



# I-LAND

“Adventure in a world where land meets sky.”

Stevens Noun - Game Designer

# CONCEPT OVERVIEW

## **Genre:**

Cozy open-world exploration with light survival mechanics.

## **Premise:**

Players explore a fantasy world with mystical floating islands above. They gather resources, craft and explore.

# UNIQUE SELLING POINT

## **Blending Worlds:**

Grounded exploration meets magical floating islands

## **Stress-Free Gameplay:**

Designed for relaxation with light survival mechanics.

## **Visually Captivating:**

A unique vibrant aesthetic combining warm, cozy visuals.

# CORE GAMEPLAY FEATURES

## **Exploration:**

Traverse lands and ascend to floating islands.

## **Resource Gathering and Crafting:**

Collect materials and craft tools, items.

## **Light Survival:**

Manage food, prepare for weather changes and overcome minor challenges.

# VISUAL AND AUDIO DESIGN

## Visual Style:

- Warm, earthly tones for lands.
- Glowing, ethereal hues for floating islands.

## Audio Design:

- Relaxing ambient music.
- Nature-inspired sounds with subtle magical effects.

# PLAYER'S JOURNEY

- Start as an explorer discovering the lands.
- Gather tools and resources to access floating islands.
- Uncover optional lore about the magical world and its secrets.

# INSPIRATIONS AND MARKET FIT

## Inspirations

- Games: *The Legend of Zelda: Breath of the Wild, Stardew Valley.*
- Aesthetics: Studio Ghibli's serene and magical world-building.

## Market Fit:

- Targets fans of cozy, relaxing games.
- Combines popular elements like exploration, creativity and survival in a fresh way.

## WHY I-LAND?

- A fresh take on the cozy game genre.
- Offers balance between serenity and adventure.
- Designed for players seeking meaningful exploration and creativity.

## NEXT STEPS

### **Prototype Development:**

Showcase exploration mechanics and visual style.

### **Community Engagement:**

Share early concept art, development updates and gather feedback.

### **Expanding world-building and refining mechanics.**