Game Design & Development Overview: The Quiet Planet (Working Title)

# 1. Updated Design Document

## Core Concept

Players awaken a mysterious, barren planet by touching it. Their actions spark growth—light, nature, and eventually small, endearing characters begin to appear. These characters do not speak a real language, but communicate through expressive sounds and animations. As the player continues to check in and gently interact with the world, it evolves organically into a thriving miniature society.

## Game

* No visible resource meters or currency. Progress is subtle, intuitive, and mysterious.
* No advertisements to preserve atmosphere and immersion.
* In-app purchases are purely cosmetic (character hats, house styles, ambient world themes).
* Players influence growth by tapping, but never choose what grows or where.
* All characters look the same, but can be personalized with names and visual customization.
* Characters communicate via non-verbal sounds (like Mii or Animal Crossing style chatter).
* The first growth cycle takes 2–3 days (or 3–4 hours of play). Each reset cycle becomes gradually longer.
* Emotional 'reset' mechanic encourages players to let go of the world they've built and begin anew.

## Visual & Audio Style

Soft, stylized 3D visuals with modular, low-poly assets. The world is warm, colorful, and evolves from a lonely void into something alive and harmonious. Reactive music gently layers as progress is made, rewarding player engagement with emotion.

## Monetization

* No ads, ever.
* Cosmetic IAPs only (hats, biomes, homes, soundtrack themes).
* Some free customization options always included.
* Optional 'Supporter Pack' for $3–$5 includes a special cosmetic set and soundtrack.

# 2. Minimum Viable Product (MVP)

## Goals

Deliver a playable, emotionally compelling experience that includes core progression, audio response, character appearance, and one full cycle of world growth and reset.

## MVP Core Features

* Touch-to-start screen reveals the world with reactive music.
* Tapping generates unseen 'growth energy' that causes organic changes (trees, lakes, etc).
* One character appears, can be named, and waves at the player.
* Second character appears after more growth. Characters interact visually and audibly.
* Homes and structures appear naturally, without user placement.
* Character customization (basic free set + 1 test IAP).
* Basic ambient audio layering system reacts to progress.
* Simple reset mechanic after full growth cycle.

# 3. Estimated Timeline & Budget

## Development Timeline (Solo Dev with Contractors)

1. Months 1–2: Core systems, tapping + growth logic, placeholder models.
2. Months 3–4: First characters, naming system, idle animations, basic audio.
3. Months 5–6: Add homes, second character, visual progression, music layering.
4. Months 7–8: Reset mechanic, polish visuals and sound.
5. Months 9–10: Cosmetic system, IAP integration, custom assets.
6. Months 11–12: Final art/audio implementation, optimization, platform prep, marketing.

## Estimated Budget

Character Modeling + Animation: $2,000 – $3,000

Planet + Biome Modeling: $1,000 – $2,000

Props / Environmental Assets: $800 – $1,500

Shaders & Visual FX: $500 – $1,200

Reactive Music & Audio: $1,500 – $3,000

UI Art + Icons: $500 – $1,000

Marketing & Trailer: $500 – $1,500

Contingency: $1,000 – $2,000

TOTAL: $12,000 – $15,000