Nature Survives - Beta

By Throwaway Games

*In Nature Survives, we want to convey a world that is deeply stylized, yet accessible. A game that holds strong visual appeal through its vibrant colors and unique inhabitants, whilst effectively communicating information and enhancing the game experience.*

*We want to create a Real Time Strategy game in the vein of Age of Empires, that delivers an engaging management experience in a simpler, widely accessible, and replay able package.*

*This project is heavily inspired by Age of Empires, because of its long established RTS formula that has stood out over the course of 21 years as genre defining. Through the study of the AoE base experience, we are able to refine which elements are integral and enjoyable into a package that is accessible to a wider audience, including players who are less-experienced.*

*The art style has a flavour of it’s own, but takes significant inspiration moving forwards from the Spyro: Reignited Trilogy. The cartoon style begins to favour more vibrant coloration across all the visual aspects of the game, without making the various creatures and buildings that inhabit it appear flat. Much like the new Spyro games, we are working to combine vibrant coloration with depth and an appealing sense of shape.*

1. Characters

2. Story

2.1. Theme

3. Story Progression

4. Gameplay

4.1. Goal

4.2. User Skills

4.3. Game Mechanics

4.4. Items & powerups

4.5. Progression & Challenge

4.6. Losing

5. Art style

6. Music & Sounds

7. Technical description

8. Marketing & Funding

8.1. Demographics

8.2. Platforms & Monetization

1. Characters

The Wongles are the main player units. They are a colony of weird looking humanoid creatures with big noses. There are 3 types of Wongles, Workers, Knights and Wizards. The workers can do many tasks such as mining, chopping wood and farming. The Knights and Wizards are both military units that specialize in the defense of the base and the offense against the corruption and its forces. The Knights specialize in melee combat and the Wizards in ranged. The Knights and Wizards now feature their own unique species and are *not* Wongles. The Knight unit has been replaced with the bulky Scrungus, and the Wizard has been replaced with the lanky Wizuk.

The Mushroom Friends are the forces of the corruption. They are humanoid mushroom based creatures that crawl across the ground with the sheer strength of their upper bodies. There are two types of Mushroom creatures, the Brood-Shrooms and the Fiends. The Brood-Shrooms are the elders/leaders of the corruption forces. The Fiends are the main grunt force of the corruption. They are quick and ferocious and lay waste to anything they come across, and they are spawned by the BroodShrooms which act like a mobile base for the enemy forces.

The Junger Slunk is a new enemy unit born from the Brood-Shroom but with a different purpose to the Mushroom Friends; this unit will fix itself to the ground at a safe distance and fire projectiles at the players base. They are shy however, and will be unwilling to attack your player units, preferring solidarity and to stay a safe distance away from combat.

2. Story

In Nature Survives, your objective is to establish a colony of civilized Wongles and protect them from the dangers of the destructive “corruption” which is spreading across the land and causing the very fabric of nature to change into a landscape of death and destruction. Your goal is to construct the Wonder to establish the strength of your colony, and permanently fend off the corruption once and for all.

Whether you succeed or fail in your mission just remember that no matter what; nature survives.

2.1. Theme

This is a game focused on progression and civilization management. Against a theme of corruption represented by the degradation of nature, and monstrosities formed from the natural world, (such as mushroom men) the wongle’s and other friendly species represent the good in nature, and the bio-diverse world they are fighting to preserve. The fungus infection threatens to take over and assimilate the broader nature with a monotonic tide of maroon and beige.

4. Gameplay

RTS style selection and control of units in the vein of AoE. Main focus is resource collection with elements of combat and base building. Gameplay operates in phases based on the day and night cycle. Where the daytime provides respite from danger and allows the player to build up their defences and resources, the night tests players with a constant ambush of Mushroom Fiends who seek to destroy the players progress.

4.1. Goals

Defend your civilization as you accumulate resources to build the end-game objective. Build the wonder when you have enough resources, and defend it from the final onslaught of enemies for 300 seconds.

4.2. User Skills

Selection box system where the player can drag their mouse to create a square and select all units inside the square and left click to select specific units, right clicking on enemies with make the units attack them. Right clicking on resources will make workers collect resource. Build buildings and spawn enemies with buttons on bottom UI.

4.3. Game Mechanics

Select workers and send them to collect wood, crystals and food. Buy more workers and military units with your resources. Build economy until you are ready to defend the base from the perpetual attack after building the Wonder.

4.4. Items and power-ups

Wood - Can be collected from trees, used for making farms, workers and defence towers.

Crystals - Collected from Geiger Ore, used for making military units and defence towers.

Food - Collected from farms. Used for making all units and towers

All of these resources act as the backbone to supporting the expansion of your military and base.

4.5. Progression and challenge

Players must boom their economy early as the longer they play the more enemies will come at night. Players progress through using their workers effectively to generate a growing military colony in order to face oncoming threats, as they work toward their end goal.

4.6. Losing

If your wonder gets destroyed or your home base falls to the enemy, then the game is over.

5. Art style

Cartoonish with a semblance of reality. Contrasts destruction with nature through the use of vibrant and contrasting colour pallets to distinguish the enemies from the player. The local fauna and species are deliberately bizarre and stylized, refer to the CDD for further elaboration. Enemies are very deliberately colorized through the use of maroon and beige, representing *Amanita muscaria*, an iconic species of mushroom. The sudden presence and contrast of these colours from the rest of nature makes them stand out.

Moving forwards, the various art assets are taking closer inspiration from a unified point of reference, which in this case is the Spyro Reignited Trilogy. We are working diligently toward an art style that is generally far more vibrant without losing its tonal awareness through excessive coloration. While this art style takes cartoon influences, it also features gradients and normal/height mapping across the work. Buildings also feature a degree of curving for design appeal, but do not lose their distinguishable form in doing so.

6. Music and Sounds

No music at this stage, only ambient sounds and 3D sounds for things such as wood cutting and mining. Sound is to be expanded upon and discussed at a later stage of development.

7. Technical description

Game is focused on Windows. So only mouse and keyboard functionality is included.

8.1. Demographics

All ages, targeting players both familiar with RTS’s and those who may be unfamiliar with a leaning towards easy to grasp, difficult to master mechanics. (We don’t want to overwhelm genre newcomers with this game!) Our game strikes a balance between robust RTS mechanics and simplicity in an attempt to reach a broader market.

8.2. Platforms

Windows/PC currently. May expand as we reach a more conclusive point in development.