

My World



The game where you are a god in control of your own chunk of a world.

Shape it as you please, create life and let it prosper, or be vengeful and destructive razing their civilizations to the ground, and see it all happen at a wave of a hand. The decision is **YOURS**.

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Summary

The game is a first person, interaction-based world simulator where the main concept is to interact with a varying basis of characters that are largely disposable in a completely moldable world that you can change to your liking. As what is essentially a god in this world, you have a variety of different powers and abilities at your disposal that have varying effects based on where and how you use them. The main point of the game is to allow the player free reign over their own micro world and the individuals that inhabit it, with what they can do in the game being similarly limited by their imagination. The abilities that we make for the player are multifaceted and are able to be used with at least one other ability, some can even be used in conjunction with multiple abilities for outstanding effect. Progressing in the game will be both based on the players ability to find or create events that allow for the player to get achievements to unlock more abilities or using the preexisting abilities available to them in combination with others to create things that make different effects. This will allow for more achievement based players to enjoy the game as a whole and still allows for a progression that makes the player want to continue to play the game into the later parts. Some of these achievements available to players are able to be achieved as “baby’s first” style achievements that are easy to complete giving general abilities as a reward but others being more challenging or more intentional giving specific or themed abilities. The AI in the world includes Civies, animals and fantasy creatures, with each having their own personality and means of interacting with their environment. The Civies themselves have distinct personalities that drive their jobs and interactions with other Civies and creatures. The personality is randomized based on the basic ability create human which will automatically chose a job for the Civie upon creation which it will fulfill in its environment. If the Civie can’t do its job because of the environment or otherwise it will become unhappy, which can lead it to be more violent to other Civies which can be used to make large scale fights.

Starting a new Game

At the start of any given game the player is given a brief rundown of their starting abilities and a simplistic idea of how menu and skills work. Then a reminder will tell them to think outside of the box with how they use abilities, “creative play styles will be rewarded”. The map will then load in taking you on a scenic overview as the player soars over the ground, colorful biomes springing into existence in randomly generated amounts across the map. Randomly generated plants, animals and resources then pop into existence as you fly by, before bringing the player down to ground level in front of a single Civie. “The training wheels are off the rest is up to you” will then be said before giving free reign to the player.

Game Mechanics

Time slow/ freeze: One of the major mechanics that is used by the player to set up and control the world around him. Simply is it the power to advance time based off of a scale that you can directly use from the controller via button prompt. Upon activating this feature a bar will appear with a slider and an adjacent times amount which shows the current speed that the world is currently moving in. (eg. 1x, .45x, 0x, ect.) The amount can be altered by directly “grabbing” the slider using the grab function and moving it across the slider surface. The act of slowing time can also be directly set to an object or element you have created by “grabbing” the object and pressing the time manipulation button, this will make the object get affected by the adjustments that you make to time but nothing else and can be used on multiple objects individually allowing for a variety of speeds on different objects. The main function of the tool is to allow the player to create a variety of more complicated interactions and set them off all at once but can be used as necessary wherever the player wants.

Sizing: Arguably one of the most important abilities at the player’s disposal allowing them to set the scale of their own point of view and making it so that the player can see the map in a great overview or shrink himself down to the size of a regular Civie and interact with the landscape at a smaller scale. This scaling is also able to be used on objects and many powers will have diversifying effects based on your own set size. The sizing tool can be accessed through a basic button press and you will be able to freely scale yourself if you are not holding anything. The action of scaling will occur based on how far apart you move your hands similar to pulling or pushing yourself through a window.

- **Fire:** depending on the size of your character the ball of fire that is produced in your hand will remain the same size as your hand even if your hand is the size of a house increasing its range of affect if your size is increased, but will also shrink in effect if you are small.
- **Water:** The quantity of water produced is similarly increased or decreased based off of personal size ranging from a water balloon’s amount of water to that of a waterfall.

- **Earth:** The spawned dirt quantity will range from piles of dirt the size of a Civie or large enough to create a small mountain based on personal scaling.
- **Asteroid:** The scaling will directly interact with any meteor that is held when the sizing tool is used, the meteor can be sized even if
- **Life:** The size of your character changes the kinds of plants that are created. If you are holding a Civie when using the sizing tool you can make them larger or smaller.

Destructible/ Intractable Terrain: The terrain itself in the world is able to be interacted with in a number of different ways whether through destructive abilities or with using god gloves to mold hills, mountains and the ground itself as you please with the ease of sand or clay.

- **Water:** Leaving your hand outstretched will allow you to make waves in any water within your reach, the result will vary depending on how you move your God Gloves and the size of your glove itself.
- **Land:** The ground can be destroyed through the use of high impact meteors created from the meteor ability. The player can also mold the ground and other land forms by directly touching it with the God Gloves tool which will push the material with the surface of the glove. This can be used to sculpt or flatten the terrain and will vary in effect depending on the scale the player is working in. The entire stage itself can also be grabbed using god hands and shook which can make earthquakes and send loose objects and creatures flying.

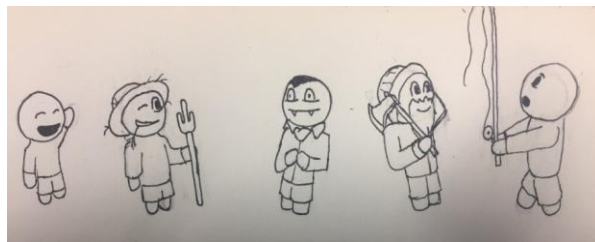
Artificial Intelligence

All creatures can be interacted with or otherwise picked up by the player and dropped in locations to interact with resources or other creatures.

Civies: Civies are created with the Life Bestowal ability under the subcategory “Civie”, then just press a button to spawn them into an area. Civies can only be made through the Life Bestowal ability and when dead will then despawn. Civies are automatically created with a set role that they will try and complete. These traits allow for resources to be gained, while the Civies themselves will prioritize jobs that will help themselves and the village biome. They will get resources like food and

water if they are forced to in order to live. If civies become restless they will fight each other. Civies will travel to obtain resources, these resources are categorized as food, water and building materials.

Civie Needs: While available, a Civie will always work to keep themselves fed and progress the village that it lives in using the resources at its disposal. Without food from either animals or farmland Civies will complain about the lack of resources including food, water and building materials which show up as little speech bubble from time to time above their heads which can be acted upon or not by the player. If left without food or water that they cannot otherwise reach themselves the Civie will die during which an overly dramatic animation is reminiscent of Worms. If not given enough resources to build with or a task to complete Civies will get restless and eventually become angry leading to conflicts and fighting amongst the Civies. After taking enough of a hit from one of your abilities or from another Civie the Civie being effected will die with an affect similar to HP. However if left alone with enough resources to sustain each of the Civies in the village the Civies will naturally expand and grow the village where possible or complete their tasks to advance the village.



Civie Aesthetic Changes:

- **Basic Civie:** wanders around until they find a task to do interacting with one another, **Lumberjack:** actively seeks out and cuts down trees which gains building resources that are carried back and used to make buildings trees are permanently destroyed, **Fisherman, Hunter:** actively hunts and kills animals **Architect:** Appears when building structures, **Priest:** shows up when you are kind to the civies, **Miner:** Will get resources to build alongside the lumber jacks but do permanent damage to stones, boulders and Mountains.

Animals: Created with the Life Bestowal ability under the subcategory of animal are able to be placed individually or in groups based on your size scale at the time of creation. The animals are generally decided by the biome that you make them on and will only stay within the biome that they were created in unless moved by the player through the God Gloves or some other means. Some animals are automatically hostile towards Civies and will damage and even kill Civies, however these animals are always the same kinds and will only include predators. All non-hostile animals will attempt to avoid Civies upon being attacked but have a set amount of HP that isn't shown similar to that of the Civies and will die dropping food resources that can be interacted with by you or auto interacted by hungry civies. Similar to that of Civies the animals are only made by the Life Bestowal ability from which you can create singular or groups of animals based on the point of view scaling upon creation.

Biomes: Biomes maintain a set area that can be altered by introducing abilities, civies and other biomes changing the size of the biome or the biome itself. Certain biomes will attempt to spread into other biomes if certain requirements are met. Interactions include; using the water power to turn parts of desert biomes into plains biomes, adding more water will cause the water to collect and make a water biome, cutting or burning down a forest will turn it into a plains biome, forest biomes will spread into plains biomes if enough seeds are added, burning a plains biome will turn it into a desert biome, making a section of land tall enough to make a mountain will create a barren biome, putting earth on top of a barren biome will turn it into a plains biome, village biomes can spread into plains biomes, evaporating water biomes will turn them into barren biomes.

Biomes and the Animals Created in Each:

- **Water Biome:** {Fish} food resource, {whales, dolphins} aesthetic
- **Plains Biome:** {Rabbits, sheep, horses} food resource, {wolves, buffalo} hostile
- **Forest Biome:** {Bears, snakes} hostile, {squirrels, deer, birds} food resource
- **Barren/ Mountain Biome:** {Goats, sheep} food resource, {Mountain lions} hostile
- **Desert Biome:** {scorpions} hostile, {camel} food resource

- Village Biome: {Rats, Birds} food resource, {Dogs, Cats} aesthetic
- Farm: {Pigs, cows, chicken} food resource

Resources/ Foliage: Upon loading a new map a randomized variety of themed trees and stones will naturally spawn in each of the biomes alongside any natural animal spawns with the majority being plains and forest and sparse exotic biomes. When using Life Bestowal – Plants in a biome the plants will automatically become plants that would exist in that given biome. Both trees and rocks will produce different buildings from their respective. Although there is a finite spawn of trees they can be replaced with the Life Bestowal ability and will maintain the same resource yield as their naturally spawned counterparts. They can also be spawned anywhere that meets the requirements for growing plants (not water or barren biomes).

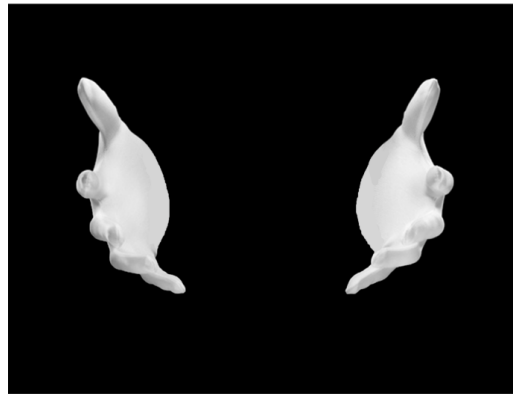
Examples:

- Plains: bushes, willows, flowers
- Desert: cactus, succulent
- Forest: pine trees, bushes
- Farm: fruit trees, corn, watermelon
- Village: flowers, grasses

Abilities

- ❖ Some abilities and ability subcategories are available to the player from the get go and others are unlocked when achievements and events are completed by the player.
- ❖ The user interface controlled by the player is based around a branching tree that grays out non-selected abilities and advances onto more specified and diverse selections that can be categorized based on similarities. The selection can be reversed allowing you to select another ability at will, and a system for favoriting abilities to allow for easier interface interaction.

God Gloves: The bread and butter of interaction features with a literal “hands on” manipulation of land, sea and creatures via your own hands. Effects are altered based on personal point of view settings and how you use the gloves themselves. The gloves can directly interact with land by “pinching”, “pressing on” and generally manipulating the ground acting like putty in your hands.



Life Bestowal: Endow life into a creature and bring it into the world.
Subcategories: **Humans** - spawn basic randomized human. **Animals** - spawn basic randomized animal. (based on biome or zone) **Plants** - spawn seeds that will create different kinds of plants based on the size proportions and biomes they are set in.

Space: Take control of the laws of gravity, call down meteor showers as well as other celestial abilities. Subcategories: **Asteroid** - create varying sized meteors that you can shape and size as you please. (can be very destructive if used in large scale, can be used to create land) **Gravity manipulation** - alter the affect of gravity on objects or the world itself and watch as the wackiness ensues. **Alien creatures/abduction** - (unlocked from achievement) allows you to create alien species and alien saucers that abduct humans and animals with destructive tractor beams to the environment.

Elements: Take control of fire, water, earth and wind to create a variety of beneficial or destructive combinations of each. All of the elements can be used in conjunction and have different effects based on their interactions.



Subcategories:

Fire – ignites forests buildings and creatures but does increase the spread of forests and other natural biomes afterwards, can include lightning and other igniting abilities.

Water – create bodies of water that will naturally seep into lower areas of the land or make light rain fall to help with plant growth.

Earth – spawn soil and rock from thin air, can be used to make hills or bring life back to a barren biome, physically constructs terrain.

Air – can be used to push objects or create destructive tornadoes, pulls up trees and Civie buildings.

Extras: A general category that includes most of the unlocked features through achievements and largely includes fantasy creatures and more specified supernatural abilities.



Subcategories:

- **Fantasy Races:** Dwarves – a race of solely miners that live in barren zones with mountains, they have high HP and will attack human races that attempt to mine mountains. Elves – a race of solely hunters that lives in forests and will attack any human races that attempt to cut down forests and have high damage. Giants – a race of massive creatures that are extremely destructive cutting down trees as they walk over them. High health, high damage, always hostile, created one or two at a time, unaffected by water biomes, deals damage to terrain with attacks. Orcs – Hostile to all creatures. Destroys the area of the biome that they occupy turning it into a barren biome. Will randomly move around like any other animal.
- **Werewolves** – a randomly spawned version of a Civie that will randomly change into a hostile wolf and can be attacked but only in wolf form.
- **Vampires** – a randomly spawned version of a Civie that will attack other Civies and turn them into vampires. They are automatically seen as hostile and attacked by other Civies as soon as they attack their first Civie. Individually weak but upon killing another Civie will turn it into another vampire.
- **Dragons** - Hostile creatures that have personal fire magic that acts like the player's fire magic, attacks any other creature within a set range around it, burns the area of a biome wherever it stays in a small radius

around it. **High HP**, high damage and can fly over obstacles. Is otherwise stationary, attacks damage terrain.

- **Unicorn** - Spawns after a certain number of horses have been killed by Civies. Very fast, hostile to Civies, will attack on sight, high damage. The Unicorn will move around plains biomes and forest biomes randomly like any other creature.
- **Aliens** - a group of hostile creatures that explicitly search out farm biome animals and Civies and in finding them will either abduct or disintegrate them. High damage, low health, able to traverse obstacles and terrain using jet packs, move randomly like any other animals. Larger scaled versions will spawn UFOs and each UFO will contain 3 - 5 aliens. High damage, fast speed, ignores terrain.

Unlocks and Achievements

One of the most important aspects for long term game play and enticing the “achievement hunter” crowd of gamers. The achievements are split into, easy to complete “baby’s first” achievements and challenging thematic or circumstance achievements. While not all achievements give abilities, **MOST** should and as such gives the players the drive to continue to try weird combinations of abilities in hopes of getting more Civie traits, creatures, abilities and events.

Basic Unlocks:

- Squish: kill your first civie (unlocks the ability to spawn civies)
- Let There be Light: create fire(unlocks the fire element ability)
- Surfs Up: create a tidal wave (unlocks the water element ability)
- Were Not in Kansas: create a tornado (unlocks the air element ability)

Advanced Achievements:

- World’s First Astronaught: Throw a Civie off of the world. (unlocks aliens and saucers)
- Planet of the Apes: turn the entire planet into forest biome (unlocks the ability to spawn elves)
- What a pretty pony: spawn a unicorn (unlocks the ability to spawn unicorns)
- FE FI FO FUM: enlarge a Civie (unlocks the ability to create giants)
- Hi Ho Hi Ho: find the buried city of the dwarves (unlocks the ability to spawn dwarves)
- We Swear it’s Not Twilight: Kill 40 wolves (vampires and werewolves can now randomly spawn instead of civies)
- Our Future Today: turn the entire planet into a village biome
- Uninhabitable: turn the entire planet into barren biome
- Is it Hot in Here or is it Just Me?: turn the entire planet into desert biome
- Waterworld/ King of Atlantis: turn the entire planet into a water biome
- Hey Look a Donut! : Punch a hole all the way through the world
- You’re a Bad Person: kill 100 Civies
- One Punch: use god gloves to punch a Civie