research "An Approach to Assess the Impact of Tutorials in Video Games" study by systematically assessed tutorial effectiveness, finding that a narrative-driven, integrated tutorial was most effective. The study concludes that tutorials separated from the game's story and world harm player retention and recommends using a structured framework rather than intuition when designing onboarding systems.

- Chen's (2021) research "Practices of making game tutorial" identifies two primary methods—informative but interruptive "Flashcards" and intuitive but challenging-to-implement "Follow-to-Do" prompts—while emphasizing that a hybrid approach is most effective. Key findings from usability testing reveal that while players prefer interactive tutorials, poorly executed implementations risk being overlooked or causing confusion. The study concludes that successful tutorial design must balance cognitive load with absolute clarity, using strong visual cues and voice-overs, while emphasizing the critical importance of early usability testing with novice players to identify overlooked pain points.

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

SCOPE AND LIMITATIONS
Scope
- The project will deliver a **2D top-down survival strategy game** with **50 levels** divided into progressively harder missions.
- The game will feature **LAN Multiplayer** for cooperative play.
- The **core gameplay loop** includes facility construction, resource gathering, pollution management, research progression, and defense against hostile factions.
- The game will include **five major facility types** (e.g., mining, energy, research, defense, production) and **four unit types** (Builders, Soldiers, Extractors, Researchers) derived from robotic swarms.
- **Enemy factions** will consist of four races: Humans, Elves, Dwarves, and Demons, each with distinct attack styles and escalation patterns.
- The **pollution-hostility system** will be implemented to control difficulty and narrative tension.

Limitations
- The game will not feature a **full open world**; exploration is limited
- There will be **no complex 3D graphics**; all visuals will be in **2D pixel art**.
- The game will not include advanced **diplomacy or trading systems** beyond basic hostility mechanics.
- Multiplayer will be limited to **LAN only** (no online matchmaking or servers).
- The project will not implement **procedural world generation**; levels will be handcrafted for scope control.
- Characters are limited to **robotic swarm units and enemy factions**; there will be **no detailed hero progression system** or RPG-style customization.

HARDWARE AND SOFTWARE REQUIREMENTS
(a) Development Requirements
Hardware:
- Processor: Intel i5 / AMD Ryzen 5 or higher
- Memory: 8GB RAM (16GB recommended)
- Graphics: Dedicated GPU (NVIDIA GTX 1050 / AMD RX 580 or equivalent)
- Storage: 500GB SSD minimum
- LAN networking equipment for multiplayer testing (routers, switches, cables).

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

**BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING**

Software:
- **Game Engine:** Unity
- **Programming IDE:** Visual Studio / Visual Studio Code
- **Art Tools:** Aseprite, Photoshop, or Krita
- **Audio Tools:** Audacity or FL Studio
- **Project Management:** GitHub
- **Collaboration Tools:** Discord, Google Drive

(b) Deployment Requirements
Hardware:
- OS: Windows 10 or later (64-bit)
- Processor: Intel i3 / AMD Ryzen 3 or higher
- Memory: 4GB RAM
- Graphics: Integrated GPU (Intel UHD / AMD Vega)
- Storage: 5GB free space
- LAN capability (Ethernet/Wi-Fi) for multiplayer mode

RELATED STUDIES

Czerwonka, S., & McArthur, V. (2022). The impact of tutorial design on the novice gaming experience. In Games and Learning Alliance: 11th International Conference, GALA 2022, Tampere, Finland, November 30–December 2, 2022, Proceedings (pp. 53–63). Springer. https://rd.springer.com/chapter/10.1007/978-3-031-06417-3_5

Díaz, J., Vázquez, I., Martínez, J., & Bellas, F. (2022). An approach to assess the impact of tutorials in video games. Informatics, 10(1), 6.
https://www.mdpi.com/2227-9709/10/1/6

Entertainment Software Rating Board. (n.d.). *ESRB ratings guide.* ESRB. Retrieved August 27, 2025, from https://www.esrb.org/ratings-guide/

Sonamine. (2024, February 2). *Who plays what? Understanding gaming demographics in 2024.* Sonamine. Retrieved August 27, 2025, from https://www.sonamine.com/blog/who-plays-what-understanding-gaming-demographics-in-2024

Quantic Foundry. (2015, September 4). *Game audience profiles.* Quantic Foundry. Retrieved August 27, 2025, from https://quanticfoundry.com/2015/09/04/game-audience-profiles/

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

An Approach to Assess the Impact of Tutorials in Video Games.
Benvenuti, D., Ferro, L. S., Marrella, A., & Catarci, T. (2023).,
https://doi.org/10.3390/informatics10010006

Practices of making game tutorial.
Chen, K. (2021)
https://www.theseus.fi/handl e/10024/495346

Text-Based Game Tutorials Don't Work.
Luna, E. (2025)
https://gdevelop.io/blog/improve-game-tutorials

Tian, H. (2020). *Integrating visual effects into 2D platformer games to enhance play experiences*(Master'sthesis,NortheasternUniversity).
https://repository.library.northeastern.edu/files/neu:bz60mb56x/fulltext.pdf

Zamri, K. Y. (2022). The effects of 10 User Interface (UI) elements on game design process. *EDUCATUM Journal of Science, Mathematics and Technology*, *9*(2), 82-89.https://www.researchgate.net/profile/Kyusri-Zamri/publication/354527166_The_Effect_Of_10_User_Interface_UI_Elements_On_Game_Design_Process/links/6290455ec660ab61f8487a85/The-Effect-Of-10-User-Interface-UI-Elements-On-Game-Design-Process.pdf
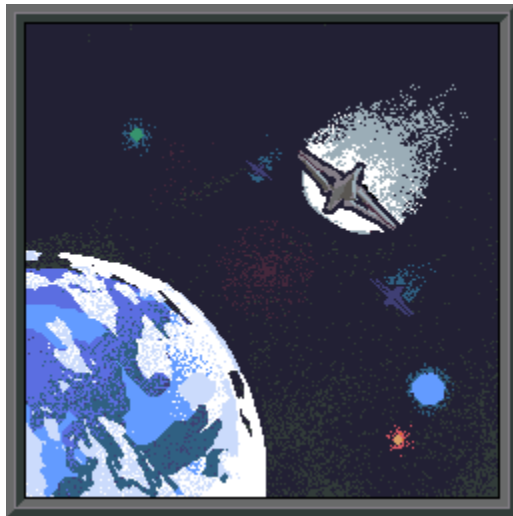
**CITY COLLEGE OF
SAN JOSE DEL MONTE**
*Minuyan Proper, City of
San Jose del Monte, Bulacan*

**BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING**

Logo/App Icon

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

BACHELOR OF SCIENCE IN
ENTERTAINMENT AND MULTIMEDIA COMPUTING

Enemies