

My tentative idea for the Project 2 Prototype is a resource collection game that has a fairly simple premise, but has a lot of room for expansion. The game will be played in first person, through the eyes of a squirrel, set in the Diag of Central Campus. Gameplay will involve navigation of the Diag, collection of resources (food, materials, etc), construction/investment of those resources (instruments to help collection, nest building, etc), and enemy components (dogs being walked through the diag, adverse weather, etc). I will attempt to keep the game simple at first - such that I don't become overzealous in my endeavors - and have a simple working game (and if time permits, I can always add more features).

One of my first inspirations for this game is **Astroneer**, which is a recently released game on Steam. The premise of the game is that you are a stranded Astronaut on a foreign planet, and you must survive (kind of like Minecraft...in space). The game is based on the collection of materials found above-and-underground in order to build complex machines, while remembering to maintain vital levels of oxygen. For a simple prototype, it will likely be impossible to implement a time-based "enemy" component (like oxygen starvation), however adding in the possibility for starvation could add realism to my game. What excites me about Astroneer is the combination of a resource-collection game mixed with the vibrant alien environment. Therefore, in my game I would like to have a nice balance of color, for example adequate sunlight beaming down through the trees and illuminating the grass. One of the most interesting parts about Astroneer is the materials systems that is integrated into the game. This is designed such that you begin with acquisition of simple materials, that build simple machines, that allow you to reach more complicated materials, that allow you to expand your scientific "base" even more. Therefore, I plan to implement a similar "tier" system in my game; the player will acquire resources (in the form of food and shelter materials) in order to improve their stats and the stats of their nest (base). In order to have an interesting game, I will need to make sure

I have tiers of collectable resources and upgrades. These design choice lends itself to giving the player short, medium, and long term goals within the game. It also gives the player the ability to choose which areas they want to invest the most resources in, giving them creative control.

Another game that influenced my prototype is **Raft**, another new game, featured on Itch.io. Another resource-collection based game, Raft places the player on a 2x2 raft made of wooden pallets. In a more desolate setting than Astroneer, Raft forces the player to battle starvation, thirst, and ravenous sharks by collecting resources floating by, and improving the structure of the raft. I was drawn to certain aspects of this game more so than my first example, first being that it is played in first person. A first person perspective, in my opinion, immerses the player much more into the game. With the exception of games like Resident Evil or Gears of War, first person games are usually the best at placing the player into the mind and body of the protagonist. Therefore, I think it would be a lot of fun for the player to truly believe they are scampering around the Diag looking for food. Additionally, my plan is to make the camera bob up and down slightly to simulate the hopping motion of a squirrel's movement. By placing the camera in a first person view, I can get away with not having to animate a full squirrel body and its complex movement (compared to if I designed it to be a third-person game). So long as I don't make the player sick with the camera movement, I believe having a slow bob for "walking" and a faster bob for "sprinting" will add juiciness to the game.