Game Pitch Document

Petr Šebela (xsebelp00)

Title: Primal Equation

Genre: open-world sandbox

Style: 3D cartoon

Platform: PC [Windows, Linux]

Market: Anyone interested in science and process of using it

Elevator Pitch: Use science and determination to revive what was once lost to time

The Pitch

Introduction

Primal Equation is a game about using science to achieve goals. The game world closely resembles the real one, at least the physics part of it. The player will be able to create almost anything, supposing they have a basic understanding of how it works.

Background

I love the idea of using science to propel civilization forward. This journey led me to manga called *Dr. Stone*, which captures the journey of a young scientist who reintroduces modern science to a world that all but forgot about it. This inspired me to create game just about that. The process of reinventing science. Another part that inspired me, is Minecraft's Create mod. It is a mod about building mechanical machines and automation. It manages to explain complex mechanism really well and enabling the player to do anything they want.

Setting

The player wakes up to a strange world, it is nearly without humans and with primitive technology. They (the player) have no recollection of who they are, all they remember is their scientific knowledge. Their goal is to explore this ancient world, learn who they are and what happened to the world, and reintroduce modern science to it.

Features

Main focus point of Primal Equation is its crafting system. The premise is to shift the focus from the result to the actual process. Crafting process will be intricate, requiring the player to take non linear approach and create other items in support of their initial goal. Using diagetic UI as much possible to keep the player immersed in the game. Creating will require gathering resources. This process will be initially done by hand, automating it, as the player progresses throughout the game. Everything will be accessible to the player from the beginning, if they have the knowledge to do so. There will be crafting roadmaps for individual items to help guide new players in this complex crafting system.

Genre

The game is open-world sandbox. This puts the crafting part of the game to the main stage. The player is free to accomplish their goal in any way that they see fit. Open-world will be driven by procedural generation with parts of it being made by hand. This will enables us to script a simple story that will motivate the player to continue on their endeavors of reintroducing modern science to this primitive world.
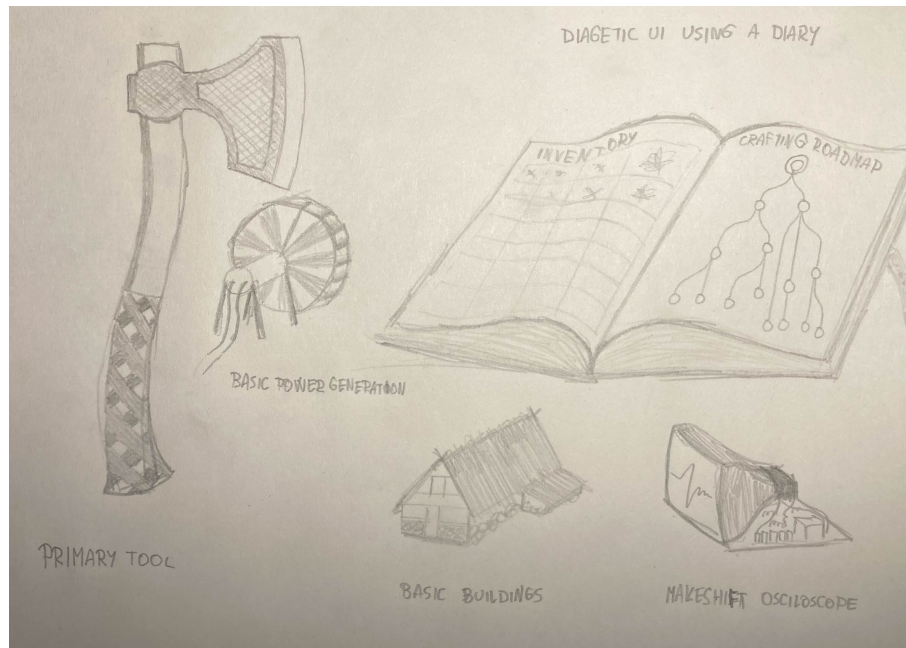
Platform

The game needs to strike balance between being too complex and too simple. Using anything other than keyboard and mouse to control it is probably out of the question. Using gamepad to control it would require significant simplification of certain systems. While it could be possible to use the gamepad, it certainly would be difficult to implement this without sacrificing some of the initial ideas. Because of this, the Primal Equation will be limited to PC.

Style

The Primal Equation will feature cartoonish graphics with large amount of detail. This will hopefully invoke creativity and playfulness in the player. Everything that the player makes will be distinct from structures made by people already in the world. The player has only basic tools at hand, so quality and design of said items should correspond to this fact.