

This is not a Plant Game

Development Document

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1. Adjustments to the original design

Generally, we have been able to keep the game mostly as it was intended. The changes the game has undergone have not affected considerably to the overall experience, and regarding purely design-oriented content cuts, these have only been performed due to time limitations. The following list indicates the main mechanical modifications *This is not a Plant Game* has received, and brief justifications of each of them:

- There are only two enemy types in the game: The Artidragon and Mushy. Three enemies was considered too ambitious and time consuming. Additionally, enemies attack from three cardinal positions (UP, RIGHT & LEFT), instead of four, given the counterintuitive nature of defending attacks coming from below the player.
- Recipes do not combine materials of various monsters. This mechanic, even though it added a bit more dimension to the crafting system, was deemed as too extensive to implement given the time limits.
- The game's economy has been removed, and thus the cosmetics which would be bought with gold. Since the enhancements were only cosmetics and did not affect how the user experienced the game, this mechanic was discarded.
- The shop scene has undergone distribution changes, going from a full-fledged building to a cart. All elements are closer together and easily accessible. The general distribution of front-counter and back-counter is maintained.
- Importantly, the 6DoF approach was the preferred one in the end, given the current trend of VR games and our necessities as developers in order for the players' experience to be truly enjoyable. Locomotion is done via teletransportation.
- Feedback is delivered through visual cues, audio and haptic feedback.

2. Development Process

- **Conceptualization & definition:** during the first week of the development process, the equivalent of *This is not a Plant Game*'s GDD was formalised, with its core mechanics, gameplay loop and fundamental pillars established. Also, the initial concept art of the three enemies was presented, originating The Artidragon.
- **Early Development:** throughout the following weeks, the functional skeleton of the game was created. Both the combat scene and the shop scene were developed simultaneously, adding the core functionalities of the experience, adhered to the chosen VR workframe. In this step is where most complications were identified and swiftly solved.
- **Development:** in the following two weeks, closing in on the final deadline of the project, a general assessment of the status of the game was performed by the team, and the objectives were adjusted accordingly, reducing content where needed, as indicated in the previous section of this document. All the needed mechanics were implemented, and the scenes were ready to receive content. All enemy stats, behavior, drops and recipes were designed and integrated into the game. Regarding art, most of the materials were modelled and integrated into the game, as well as various props, obtained from the internet.
- **Polishing:** during the last week of development, some mechanics and relationships between scenes were polished and refined. The two enemy models, with their respective animations were implemented, as well as custom SFX and VFX. Testing the game was vital to ensure the proper functionality of all the interactable elements.

3. Setbacks & Solutions

In regards to the crafting system, there were some issues with the identification of objects to check potions and deliveries to the clients. This was solved by using a prefab system, with both the recipes and orders systems adapted to the usage of these objects, complemented with assigning IDs with a PotionType class.

Some issues were detected when testing the combat scene. The combat was too difficult for some players, so parry windows were made more generous and increased using different motions recorded. Feedback is provided via voice lines to correct the movements of the player. The alignment of the sword is not correct at all times, given some orientation issues, so the edge of the blade is not always aligned with the hand of the player.

The camera positioning was inconsistent when loading the scene of the fields. This was corrected through modifying the camera offset and general positioning.