Game Design Document

Monster Garden

I Introduction

Game Description

Monster Garden will be a Simulation, Casual, Role-play, Collection game build for iPhone using Unity. A gardener found a mystery seed and need to feed it monsters to help it grow up.

Design Goals

The game need to achieve the following goals:

1. Cute character design for the mystery one, so player can develop a connection with it, so they can continue the game.
2. Different evolution function for the mystery one so it can transform to different forms after eating certain monsters. To achieve it a specific evolution tree is needed.
3. Different monster settings. Those monsters have evolution tree as well, and is more randomized compared with the evolution tree for the mystery one. Different plants have different diet requirement.
4. The mystery one or the monsters will take time before asking for the next food, and those time length is based on its type.
5. Seed is needed. Seeds are purchased from the store, and every seed have its own randomized property, include its randomized evolution tree, and its maximum level.
6. In store player can also get basic food using currency.
7. Currency can buy food, seed, and speed up the waiting time for a monster’s next require. It can be get from selling harvested monsters.
8. When a monster reached its max feed, player will choose to harvest it or let it evolve. After evolving to different monsters following the evolution tree, its feed times will be reset to zero.
9. The max level a seed can get is random generated, and the maximum level that can be generated is limited by player’s level. Player can gain experience by harvest monsters, sell monsters, feed monsters, or feed the mystery one.

II Story

As a gardener, player one day got a mystery monster seed which is said it has infinite possibility. The main character will not believe it of course, and plant it in the garden, and therefore, a girl/boy monster will grow from that seed.

III Character

1. Main Character

Not appear in the plot animation, only dialog. A lonely gardener.

1. Mystery One

Main character got a seed one day, after plant it, the mystery one appears.

1. George

An ugly orange cat like creature as the pet of the main character, and it mouth leads to different universe. Main character use George to store monsters or to enter the store.

IV Level/Environment Design

Monsters: Evolution Tree

Mystery One: Evolution Tree

V Gameplay

Player sit and wait for monsters to ask food or water to grow up. When they grow up, harvest them and feed the mystery one so the mystery one can grow up. Basic food can be purchased from the store. Special monsters eat special food that need player acquire them in different ways.