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Game Engines

Game Development Document - *Hoshi*

Idea or concept

Hoshi is unfulfilled being a star and wishes he had more things to experience. While visiting Earth, Hoshi finds out he is the North Star and accepts his starhood (and with it the simple, slow-paced life of a star) because he wants to help people find their way.

Genre

Platformer / Adventure

Platform

Mobile

Primary Game Mechanics

- Cooperation
- Avoidance
- Goals & challenges

Monetization

Targeted advertising / premium
I want to sell my game on iOS for a one-time cost of $0.99. I will use a 30-second ad space to target my audience while they play similar games on iOS.

Scope

It will take me about 3 months to make my game. In terms of cost, the primary factor is my time and advertising costs. I'll be taking on all aspects of my game including development, art, and marketing. I'll be using Unity Personal on a MacBook Pro. To publish my game, I'll have to pay Apple a fee of approximately $100. To run ads, I'll start with $200/week for 4 weeks and reassess at the beginning of week 5.

Influences

- Kirby: I love the overall aesthetic of Kirby games. The round shapes and playful color scheme of the characters is suitable for a younger target audience. Simple forms and facial features will help me keep the project on track in terms of time.

- Sanrio: The approachable character designs are an influence for my game. I also like the idea of Hoshi making friends along his journey rather than focusing on combat.

- Tokyo: Tokyo has iconic landmarks, a rich culture, friendly people, and beautiful environments. These aspects will help me design my levels and enhance my story.

Project Description

- Elevator pitch: A 2D adventure platformer about a star who decides to visit Earth and finds himself in beautiful, chaotic Tokyo.

Hoshi is an adventure game about finding ones role in life. Throughout his adventures in Tokyo, Hoshi will help others by completing quests as well as accept help from others to get back home. Hoshi's goal is to take in as much beauty and as many memories of Tokyo and Earth as possible. This game is intended for all ages.

Unique Selling Proposition

- Hoshi will be unique by focusing on friendship rather than combat
- The game will also feature hand-drawn assets in a slightly roughened style in order to tie together the various settings (i.e. outer space, Tokyo)

Story

Unfulfilled, Hoshi decided to leave his starhood behind and travel to Earth. His goal is to collect as many memories as he can in the form of postcards, as he feels this will be fulfilling. Hoshi begins to admire the fact that people have so many things to see and choices to make. Hoshi becomes more discouraged by the infinite possibilities there are for people. He doesn't feel like he is as worthwhile as people seem to be. Hoshi encounters a lost crane who tells him who he is: the North Star. The crane, unable to find his way without the brightest star, tells Hoshi how he helps everyone find their way in life. Surprised, Hoshi didn't know how important he really was. In the final level, Hoshi must travel safely back to his constellation. Once he settles in, he shares the postcards and his memories with those closest to him.

Assets
- 2D Characters:
    - Hoshi
    - Crane
    - Humans
    - Hoshi's Family

- 2D Environment:
    - Landmarks
    - Flora
    - Buildings
    - Backgrounds
    - Collectibles (postcards)
    -Planets, stars in space

- Sound
    - Hoshi's Movement Sound
    - Background Melody
    - Level fail sound
    - Collectible sound
    - Ambient and environmental sound

- General
    - Scripts
    - Animations
        - Hoshi's walk cycle
        - Hoshi's poses (idle, level fail, etc.)