**Game Jam 2025 Documentation**

**Theme:** *Cyber Garden*

# Overview

**Storyline:**

An asteroid collides with Earth, annihilating most life. The world is now a chaotic mix of abandoned technology and rogue ecosystems—a cyber garden. You are the last survivor, gifted with mysterious powers from the impact. Your mission: survive, restore human civilization, and defeat the alien forces corrupting the planet.

# Development Details

* **Engine**: Unity 2022.3.35f1

* **Tools**: Blender, Visual Studio Code

* **Programming Language**: C#

* **Target Platforms**: WebGL, PC

* **Distribution**: Game will be uploaded and shared on [Itch.io](https://itch.io/)

## Assets Used (Custom-Made)

**Audio:**

1) Victory/Game End Narration

3) Game Over Sound

**Others:**

1. Collectible Items
   1. Water
   2. Oxygen
   3. Sunlight
2. Corrupted Buildings (Assembled using Prebuilt Broken Parts)
3. Restored Building (All)
4. Cosmic Blast
5. Main map
6. All scenes

# Game World

* **Map**: Single open-world map with randomly scattered objects and zones.

* **Environment**:A post-apocalyptic Earth overtaken by a mix of alien and technoorganic flora.

* **Map Progression**: As players restore the world, the environment visually evolves— becoming greener, cleaner, and more structured.

# Gameplay Mechanics Overview

**Perspective:**

First-Person Perspective (FPP)

Single Player Experience

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**Starting Conditions**

The player begins the game with less than 50% levels of:

Water

Oxygen

Sunlight

These vital resources constantly deplete over time.

If any resource reaches 0%, the player dies.

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**Core Survival Elements: Resource Management**

Water, Oxygen, and Sunlight are essential for survival and progression.

Players can replenish these by:

Killing enemies (which may drop resource capsules)

Restoring alien-corrupted buildings (which emit ambient regenerative energy) Effective resource management is crucial for long-term survival.

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**Abilities**

**Restore Civilization**

Stand near corrupted regions to purify them over time.

This process is time-limited and requires players to remain within range.

**Cosmic Blast (Press ‘J’)**

Unleash a powerful alien-infused attack to destroy enemies instantly.

Limited by a cooldown or energy cost (optional for balance).

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**Restoration Objective**

**Rebuild the Cyber Garden City:**

Explore and restore alien-captured buildings into functional, high-tech structures.

Activate electrifying vine circuits that generate light and life throughout the city.

**As you progress:**

Entire regions transform visually with glowing vines and futuristic architecture.

You gradually reawaken the cyber ecosystem.

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**Endgame Goal**

Once the city is fully restored:

Infiltrate and hack the main control machine dominating the city.

Destroy the machine to liberate the city and assume control over the Cyber Garden**.**

# Controls

**Action** **Key**

Move Arrow Keys

Jump Spacebar

Run Shift

Attack J

# User Interface (UI)

● HUD Elements:

○ **Health Bar** ○

**MiniMap**

○ **Resource Levels** (Water, Oxygen, Sunlight)

○ **Restoration Progress**

# Enemies & Final Boss

## Aliens/Cyborgs

* Placed randomly throughout the world.

* Detect and attack the player when within a limited range.

* Can be destroyed using the **Cosmic Blast**.

## Main Spaceship

* Located at the **center of the map**.

* Inactive until the map is fully restored.
* Must be destroyed to complete the game.

# Win/Lose Conditions

## Win Conditions

* Fully restore the environment (100%)

* Hack the central alien spaceship

## Lose Conditions

● Any of the following:

○ Water, Oxygen, or Sunlight drops to 0%

○ Health reaches 0% (killed by enemies)

# Player Goals

* **Explore** the environment to gather resources.

* **Survive** by managing vital resources and fending off enemy attacks.

* **Restore** the Earth one region at a time using your alien-gifted power.

* **Hack and Disable** the alien ship and bring an end to cyber corruption.

## Assets Used (Pre-built)

Audio:

**Opening Scene Narration:** AI Generated

**Main-Menu-Background:**[https://pixabay.com/sound-effects/action-loop-e-90-bpm-brvhrtz-2 33462/](https://pixabay.com/sound-effects/action-loop-e-90-bpm-brvhrtz-233462/)

**In-Game-Background:**[https://pixabay.com/sound-effects/horror-background-atmosphere-15 6462/](https://pixabay.com/sound-effects/horror-background-atmosphere-156462/)

**Main-Ship-Destroyed:**<https://pixabay.com/sound-effects/exploding-building-2-190092/>

**Dying-sound:**<https://pixabay.com/sound-effects/man-death-scream-186763/>

**Collecting-Items:**<https://pixabay.com/sound-effects/sci-fi-energy-gun-39409/>

**Firing:**<https://pixabay.com/sound-effects/search/lazercannon/>

**Asteroid-coming:**<https://pixabay.com/sound-effects/low-rumbling-176033/> **Asteroid-hits:**<https://pixabay.com/sound-effects/landslide-128314/> Others:

**Broken-Building Parts (Used to assemble the destroyed buildings):**[**Destroyed**](https://assetstore.unity.com/packages/3d/environments/destroyed-building-kit-demo-174899)

[**Building Kit - Demo | 3D Environments | Unity Asset Store**](https://assetstore.unity.com/packages/3d/environments/destroyed-building-kit-demo-174899)

**Vegetation:**[https://assetstore.unity.com/packages/3d/vegetation/3d-sci-fi-vegetation-02-312 938](https://assetstore.unity.com/packages/3d/vegetation/3d-sci-fi-vegetation-02-312938)

**Hacking Machine:**

<https://assetstore.unity.com/packages/3d/props/arcade-machines-polypack-207908>**Vines:**[https://assetstore.unity.com/packages/tools/modeling/real-ivy-2-procedural-ivy-genera tor-181402](https://assetstore.unity.com/packages/tools/modeling/real-ivy-2-procedural-ivy-generator-181402) **Asteroid:** [https://assetstore.unity.com/packages/3d/environments/sci-fi/3dasteroid-pack-263841](https://assetstore.unity.com/packages/3d/environments/sci-fi/3d-asteroid-pack-263841) **Ancient-City:**

[https://assetstore.unity.com/packages/3d/environments/historic/polylised-medieval-desert-cit](https://assetstore.unity.com/packages/3d/environments/historic/polylised-medieval-desert-city-94557)

[y-94557](https://assetstore.unity.com/packages/3d/environments/historic/polylised-medieval-desert-city-94557)

**Aliens:** [https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/alien-andcocoon-9 485](https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/alien-and-cocoon-9485)

**Ground-Texture**[:Outdoor Ground Textures | 2D Floors | Unity Asset Store](https://assetstore.unity.com/packages/2d/textures-materials/floors/outdoor-ground-textures-12555)

**Spaceship**[:3D sci-fi spaceship Rikka IFO | 3D Space | Unity Asset Store](https://assetstore.unity.com/packages/3d/vehicles/space/3d-sci-fi-spaceship-rikka-ifo-292183)