

# GAME CONCEPT #1

## PROJECT PATHWAY #1

### Summary

The player finds themselves teleported into a strange unfriendly dimension. They have to find resources to satisfy their basic needs and survive, while fighting off the creatures which want to do them harm. Can the player survive long enough for the portal back to their original dimension to open up again?

### Genre

Action, Survival, Crafting

### Starter Asset Packs

- ❖ <https://assetstore.unity.com/packages/3d/environments/fantasy/green-forest-22762>
- ❖ <https://assetstore.unity.com/packages/3d/environments/flooded-grounds-48529>
- ❖ <https://assetstore.unity.com/packages/2d/textures-materials/floors/outdoor-ground-textures-12555>
- ❖ <https://assetstore.unity.com/packages/2d/textures-materials/nature/grass-and-flowers-pack-1-17100>
- ❖ <https://assetstore.unity.com/packages/3d/characters/creatures/creature-rhinoceros-102410>
- ❖ <https://assetstore.unity.com/packages/3d/characters/creatures/zombie-creature-194674>
- ❖ <https://assetstore.unity.com/packages/3d/characters/animals/free-stylized-bear-forest-animal-228910>
- ❖ <https://assetstore.unity.com/packages/3d/characters/creatures/meshtint-free-polygonal-metalon-151383>
- ❖ <https://assetstore.unity.com/packages/2d/gui/icons/stone-ui-182526>
- ❖ <https://assetstore.unity.com/packages/2d/gui/icons/free-ui-pack-170878>
- ❖ <https://assetstore.unity.com/packages/3d/characters/humanoids/humans/free-stylized-human-rpg-character-228952>
- ❖ <https://assetstore.unity.com/packages/3d/props/weapons/free-low-poly-swords-189978>

### Features

- Movement system: forward, backward, rotate left/right, stride left/right. Other controls: attack, defend.
- At least 2 parts to an environment with different aesthetics (2 biomes) – same or different level. Day/night cycles. Biomes may be procedurally generated with different resources available and creatures spawning.
- Inventory system: the player collects resources, which go in a player's inventory, and they can choose when to use them.
- The player has basic needs to satisfy, such as hunger and health. Some resources increase these values. Hunger decreases over time, health decreases in combat with enemy creatures. If any reach 0, the player loses.
- When the player has survived the required amount of days, they win.
- Crafting system: the player can craft items by combining specific resources – items satisfy needs better, or help with combat.
- The creatures in the environment are controlled by AI, some aggressive towards the player.
- Combat system: the player can craft weapons and armour, which allow them to fight back or protect themselves against enemy creatures. Different types of weapons and armour available, more or less efficient. Upgrades available. The more a player uses a specific weapon or armour, the better they get at it.
- The survival challenge increases periodically for the player, with their needs decaying faster and more threats from the environment.

### Mood Board



Multi-Platform Game  
Development, QMUL,  
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