

# Eden's Tower

**Game Design Document** v0.0

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## Introduction

**Title:** *Eden's Tower*

**Game Description:**

Player is presented with a beautiful, fragmented landscape floating in the sky, with no humanoid life but itself. The player explores this landscape, gradually learning about what is this place and the mysteries of its fragmented floating tower, what happen to the people that lived in this place and who they were, and most importantly what is the purpose of the player in all of this.

**Game Focus:** Exploration, problem-solving, deep narrative, and high aesthetics.

**Game's Core:** Explore the environment to find keys and assemble tower.

**Game's Mechanics:** player jump/glide/movement, pick up items, tower assembly, level/environment changes.

**Main Game References:**

- Journey
- Children of the Sky
- The Last Guardian
- Shadow of the Colossus

**Win Condition:** Restore tower.

**Lose Condition:** No lose conditions.

**Timeframe:** 6 months (*insert specific date*)

# **Narrative**

## *Theme*

How nature is made for humans, it doesn't make sense without humans. But its something we do not value as we should, doesn't matter how many chances humans get to fix their way.

## *Story*

Player starts the game alone in front of a fragmented floating tower and fragmented landscape floating in the sky. Player has to explore the platforms to obtain keys that will let him connect the tower. As the player explores the platforms in search of the key, he finds out the history of the long-gone inhabitants of this fragmented city/landscape in the sky, slowly learning who they are, what they did, why they are gone and why he is here and what he needs to do. Once the player assembles the tower the purpose of the tower is revealed. The name of the city is Eden, the legendary paradise of Earth. The tower is a beacon that protects the land and its magical resources cleansing it of its inhabitants if they do not manage it correctly and treat each other fairly.

When the tower is triggered, it fragments and lifts the city and itself to the sky to isolate and compartmentalize its resources to slowly, but surely cleanse itself of its impurity. The avatar, Amano, is awakened 1,000 years after the last soul perishes, giving time to the city to regenerate before having the player put it back together so it can descend back to earth and give the human race one more chance at prosperity and longevity. But once the player puts back the tower, his purpose has been fulfilled, but the city will not descend back to Earth until Amano comes back into the tower to have his memories wiped, and to be placed dormant at the center of the tower's core. Amano is faced with a decision, he can refuse to enter the tower and keep enjoying all the natural, pristine life he has discovered, but be lonely forever or he can sacrifice himself give up this paradise to give humans another chance and be prepare to do this all over again if necessary.

If Amano enters the tower's core he is activated once again, to his perception the world and life itself is new as his past memories have been wiped and he is tasked to once again save humanity.

## *Character*

There is only one character in the game, the player's avatar, named Amano. There are references to human civilization throughout the game and could have back stories with specific human characters, but none integral to the game.

Amano:

- Player's avatar

- Humanoid avatar, with some clear physical non-biological, very sophisticated, almost futuristic/alternative technology as part of its physical body.
- Has some minor superhuman capabilities, like gliding or jumping.
- Counterpart of the Tower, deployed and brought to life only when needed to re-assemble the Tower.
- Has a deep interest and curiosity to explore and understand life at an intellectual level and emotional level with a high empathy for nature, feels naturally responsible for nature.

## *Environment/City*

The city/landscape is broken into radial platforms floating in the sky gravitating around a main platform where the fragmented tower resides. The tower looks distinctly of an advanced technology and design, contrasting with all its nature-heavy surrounding floating platforms. The tower is fragmented into segments that are floating in a clear predictable pattern of how they would fit together. These segments are far away from each other enough to impede any progressive navigation.

The platforms are booming with plant life creating a sharp contrast between the plant's green and the sky's blue and white of the clouds. Between all this plant life traces of a human civilization can be found almost completely gone, but clearly distinguishable. Building ruins and human artifacts can be found that depict how this civilization lived and recorded parts of its history.

## *Tower*

Tower is of distinguishable different materiality, construction and design from the rest of the landscape that it guards, which is full of natural life. The tower is clearly different from its natural surroundings, but is embedded in it. The tower is clearly of a very advanced technology, almost looking magical.

The tower is the center of the city/landscape, an obelisk that protects the land from its inhabitants ready to take it away if need be and cleanse it of its poor handlers. It is a silent observer. In the tower the player learns about what is the tower's purpose, what needs to be done, and what is the avatar's role in all of this.

## *Keys*

These keys are hidden through these numerous platforms. The aspect of the keys is evidently reflecting the same construction and design as the tower. These keys are required to put together the tower, each key brings down and connects each segment of the tower giving access to this new level of the tower.

# Gameplay

## **Goal:**

Assemble the tower by finding the scattered keys across the landscape and placing them back in the tower to give humanity another chance.

## **Losing:**

There is no fail state for this game. If player does not achieve game goal, they are just left to explore the world as they see fit.

## **Defined Player Skills:**

Skill level relatively low. Focus of game is to enhance exploratory experience.

## **Game Mechanics:**

Player will need to learn how to control avatar to move in a 3D world with basic auxiliary mechanics to be determined but within the range/similarity of jumping or gliding.

## **Abilities/Power Ups:**

No ability or power ups.

## Game Sequence

Game is to be conceptually divided into three parts: world introduction, exploration, ending.

World Introduction: focus of this part of the game should be on making sure player understands how to navigate and operate within the game world and the objective of the game has been made clear, in both terms of what needs to be done and how to achieve it.

Exploration: at this point the player has clear direction of what needs to be done and the focus changes from learning what and how to do it to exploring the game world while achieving the game's goals.

Ending: at this point the player has achieved the goal of the game, in this case assembling the tower, and the conclusion of the game's story arch is initiated.

## Level Design

- General: To have one main platform where the tower is located and that functions as the center focal point of all other platforms and guiding reference point for player orientation within the game world.
- Platforms: each platform's purpose should be made clear in some way. For example, maybe only the big platforms are the ones that hold the keys, while smaller platforms are for exploratory purposes. Maybe players are rewarded for exploration by finding a nice vista, a unique piece of music, or a collectible.

- Maybe only the big platforms have the ruins on them, while the other smaller sized ones do not and just have natural elements to it.
- Development/Design of Platforms: the levels are to be designed and blocked out by Simon prior to pitch and access to community. The design of each platform can be modified as long as does not deviate greatly from original intent. Simon is opened to discuss ideas, so do not hesitate in contacting him.

# Aesthetics

High, polished, consistently coherent aesthetics is a very important goal for this project as it is an element that will enhance the immersion and exploration of this game. Please do not take this as a "stay away" message, but rather as an open invitation/challenge to level up some of your art skills and help create an awesome look for this game. The project has a long timeline so feel free to take the necessary time to polish your skills.

## Visuals

### References

The following examples are given to create a sense of the direction and style that the game would like to develop as well as the level of consistency and polish that we would like to achieve. Take these examples as starting points, not as the end goal to replicate.

High, consistent aesthetics is an important goal for this game. Some games that are serving as inspiration for the visuals style/direction of the game are: Journey, Children of the Sky, Abzu, The Last Guardian, The Shadow of the Colossus, and Zelda: Breath of the wild. See below for some notes on each one.

Journey

Children of the Sky

Abzu

The Last Guardian

The Shadow of the Colossus

Zelda: Breath of the Wild

### Models & Animations

Art/modeling style to be determine still. I need to experiment a bit in Blender to see level of difficulty for desired art style.

There are two options to be considered when approaching how these platforms will be developed independently by each team member. First, each team member can take one platform and design it and develop it as they want, completely independent from anything else that any other member might be doing. This would create the opportunity to create vastly distinctive environments for each platform. One could be the rain forest platform, the other the desert, or island, etc. But it will not have a cohesive consistent look and feel to it, which might be a problem since all platforms would be visible at all times, making the contrast noticeable. Second option, everyone in the team works towards creating a shared library of assets that anyone can/should use to design and

develop their own platforms. This would maintain a consistent look to all platforms, be a more efficient manner to address and move forward general progress since now members can use models others have done and not have to repeat that time investment but rather focus on other things.

## Environment

Environment of the game should feel serene and in total harmony with nature. Can have soft currents of winds rustling trees, lots of shadows from trees creating perfect spots all around to lay down and sleep. Could have some particles in the air to make the atmosphere of the game feel magical. Could explore other ways to do it, end goal of game's environment is to make it feel very peaceful.

## Character

### Tower

### Key

## Audio

### SFX

Sound effects are crucial to making a game world feel alive and interesting. All AFX sound profiles should be coordinated as much as possible with music's sound profile to create best possible fit between the two so they are not in contrast of each other but are lifting each other up.

### SFX References:

### Music

Music is to enhance player exploration and narrative key points within the game. Tempo of the music should be slow to high-mid, have a consistent sound profile across multiple tracks, and be whimsical, emotive, curious, and awe-inspiring.

### Music References:

### Journey

### Abzu

## Technical Description

Platforms to be developed in: Unity version [XXXX](#).

Roles available