

HTML Island Game

(need to come up with better name)

<Insert Company Logo Here>
FlirtatiousNudibranch

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Overview

Theme / Setting / Genre

Core Gameplay Mechanics Brief

Targeted platforms

Monetization model (Brief/Document)

Project Scope

Influences (Brief)

- <Influence #1>

- <Influence #2>

- <Influence #3>

- <Influence #4>

The elevator Pitch

Project Description (Brief):

Project Description (Detailed)

What sets this project apart?

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Core Gameplay Mechanic #2>

- <Core Gameplay Mechanic #3>

- <Core Gameplay Mechanic #4>

Story and Gameplay

Story (Brief)

Story (Detailed)

Gameplay (Brief)

Gameplay (Detailed)

Assets Needed

- 2D

- 3D

- Sound

- Code

- Animation

Schedule

- <Object #1>

- <Object #2>

- <Object #3>

- <Object #4>

Overview

Theme / Setting / Genre

- Survival/Deserted Island/Top down RPG

Core Gameplay Mechanics Brief

- <Fishing> Fishing kind of like stardew valley or animal crossing
- <Cooking> like Don't Starve, put ingredients into a pot
- <Cave Exploration> procedurally generated cave with items in it
- <Mini Puzzles or Challenges>

Targeted platforms

- <HTML5 Supported Browsers>

Monetization model (Brief/Document)

I don't plan to monetize this game but if it becomes big/good enough and I do. I'll just put it on patreon and patrons can have the most recent updated version of the game. No micro-transactions, No ads.

Project Scope

- <Game Time Scale>
 - Cost? It will just cost me my time.
 - Time Scale: I will work on this game until I get a real job.
- <Team Size>

I will leave this template here but currently I am the only one working on this game.

 - <Core Team>
 - Team Member name?
 - What does he/she do?
 - <Cost to employ them full time or part time>
 - etc.

(List as many core team members as you need to)
 - <Marketing Team>
 - Team Member name?
 - What does he/she do?
 - <Cost to employ them full time or part time>
 - Etc.

(List as many marketing team members as you need to)
- <Licenses / Hardware / Other Costs>

None
- <Total Costs with breakdown>

It will just cost me my time.

Influences (Brief)

- <Stardew Valley>

- <Game>

Stardew Valley is a great game with many good aspects that would fit very well with the game that I want to make. Such as the fishing mechanic and the cave exploration mechanic.

- <Don't Starve>

- <Game>

Don't Starve has the same style of cooking mechanic i want to implement where there are no recipes but the player just puts things in a cooking vessel and hopes for the best. The feel and aesthetic of the game is also more of the direction I want to go in, Not Stardew Valleys.

- <Lost>

- <Television>

Survivors are trapped on an island after a plane crash. They must explore the island and work together to survive. As time goes on the survivors find mysterious and weird things on the island.

- <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

The elevator Pitch

The player and a group of survivors find themselves on an island after a plane crash and must work together to survive, after some time on the island strange things start to happen and after they explore the caves more and more they start to find out why the island was deserted in the first place.

Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

What sets this project apart?

- <Reason #1>

The change in genre after a certain point in the game. Gain a RPG like Party and must fight things to survive.

- <Reason #2>

The combination of gameplay mechanics. Work towards survival and then when that becomes too easy, there is always something else to do.

- <Reason #3>

The aesthetic, hopefully I can get it right.

Core Gameplay Mechanics (Detailed)

- <Core Gameplay Mechanic #1>

- <Fishing>

Player can catch many different types of fish depending on where and what time it is on the island. Using a fishing rod that they must craft.

- <How it works>

Player walks up to the ocean and casts his rod. How far they cast doesn't matter. After a random amount of time 3-10 seconds a fish bites, and the player must reel in the fish by hitting a button with a certain amount of time after the fish bites. The fish that the player catches is random from a large assortment of fish but depends on where the character is and what time(Day or Night) they caught the fish.

- <Core Gameplay Mechanic #2>

- <Cooking>

The player will get a assortment of ingredients that they can collect on the island, and they must make food that they and the other survivors don't starve to death. The other survivors

can die, however it is very hard for them to do so early on in the game.

- <How it works>

Different cooking devices, campfire, primitive stove, pot. The player must go up to or click on one of these and it will open a screen that allows them to pick what ingredients they will put into the pot. Depending on the cooking device and what the player puts in it will create food. If player puts in wrong ingredients it can be inedible or just bad tasting. Or it will become something good like fried salmon with lemon or whatever.

- <Core Gameplay Mechanic #3>

- <Cave Exploration>

There is a large cave on the island that the player can explore. At first it seems relatively harmless and is a good place to find ore, food (mushrooms), and some other basic items. As the player goes deeper it gets darker, but there is better stuff. Procedurally generated maybe?

- <How it works>

Player can walk into the cave and pick up items and gain ore if they have a pickaxe. They can go deeper into the cave and it will display a map displaying that they went deeper. Before Day 51?, the player can't go further than 10? Levels because the path is blocked. After a cutscene on day 51 the path is opened and they can continue, if they go further they will get another cutscene of some monster and they will run out of the cave. From the point forward the game becomes less about survival on the island and more like the darkest dungeon where the player gains a JRPG party and must enter the cave to fight each day/night until you get to the bottom of the cave or get rescued. If the player doesn't fight one night then they lose ground and must redo that floor.

- <Core Gameplay Mechanic #4>

- <Mini Puzzles/Challenges>

There are secret mini puzzles and challenges around the island, the player can solve them to earn items or story plot points.

- <How it works>

/Describe in 2 Paragraphs or less/

These need to be fleshed out more.

Story and Gameplay

Story (Brief)

<The Summary or TL;DR version of below>

Plane crashes, player must lead other 3-8 survivors in surviving.

After exploring the island some cutscenes with character development between the other characters happen.

Day 51, rest of cave unlocks, cutscene, monsters start to attack

Endings:

Beat the monsters, get to the lowest floor before rescue

Survive until rescue

Die before rescue or getting to the bottom

Story (Detailed)

<Go into as much detail as needs be>

Plane crashes, player must lead other 3-8 survivors in surviving.

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Day 51, rest of cave unlocks, cutscene, monsters start to attack

Endings:

Beat the monsters, get to the lowest floor before rescue

Survive until rescue

Die before rescue or getting to the bottom

Gameplay (Brief)

Player must collect materials, fish, cook, and explore the cave to acquire resources and build up the survivors shelter. Night/Day system, player is required to sleep at night. Can do whatever they want during the day, including talking to the other npcs which say different things based on the day. The survivor shelter has a combined inventory and their food/water levels must not drop below a certain point.

After Day 51, The player must form a party each day/night and fight back the monsters in the cave, if they win they advance a floor, if they lose they lose a floor. They win if they get to the end or survive until rescue on day 100ish. Kind of like darkest dungeon the player can chose his party each night and must manage their stats and health. They must also ration the supplies they have because the player can't collect any more. The party members that aren't selected to fight can rest or collect items but they won't bring back as much as the player could have.

Basic JRPG fighting system, basic weapons that player must craft beforehand with the materials they find. To succeed the player must walk through 5 cave spaces, those spaces could have a fight, loot, mysterious item, or nothing.

Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

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Assets Needed

- 2D

- Textures
 - Environment Textures
- Heightmap data (If applicable)
 - List required data required - Example: DEM data of the entire UK.
- Etc.
- Characters List (for each character need a portait, walking around sprites, and a jrpg style stand, attack, get hit sprite).
 - Player Character
 - Character #1
 - Character #2
 - Character #3
 - Character #4
 - Character #5
 - Character #6
 - Character #7
 - Monsters, idk how many types there will be yet
- Environmental Art Lists
 - Top down view of island that the player character is displayed on top of

- Trees, rocks, nature stuff, etc
- Cave walls, and cave assets to display when player is in cave
- List more here...
- **Sound**
 - Sound List (Ambient)
 - Outside
 - Island sounds day
 - Island sounds night
 - Island sounds day after day 51
 - Island sounds night after day 51
 - Inside
 - Cave
 - Cave after day 51
 - Inside buildings/shelter
 - Sound List (Player)
 - Character Movement Sound List
 - walking, outside
 - walking, cave
 - walking, inside
 - Character Hit / Collision Sound list
 - item pickup
 - attack sound
 - defend sound
 - Character on Injured / Death sound list
 - Character getting hit sound
 - Character death sound
- **Code (1 HTML, rest is all JavaScript files)**
 - Character Scripts (Player Pawn/Player Controller)
 - this is currently the main game js
 - Ambient Scripts (Runs in the background)
 - music player
 - NPC Scripts

- dialog
- walking ai
- fighting ai
- Different Scenes have different Js files, game, menu, options, etc
- **Animation**
 - Environment Animations
 - ocean water?
 - wind on plants... stretch
 - Character Animations
 - Player
 - walking
 - fighting
 - NPC
 - walking
 - fighting

Schedule

- **<Object #1>**
 - End of July
 - Base game in place, not including art/sound
 - Basic implementation of fishing
 - Basic implementation of cooking
 - Basic implementation of item gathering and crafting
 - buildings and improving the shelter
- **<Object #2>**
 - Mid August
 - Make sure all base systems up until Day 51 work
 - Improve them if they are
 - Work on artwork and sound
- **<Object #3>**
 - End of August
 - Start work on JRPG party system
 - party management system

- <Object #4>
 - Mid September
 - Conclude work on JRPG party system
 - Bug fixes, make sure everything works
 - Art