Burgess Shale Evolution Game

Fists of Darwin

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| **High Concept .** A 3D explorative survival game, in which the player controls a slowly evolving lifeform, leading it through several stages of its evolution. The player will do this by acquiring sustenance, as well as consuming smaller organisms. There will also be a predetermined evolution after a certain amount of time passes, allowing the player, if they are motivated to evolve beyond the other organisms in the game. **Genre .** The game will have a limited open world exploration theme. Combined with a survival mechanic. **Features .** There will be 10 possible evolutions for the player. As well as having the game world populated with more of these possible forms. There will also be plankton floating throughout the game world for the player to consume initially. The player will also have the ability later in the game to consume other larger lifeforms, that are similar, but smaller than it. **Setting .** The game will take place in the ancient Burgess Shale area, the player will primarily traverse near the seabed. This will be the case because of potential radiation at the surface, that will be able to kill the player if they have not had sufficient time to progress along the evolutionary track. The player will be in a simulated underwater world, most likely achieved with a murky blue filter on the camera, to give the appearance of water. The living entities in the world will have buoyancy to counteract gravity, with only certain objects having a high enough mass to fully counteract said buoyancy. **Target Audience .** The Target audience is all ages. **Hardware Platforms .** The game will be targeted to Android devices and tablets. This is so that we can take advantage of the tilt based mechanics readily used in said devices. **Game Controls .** The player will have a constant velocity. The player will direct themselves tilting the control device. Tilting the device away from you will result in downward motion, towards you will result in upwards motion, tilting to the right will result in a right turn, and the same is true for left. **Art Specifications .** The game assets will all be 3d models rendered in Blender. **Development Team .****Software Engineering Process .** The game will be designed using the Unity3D engine, as well as scripts written in C#. Component based design will be the primary code style. |