Evolution Game Project

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1. Game Description

In the game you take control of an undefined creature, whose goal is to become the strongest animal on earth (or at least within the game area). But everyone starts small - so the player starts with a very primitive lifeform, that needs to evade possible predators, while trying to grow by eating smaller/weaker creatures in the game area. This way the perspective on the surrounding game environment will change, the bigger the player's creature gets. Some stronger creatures carry special abilities and if the player defeats and eats one of those, the creature under the player's control gains this very ability. The exact number of abilities is yet to be defined but may contain: flying, climbing, swimming, carrying objects, pincers and other active abilities to attack enemies, chameleon like camouflage, being resistant against certain environmental influences, get better visual organs, develop bioluminescence for illumination in the dark (which may also attract predators aswell as prey) and many others. All these abilities should lead to a visual development of the creature and maybe also to the way the surrounding game environment is perceived - more eyes would lead to a bigger field of view or less blurred perception. As the player's creature grows, the surrounding animals should also adapt, in order to still yield a challange or give the player new abilities. By making some abilities rather rare, we can also bring in some kind of achievement for finding creatures with certain badass abilities. In general, the player's creature can absorb several times the same ability, which leads to a stronger forming of this ability - therefore the creature can for example move faster the more legs, wings or fins it absorbs or can view farer the more eyes it aquires. However, there should be a maximum of different abilities the creature can aquire - most probably related to the number of buttons on the gamepad. So the player would have to decide which ability to abandon for the new one.

All these abilities can also be used for puzzle solving within the game area. In order to proceed or to reach an animal with a special ability, the player may has to get through some poisonous plants, for which the creature either needs to aquire wings to fly over it or a shell which makes it immune to the poison. Visual cues of the poisonous plant should help the player to identify the required ability. Therefore the animals carrying a resistance against this poison should also have the same color. More sorts of puzzles still need to be determined.

The game levels will be procedurally generated to yield a new challenge on every playthrough. Foremost the animals within the same area should adapt to the player's strength and the puzzles should adapt to the player's abilities and the abilities aquireable in the current level.

The game is in 2D and played from a top down perspective. The player can actively move the creature and use its abilities to interact with the environment or attack other creatures. The game is over if the player looses all health points. Lost health points can be restored by eating several other creatures.

Story - t.b.d.

2. Technical Achievement

The main technical challenge in this project is how to procedurally generate the levels and enemy creatures. Generating Especially if generating puzzles should be included aswell, then this will yield a lot to think about. The advantage is, that there is no need to design levels (except the building blocks of course) and that playing the game will be a new experience on every playthrough.

3. Big Idea

The main motivation of the game will be the player's strive to become stronger. In order to keep the flow up, the growth of the creature should be rather fast paced, supported by visual development and cool abilities, that motivate to venture further. The basic gameplay is eating, while evading stronger predators - it's as simple as that. Since enemies and environment are prcedurally generated, it should be no issue to store the current creature and proceed at a later time to continue on the road to "world" domination. Whether the game should be endless or not is yet to be determined.

4. Development Schedule

Week 2: Finish basic game idea

Week 3: Finished formal description of the game

Week 4: ...

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5. Assessment

The main strength of the game is the sense of becoming bigger and stronger with every defeated enemy. What once was a feared predator may after some play time be only a small snack on the way. The strive to discover new abilities will also be a big motivation factor and the puzzles should account for making the gameplay not feel too dull. The simplicity of the gameplay make this game perfect for a short session on the go or for people that like to endlessly "grind" on a game.

Layers:

Functional Minimum:

- Moving, eating, growing,

Low Target:

- procedurally generate enemies, aquiring and using basic abilities

Desirable Target:

- more abilities (tbd), procedurally generate levels

High Target:

- more abilities (tbd), puzzles, nice looking visuals

Extra:

- more abilities (tbd)