Title: GeneGarden VR

Genre: simulator, cozy, casual, sandbox

Target Audience: the main target for our game is casual gamers and those looking for a slower or relaxing game. While there are objectives in the game you are under no pressure to complete them and are free to do things at your own pace.

Narrative: an advanced earth is designing robots and sending them to terraform other planets. The player controls one of these robots who is sent to a planet that is starting to grow plants. The robot is designed to plant, gather, and breed new types of plants to increase the biodiversity of the emerging planet.

Game mechanics:

Player interactions (5 options)

1. **Filling and grabbing a container:** the player can use a container to carry and move items around
   a. Filling a watering pot with water to pour on the plants
   b. Filling a vessel with soil to pour on the plants
   c. Collecting plants and seeds in a basket
2. **Throwing:** the player will be able to throw items away, to make it easier to move things around or make it feel more immersed.
3. **Alternate grab:** as a robot, the player will have the ability to extend their arms to grab things out of normal reach. We are considering requiring the player to make a larger motion to grab something that weighs more.
4. **Joint Interaction:** the player will be able to interact with objects that contain a joint, such as doors or chests.
5. **Swing and Hit.** When working in the field, the player will need tools to modify the terrain or to plant the seeds. Some of these tools will be a hoe and a sickle. To use them, the player will have to do a "swing and hit" motion.

Locomotive methods (2 options)

1. **Teleportation:** to move around, the player will be able to teleportate. It's an easier way of moving around and helps to reduce motion sickness.

2. **Running:** the player will be able to move around by running, moving the arms up and down will give them the ability to move around faster. A possible risk factor will be motion sickness, due to moving around fast. But this is something we will find when implementing it.

Level design: the farm of the player will be a relaxed space. It will be a small cottage with a dirt road that goes from the cottage and gets lost in the forest. Around the area is a field for the player to grow plants. The border of the map will be delimited with a wall of trees which simulates a dense forest and possibly one side being a small cliff overlooking a body of water.

Tutorial system: the tutorial will guide the player through planting their first seeds, watering, waiting, and harvesting. Once done, it will show the player how to combine/breed the seeds and get different seeds. Once the new seed is obtained the tutorial will end, letting the player enjoy the experience however they want.

Art and audio: the general art of the game will be low poly due to limited computing power it being quite aesthetically nice. A day-night cycle will be implemented with the night will be lit by the moon and stars. The music will be very relaxing, accompanying the player through the different stages of the experience. During the day the songs will be more bright and cheerful, while during the night the songs will be more relaxed and in a sleepy mood. Some environmental noises will be implemented during all day, such as wind whistling through the trees, or the birds chirping far away. Rain might be implemented too, interacting with the plants by watering them.