

Our Planet is Dying

GDD v.3

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1. PROJECT DESCRIPTION

Our Planet is Dying is an RTS game featuring Space battle and exploration. Players will fight in an hexagon grid in order to escape from planet Silmar to inhabit the neighbor planet, Tellus.

The way in which the battles will be fought and the preparation of the armies to the battle will be the core mechanics in this game.

2. STORY

Our planet Silmar is dying. Centuries of warning by scientists couldn't reverse the effects that now consume the planet. With fewer and fewer natural resources, the inhabitants of Silmar create the last planetary army with one sole objective: get to the neighbor planet, Tellus.

People in Tellus are not happy with the idea of receiving the inhabitants of Silmar, so they also put maximum efforts to fight against the newcomers, because they argue that Tellus have already their own problems.

The player take the role of the Captain, the only military leader willing to lead the last army of planet Silmar.

2.1 THEME

The game is about egoism and desperation. By one side, Silmar inhabitants destroyed their planet by generations, but it's very probable that the actual generations doesn't have any chance of revert the harmful effects that affect the planet. On the other hand, the people of Silmar are willing to do anything to survive and even they don't want to fight the forces of Tellus, they have to do it in order to survive.

Even though the theme could seem a little dark, ir contrast with low poly graphics that nuance all the violence of the situation. There will be also humorous moments by the part of "Lt. Helper", the right hand of the Captain and also the main element in the Tutorial section and the tips in-game.

3. PROGRESSION

The game starts with a short scene where some basic elements of the game are displayed, like the base and the hexagon grid combat. Then Lt. Helper asks the player to enter his/her name, add a randomized last name to what the player enters (my favorite is "Flamingo") and then the game starts.

The first Level will be the Tutorial, having Lt.Helper sending short messages to the player explaining the mechanics as well as the story in an integral manner. In the first level the goal for the player is to learn to place buildings, gather resources, build spaceships and the Space combat.

The overall game will be divided in two phases. The first phase shows the advance of the players until they get to Tellus Moon, and the second phase is a section of defense and back and forth between the player and forces of Tellus, meanwhile the people of Silmar is moved to Tellus Moon because Silmar is already a dead planet and also to populate Tellus faster.

In terms of game mechanics, these two phases will differ in that the first phase will present constant innovations in spaceships, buildings and technologies per level. The second phase focuses instead on the player taking advantage of all the new elements added in the first phase and experimenting and expressing themselves with these elements.

The game ends with an open-ended finale, that leads to future sequels. In the grand finale after the last epic battle, players enter to Tellus just to find the planet completely empty. The sequel could be centered around Tellus or Silmar, giving a lot of new opportunities for the game.

4. GAMEPLAY

4.1 GOALS

- Long term: Save Silmar population and assure them a new home in Tellus.
- Short term:
 - Defeat the enemies.
 - Advance to the next level.
 - Taking asteroid to have more resources and new technologies.
 - Strategically overcome the enemy.
 - Wisely manage the available resources.

4.2 SKILLS

- Strategize
- Manage resources
- Exploration
- Click on the screen

4.3 GAME MECHANICS

4.3.1 MAIN MECHANICS (DESIGN PILLARS)

- **Territorial Control:** Spaceships move through a hexagon grid, moving by adjacent vertices and claiming the vertices for the player. Whenever player's spaceships have passed through 4 or more vertices, the hexagon is considered controlled by the player which will provide bonus in terms of resources and access to new technologies, specifically if the hexagon has an Asteroid in the middle.
- **Exploration:** Fog of War will cover all the battlefield. The player could discover the terrain advancing spaceships or using technologies to dissipate the fog of

war. Also, performance in each battlefront could lead the player to explore different sectors in the way to Tellus.

- **Resource Management:** Players have to constantly assure that they have enough resources to defeat the enemy. On one side this means extract the right amount of resources but also assign astronaut to each building so its functional. On the other hand it means manage spaceship in the Space battlefront to overcome numerically and strategically enemy's spaceships.

4.3.2 COMPLEMENTARY MECHANICS

- **Spaceship Classes:** It will be different classes of spaceships that fulfill distinct functions to adapt to the preferred strategy of the players.
- **Assign Astronauts:** Astronauts are workers/gatherers. In order for the buildings to work effectively, they better have the right amount of astronauts assigned.
- **Combat:** Spaceships could attack enemies within their range, that could vary between 1 to 3 vertices of distance. When the player build a spaceship, this will move to one of three platforms distributed in the Space battlefront. Player can move platform to controlled hexagons so they can play more aggressively if they want, but enemies could attack platforms too so they have to balance risk-reward.
- **Battlefronts:** Players could fight in up to 4 different battlefronts simultaneously, so they have to move back and forth between the battlefronts and the Base to check the current state and create the best strategy in each case. A great performance in certain battlefronts could grant bonus levels that are complement for the main story.
- **Time management:** Each movement of the spaceship through the vertices, the training of Astronauts and construct buildings will take a certain amount of time. Player will have to take time into account to create better strategies and distribute their forces correctly in the different battlefronts.

4.4 BUILDINGS AND SPACESHIPS TYPES

4.4.1 RESOURCES

There will be two types of resources:

- **Metal (M):** Is the most abundant resource and is required for almost all things.
- **Green Stone (G):** Is harder to gather and is used mostly by spaceships and advanced technologies.

4.4.2 BUILDINGS

- **Shipyard:** Spaceships are assembled here, paying an individual price for each ship. Can be up to 3 spaceship in queue if the resources allow this. The shipyard will send the spaceship to where the player selects in the UI of the Shipyard. If there is none selected, the spaceship will be sent at the battlefront where there are fewer spaceships.

- **Hyperspace Jumper:** This building allows spaceship to be sent in the blink of an eye to the battlefield. It has a wait time after being used. The player needs to select where the hyperspace will send the spaceship. If it's not selected, the spaceship will be sent to the battlefield where there are fewer spaceships. To send a spaceship to the Hyperspace Jumper it needs to be selected the option Hyperspace Jumper in the Shipyard.
- **Dock:** The Dock allow 1 Spaceship to wait here to be sent to battle. This could be useful to send a lot of spaceships at once, even through Hyperspace Jumper. As with the Shipyard, the player needs to select where the spaceship will go. For a spaceship to go to the Dock, it needs to be selected the option Dock in the Shipyard.
- **Resource Depot:** This Building allows the workers to make a shorter trip to let their resources, increasing efficiency. Also it allows to train **workers** for a cost of 50 metal and **30s** wait time. The maximum amount of workers for each Resource Depot is 10.
- **Scientific Facility:** Allows to investigate new upgrades for buildings and spaceships. Could be useful to shorten the cooldowns, to enhance spaceships' performance and to investigate new spaceships and buildings.

| NAME | COST (M/G) | ACTION | GRIDS |
|---------------------|------------|---------------------|-------|
| Shipyard | 100/50 | Assemble ships | 1 |
| Hyperspace Jumper | 100/150 | Ships can Hyper | 1 |
| Dock | 150/150 | Ships can wait here | 4 |
| Resource Depot | 100/50 | Gathered Resources | 4 |
| Scientific Facility | 150/150 | Upgrades | 1 |
| Worker | 50/0 (30s) | Gather Resources | 0 |

4.4.3 SPACESHIPS

- **Attacker:** Main force of attack. This ship move at a steady pace and have a high chance of success against normal to mid movement enemy spaceships. The base chance of success goes down against faster enemies and the ones that are farther to two edges.
- **Defender:** This spaceship creates an area of effect that protects allies in range. Have a decent chance of success against closer enemies but it radically goes down against enemies further away.
- **Repair:** Can repair allies at 1 of distance rapidly, but it goes down with further away allies. Can't repair while attacking.

- **Remmo:** A tiny and incredibly fast spaceship. Some enemies will struggle to attack this spaceship. On the downside this spaceship have a low base chance of success. It can't attack enemies farther than 1 edge.
- **Goliat:** A big spaceship with a slow but powerful attack. Loses all its power against fast spaceships but it's incredibly effective against slow and mid movement enemies.

| NAME | COST (M/G) | MOVEMENT | ATTACK(/30) | LIFE | CHANCE |
|----------|------------|-------------|-------------|------|--------|
| Attacker | 100/50 | 1/30s (1) | 10/5s (60) | 100 | 90% |
| Defender | 100/100 | 1/30s (1) | 10/10s (30) | 150 | 75% |
| Repair | 100/50 | 1/30s (1) | 5/10s (15) | 80 | 75% |
| Remmo | 50/100 | 1/10s (3) | 1/1s (30) | 50 | 70% |
| Goliat | 200/150 | 1/60s (0.5) | 30/10s (90) | 150 | 90% |

4.5 CHALLENGE AND PROGRESSION

The game begins with just two buildings (Resource Depot and Shipyard), two types of spaceships (Attacker and Defender) and one battlefront. This first level is also a tutorial and will help players to get familiar with the mechanics and the interface.

During the first phase of the game, each level will add the possibility to build new spaceships, buildings and new technologies and investigations. Also, the last level of this first phase will be the first time when the player will fight in 4 battlefronts at the same time.

In the second phase, challenges will be more difficult, so the player will need to apply all the knowledge acquired through the first phase.

4.6 DEFEAT

Each level, player could not fulfill the victory requirements that sometimes will be taking an specific Asteroid, defend against waves of enemies or advance until a determined spot. If the player loses a level, it could be played again.

There will be two general defeat conditions:

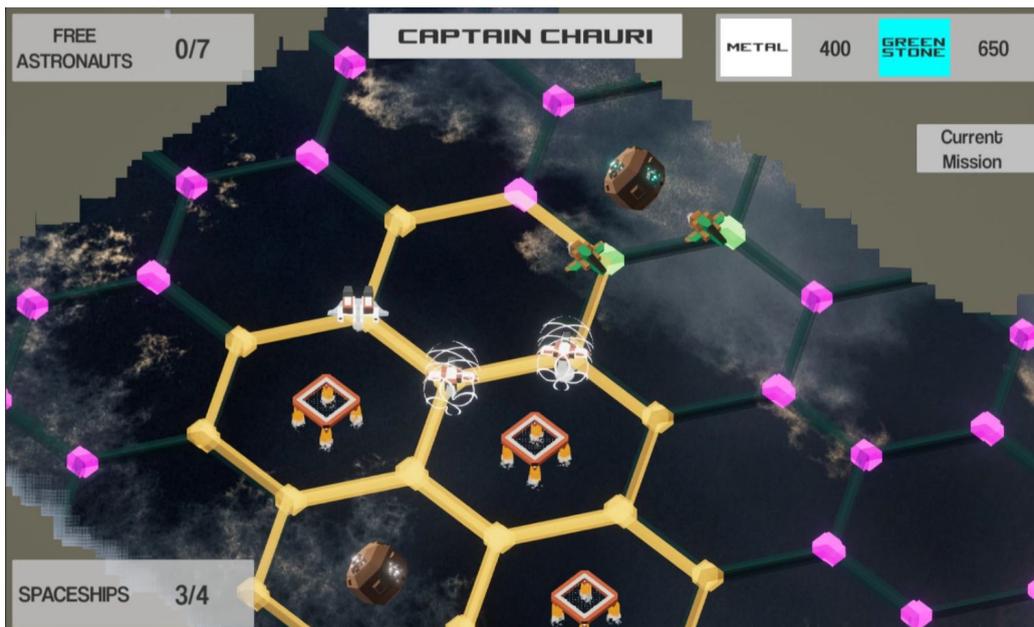
- **Platform destruction:** if the enemies manages to destroy all player's platforms, it will be a defeat. There are certain enemy spaceships specialized in seek & destroy player's platforms.
- **Resources destruction:** If the player take too much time in fulfill the victory requirement, enemy spaceships will descend and destroy buildings and resources periodically, with certain advices from Lt.Helper so the player have feedback about the situation.
- **First Level:** for the first level, player's mission is to find the Antenna Asteroid and controlling it for 5 minutes. At the end of the 5 minutes, if the player is still

controlling the Antenna Asteroid, the player will advance to the second level and receive as a reward the hyperspace building that allows to distribute spaceships faster through different battlefronts, so a new battlefront will be added too.

5. ART STYLE

Our Planet is Dying is a 3D isometric, low-poly style game. Color will have big contrast and certain elements will have bloom effect.

The hexagon grid will be a little darker, blending with the Space in the background and changing colors to show if the hexagon is controlled by the player or not.



6. MUSIC & SFX

The music will be mostly chill and Space-y, with tension moments with more percussive music and uneven tempos like $\frac{7}{8}$ or $\frac{5}{8}$:

<https://youtu.be/73giGeOQRDs?t=646>

Also the music will be reminiscent of the music of [Terran Starcraft](#) and in calmer moments like [Galactic Civilizations III](#)

7. TECHNICAL DESCRIPTION

7.1 PLATFORM

The game will be for PC and Mac.

The alpha will be published first for free in itch.io, TBD future platforms for distribution.

7.2 ENGINE

To create the game, Unity 3D appear as the most suitable engine, but can be considered UE4 too.

7.3 PROJECT MANAGEMENT

[Trello](#) is a suitable option to create milestones and share them quickly with the team. For this first playable version, Sourcetree + Gitlab will be used to create a repository.