Status Report 1

Game Concept:

Title: Seeds

Game Genre:

2D Puzzle/Platformer.

Background:

Seeds takes place in a post-apocalyptic world, where vegetation barely exists and only a few animals have survived. The human race has found its own extinction.

The main character is a mysterious creature which has ability to make plants grow.

Game Mechanics:

The main objective of the game is to complete puzzles and restore the vegetation by planting seeds.

There will be different types of seeds, and different plants grow from each one of them. The player has to use these plants to solve puzzles. For example, the player could grow a vine and climb it to get to higher places on the map, plants that make the player jump higher, etc. The player must grab the seeds from special places on the map and then take them to fertile ground, where he can plant them.

Seeds is an open world game. The player starts on a zone with no vegetation at all, and by completing puzzles and planting seeds, the ecosystem grows back into its natural balance. Changes made in the later levels may unlock new areas in the previous explored levels, so be sure to check back to explore Seeds' full potential.

Controls:

Arrow keys to move and jump.
Z and X to activate abilities and interact with the environment.

References: Fez, Meatboy, Limbo, Braid.

The Team:

Javier Letelier: Team leader, programmer
Ángeles Vidaurre: Graphic artist
Ignacio Ferreira: Programmer
Vicente Dragicevic: Programmer

Tasks:
Game Concept: All the Team.
Prototype Creation: All the Programmers.
Game Design Document: Javier Letelier
Field Testing: Vicente Dragicevic
Programming Controls, Physics, Menu, AI: All the Programmers.
Art: Ángeles Vidaurre
Music: Ignacio: Ferreira, Javier Letelier.
Sound Effects: Vicente Dragicevic, Ángeles Vidaurre.
Final Quality Assurance: All the Team
Submission to online Store: Ignacio Ferreira.

Technology Platform:

Target devices: Windows, Linux and Mac. (Consoles in the far far future)

Game Engine and Programming language: The game will be developed in Unity, and programmed in C#.

Image: Simulated Screen