

# Terrafarm



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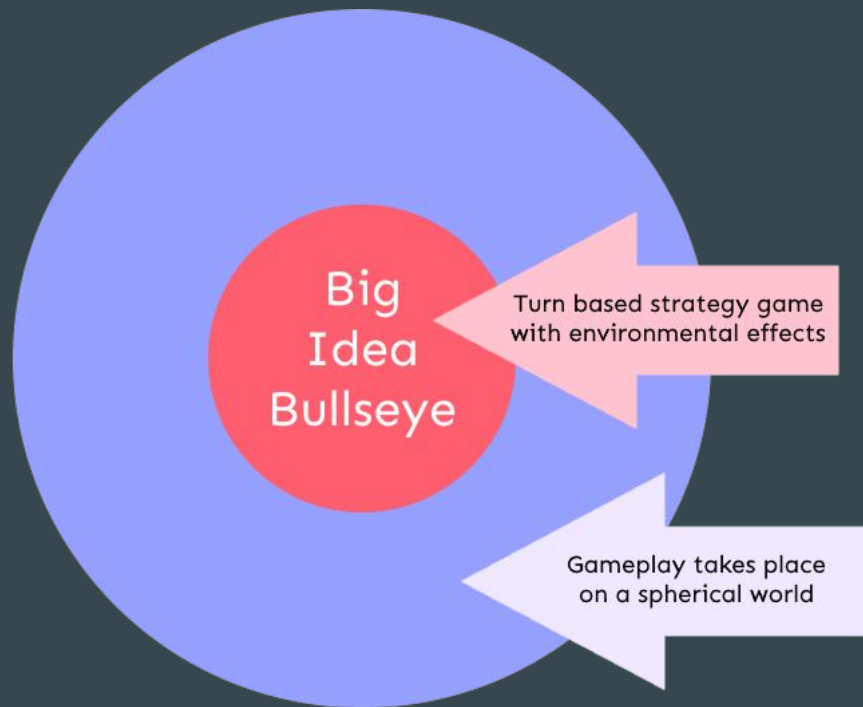
# Game Concept

- Turn-based Strategy game
- Player starts on an uninhabited, procedurally generated planet, choosing his starting location
- Player can construct buildings adjacent to ones he already has
- Buildings generate resources, have up- and downsides
- During gameplay, the player generates pollution, which causes climate events
- Simple graphics made of primitives with shader effects
- Goal: Generate as much money as possible before the planet's ecosystem collapses

# “Story”

- Player is part of a rapidly expanding alien species that is trying to colonize the entire galaxy
- Species has evolved to quickly transform themselves into industrial buildings

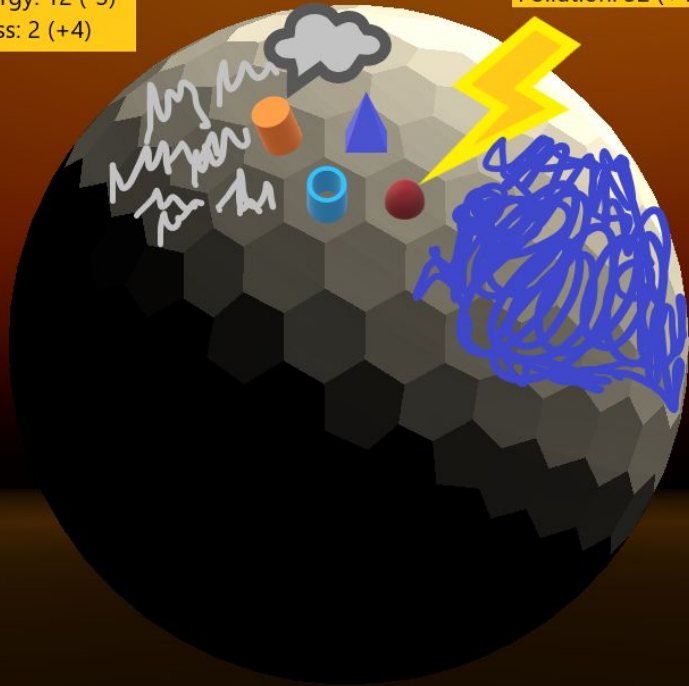
# Big Idea Bullseye



# Concept Art

Energy: 12 (-3)  
Mass: 2 (+4)

Pollution: 32 (+12)



Next Turn

# Planning

- Only half the members => try to be conservative!
- Finish all core features first
  - World Generation
  - Climate Effects
  - Buildings
  - Resources
- Add time buffer to expand on core concepts, we have many ideas
- Keep graphics simple
- Use prototyping stage to gauge feasibility / “fun” of ideas to save time later

# Core Concepts - Resources

- Energy => Used as upkeep for buildings
  - Not enough energy for a building for turn => no resources generated!
- Mass => Used to construct buildings

# Core Concepts - Buildings

- Combustion Power Plant => Medium energy generation, large pollution
- Fission Reactor => Large energy and pollution generation, expensive, may explode
- Wind Turbines => Low energy, low pollution
- Mass Extractor => large upkeep, generates additional mass

=> Test ideas during prototyping phase!



# Core Concepts - Climate Effects

Triggered depending on various factors, such as player generated pollution, current round, etc.

- Lightning Strike => Heavily damages the building on the tile
- Earthquake => Damages buildings in a wide area
- Ion Storm => Buildings in area generate less resources on the next X turns

=> Test ideas during prototyping phase!

# Functional Minimum

- Generatable Truncated Icosahedron
- Input System
- Camera Controls
- Selectable Start Location
- Buildable Buildings
- Collectable Resources

# Low Target

- World Features (Water, Mountains)
- Climate Effects triggered by Player's Pollution
- Simple UI

# Desirable Target

- Placeable Buildings restricted by Terrain Types
- More Building Types
- More Climate Effects
- High Scores
- Background Music
- Sound Effects

# High Target

- Fancier Graphics
- Save / Load
- Animated Assets
- More Resource Types
- Terrain Modification
- Upgradable Buildings
- More World Features
- Implement Story
- World Events

# Extras

- Asymmetric Multiplayer
- Online Leaderboard
- Mobile platform

# Timeline

