

Game Pitch Document

Tereza Magerkova (xmager00)

Title: Solar Sowings

Genre: Solar punk, Farming, Adventure

Style: 3D, cartoon

Platform: PC

Market: Teen++

Elevator Pitch: A solar punk farming simulator. Player cultivates their hub farm and explores the world around them, unlocking the mysteries and technology of a long forgotten civilization.

The Pitch

Introduction

Solar Sowings is in its core a farming simulator. The player uses their crops and products to survive and embark on different adventures exploring diverse landscapes and uncovering technological mysteries of a forgotten civilization. The knowledge from these journeys helps with advancement on the farm allowing to build “mechs” and combine technology with nature and build an utopian commune.

Background

This game combines the relaxing and repetitive aspect of farming simulators with the thrill of unlocking mysteries, solving puzzles and uncovering lore hidden in nature and ruins around them. Inspiration to this idea is sort of a fusion between Stardew Valley and The Legend of Zelda. Solar punk is perfect genre thanks to its idea of coexistence of technology and nature.

Setting

The main character does not have a background. The player simply wakes up in a small basic house in the middle of an unknown world. The first and main objective is to make your “hub” flourish and grow crops to sustain yourself. When not working on the farm the player can journey out and discover the land around the hub. There they find other cities and ancient ruins, providing them knowledge of various technologies that can be studied and the principles help player build technical skills and invent new things on their farm. This provides automation of the farm and allows for further adventures. As the farm grows people start to come around and build their own small houses around player forming a commune or city. This unlocks the possibility of trade and cooperation.

Windy Fields

This area consists of huge fields of crop or waist-high grass. With no hills around it is always windy here and the wind creates lush waves on the crop. This is a perfect place to harvest wind energy, therefore the plains are full of gigantic wind turbines and windmills always working tirelessly to provide energy and process food.

Shallow Ocean

On the coast of a warm ocean there are small communes of fishermen. Here near great cliffs they venture out to fish and harvest what the ocean provides. In the shallow waters there are numerous seaweed and salt farms. The climate is warm here and the air smells like salt and fish.

Great River

The huge river flowing through this area has created a gigantic waterfall. People here use it to generate power on numerous hydro-power plants scattered around the waterfall. same as the ocean-folk they like to fish, however the river provides fertile soil and great farms and cities are able to flourish here.

Green Hills

This is the area where The player lives. A rural area with small hills green with greenwood and grassy fields. People living here lead a slow life on their farms. The climate here allows for all kinds of crop from wheat, fruit trees to more exotic fruit in warmer seasons. On the rim of Green Hills there is a great mountain range filled with dangerous mysteries and unexplored areas.

Features

The main features are designed to encourage player to explore and learn. The world nowadays is way too dystopian and it is vital to show that bright future is possible.

Sustainable living

The core idea is introducing the principles of solar punk. Sustainable utopian future where human and nature find common ground and it is possible to inhabit the Earth without destroying nature. Player is encouraged to explore principles of sustainable farming, permaculture and green energy harvesting on their own virtual homestead.

Community building

Coexistence is key. Social aspects of this game are introduced in small interactions with other characters with diverse crafts. This way the player can learn other crafts (beekeeping, fishing, textile processing, arboristics) and trades their products for more useful items.

Technological challenges

As player explores the world they learn and are able to craft mechanical inventions helping them on farm or travelling. The complexity of these inventions depends on the skills unlocked in “tech tree“.

Genre

The combination of farming simulator and open world possibilities provide a freedom of gameplay choice for the player. There are no objectives to limit player. Exploring new areas provide the aspect of adventure.

Style

Style of Solar Sowings is heavily influenced by works of *Hayao Miyazaki*, mainly the absolute cult classic *Nausicaä of the Valley of the Wind*. This defines a semi-realistic, anime-like art in muted colors. Emphasis is always on nature and different biotopes and seasons introduce different colour palettes. Solar punk aesthetic is usually built on vibrant greens and muted earthy colors. Architecture choices are often whimsical and original structures.

For further style examples and the source of style inspirations here is a [Pinterest board](#) with more landscape and character design ideas.



(a) Windy Fields concept



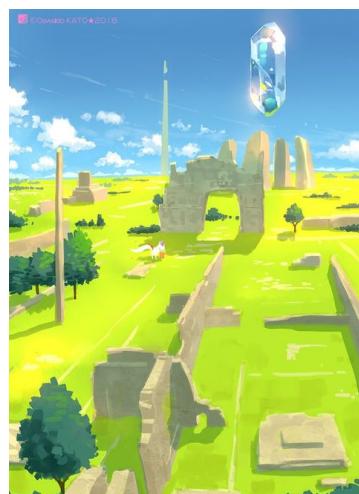
(b) Shallow Ocean concept



(c) Great River concept



(d) Players "hub" farm



(e) Ruins



(f) Mechanical inventions