**Design Goals**

Game Genre and Motivation

Planet Hope is a sci-fi 3D exploration and collection game set hundreds of years in the future, where Earth can no longer sustain human life. The player takes on the role of a courageous astronaut sent on a mission to find a new habitable planet, Planet Hope.

We chose the sci-fi exploration genre because it allows us to creatively express the scientific and emotional weight of humanity being forced to leave Earth. The game’s aesthetic and tone are designed to evoke a sense of awe, uncertainty, and urgency, reflecting the anxiety of survival in deep space.

Our motivation for this project comes from real-world concerns about climate change, overpopulation, and the exploitation of natural resources. Through this game, we aim to have players reflect on the consequences of environmental neglect while enjoying the beauty and wonder of space exploration. Ultimately, Planet Hope aims to inspire appreciation for our planet and curiosity about the possibilities beyond it.

Designer-Centric goals

The experience of bringing planet hope to life has taught us to be better designers. We have been challenged in different ways and being pushed out of our comfort zone to learn something new or improve what we already know. We can say that we have become a better Designer. For our game plant hope, Unity was our main game engine used to produce our game. Using unity instead of other engines was a way of us challenging ourselves because we were not too familiar with Unity, for some of us this was the first time using unity. It was also a chance to put all that we were taught in class to practice.

Another aspect of the Design-centric goals that we also achieved was the community. Just being able to work with other programmers was what made the class more exciting. It was a way to learn new thing and improve our current knowledge because we got to share ideas. Having to see your idea come to life was just magical. We got to see the importances of gaming and a lot of thought that goes into games. While working together, we discovered that there was so much relatability between game designers. Even searching for more references and idea on YouTube video, broadened our perspective of the community of Designers, people in this community are nice and generous. It was more about helping other upcoming designers and making sure everyone is carried along than making a name for themselves. That we a very important lesson to learn moving forward. It’s not just about making something for yourself but also extending a helping hand and setting the right example for the upcoming designer. Another designer-centric goal that we were able to accomplish was the personal experience. Having to see your idea come to life was just magical. We got to be responsible for different areas of the game and in the end saw how important each part of the game was and having to connect these parts to make a masterpiece. The experience of changing ourselves in the various parts that we had to do was. Failing, and trying again or having to look for inspiration has strengthened not just our Designing skills but also our problem-solving skills, resilience, and ability to work under pressure. One life lesson that can be learned from this project is that you may have ideas, but it will remain ideas until you take steps to bring that dream into reality.

Player-Centric Goals

For our Player-Centric Goals, I will say we achieved fun, experiential understanding, empowerment, attention and Involvement in our game.

The players should find our game fun because of the aesthetics and dynamics of the game. The graphics and dynamics of the game are built for the game to be enjoyable, engaging and fulfilling. The idea of you being in space searching for the hope of mankind is truly engaging and fulfilling. The physics and mechanics of the game gives the player an idea of what it feels like to be in space. As you see in out game the viewpoint of the game is not completely flat. The planets seem to be round even from the viewpoint of the player. Which makes the player realize that this is not the regular planet that they are used to. The quest to find enough gems and resources to be able to be teleported to the next plant is fulfilling, let alone saving the planet. The players will feel the sense of fulfilment and engagement when collecting gems and finding their way to the next planet. While the player collects the gems there is a clicking, shining sound that makes the player feel fulfilled and enjoy the game while playing.

Players could feel empowered when they figure out a strategy to escape from the monster while collecting enough resources to get to the next planet. This is a sense of making the game your own. The ability to add your own strategy to the game is what the players outcome differs. Some players can figure out a way to defeat the monster, run away or completely figure out a way to escape from the monster in the game. Being able to successfully finish a quest in your unique manner empowers he player.

We also achieved attention and Involvement in our game. First, out game is based on exploring a space adventure which can really draw the attention of our players because it’s something different for the present planet we live in. The choice of colour used in our game can be attention striking, every planet has a different colour. We also included a shooting moon (a moon moving around the orbit) to add to the uniqueness of our planets. When the player gets hit by the monster, they fall off the planet and orbit around the globe. These are the little aesthetics that keeps the player engaged and excited in our game. When they feel excited about escaping the monster or the sense of fulfilment when unlocking a planet is what keeps our players involved in our game.

We also achieved experience understanding in our game. Apart from the game description, that explains the goal of the game, the player won’t exactly know how that is done until the player experiences it in the game. The rule may sound simple, but how do you escape the monsters, which is the best route to get enough gems or resources. The player can decide to speed run through the game, but how do they know how to do that. It’s basically their experience while playing the game that help them understand the best route to take or the right way to defeat the monster in the game. In our game the decisions you make or path you take in the game determines how and when you finish the game.

**Game Distribution**

Virtual Reality (VR) Adaptation

Adapting our game, Planet hope into a VR experience would enhance player’s experience allowing them to be more immersed in the game, allowing them to feel what it’s like an astronaut exploring a distant world in space. The view will be changed from a third- person’s perspective to a first person’s perspective. Instead of seeing yourself along side, you get to view experience the environment through the character’s eyes., which will make players immerse in our game. This change will make exploration, collection of resources, and survival feel more real and intense.

In the VR, the motion controllers could be used to interact with the spaceship, instead of just teleporting into the ship, we could make the ship with an actual door that will be opened with the controller. The motion controllers could also be used to interact with alien artifacts, human ruin. to collect resources and for defeating monsters. Instead of pressing buttons to attack the monster, you get to reach out to a laser gun on your space suit, or any energy dagger retrieved on the planet. More physical interactions such as grabbing the gem or resources, dodging or even activating defence mode. This would increase the player’s engagement, especially when the monster jumps at you at an important moment.

Also, when the player puts on the VR glasses there will be a frame across their eyes that symbolizes the player putting on their space helmet. Also, when the player enters the spaceship to access another planet, the player will see the helmet attached to the waist of their spacesuit. This will add to the simulation, just to signify that the spaceship is full of oxygen, but outside of his spaceship the air is not save for mankind.

The player should be able to he his inventory may attached to his suit and be able to grab it and check what resources he has left, or if he is running out of resources. Also, instead of having the spherical map on the screen that rotates as you walk around the planet, the player would be able to project that spherical map from his wrist.

Revenue Generation Strategy

We could implement in our game multiple models or offers. We could have a Basic and a Premium Model of Planet hope. We could have the Basic Model of our game that includes multiple Ads popping on players screen interrupting their game. Since our game is so engaging and requires focus, the player may feel frustrated by all the interruptions and may want the premium version. The Premium Model will have no Ads popping up on their screen therefore enhancing their experience. We could have the players a one-time fee. Players may be asked to pay around $3.99 – $39.99 for the full game.

To support ongoing development and expand the universe, we’d offer optional DLC packs, including new planets, missions, or storylines, specially making it suitable for both VR and standard modes.

This would give players more content without fragmenting the core game.

Additional revenue options include:

* Cosmetic DLC: Custom spacesuit skins, ship interiors. Some characters could come with a specific ability or advantage over the basic character that was initially made available.
* In-game Purchase: There could be options to purchase gems, gears, potions to enhance the players performance.
* Digital soundtrack and artbook sales: Fans could purchase the game’s original soundtrack or digital concept art.
* Merchandise: Posters or collectibles, and themed gear inspired by the game’s story Distribution Platforms

The game would be released on:

* Steam and Epic Games Store for PC
* Oculus Store and SteamVR for the VR version
* Potential console releases for PlayStation 5, PSVR2, and Xbox Series X/S

We could consider an early access phase or free demo to build community interest and gather feedback before launch. This would be how the Basic and Premium Model be slowly introduced.