CGRA151 Project Plan

Student name: Matthew Clark

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Name of game/artwork: Lost signal

Vision:

1. Game concept:

A tower based productivity game based on building a factory in a post modern world. In this world, humans have moved into the completely digital age where anything can be transmitted via radio signals. Similar to games like Factorio and Satisfactory, the aim is to develop from limited resources to building an economic empire.

2. Game play:

The overall progression starts out on a random map with differing resources in different areas (like Forrest, ore-rich and water areas.) Players will go from only able to place basic buildings down like collectors and radio towers to conductors to enhance the value of items they can sell. To balance the game, there will be a special item called "broadband" that will control how good of a signal radio towers will send out. The more broadband that is used, the wider the ping of data and the more the signal will be lost. The challenge is in finding a balance between mass production and managing broadband to produce items and maximize the amount that reaches its destination.

3. Visual design:

My artistic ability is lacking severely so I will keep to simple and recognizable shapes and pixel art style. I will keep to a blueish green color scheme to match tech/matrix aesthetics to the game with iconic symbols for the assets I'll use.

Timetable

1. A core working program (done by two weeks before deadline):

General building types: Basic miners (raw resources), Radio towers (send and receive), Crafters (2 basics into an advanced), warehouses (storage), data centers, (high cost, increased broadband).

Core mechanics: resources such as wood, stone, iron, water, dirt. Signal sending, receiving and loss. Currency value and selling. Broadband mechanics and signal strength.

UI: basic UI elements where hovering over a building will display a production rate, a signal strength and efficiency value.

General world map: Colors for regions, placeable and unplaceable land, randomness on generation.

Art: Basic art concepts for assets.

2. A reasonable submission (done by one week before deadline):

World map: Some natural obstacles like mountains to allow signal deflection and strategy.

Crafted items: expand so every combination of two resources create a newer more advanced and richer items.

3. A well-polished submission (done by project deadline):

Aesthetics: Work on improving the visuals to be actively appealing for players.

Balancing: Test the game and get a good and balanced game.