

week 3

- visual deep dive into Solarpunk
- More novels, stories
- videos
- Artists
- Lean into Utopian and Sustainable futures
- Ecozones book
- Sustainability
- Visuals
- Terra Nil
- Game Jams with Solarpunk
- Eden Project
- Silent Running (rented)

- Short Stories
- Graphic Novels
- Solarpunkmagazine.com

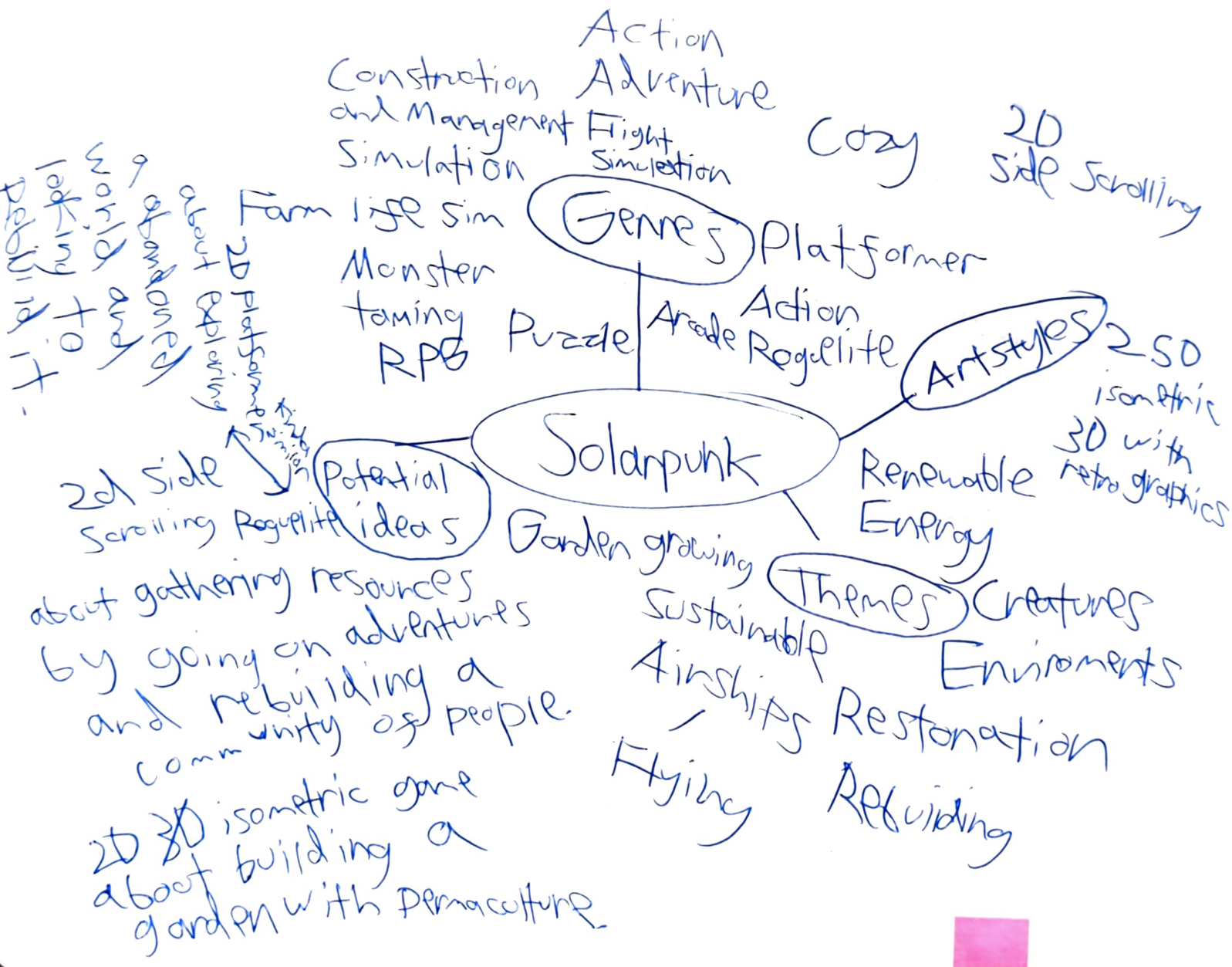
- What to Find??

- Pictures
- Books
- Stories (Short)
- Videos
- Artists
- Video Games
- Films
- Graphic Novels
- Game Jams

Dates

Cozy Fall Jan 2025

- October 23rd to 26th



2D arcade

Fight Simulation about
piloting a airship taking
passengers from A to B. Score
points for great handling,
dodge obstacles and make
sure not to pop the ship!

Potential ideas

2 5D GBA graphics
god game about taking
care of people, animals,
Robots and the planet.
Build communities and
renewable energy.

Main inspo: The Sims 2
GBA

Max Payne GBA (art style)

3D monster taming
RPG about restoring
creatures habitats
instead of capturing
creatures, building renewables
and permaculture gardens
and restoring the world.

3D exploration game
about visiting a world
ruined by fossil fuels,
pollution and corruption,
and trying to restore
the world to it's
former glory.

Ideas

(narrowing it down)

Rules.

1. No making a Terra Nil clone.
2. No making a Stardew Valley clone.
3. Must include: Themes of renewable energy, Sustainability, Regeneration of the world.
4. Steal! (But make it fresh in some way and NO clones!)

Shortlist for Potential Game Ideas

1. 2D side scrolling Reguerite action-Adventure Platformer about exploring a world polluted by mega petroheads. Going on runs as an adventure, defeating the enemy petrol creatures and taking back resources they stole to restore the world.

2. 2D/2.5D/3D monster taming game about befriendng creatures and, instead of capturing them, restoring their environments and building renewable energy sources.

3. 2D flight Simulator involving piloting an airship - Arcade style gameplay, kind of like Wings.

Expanded on ideas in overleaf

2D Platformer action - adventure game. GBA style pixel graphics.

Loop: Explore area → Defeat baddies
→ complete objective → Go to exit

This idea is about characters exploring a forest world, going on adventures to restore the world.

- Examples/Inspo: Metroid Fusion

2D isometric RPG/action - adventure game

Similar to the idea on the left but featuring an isometric world and no platforming elements.

Focus on exploration and combat.

- Examples/Inspo: Metroid Fusion

Construction and Management Simulation
Running a Garden Centre
2D isometric

Loop: Open Garden Centre → Serve customers → Maintain Garden
Deal with customer queries/complaints
→ close Garden → Restock

3D tower defence game

takes place in a remote solarpunk inspired forest.

Defend the forest against Fossil robots.

Loop: Build Upgrades, Build new Stations, Start wave, Wave finishes, Collect Cogs