

Game design project.

- A) Name: Dragon Ball themed Rimworld mod.
- B) Tags: Weapons, Clothes, Psycasts, Race addon, and other things.
- C) Team: Riley, Wenjie. Plus, some of my friends online may help with art. And with learning some of the code and making sound effects as well.
- D) Last update: I plan to continue the mod for a long time after the class ends.

Game Overview.

- A) Game concept: Rimworld is a colony sim where you manage a motley crew of makeshift survivors and try to make a colony thrive. I want to mod in features themes around dragon ball. We will be modding in weapons and c and powers themed after dragon ball. Also, we want to add in a few alien races from the anime. A stretch goes would be to add factions and events to the game as well.
- B) Target audience: are simulation fans and people who play on pc, also fans of anime.
- C) Genre: strategy, simulation, sci-fi, anime, roguelike, God sim, colony management, storyteller.

Gameplay.

- A) Objective: to survive.
- B) The game gets more difficult over time and your colony will get attacked. I want to make a faction that can spawn and attack your colony. That is equipped with weapons and clothes that my team has made.
- C) You must manage resources and food to keep your people happy and alive. I want to add some resources and food types to the world as well.

Mechanics.

- A) There are crafting mechanics. I want to add items that can be crafted that are themed from dragon ball.
- B) There are mechanics called Psycasts that are powerful psychic abilities. I want to add new Psycasts to the game themed after dragon ball I also want to change or add new mechanics entirely for Ki but that would take a while so this would be a stretch goal.
- C) Base building is a thing as well as resource management. I want to add new building types to the game like work benches for crafting the new Psycasts and items I want to add.
- D) The game will send raids and other threats such as animal or robot attacks to attempt to destroy your base. I want to add a new faction that can attack your base.
- E) Your pawns in the game need to be happy and well fed; they also have thoughts and desires. I want to make it so my new race wants to fight a lot more. Like the Saiyans from dragon ball. They would also need to eat more.
- F) There are many other mechanics in the game so I cannot list them all.

Gameworld.

- A) The world is two-dimensional. It uses simple Png files for textures. I will be making a bunch of new Png files for anything new I add to the game. So will some of my friends online I will credit them for everything they make.
- B) All the sound is from wave files I will be making new ones for sound effects. I might also find some open-source sound files from old games to use. I will credit the original authors.

Characters.

- A) All of the characters in the game have procedurally generated appearances and backstories and ideologies. Along with their clothing to the Psycasts or other abilities they can use. I want to add new abilities and backstories to the pool that the game draws from along with clothing new races and other things as well.
- B) There are storytellers in the game that change how the game generates events as a stretch goal I want to add a new storyteller to the game. Themed after dragon ball.

Update 1

- A. Automatic testing is basically built into Rimworld from the get-go. And I time I change the code. I can restart and launch the game in seconds with development mode.
- B. Progress. I have made progress in the mod I have added more content to the game such as clothes and more weapons. I am still working on the Psycasts and the race.
- C. I have all the tools I need to mod the game. But a 1.4 update is coming out for the game so I might have to change my code to be compatible with the update. I will also have to buy the dlc to mod for that as well.

Links.

Here are links to important places I will be using for my mod. Such as GitHub. The game is on steam. And my person discord server.

- A) GitHub. <https://github.com/Megadew/Rimworld-dragon-ball-mod>
- B) Rimworld steam page: <https://store.steampowered.com/app/294100/RimWorld/>
- C) My personal discord server: <https://discord.gg/Uvxd5WH5>

