

RESILIENT WATERS

Video game project for the Pixel Game Jam - 2024

Theme: *Aqua*

Requirements: *Pixels*

Official time limit: *10 days (11.5.2024 - 20.5.2024)*

Personal time limit: *6 days (11.5.2024 - 16.5.2024)*

Estimated submission date: *16.5.2024 evening or 17.5.2024 morning*

INFORMATION

BASIC INFO

TITLE: Resilient Waters

GENRE: Survival-adventure

PLAYER: The game will be singleplayer, with the possibility for added online multiplayer after the jam.

TECHNICAL SPECS

GRAPHICS & CAMERA: The game will be 2D top-down with pixel art, as required for the game jam.

PLATFORM: *Resilient Waters* will mainly be designed to be played in the browser (WebGL). Additionally the project's site will include a downloadable .exe file for Windows, with the possibility of added Mac support later.

LANGUAGE & ENGINE: The project will be done entirely with Unity game engine which uses C# as default.

DEVICE: PC

GAME ELEMENTS

The player is a young human named **Nova Stormcaller**. The waters which *Nova* navigates, is called **Resilient Waters**.

Nova Stormcaller is a package courier that uses a boat for transportation and plans their own workday by choosing the deliveries they complete during the day and whether they want to work the dayshift or nightshift. Nightshift includes more

contraband deliveries and pays double but is much more dangerous than the dayshift.

GAME PLAY

GOAL

The goal of *Resilient Waters* is to deliver packages via a boat to different customers that are located across multiple islands in the *Resilient Waters*. The contents of packages can be legal or contraband. It is *Nova's* decision if they deliver contraband or not. Successfully delivered packages award credits which *Nova* can spend on boat upgrades. Contraband packages reward *Nova* with more credits but includes more risk during the delivery, with thieves trying to steal the package from the boat.

DELIVERIES

DELIVERY LIMITS

The starting boat can hold three packages. The limit can be upgraded by building a new boat. In the "*Choose delivery*" UI, there will always be the amount of choosable deliveries *Nova's* boat can hold.

DELIVERY UI:

Choosing deliveries is done in the UI at the *Home Island*. In the UI, each delivery includes

- The **time** in which to complete the delivery which varies from 12 to 2 hours. The fast deliveries pay more than others.
- The **position of the package** from where to pick it up.
- The **destination** to which deliver the package.
- A **picture** of the package. This will be used to notice contrabands from shady packaging.
- The **pay** that *Nova* will receive after a successful delivery

DANGERS

There are multiple dangers waiting for *Nova Stormcaller*, such as

- A criminal organization, "**The Shadow Tides**", that controls all contraband that moves through the local waters.
- **Big rocks** that can do damage to *Nova's* boat if they travel carelessly
- **High winds**, that can either slow down *Nova* or give them a boost

CURRENCY

The official currency in the world of *Resilient Waters* are called "**Credits**". Credits can be used alongside **resources** to buy boat upgrades, build new boats, or to fix a damaged boat after crashing into a rock too fast or after getting attacked by *The Shadow Tides*. Credits are rewards for successful deliveries, like a salary. *Nova* can get additional credits by working the night shift or from contraband deliveries if they recognize it as such when accepting the delivery.

SIDE MISSIONS

Across the *Resilient Waters* are many who need *Nova Stormcaller's* help. *Nova* can spot those in need of help by noticing a big exclamation mark above them. These quests are:

- **A drowning person:** *Nova* can spot bubbles or hands in the water while delivering a package. It is *Nova's* own decision if they help the person or ignore it.
- **A shipwrecked boat:** Sometimes *Nova* can see broken boats on islands that need help with repairing. *Nova* can help them by using resources to fix it, or ignore them entirely.

RESOURCES

HARVESTING: *Nova* can harvest islands and the nearby areas of large rocks. When ashore on islands or rocks, a pop up menu will appear, with the option "*Harvest resources*". When harvesting, *Nova* can find random amounts of possible resources.

The odds to find...

- **common** resources, is 100%, with the amount varying between 10 and 20.
- **uncommon** resources, is 50%, with the amount varying between 5 and 10.
- **rare** resources is 10%, with the amount varying between 1 and 5
- **very rare** resources is 2%, with the amount varying between 1 and 2
- **legendary** resources is 0.1%, with the amount always being 1

TYPES: Across the 8 islands and 10 big rocks of *Resilient Waters*, there are multiple resources that *Nova* can collect:

- **Wood** (common):
 - Found on every island
 - Used for every boat upgrade and build