

Tree Hugging Simulator

A goofy-ass VR game by

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Game Mantra:

A first person VR action game about saving the world; one tree hug at a time.

Design Pillars:

- ❖ Fast-Paced
- ❖ Satirical
- ❖ Goofy A.F.

Features:

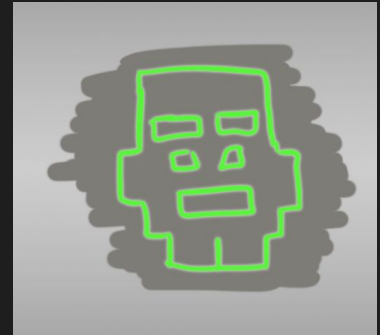
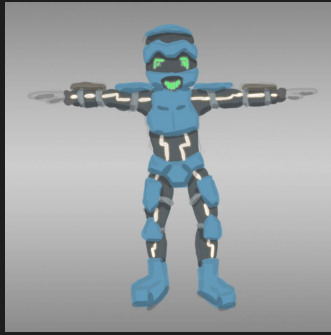
- ❖ Hug trees with your hands!
- ❖ Fire a "Laser-of-peace" from those same hands!
- ❖ Enjoy the charisma of some goofy hippy character!
- ❖ 3 Different Islands to explore! They get harder as you go!

Story:

You play as a "climate control force (CCF)" member who wakes up in a mysterious briefing room. "The chief" (digital hippy dude) will direct you to the main menu screen in front of the player. He will then instruct the player verbally how to control the game. After completing all of the levels the chief tell you that he sure wishes it were that easy to save our planet and will then direct you to some real-life, pro-environmental charities. If get a high-score in each level then the chief will reward you with a joint upgrade.

Characters:

Player	Tree	"The Chief"
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Mechanics:

In-Menu or "Briefing Room" Area:

- ❖ **Switch Hands** - Press the trigger button on the controller that is not pointing, and then that hand will be pointing instead.
- ❖ **Select Menu Option** - Press trigger button on the controller that is pointing while also pointing at a menu button -> then that menu button will be selected while the pointed hand plays a "finger-gun" animation.

In-Game:

- ❖ **Oxygen Meter** - After the level start cutscene, an oxygen meter in the top of the player's viewport starts to deplete. It depletes continually towards the left until it reaches the other side. When this happens, the game is lost and the losing cutscene begins to play.
- ❖ **Fire "Laser of Peace"** - After turning a controller 60° towards center, the player's hands pull backwards. At this point, the player can press the trigger of that same controller to fire a "laser-of-peace" in the direction that hand is facing.
- ❖ **Great Hug** - When both hands get near each other while behind the tree, that tree has been given a "great hug". This hug gives increases the amount of oxygen in the Oxygen Meter by a small amount
- ❖ **Sick Hug** - When one hand makes contact another arm's elbow while both hands are also behind a tree, a "sick hug" has been performed. This hug increases the amount of oxygen in the Oxygen Meter by $\frac{1}{4}$ of the full amount.
- ❖ **Carbon Footprints** - As the player walks around, they will leave footprint decals in the terrain which have the word "carbon" written on them. Each of these footprints will be factored into your score; whether you either win or lose. Ideally, the player should choose to walk as little as possible to complete each level.



- ❖ **Joint Upgrade** - After getting a certain high-score in each level, you'll be given this upgrade. This upgrade lets you move faster on the ground so long as you keep the joint close to your face. You can swap the hand the joint is in by touching the joint model itself with the opposite hand.

Interface:

This game was designed to use HTC Vive controllers.

L & R Haptic Touchpad - Controls movement when on an island.

Turning Either Controller 60° Towards Center - On an island, this will cause your hand to fold backwards, preparing to fire a laser of peace.

L & R Trigger - Selects menu items, fires laser of peace, and exits the level while paused.

L & R Grip Button - Pauses and unpauses the game when on an island.

Art Assets:

3D Models:

L & R Arms - Cuts off at the elbow. Features light-gray gloves and a Pip-boy like device strapped to the top of the arm.

Main Menu Monitor - Large TV with 2 screens on each side that display images pertaining to the environment. Gray-orange look with dark green screens.



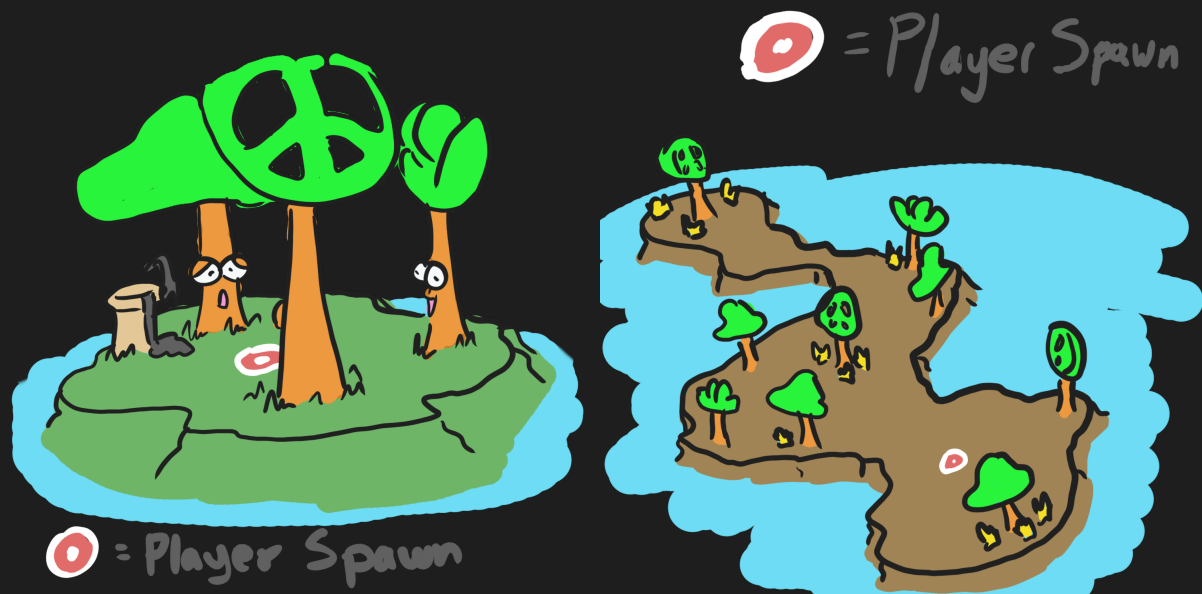
TV and Stand - Old CRT TV on top of rickety looking stand. Gray-orange casing with dark green screen.

Teleportation Pad - Large dark green circular "pad" which features a skinny gray-orange ring surrounding it.

Magnetic Tape Machines - Gray-orange, rectangular-shaped machines with one side featuring 3 spinning wheels; akin to an actual magnetic tape machine.

Door - This door should feature a simple handle and be given the same texture as the walls of the menu area.

Island Terrain x3 - Flat topped, gray-green terrain which tapers off into a bright blue ocean plane. There should be very simple grass atop a majority of the island, only avoid placing grass where the pipes will be placed. The first island should be a generic circle-ish shape, where-as the other two should be larger and more organically shaped.



Tree - Orange-brown bark with giant derp-y eyes. Needs a bouncy idle, happy, and afraid animation.

Tree Tops x4 - There should be 4 different shaped tree tops which attach to the top joint of the tree model. A peace symbol, smiley face, and 2 bland / standard looking tree tops.

Oil Pipes - Generic-looking, beige pipe which protrudes from the ground. There should also be a little puddle to one side of the pipe. This will only have one animation whereby the pipe spits out some oil into the puddle in a cartoony, exaggerated way.

Fire - This should be a cartoony, cardboard-like representation of fire.

2D Elements:

Game Font - "Moondog" font family by Graham Meade & Apostrophe.

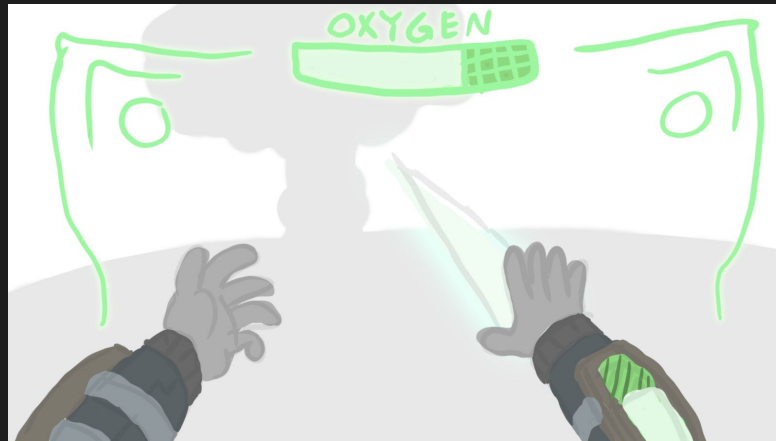
Regular Skybox - Blue-ish-gray sky with white cartoon-y clouds. Some clouds should be shaped like a hand doing a peace-sign, starbucks coffee cup, the word "soy", and recycling symbol.

Low-Oxygen Skybox - Unsaturated-red, cloud-less sky.

"The Chief" - This goofy, green, vector-graphics lookin' dude needs to have a closed and open mouth version of the following emotions: happy, neutral, and angry.

Grid Patterns - There should be a large grid pattern to place over-top the giant main menu screen. 4 tiny grid patterns for the screens on both sides of that screen. Finally one medium-small sized grid pattern to fit on the CRT TV model.

In-Game UI - There should be two green upside-down "L" shaped designs on either side of the UI as well as the green oxygen gauge border in the top-center of the player's view. A black gradient coming in from above as well as both sides should add to the "visor look". Giving the green elements a slight bright glow should make them stand out a bit more.



Money Symbol - Just a money symbol using the game's font with a subtle white glow surrounding it.

Cutscenes:

Level Start - Player falls to the ground and then the countdown begins. 3,2,1, Hug!

Level End - Player flies into the sky as a teleportation beam comes down, surrounding the player.

Chief Angry - When not looking at the main menu screen The Chief will angrily call you over to the screen

Chief Content - After looking at the screen, The Chief will Ask you to start the game.

Chief Tutorial - The Chief explains to the player exactly how each feature of the game works. A detailed version of what he tells the player can be found in the Music/Sound -> Dialogue section below.

Chief Select Level - Chief tells the player in a neutral expression to pick a level.

Win - The screen flashes green as the player is teleported to the center of the level. A grid panel appears in front of the player, giving them their final winning score. The Chief also has a little quip during this moment.

Lose - The screen flashes red as the player is teleported to the center of the level. A grid panel appears in front of the player, giving them their final losing score. The Chief also has a little quip during this moment.

Receive Joint - The chief happy congratulates you on getting a "high-score", so he rewards you with the highest score of all. After his spiel, a grid panel appears stating that you've received the joint upgrade. After closing that, The Chief will tells the player how to use the joint in-game.

Art Style:

No textures, just flat colors applied to the geometry. Every model When on the island, the art style should be goofy, low-poly, with simple shading. Two main colors for the islands should be green and blue. The menu should feel ominous while still retaining the simple shading and flat colors as textures. The two primary colors featured in the menu should a bright green and slightly-unsaturated orange color.

Music/Sound:

Underscore:

Ominous BGM - Slooow-paced midi "cave-rpg" music. Should sound a bit ethereal.

In-Game BGM - Upbeat Electronic-Ukulele music loop.

Low-Oxygen BGM - Same as In-Game BGM only faster-paced and with a lower pitch.

Pause-Menu BGM - Same as In-Game BGM only with reverb, a "wah-wah" effect, and lower volume.

Sound Effects:

Swinging Lamp - Squeaky lamp sound with two different pitches

Hover Menu Item - Should sound like someone lifting their hand off a keyboard key.

Select Menu Item - Should sound like someone pressing a keyboard key aggressively.

Pew Pew - Vocal sound of some 20 year old saying "pew, pew" into a microphone.

Teleport - 50s Space-age electronic sounding

Countdown SE - Space-age beep sound mixed with loud sports horn. There should be two versions, one which plays as numbers 1-3 appear and a last higher pitched version for when the word "Go!" appears.

Walking In Grass - Crunchy/bass-y grass stepping sound effect.

Laser Fire Ready SE - Quick, high-pitched space-agey sound; akin to what you hear in a Splinter Cell game when changing visors.

Laser of Peace - Dull almost inaudible "Wah-Wah" sound mixed with a choir singing a high note.

Laser Run Out - Sound that is similar to a CRT television being turned off.

Winning Jingle - Uplifting electronic-ukulele riff.

Losing Jingle - Loud sports horn mixed with ukulele riff.

Dialogue:

----- Cheif's Lines -----



Angry01: Hey maaaaan, could like, you look over here?

Angry02: Uhhh, maaan could you like, look up here a sec?



LookOver01: Thanks maaan, sooo are you gonna start the game or..?

LookOver02: Cool maaan, now ya just gotta start it up.

Tutorial01: Ok so you're goal here maaan, is to hug aaaall the trees on an island while also not letting the worlds oxygen level go to zero, yaknow?

Tutorial02: You hug these trees by using those weird shaped controllers in your hands. If you're hands are together while you're near a tree, that's a great hug!

Tutorial03:However, touching your hands to your elbows is a pretty sick hug! Definitely go for those if ya can.

Tutorial04: Keep in mind though, not all trees are ready to be hugged. If ya see a tree that doesn't look so happy, look around for an object that might be bothering it.

Tutorial05: Once you spot an object, turn either of those weird controllers to the side and your hands will open up.

Tutorial06: From here you can press down the triggers on those controllers to fire a laser of peace at that object.

Tutorial07: That's the long and short of it, but if at any point you want to pause, you can hit the grip buttons on the sides of either controller.

Tutorial08: At that point you can unpause by pressing the same grip button or get the heck outta that island by pressing down the trigger.

Tutorial09: Uhhh, I guess that's it maaan. Now you just gotta select the island you want to visit.

Select Island01: Here ya get to select the island you wanna visit maaaaan, some are harder than others.

SelectIsland02: Look at all these Islands maaaaan, quite a selection if ya ask me.



SickHug01 & 02: Sick hug maaan!

GreatHug01: Great hug maaan!

GreatHug02: I mean that hug was alriiight.

NoConsent01: Hey maaan, that tree didn't give ya the ok.

NoConsent02: Whoa maaan! That tree didn't consent to that.

YouLose01: Game over maaaaan.

YouLose02: That's pretty messed up of you maaaaan.

YouWin01: Good stuff maaan, if only it were actually this easy. If you really want to make a difference check out these charities!

I mean planting a tree never hurts, you don't have to hug it though.

YouWin02: Wow, congrats maaaaan! Look at you.

----- These lines are supposed to be read out-of-character -----

Stop01: Ouch man, quit it.

Stop02: Dude, quit that.

Stop03: What's your problem dude??

Stop04: Dude don't touch that, that doesn't help anything.

Development Roadmap / Launch Criteria:

Platform - Windows 10 & Steam VR

Audience - Kids and Teenagers who may be apathetic to climate change but like silly/meme-y indie games

Milestone 1 - Complete all menu assets - 9/30/19

Milestone 2 - Create functioning main menu - 10/7/19

Milestone 3- Complete island assets for 3 different levels - 10/14/19

Milestone 4 - Create 3 levels with varying numbers of trees - 10/21/19

Milestone 5 - Add movement, tree hugging, and laser firing mechanics - 10/28/19

Milestone 6 - Add method of loading between the different levels - 11/4/19

Milestone 7 - Add win and lose state to each level - 11/11/19

Milestone 8 - Add all of the sound effects and underscore - 11/18/19

Milestone 9 - Finish the cutscenes with synced up vocals - 11/25/19

Milestone 10 - Add last little bit of polish + Add randomness to levels - 12/14/19

Launch Date - 12/25/19