

GDD: SurvivR

Goal of the game

Escape from the island before you die

Story

Your plane has crashed on a deserted island. You wake up, feeling dizzy. You look around. You're on a tropical island. There's a mountain in front of you, palm trees around, and water all around you.

You're hungry. The sun is strong. The plane is on your left, mostly a wreck in the trees.

There's a bottle of water at your feet, two meters away.

Gameplay

You can start walking around by keeping the trigger pressed and stop by releasing it (or press once and again, to be tested).

You can pick up certain objects by looking at them and activating them with the trigger.

You can interact with fixed objects in the same way. If you have it, the right object in your inventory is automatically selected for the interaction.

Find objects scattered around the island

Each day lasts 10 minutes (adjust).

Ways to escape

- ~~1. Repair the radio from the plane and power it up with a battery~~
2. Build a raft and sail
- ~~3. Spot a boat and run down the mountain to light a fire quickly (only for a later version of the game)~~

Dangers

1. Starving: you need to fish and light a fire to cook it, die after 25 in-game minutes
2. Dying of thirst: you need to find water bottles (you can only last for 15 in-game minutes without water)
- ~~3. Attack by sharks (avoid the water)~~
- ~~4. Falling from a height (you can become crippled (walk more slowly) or die)~~

Environment

- Beach
- Water
- Mountain (what's of interest there? Bottle of water + parachute)
- Palm forest
- Plane

Animals

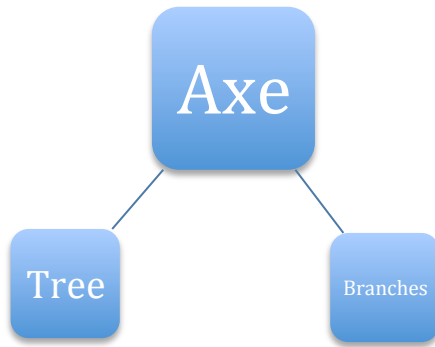
- Sharks
- Birds
- Fish
- Butterflies

Objects

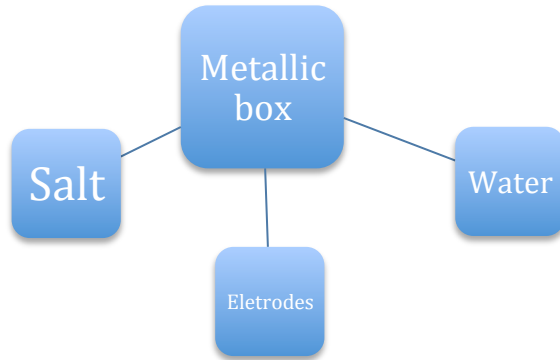
- ~~1. Radio (inside plane): to do~~
2. 4 bottles of water (adjust number, spread across island)
- ~~3. Parts of antenna (spread across island, one on plane): to do~~
4. Trees
5. Axe (near plane)
6. Branches
7. Moss (start fire with it and five branches)
8. Salt (inside plane): to do
9. Wire
10. Parachute
- ~~11. Knife (inside plane)~~
- ~~12. Electrodes (metallic parts from the plane)~~
13. String
- ~~14. Wilson ball (around plane)~~
- ~~15. First aid box (vicinity of plane)~~
- ~~16. Hook (inside plane, in suitcase)~~

Interactions

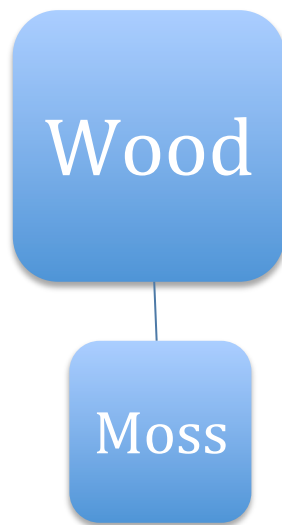
Cut wood for fire and get parts for boat



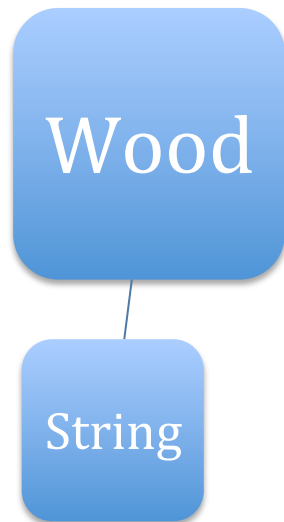
Make a battery



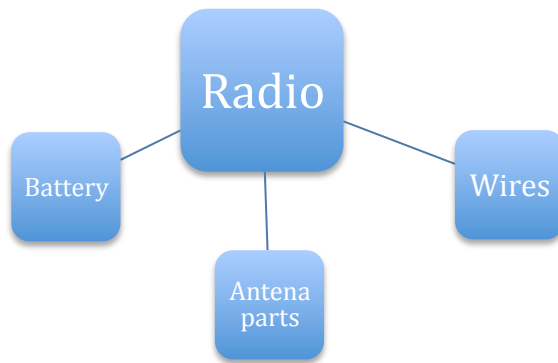
Make fire



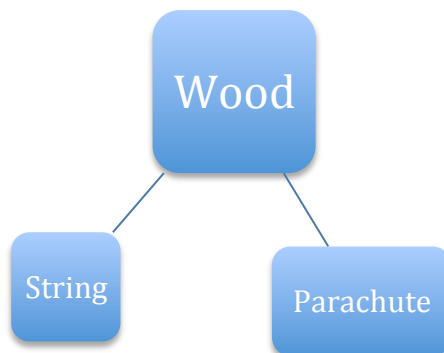
Make fishing rod



Repair radio



Make boat



Animations

1. Tree being cut: ok
2. ~~Tree falling down~~
3. ~~Making fire: ok~~
4. ~~Lighting fire~~
5. ~~Making fishing rod~~
6. Fishing: ok
7. Cooking fish
8. ~~Making battery~~
9. ~~Repairing radio~~
10. ~~Plugging wires to radio~~
11. ~~Operating radio~~
12. Making base of boat
13. Adding sail to boat
14. Sailing off
15. ~~Rescue party from radio~~
16. Taking any object (same animation)
17. ~~Dying~~
18. Hurting yourself from a fall
19. ~~Sharks~~
20. Shark attack
21. Being hungry
22. Being thirsty
23. Using first aid box
24. Drinking
25. Eating
26. Playing with Wilson ball (making a face with dirt)

Sounds

1. ~~Birds~~
2. ~~Waves~~
3. Chopping wood or tree
4. ~~Tree falling down~~
5. ~~Steps on beach, forest, hills, in plane~~
6. ~~Wind~~
7. ~~Radio noise~~
8. ~~Radio: talking to rescue party~~
9. Fixing stuff
10. Fire
11. Being hungry or thirsty
12. ~~Splashing when walking in water~~
13. Splashing when fishing
14. Eating
15. Drinking
16. Hurting yourself or being hurt by shark
17. ~~Opening boxes~~
18. ~~Ripping off stuff from plane~~
19. Death: death brass

Music

1. Start music (welcome screen)
2. Relaxing music (Arid wasteland or Calm ambient)
3. Ambient music (Desert ambience or Calm ambient)
4. Beach music
5. Mountain music (Frozen landscape or open exploring)
6. ~~Night music~~
7. Mildly stressful music (hungry or thirsty): Barren combat
8. ~~Stressful music (shark attack or very hungry): Danger or tribal chase~~
9. ~~Well done music when picking up object: forest win~~
10. Well done music when fixing stuff: marimba medium
11. ~~Triumphant music: Scores short~~
12. End music

Script (Behaviours to code)

1. Waking up & getting up
2. Finding water on the ground in front of you: take it or not
3. Plane to the left, further down the forest at the end of the beach
4. Fish to get food
5. Cut down trees to get wood
6. Make fire with wood, moss and 5 branches
7. Make boat with string, wood and parachute
8. ~~Repair radio with wires, battery and antenna parts~~
9. ~~Sharks attack player if they see them~~
10. If you don't eat or drink, you end up dying
11. ~~If you fall from too much of a height, you hurt yourself~~
12. ~~You can heal yourself with first aid kit~~
13. Start music in different situations
14. Cook food with fire