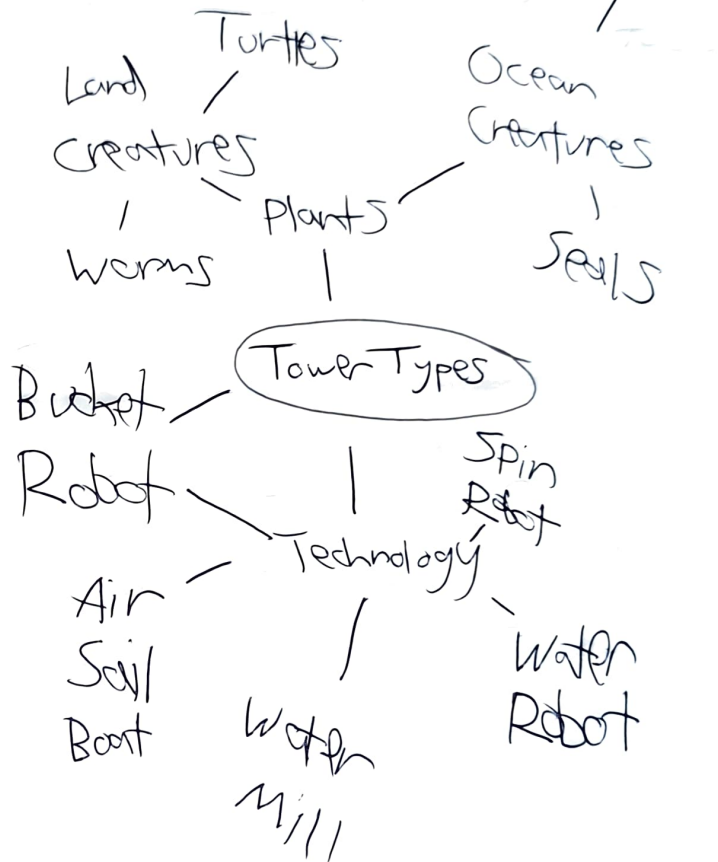


Potential Oil Monsters



Tower Types Ideas

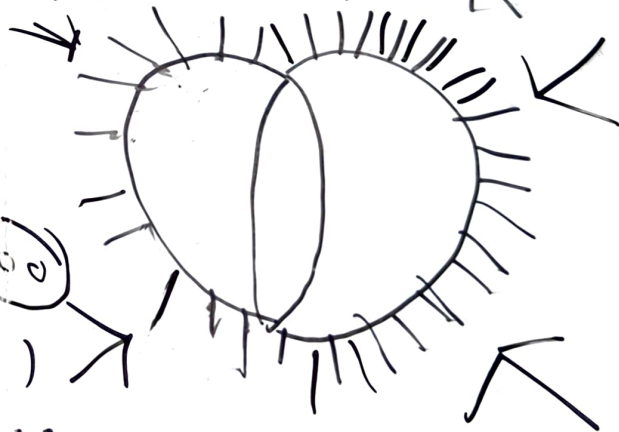
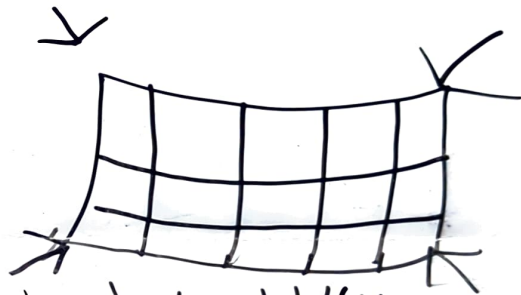
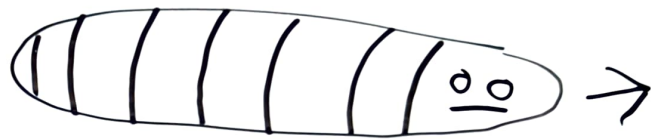
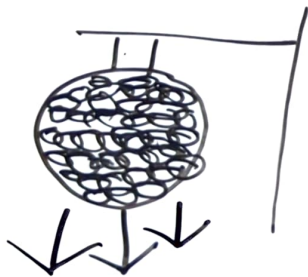
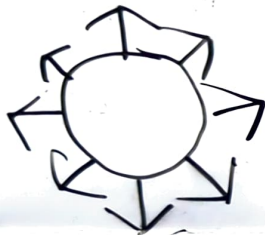


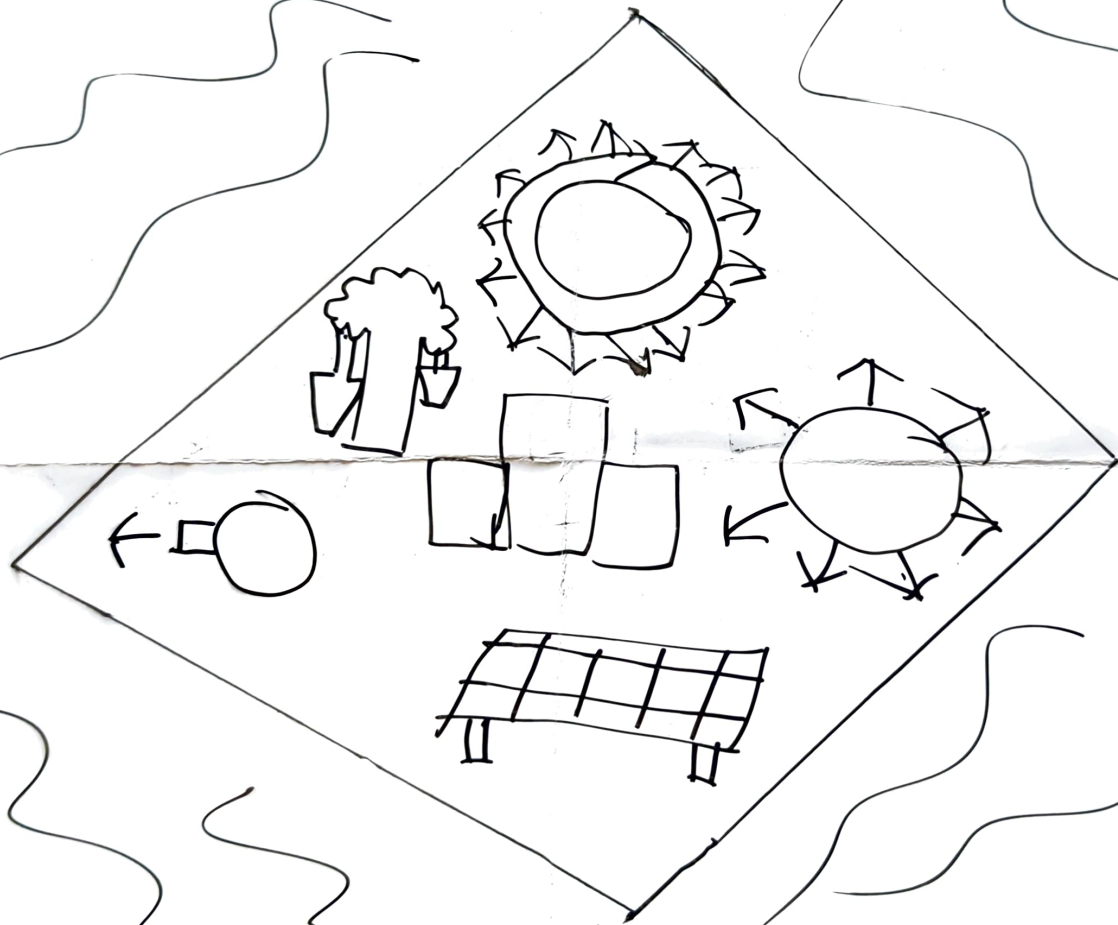
Elevator Pitch

A Solarpunk Tower Defense game
about...

Protecting an Earthship from Oil Monsters!







Game Name?

- Solarpunk

- Tower defense

- Solarpunk 2030?

- Earthship 2030?

- EarthShipTO

Towers

- Ideas for towers?

- Plants

- Plantasia

- Gardens

- Sources of inspo

- Plants vs Zombies

- Garden Panic

Tower 1

- Attributes
- Shoots 1 target at a time fairly slowly to begin with
- can rotate to face enemy



- Based on the Spinning Cucumber

Game Analysis: Spilled!

- Gameplay loop
- Moving your ship
- Sucking up pollutants
 - Saving animals
 - Returning them for recycling
- Getting upgrades

Potential things to take inspo from

- Saving animals from pollution
- Pollution as an object
- Water getting more blue the more you clean up.

Game analysis: Stardew Valley

"Real connections with other people and nature"

Gameplay loop:

- Wake up
- Gardening
 - Cutting down trees and plants
 - Create an area of dirt
 - Plant seeds
 - Water seeds
 - Harvest

- Community
 - Interacting with people
 - Fishing
 - Shopping
- Sleep

Prototype improvement Jan

Friday December 19th -

Monday December 22nd (72h)

Reminder!

Don't crunch!

You are making a prototype not the full game

- Friday
 - Review Freeform
 - Drag + Drop interface
 - Day and night cycle
 - Plant Tower Seeds Game Object
- Saturday
 - Plant Towers
 - Resources
 - Buildings
- Sunday
 - Polish + Build

Things to do ~~over~~ over Christmas

- WordPress
- Continue to add to WordPress
- Page 1 work done on idea/Prototype

Review of inspirations for idea,
critiques, design ideas, etc.

- Worldbuilding
- Read books on Ecology/Solarpunk/

Eco socialism/Socialism/Fiction

- Watch films featuring

the above topics.

- Visit garden centres.

- Game Design

- Continue to come up with new ideas for game/design revision.
- Come up with Solarpunk mechanics.

Things to do in January

- Polish WordPress page.
- Submit.

Saturday December 20th
(Should've started yesterday)

- Drag+ Drop interface
- Watch YouTube videos
- Implement stuff from videos
- Put in Plant Tower seed
Gameobjects
- Day N Night cycle
- Research topic for unity
- Watch videos
- Implementation from
the above: coding!

Schedule (24th - 31st)

Weds	24th	- Coding, Blog
	25th	- No work (Christmas day)
Thurs		
Friday	26th	- Coding, Blog
Sat	27th	- Design, media analysis, blog
Sun	28th	- Design, media analysis, blog
Mon	29th	- Design, media analysis, blog
Tues	30th	- Ox-fun volunteer thing
Wednesday	31st	- Coding, blog

WordPress blog structure for PolySolarTD

- Phase A:
 - ~~- PolySolarTD~~
 - EarthshipTD
 - Prototype design Process
 - Tech specification
 - Design Documentation
 - Free form board
 - Prototype
 - Earthship design
 - Plant Towers Design
 - Plant Tower 1
 - Plant Tower 2
 - Plant Tower 3
 - Economy overview
 - ANALYSIS
 - Initial analysis
 - Structural analysis
 - Film analysis
 - Tower Defence game analysis
 - Solarpunk game analysis
 - Library Design
 - Oil Monster Design
 - References
 - Game references
 - Media inspiration
 - Other references
 - Schedule

(may have to redo this):c

Game Analysis: Terra Nil

- Placing down wind turbines for electricity
- Toxic Spillers for clean land
- Irrigator for watering soil and generating grass
- Increasing greenery goal
- Relaxing game about restoring environments

Is my game Solarpunk yet?

- Not really

- Just Solar Panels $\neq$ Solarpunk

- Solarpunk is people and community, Planet and nature living in harmony with each other.

- Tower Defense genre $\neq$ Solarpunk on its own.

- What other genres could be used to add community aspects?

- Social Simulation?

- Construction and management Simulation?

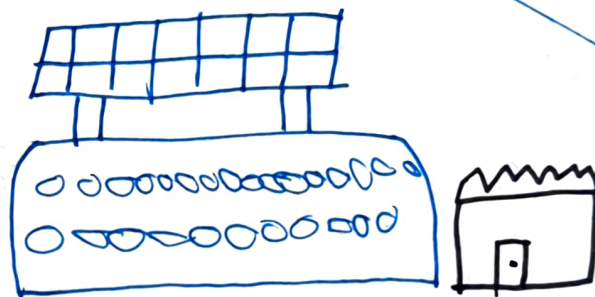
- Farming Simulation?

- Cozy game?

Game Scenario

water

water



Boat with
Rooftop Solar

Library

water

water

Game analysis: Plants vs Zombies

Types of towers available

- Peashooter, shoots every few seconds
- Sunflower, generates sun
- Cherry bomb, Explodes on setting down
- Potato, protects your plants
- Potato mine, Explosions

Attributes

- Economy

- Sun

- Towers

- Fire / spawn rate

- Preparation time

EarthshipTD blog layout

Project Proposal ✓

Prototype ✓

Design Iteration

— Concept
— Prototype ✓
— Towers/enemies

Plant Tower Design

Oil Monster Design

Earthship Design

Economy Design

Audience and Market ✓

Game analysis ✓

Media analysis

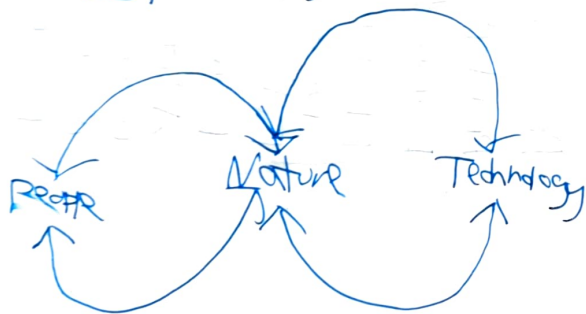
References

— Game references
— Book references
— Film references

EarthshipTD

Q: How can I differentiate my game from other Tower Defense games on the market?

- Solarpunk ideas?
- Community
- Sustainability
- Optimism
- Greeny
- Eco-friendly tech
- Renewable energy
- DIY



Solarpunk Political Questions

- What is the main political theory with Solarpunk?
- Is democracy compatible with this?
- What are the political implications of a Solarpunk world?
- Are Solarpunk's politics inherently peaceful and non-violent?

StatusFX

Poison:

Slightly decreases HP every 2 seconds
for 30 seconds (1, 4)

Soak:

Reduces movement speed to 10%
of original value for 30 seconds. (2, 3)

Normal: (6, 7)

The standard attack, provides
no bonuses

Trap:

Stops the victim in its wake,
gradually devouring its HP. (5, 10)

Sting:

Immediately provides damage boost
multiplied by plant damage amount (8,

What currency can I use for
making Plant Towers?

Oil?

Electricity?

Currently

Resource	What it does
Oil	Solar Panel/ Upgrades, Research
Electricity	Plant Towers
(Probably best to not have farming resources so... about 3 max excluding Plant Tower seeds.	Why does electricity make Plant Towers? It doesn't make much sense.

New resources

Resources	
Oil	Leftover from Oil Monsters
Electricity	Generated from rooftop Solar Panels on Earthship
Futurtec	A new sustainable material, generated initially from leftover Oil
Things to build or use that use up resources	
Powering the Earthship and its buildings	Electricity
Plant Towers	Done (Futurtec resources)

→ At the end of the round, the player will have some Oil + some Electricity. The Player can then convert Oil to Futurtec.

Solar Panel Upgrades	SPXP + Futurtec
Library Upgrades	Futurtec + Electricity

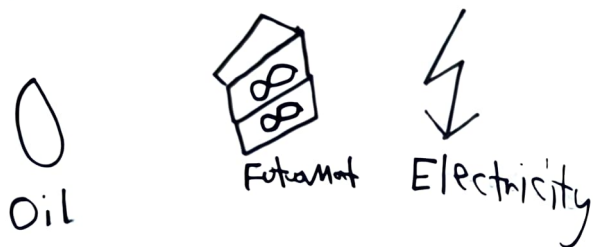
What is there left to do?

- Remaining Plant Towers
- Oil Monsters
- Concept Art/Marketing images
- Media References
- Satire of EarthshipTD
- Checking Page Over
- Uploading remaining work
from Notebook

Oil Monsters?

- Maybe time to rename them.
- Oil Animals?
- Oil Creatures?
- Oil Robots?
- Oilmals
- Oil Monster Designs
 - x10 designs
 - Based on an animal

Refining the materials



50 FM

100 E

500 XP

What can the player build?

- Towers

What can the player upgrade?

- Solar Panel

What can the player research in the library?

- New Towers

What does the Player build Towers with?

- FutuTec

Why would the player need to use FutuTec if they may need to use it in battle?

Does the prominence of oil conflict with the Scrappunk messaging?

Can I add an XP system for killing enemies? How does that affect the game?

Right now in the Prototype:

Player has money at the start of the game, which they spend on towers, they get more each time they kill a oil monster.

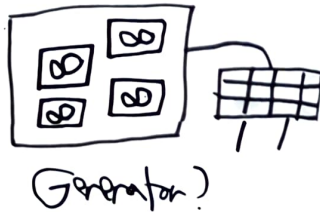
Short term currency (Placing down Towers)

- Money?
- FutuMat?
- How is FutuMat made?
- XP?

Currency
in Prototype



or



- The game could generate the FutuMat over time using the generator, somewhat similar to Plants vs Zombies.

Long term currency (upgrades)

- XP?
- Money?
- Electricity?

XP would work pretty well

- Reward of reaching end of level

In Conclusion

Short Term: FutuMat (using generator)

Long Term: XP (for upgrades)

Prototyping: Next Steps

- FutuaMat?
- Generator
- Towers
 - 3x Towers
- Sound FX
- Basic Pixel Art
- Some Juice
- UI / Drag and drop
- Levels
 - Round
 - Waves
 - 3x rounds for demonstration
i.e. prototype
 - 10x waves per round

- Prep Phase

→ XP

- ~~\$~~ Library
- UI

- Solar Panel

How do upgrades work

Player gets XP from the end of each Round.

Solar Panel
upgraded using Electricity

Materials for upgrade Phase:

Electricity
XP
or both!

Library UI Mockup

Library	X
The Cocos - 250E, 350xp	Research
The Gamber - 600E, 400xp	Research
Lower Tower Costs - 1000E by 10%	Research
Drones - You can use a drone slot - 200E, 800xp	Research
Speed UP: The shooting speed of your Towers goes up by 5%	Research

The effect, how much it costs
and a research button