Flowers

Planet Pluto Games

Version 0.0.0   
March 23, 2020

“If you look the right way, you can see that the whole world is a garden.”

Frances Hodgson Burnett

“Gardens and flowers have a way of bringing people together, drawing them from their homes.”

Clare Ansberry

“I alone cannot change the world, but I can cast a stone across the waters to create many ripples.”

Mother Teresa

“We cannot seek achievement for ourselves and forget about progress and prosperity for our community... Our ambitions must be broad enough to include the aspirations and needs of others, for their sakes and for our own.”

Cesar Chavez

# Overview

## Mission Statement

?????????

## Elevator Pitch

????????

## Project Description

???????

## Genre

Buzzwords to help home in design, descriptions below each to say how they influence the game. These are listed in approximately order of importance, but may fluctuate during development to fit the vision best

* Management Simulation
  + High level the player is managing a flower shop
* Rouge-lite
  + The player will explore procedurally generated levels while gathering supplies
* Real Time strategy
  + The game will require the player to strategically use time and resources in order to optimize the outcomes in real time
* Metroidvania
  + The player will be able to gain upgrades that will allow them to unlock new areas

## Influences

A lot of things went into making this, much of that originates in a world I have been working to create for years. But this deeply comes from finding many great games, but never ones that scratched the itch this is trying to scratch

* Pokémon
  + A collect-a-thon that has meaning behind cultivating what you collect
* Animal Crossing
  + Good chill game
* Michaea
  + Someone who showed me what it means to come into a new hobby
* Colonialism
  + Kind of fucked everything up, let’s talk about that in this game
* Non-Combat game
  + Where are they
* Adam Millard, Extra Credits, Game Makers toolkit
  + YouTube, got some great stuff

# Audience

## Target Players

## Target Platforms

My goal is that this would reach all platforms available, but most notably the primary targets are the Computer and the Nintendo Switch. Initial development will be for the computer, while researching and determining the best course of action for the Switch.

## Marketing Strategy

## Localization

# The World of Flowers

## Themes

* Colonialism
* Collectivism
* Individual action
* Small things mean much

## Setting

* Nomadic City
  + Most likely an actually walking city
  + But maybe a caravan?
* Taking multiple stops on a cyclical rout.
  + Might be consistent stops (ex. same 4 stops)
  + Minor randomness with some consistency (i.e. every 5 stops is with trading post)
* 5 factions
  + 4 local factions
    - 3 local, 1 immigrant faction??
  + 1 colonial faction
* Animalistic
  + No humans
  + All groups are part of the animal kingdom

## Characters

## The Flower Shop

* Needs natural light, and a way to get water (think nasuka and the valley of the wind)

## Story: Narrative

The story focuses on how the florist will subtly influence each faction to ultimately drive who will gain control of the city, they will be given the opportunity to pick one or more factions to support to which will decide the type of obstacles they will face

### Act 1: Call to adventure, Meeting the Mentor [Engage]

### Act 2: Tests, Allies, Enemies, the Ordeal [Explore]

### Act 3: Transformation [Explain]

### Act 4: The Final Ordeal [Extend]

### Act 5: Return [Evaluate]

# Gameplay

## Player Goals

### Micro:

### Macro:

## Game Loop

### Player Experience

### Micro

### Macro

## User Skills

## Core Mechanics

### Cultivating your Garden

### Delivering on your Promises

### Exploring and Gathering

## Progression Mechanics

## Items

## Winning & Losing

## Story: Mechanics

Story is advanced between acts by player actions, players should not feel unnecessarily rushed because of it, or held back after mastery by the story.

### Act 1: Tutorial

* Introduce the player to all the key mechanics
* Needs to include
  + More than 1 explore
  + A few orders given and delivered
  + Needs to have an election
  + Needs to have an interaction with the colonizers

### Act 2: Building

* Should be able to get all the unlocking items
* Should be comfortable with all mechanics
* Has crossbred plants
* Players should have formed goals for the game
* Major incident at the end should shape the rest of the game
  + Major incident will be based on which factions they chose to support or ignore

### Act 3: Mastery

* Players are working with changes from the major incident
* Players are driving home their goal
* Players should be mastering the mechanics during this phase
* A final turn/twist to disrupt the players plans

### Act 4: Finale

* Players work to resolve the final disruption
* High difficulty

### Act 5: New Game +

* Players can restart with increased difficulty
* Players can continue playing with the recurring systems continuing the challenge

# Level Design

## Philosophy

## The City of Flowers

## Dungeons

## Tile Sets

# Art Style

## Game Graphics

### Characters & Factions

### Tile Sets

## User Interface

### Menus

### In Town

### Exploring

## Music & Sound

# Technical Descriptions

## Development Tools

### Programing tools:

### Art Tools:

### Music & Sound Tools:

### Version Control Software:

### Game Engine:

## Code Standards

### Versioning:

Major . Minor . Patch

This system is outlined by Tom Preston-Werner, should be followed as closely as possible for full details please see the post about it, but a quick explanation is outlined below[[1]](#footnote-1).

* Major: is not backwards compatible to different versions
* Minor: backwards compatible changes
* Patch: fixes to functionality

## Game Controls

### Computer Controls

### Switch Controls

### Controller Controls

# Back Burner

## New Ideas

## Removed Ideas

# Version Notes

1. https://semver.org/#semantic-versioning-200 [↑](#footnote-ref-1)