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*Anno Domini 3046 - Newcomer Gardening Exhibition (Radiation Hell Fantasy)*

I will be making a video game that puts you in the rainboots of a beginner gardener. Set in the year 3046, the planet has been destroyed by decades of apocalypses and its geopolitical climate is unrecognizable to a contemporary viewer. The player lives in a small utopian colony, located where we would presently describe as “between New Hampshire and Maine”, which has risen from the ashes of pre-existing civilizations to form a small, tightly knit community of citizens protecting, feeding, teaching, and ruling one another. This colony isn’t just any small, tight knit community of citizens, though: it’s obsessed with gardening. Huge markets where people sell each other crazy looking plants are one of the most popular public events, and a particularly beautiful *Hydrangea paniculata* can net a very respectable price. Ever since you were a young child, the player has wanted to be a gardener, and now that you’ve just graduated from School, you’ve decided to take up the art. In *Anno Domini 3046 - Newcomer Gardening Exhibition (Radiation Hell Fantasy)*, the player will be able to buy seeds, soil, pots, and other gardening ephemera with different statistics from multiple unique vendors, all of which influence the outcome of the player’s labor. In addition, the player will be able to venture out into the nightmarish extra-colony wasteland of the North-Atlantic United States, where they’ll be able to scour the remnants of a fallen empire for a chance at particularly rare or exciting seeds and other gardening supplies, all while using high-powered semi-automatic weaponry to defend themselves from the demonic monsters that now call it home in turn-based battles. Via an open-ended progression system, the player can specialize in specific types of plants, and acquire various skills and tools that enable new or better plants. They can also participate in multiple markets - whether a regular, farmers-market-style experience where they can sell “cash crops” like potatoes and tomatoes, a higher-stakes exhibition where they can present impressive plants to sell to the highest bidder, or a black-market which brings both risk and reward for growing illegal plants. A mixture of the two is possible, and encouraged - for example, a player who takes dangerous excursions beyond the colony in search of rare seeds to grow beautiful mutant-plants for exhibition, all funded by participating in the black market on the side. Watch out! Despite this being a gardening-focused game, there are multiple failure states that can be reached by a few wrong choices in the higher-stakes portions of the game - being murdered in the night by a rival gardener driven to madness by your intense success and fortune, having your illegal plant operation raided, or having your body torn to shreds by a fearsome mega-bear, just to name a few.

I will be working on this by myself.