Touchy Island Design Document

Description

Touchy Island is a VR experience, where a player is placed on a floating island full of weird, but cute creatures. The creatures will have different moods depending on their interactions with other creatures and the environment. The player can also affect the moods of the creatures by interacting with them.

Environment

The environment will consist of a floating island. To accommodate for VR gameplay, ground surfaces will be flat but will contain plateaus to break up the flat feeling. The plant life on the island will consist of bamboos and cherry trees.

Items

- Base island ground (should have an underside).
- Plateaus (could be separate objects to be placed, rotated and scaled as pleased).
- Bamboo.
- Cherry tree (maybe more than one trunk? Separate leaves from trunk to reuse?).

Nice to have items

- Grass.

Creatures

The creatures inhabiting the island mostly look like primitive shapes. All "living" creatures will have faces which can have different facial expressions. The facial expressions will be extreme in their portrayal of a feeling, like in Anime and other cartoons.

All creatures hail from certain elements or items, which also informs their look and feel.

Items

- **Rock creature**
  Rock creatures spawn from the rocks (perhaps from plateaus?). They might have crystals on their bodies indicating their age. They weigh more than the other creatures, since they are made of stone.

- **Earth creature**
  Earth creatures mostly live underground but will sometimes stick their heads out into the open. People have been trying to pull them out of the ground to see what the rest of their bodies look like, but so far they have persistently kept themselves from being pulled out of their holes by holding on tight or trying to hide, when people get near.
- **Cherry creature**
  The cherry creatures grow from the cherry trees. They always comes in pairs. When fully grown they can be shaken down from the trees making them plummet to the ground. The two connected cherries (siblings) aren't always happy with each other (which might show in their moods). The player can separate two connected cherries and if they liked each other, they will become sad, if they didn't like each other they will become happy.
- **Cloud creature**
  The cloud creates can spawn anywhere from the water in the air. Cloud creatures are very light. So light in fact that they sometimes feel like they don't weigh anything at all. They can float around, but they can't be grabbed without disappearing with a poof. So to handle these creatures, a gentle nudge is the way to go… Perhaps a nudge with both hands.

Behaviours and interactions

The behaviours and interactions are split into two categories: Behaviours and interactions between creatures and behaviours and interactions between player and creature.

Creature moods

The creatures can have different moods, which depends on how they experience the world around them. Each type of mood has a value that can be increased or lowered.

The moods are as follows:

Name	Description	Other
Happy	When the creature is happy, it starts smiling. Happy creatures might also sing small tunes sometimes. Happiness can be increased by petting or stroking a creature and can be reduced by hitting a creature.	
Angry	When a creature is angry, it will look angry and will not sing at all. Creatures can become angry if you hit it or another creature nearby. Creatures can become less angry by petting or stroking them or by nearby creatures singing. Anger might reduce over time.	

Shocked	When creatures become shocked they will open their eyes and mouths and make a "shocked" sound. Creatures can become shocked if the player throws a creature over the edge of the island. Shock vanished quickly over time. Often shocked creatures have heightened anger, which means that shock can lead to anger.	Decreases over time (*medium/a little fast*)
Scared	When creatures become scared they will look scared and might shake a bit. Creatures can become scared if a player continuously hurts nearby creatures or throws creatures over the edge. The scaredness meter should slowly increase with evil deeds and slowly decrease with good deeds.	

Implementation of moods

Each mood will be a value between 0 and 100 (percentages) (perhaps certain moods can have different bounds, for instance shock might have an upper bound of 110, so it has the opportunity to always be the top one and overrule the others). Influences from the environment and the player will affect these values as well as some of them might change over time. The creature will always be in only one mood, which is the one which currently has the highest value amongst all the moods.

Implementing moods in this way separates the moods from each other and makes it easier to extend the palette of moods without major changes (although balancing of values might be necessary).

For each mood a creature can also define multipliers (one for positive values and one for negative values). A multiplier either increases or decreases how much a creature is influenced by that mood. For instance a creature might not be very susceptive to anger and therefore has a multiplier of 0.8 for anger, when it is increased, and a multiplier of 1.1 for anger, when it is decreased, making it harder to anger the creature, but easier to make less angry.

Influencing mood values

Influencing mood values will happen through influence spheres. An influence sphere is an invisible object, which affects all creatures within its radius. When created it will influence creatures within its radius with its values (creatures might have multipliers for each mood that increases or decreases the value before being applied).

Creature behaviour and interactions

Movement

- **Rock creature**
  The rock creatures roll around the world 90° at a time. Small/young rock creatures might

roll faster, whereas bigger/older ones roll from side to side slowly. When they grow old enough so their crystals are large they might get stuck, since the crystals have been thrust into the ground. When this happens the player can help them by pushing them. Otherwise they have found their final resting place. Perhaps this is how the plateaus were originally created.

- **Earth creature**
  How the creature moves underground is still unknown to this day. They only come above ground to take a peek, so they will appear from a hole and then go back under.
- **Cherry creature**
  The cherry creatures will jump a bit around, but they will roll as physics indicate. This makes them feel quite helpless sometimes, which means they are prone to be scared and sad and they really appreciate it when others are nice to them.
- **Cloud creature**
  The cloud creatures can float around as they please, although the often just let the wind take them where it wants them to go. They might fly near to the player as they are quite curious creatures, but otherwise they will just be floating around taking in the scenery.

Creature events

Different moods can lead creatures to do certain events, for instance singing, which can affect creatures around them.

Mood	Event	Description
Happy	Sing (low chance)	When a creature is singing, surrounding creatures will increase their happiness (*a little*) and decrease their anger (*a little*) and sadness (*a little*).
Angry	Scream/shout (very low chance)	When a creature screams out of anger, surrounding creatures will increase anger (*a little*), shock (*medium/a lot*) and sadness (*a little*) and decrease happiness (*a little*).

Player interactions

The player will interact with the creatures in the world and depending on the player's actions the creatures will react differently.

Creature interactions

Stroking/petting

How to	The player places their hand gently on the creature and moves it

	around the surface of the creature.
Effect on creatures	Creatures like being petted. Happiness (*medium*) will increase, anger (*medium*), sadness (*a little*) and fear (*very little*) will decrease.

Hitting

How to	The player quickly moves their hand into a creature.
Effect on creatures	Creatures don't like being hit. Anger (*medium*) and fear will increase, happiness (*medium*) will decrease.
Special effect: Cloud creature	The cloud creatures will disappear into a cloud of smoke (killing them). This will increase shock (*a lot*) and fear (*a little/medium*) in the surrounding creatures.

Pushing

How to	The player places their hand(s) on the creature and moves the hands towards the creature ("inside" the creature).
Effect on creatures	Creatures don't mind being gently pushed (if it's not over the edge). No effects will take place while pushing.
Special effect: Rock creature	If an older rock creature is stuck on its side and the player pushes it back on its "feet" the rock creature will gain happiness (*medium/a little*)

Grabbing

How to	The player places a hand on the creature and closes the hand.
Effect on creatures	Creatures don't mind being grabbed. No effects will take place while grabbing.
Special effect: Cloud creature	The cloud creatures will disappear into a cloud of smoke (killing them). This will increase shock (*a lot*), sadness (*a little/medium*) and fear (*a little/medium*) in the surrounding creatures.

Killing

How to	The player places throws a creature over the edge of the island or hits a creature hard with the tip of a bamboo (thrust or thrown).
Effect on creatures	Creatures just hate getting killed… Don't you? This will increase shock (*a lot*), sadness (*a little/medium*) and fear (*a little/medium*) in the surrounding creatures.