

Team members:

Felix Alexandre St-Laurent : Programmer, ui designer

Cassandra Giovannini : Artist, Level Designer

Title: Golem City: The First One

Tagline: Golem City – Forge, Command, Prosper! Get ready to help a budding civilization of golems develop by playing as the will behind their lifeless eyes!

Genre: Idle

Target Audience: People who simply want to watch a little civilization grow. Ven diagram of civ players and idle game enjoyers. E for Everyone (Puzzle or Mobile gamers of all ages, mainly people who don't have a lot of time to invest in front of the game).

Goal: Grow the village, expand, develop and upgrade buildings and golems.

Major Mechanic Descriptions:

- Assign golems job EX: gather stones, gather wood, defend.
- Golems go do their jobs.
- Select specific golems and change their job while they are doing something else.
- Customise golems EX: "hair" different plants.
- Change stats EX: make a golem smarter by making it weaker, visually the head gets bigger and the body shrinks or vice versa.
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World/Level Design Draft:

- Low-Poly
- In a forest-like environment
- Body of water
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- Ambient music : relaxing, trickle of water for the running lake, birds chirping,
- SFX : Construction ( when building or expanding ), A sort of “ding” notification when a task is completed

#### Task Breakdown Deliverable 1

Felix : Core Mechanic Implementation, Design Patterns and Player Interaction

Cassandra : Visual and Audio Feedback, Background Music and Splash Screen

#### Task Breakdown Deliverable 2

Felix : Final Game Features, Playtesting, Design Patterns, UI and Menu

Cassandra : Final Game Features, Playtesting, Polishing, Teaser Video

#### Presentation :

Felix : Showcase the game, Highlight Game design Doc

Cassandra : PowerPoint, Reflect on the development process

(For this part there will be a mix of both parties participating in all areas of the presentation)

#### Link for KanBoard :

<https://felixstlaurent123.atlassian.net/jira/software/projects/KAN/boards/1?cloudId=4ed3fb0b-b194-4475-8498-7d7bc6e96f54&atlOrigin=eyJwIjoiaillslmkiOil3NTU2YjdhMWY4MDQ0NDc3YThmZjc2ODgwNDU1YzVlOSJ9>