

# ORGAN(IC)

# Game Development Document

Assignment 1 - Visual Research & Experimentation Presentation

Course: COMM2592 - Digital Media Studio 4: Client Solutions

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# Index

## **Game Overview**

- General Concept
- Project Scope
- Hook
- Genre & Type
- Resonance & Themes
- Pillars
- Core Emotions
- Persona

## **Game Play**

- Control & Navigation
- Inventory System
- Missions & Goals
- Rules
- Core Features & Hot Features
- Core Loops & Progression
- Gimmicks
- Flow
- Interest Curves

## **Mechanics**

- Game World Design
- Dynamics & Mechanics
- Dynamic Difficulties Adjustments

## **Story & Narrative**

- Story
- Character & Backstory

## **Aesthetics**

- Look & Feel

## **Reflections**

- Application of Theories
- Visual Journal & Concept Development

# Game Overview

In this part, we will discuss the general concept of the game as well as an overview of the game details and how the game themes can appeal to the target audience

# General Concept

Build an underground illegal farm where you grow artificial human organs, and then sell them for money

# Project Scope

The game will be a simulation of the general concept, where the player participates in the production of the illegal organs and explore the world and story unfolding in their progression

# Hook

WHAT IF you could build a farming business, but instead of plants, you're growing something immediately lucrative like organs? What ramifications would come from THAT?

## Genre & Type

Farming game with a twist

## Resonance & Themes

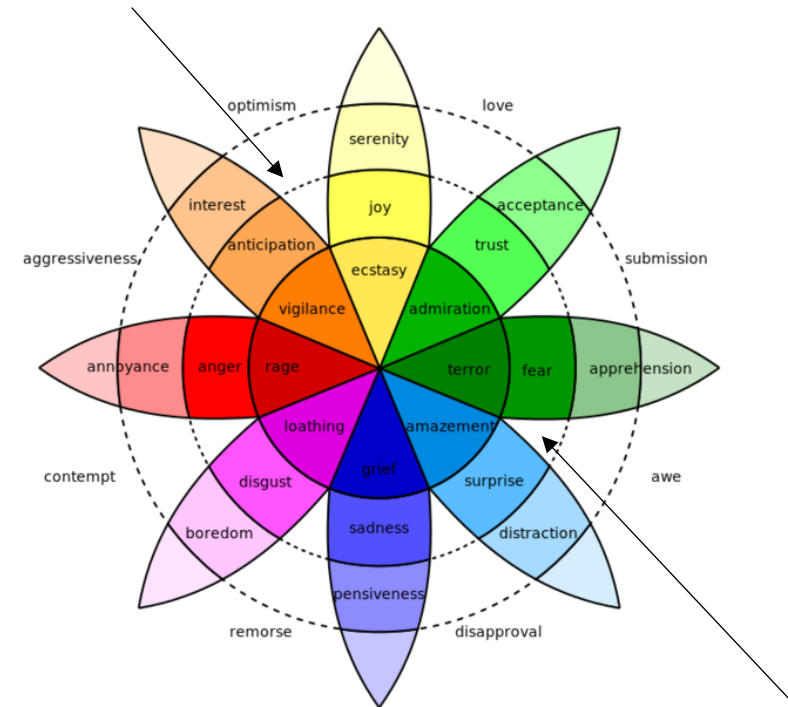
Fulfils the fantasy of making quick money by sacrificing an organ (like a kidney), but instead of selling just ONE kidney (your own hopefully), build a sustainable business by growing kidneys (and hearts, liver, lungs, ...) and get rich from humanely harvested organs

# Pillars

- ✿ Feel freed from the unconventional standards of society
- ✿ Feel accomplished by growing your own business and your own making money
- ✿ Feel morally conflicted by the choices you make and the direction you take in the game

# Core Emotions

Happy, relaxed: When farming, planning farm and watching thing grow



Curious, intrigued: When exploring stories and discovering mysteries

# Persona

- ✿ Younger audience (18-30)
- ✿ Have the desire live independently from society (growing their own food, making their own things) or starting their own business (entrepreneurship)
- ✿ Likes relaxing games, watching things grow slowly
- ✿ Have knowledge of pop culture, scary movies references
- ✿ Enjoy/tolerate fart humor and dark humor

# Game Play

In this part, we will discuss the main game play features and explore the player's journey throughout the game



# Control & Navigation

- ✿ Use WASD to navigate around your farm/lab
- ✿ Mouse click and drag to perform farming activities: place seeds, water, fertilize, harvest, package,...

# Inventory System

Player can pick up a small number of items (by clicking on them), and the number of slots can change depending on the mechanics of the game that the player encounter

# Mission & Goals

There are different missions and goals, some might take short periods to finish (deliver an organ, grow a specific organ), some might take longer (grow a large quantity of organs, build or purchase a certain very expensive extension to the farm to unlock a new ability).

These are to maintain the player's interest in the game, by always having a big goal to work towards but also smaller goals along the way to keep them from being bored.

# Rules

- ✿ The game will have its own time mechanic where a day is dictated as a certain amount of time in real life
- ✿ Every event in the game will abide by this time system, such as characters encounter, plant growth time, quest deadlines,...
- ✿ Another constraint is how many activities the player can perform in a day, and this will be limited by the 'power' factor. Every action in the game will cost some power and if the player runs out of power, they will not be able to do anything else anymore.
- ✿ There is no failure status as the player cannot lose in this game, they might be destitute when they have no money or seeds to grow, but there will be a random element of occasional package drop that could give the player a small boost to keep them going
- ✿ When an organ successfully grows, the player can harvest it and sell it, each organ will sell for an exact price that is specified previously (unless the player activate other mechanics that might boost or reduce the price)
- ✿ If a plant is unable to grow for any reason (wrong farming method, environmental reason,...) the player will not be able to harvest it and must get rid of it.

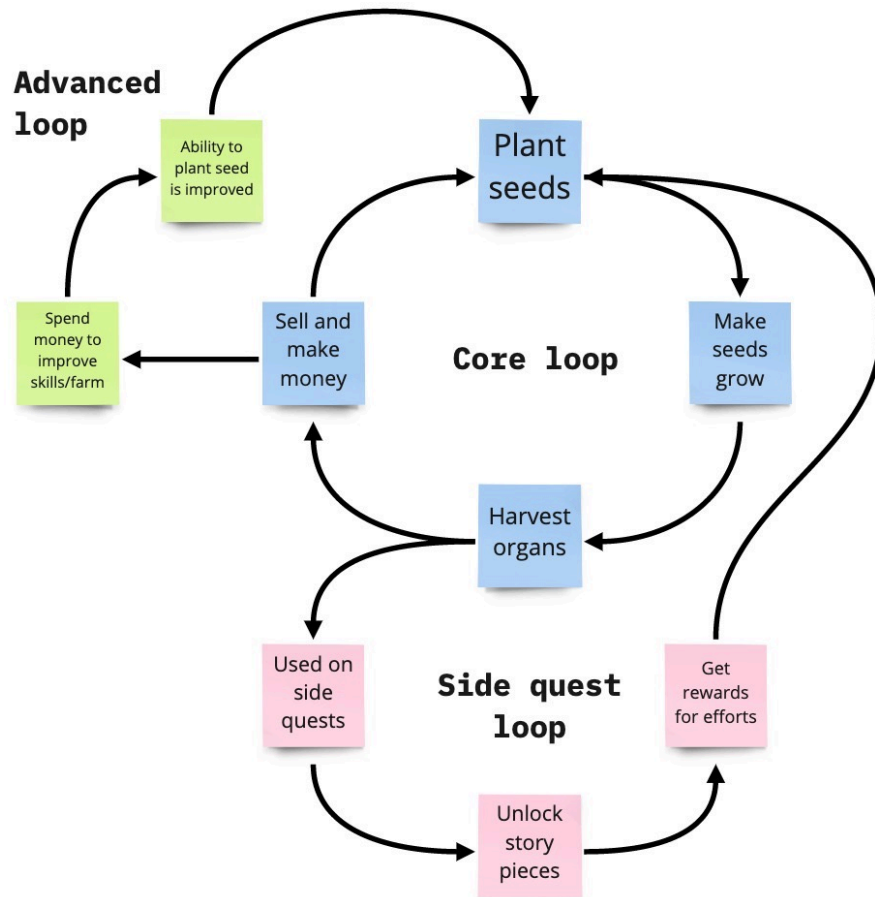
# Core Features

- ✿ Organs have the same rule: plant, water, fertilize, grow and harvest and you can sell for money
- ✿ Events abide by the in-game time mechanic and actions are limited based on power mechanic
- ✿ Side quests requires decisions to be made and items to give/trade to progress further

# Hot Features

- ✿ When the organs grow, there'll be stages in between to show how the organs are slowly growing
- ✿ All the characters will have a backstory that intertwines with each other, showcased through explicitly or implicitly, and these might affect the consequences of the player's choices

# Core Loops



# Progression

Small progression is achieved by growing and harvesting organs, providing player with tiny but instant boosts of accomplishment.

Bigger progression is achieved by installing new facilities, having new abilities and opening more character stories. This gives player a longer lasting sense of achievement since these took longer time, effort, more planning to achieve.

Progression is tracked by the level of income or net worth of the player because these indicates the level of crops the player has unlocked. It can also be tracked by the facilities and level of skills the player has achieved.

# Gimmicks

- ✿ The body parts being grown will make funny noises every now and then (squeak, fart, squelch, barf,...)
- ✿ Body parts puns (Dad puns) will be incorporated into the texts
- ✿ Rare, easter egg body parts will be rewarded with related side quests (Example: Help underprivileged people -> 'Heart of gold' Task -> Grow a golden heart that's like a normal heart but gold)
- ✿ Failed to grow crops would have funky, ugly but funny appearance (like mutated experiments)
- ✿ There might be some ridiculous or lame side quests that will just reward in gag and useless rewards (fake dentures, old boots,...)
- ✿ Every major side quests that progresses the storyline will reward the player with a related 'trophy', which could be a decoration object, machinery or a seed or crafting recipe
- ✿ When encountering hostile characters, the player will receive a choice to bribe their way out of trouble (might not work if the player has a bad history with this character). The player will take a financial loss but can overcome the challenge without losing much else

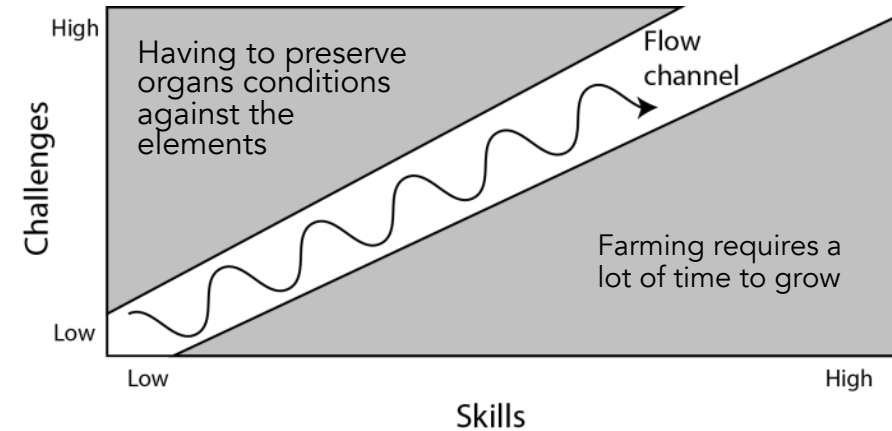
# Flow

The player will always have a constant goal which is taking care of their crops (prime objective). The tasks for this is very simple: plant, nurture and harvest. But this requires a lot of patience and time (for crops to grow).

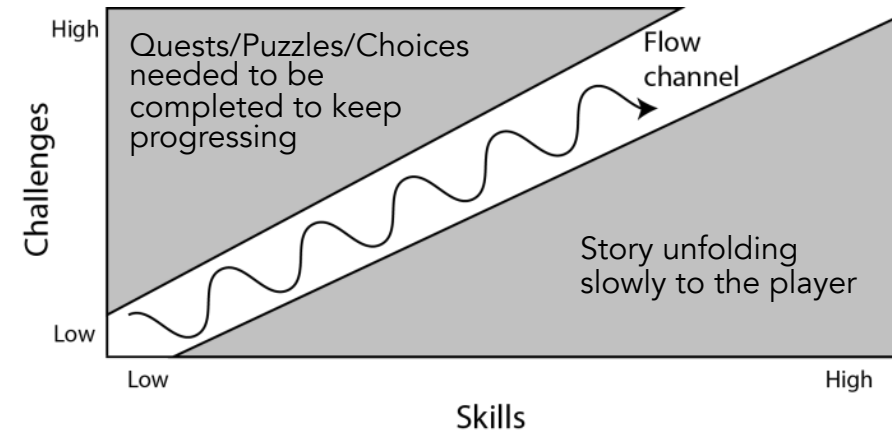
But while waiting for the crops to grow, the player can participate in side quests to explore the world and unfold the stories, but also to kill time and keep the player from being distracted by making them multitask.

The player will progress more quickly by upgrading their skills but at the same time this comes with harder challenges and more anxiety inducers.

## Core Loop Flow

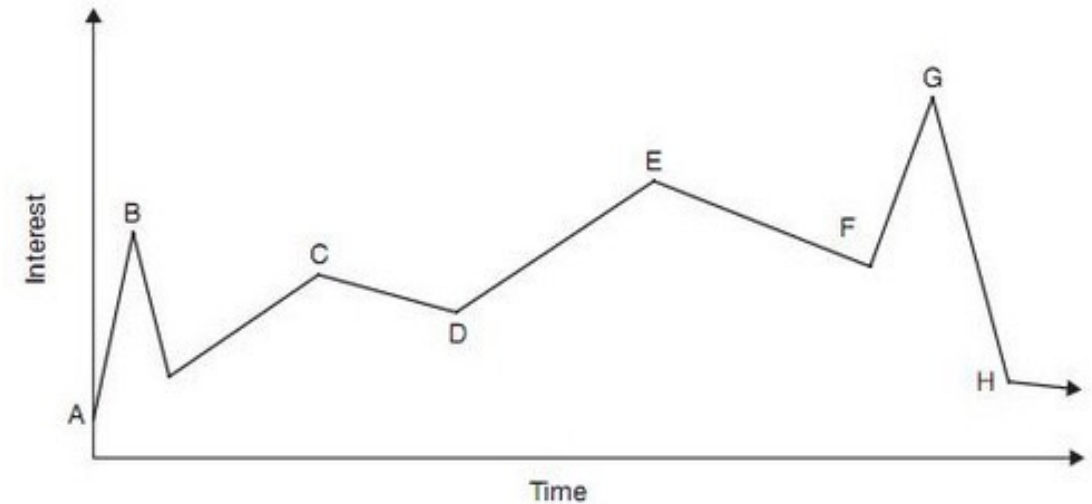


## Side Quest Storyline Flow



# Interest Curve

- (A) Initial interest in the game when first starting the game
- (B) Learning all the mechanics and growing your first (easy) crop and making your first purchases, be introduced to the world and all the possibilities
- (C), (E) Unlocking new seeds, recipes, skills and meeting new characters
- (D), (F) New challenges, conflicts in story, bigger and bigger goals to work towards
- (G) Climax: Unlock all seeds, finished all side quests and obtaining the ending of the side quests, bought all purchases or can buy anything you want with all your money
- (H) Chill out, keep playing but with ultimate power and less anxiety inducers, have the desire to start all over again



# Mechanics

In this part, we will discuss the main mechanics and dynamics of the game, and how it affects the player



# Game World Design

The game will take place from within the player's facility. The player will have a method to communicate with for instructions, transactions and get status report of their farm. All the requests and communications with other characters will also happen through this channel.

However, there are still environmental elements that take place, such as weather, climate change, pests, infections,... that the player has to deal with in order to preserve the condition and quality of their organs.

# Dynamics & Mechanics

| Mechanic  | Dynamic  |
|---|--|
| Planting and harvesting crops, selling crops and making money                             | Create self-agency high, running managing your own business  |
| Using money to purchase items   | Instant Reward   |
| Difference seeds requires specific conditions and reap different rewards                  | Management and strategy skills, ability to capitalize on provided materials                              |
| Talk to NPCs and unlock small snippets of stories   | Explore storylines, satisfies sense of curiosity and discovery   |
| Pick sides in the storyline, story develop differently                                    | Conflict of choice, anticipate consequences  |
| Develop skills, learn new recipes and more money earned                                   | Progression and development, leveling up   |
| Complete side quests using farm skills, science skills, money spent, earn exclusive loots | Achievement, exclusive to certain skill level, Seniority   |
| Use money or status to gain furniture and farm improvement. Organize farm to your liking  | Self-expression, creativity  |
| Crops can be used for multiple purpose (selling, trading, crafting ingredient)            | Inventory management and strategize, multi purpose of game objects (crop but also requirement for quest) |

# Dynamic Difficulties Adjustments

As the player progress through the game, the skills increases which makes certain tasks easier (like farming aspects). Therefore, we have to increase **other** parameters to maintain the challenge level:

| Aspect to adjust   | Consequence  |
|--|--|
| More environmental elements that affect organs conditions will come into play or be increased            | Have to put more effort into manage these aspects to preserve organs quality   |
| New seeds are harder to unlock, more expensive to buy and takes longer to grow                           | Takes longer to unlock new seeds, frequency of progression is further apart  |
| More complicated seeds are introduced that takes specific conditions to grow                             | Harder to manage, easier to die, but reap more rewards/money   |
| Side quests becoming more challenging, requires more items/money, choices are harder to make and predict | Increase the challenge aspect of story, but will ramp the drama up to the climax   |
| New purchases are in higher price ranges, but will reward in convenience or decoration                   | Not absolutely essential to the progression but can make it easier, will require A LOT of money (up to the player to choose) |
| New recipes for seeds/crafting will require more materials   | Players takes longer to make these, have to explore more and longer  |

# Story & Narrative

As the story plays a crucial role in the game, this section will explore the main story at play, and how the player can influence the story unfolding in the game

# Story

The game takes place in the player's farming facility where the character has just opened their organ farming business. However, the world they live in is a dangerous one, filled with dangerous criminals and corrupted cops. The player will have to pick a side to stick with and hope that their business can grow. Along the way, they will encounter some interesting individuals that will impact the story being told.

# Character & Backstory

Your character is a disgraced scientist who proposed the idea of growing artificial human organs. However, the science community thought you were insane and pulled all funding for your project. Therefore, with all your savings left, you decide to open this operation to prove to the world that your ideas are genius and make a ton of money from it to prove them all wrong.

# Aesthetics

While it is not yet decided, this part will explore the direction of the aesthetics and its impact on the appeal of the game

# Look & Feel

At this stage in the game development process, there is no definitive game style yet, but there are some descriptions, intentions and directions for the game aesthetics:

- ✦ Does not look gross, while the game deals with potentially gory and bloody subject matter such as human organs, the game should not capitalize on gross appearance because it can turn the majority of players off and players who can tolerate/enjoy it might not last a long time when looking at this for a long time. Therefore, we are not aiming the bloody, horror movie looking visual.
- ✦ Has to look cute, this is to directly mitigate the gross subject matter, by making the objects look cute, the player will feel more enticed to keep playing or be appealed to explore more out of curiosity. This is also the current trend in game aesthetics that is being studied to fully understand the effects of.
- ✦ Additionally, the design should appeal to the player's sensory experience, by looking squishy, shiny, round,... and making noises similarly to a living organism (squelch, squeak, burp,...).
- ✦ Throughout the farming process, whenever the organ reached a new stage of growth, it would be announced by sound and visual cue, which gives the player validation of their efforts so far and create anticipation for the end product.

Overall, the goal for the aesthetics is to enhance the theme of the game and capitalizing on hot features.

Research reference:

- Medley S., Zaman B., Haines P. (2020) The Role of Cuteness Aesthetics in Interaction. In: Rousi R., Leikas J., Saariluoma P. (eds) Emotions in Technology Design: From Experience to Ethics. Human-Computer Interaction Series. Springer, Cham. [https://doi.org/10.1007/978-3-030-53483-7\\_8](https://doi.org/10.1007/978-3-030-53483-7_8)
- Brzozowska-Brywczyńska, M. (2007). " Monstrous/Cute. Notes on the Ambivalent Nature of Cuteness". In Monsters and the Monstrous. Leiden, The Netherlands: Brill. doi: [https://doi-org.ezproxy.lib.rmit.edu.au/10.1163/9789401204811\\_015](https://doi-org.ezproxy.lib.rmit.edu.au/10.1163/9789401204811_015)

# Reflection

This section will analyze the game concept under the lens of theories and propose exploration questions for the next stage of game development



# Application of Theories

| What Is   | What If   | What Wows   | What Works |
|---|---|---|------------|
| <p>Farming game where you grow crops (beans, carrot, potatoes,...) and sell them for money</p> <p>There is a multiple ending story developing and you have to go on side quests to achieve the endings</p> <p>The money is then used for renovation of the farm/house and expand to grow more exotic/expensive crops</p> <p>Examples: Stardew Valley, Terraria, My Time at Portia, Animal Crossing, Graveyard Keeper, Story of Seasons, Homescape, Gardenscape...</p> | <p>What if you're not growing ordinary plants/vegetables?</p> <p>What if it's a casual relaxing farming game but set in a sinister/sci-fi world where you're the criminal for planting these 'crops' and selling them for money?</p> <p>But you have a conflicted conscience and you really wanna prove that there is a more humane way to harvest human organs (and cleaner and safer)</p> | <p>Funky plot twist where you're growing gruesome and gory things like human organs but the graphics is so cute you don't even notice it</p> <p>Interesting plot where you have to choose between the good guys and bad guys (cops vs crooks) and see how the story develops</p> <p>Engineer new human body parts and push the boundaries on human organ transplant</p> |            |

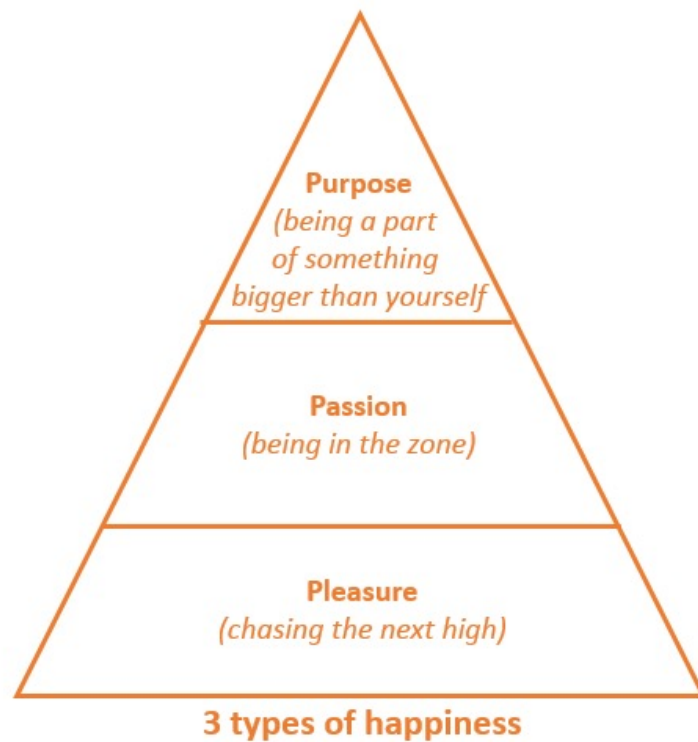
# Application of Theories



According to Maslow's hierarchy of needs, the overall goal of the game of building their own business empire satisfies the utmost need of self-actualization, which is becoming the best business owner with the most money and machineries. However, the game also satisfied the need for esteem & love and belonging through the story mode side quests, which slowly builds up the character's reputation and business name, and forge alliances and friendships.

Additionally, the core loop fulfills the need for security, property and resources, through making their own money to spend on purchases for the facility.

# Application of Theories



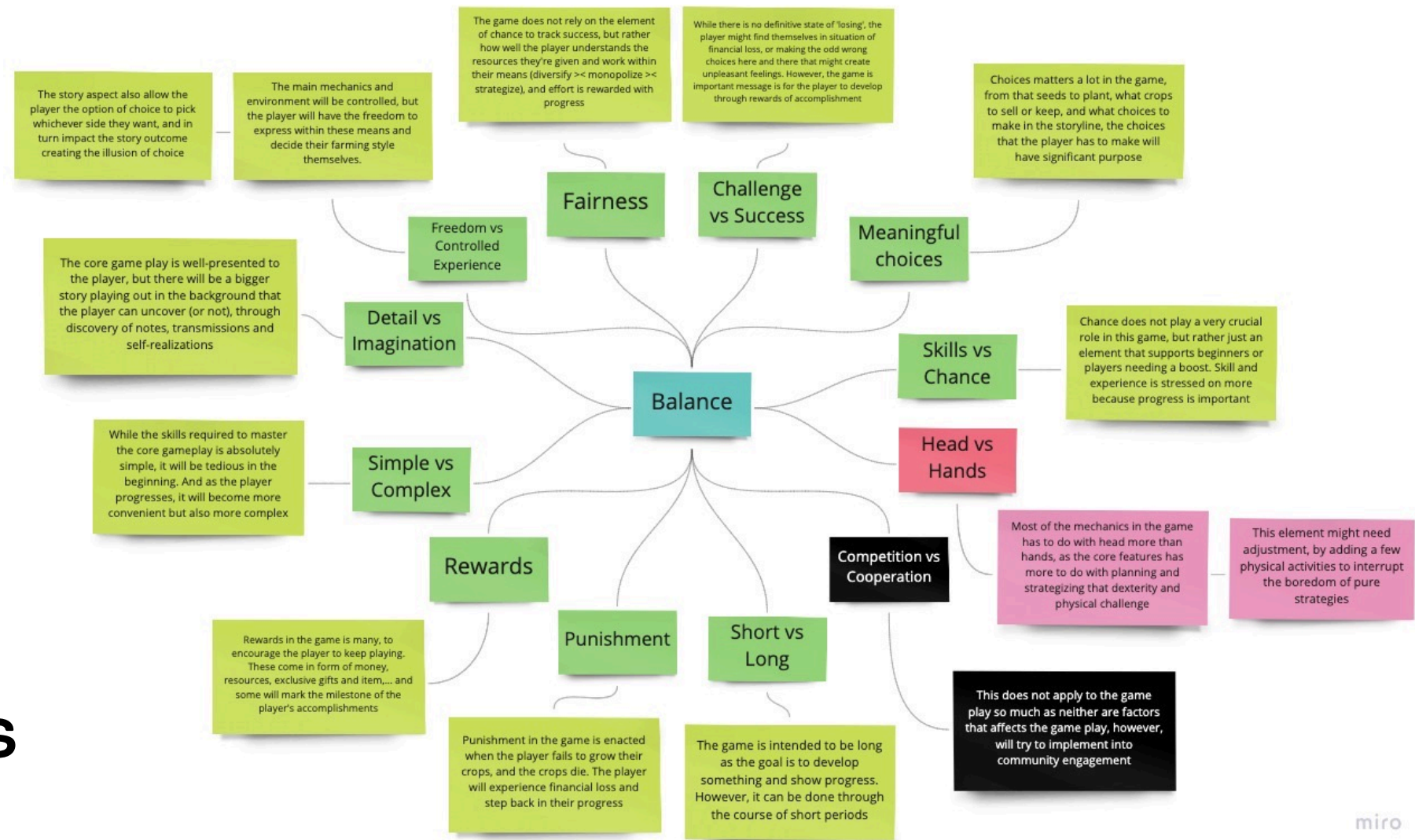
The mechanics of the game are designed to provide the player with the different ideas of happiness.

The simplest and instant boost of pleasure is getting to spend money on purchases, especially if they're purely for self-expression and to decorate your farm.

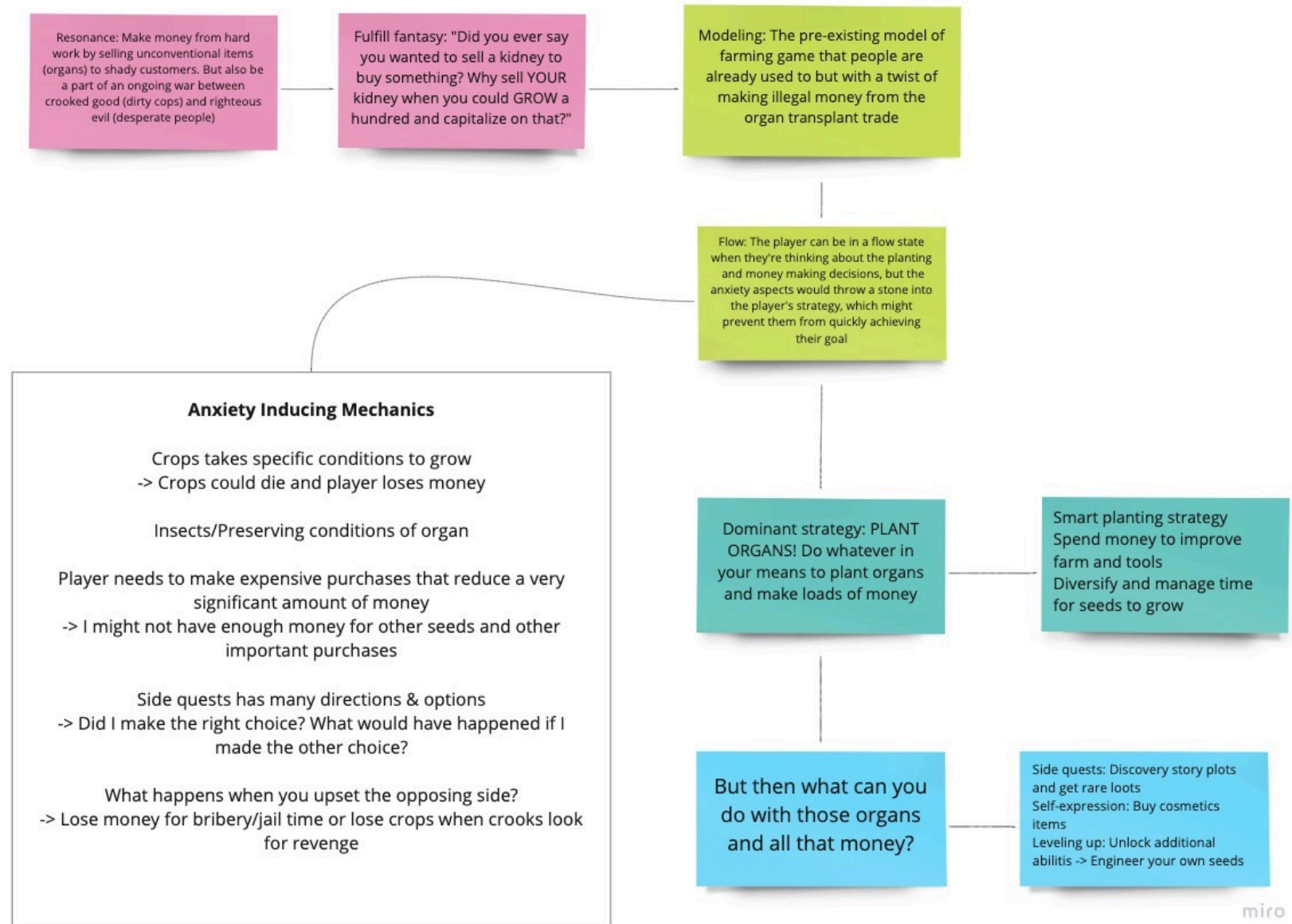
The core loop of the farming provide the player with a small sense of accomplishment of growing something themselves. It keeps them in the zone and wanting to keep growing and repeating the loop.

Finally, the side quests, storyline and overall goal of the game gives the player a lasting high of happiness where they get to be a part of the story, impact the outcome and make something of themselves over the course of the game

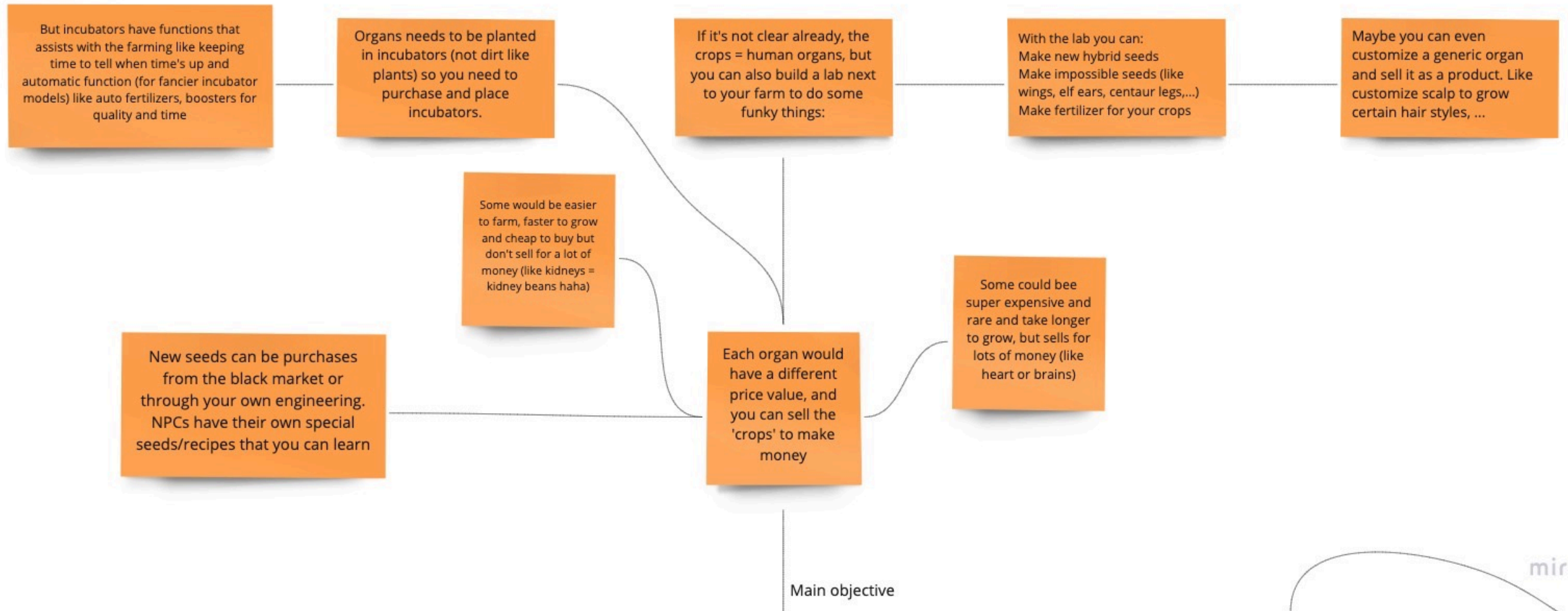
# Application of Theories



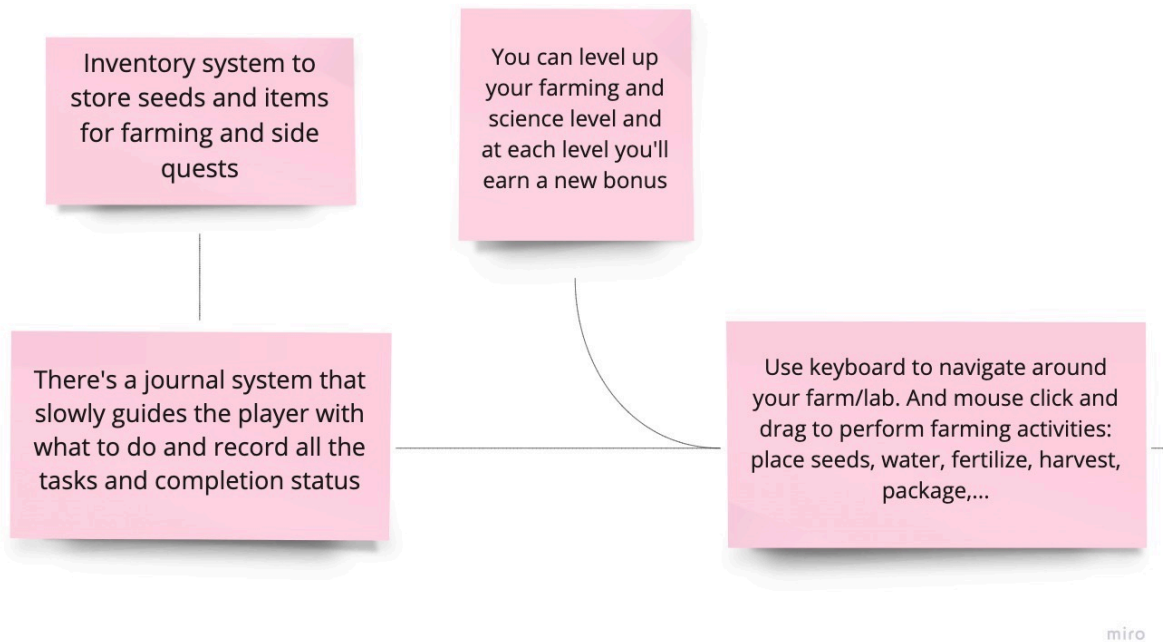
# Application of Theories



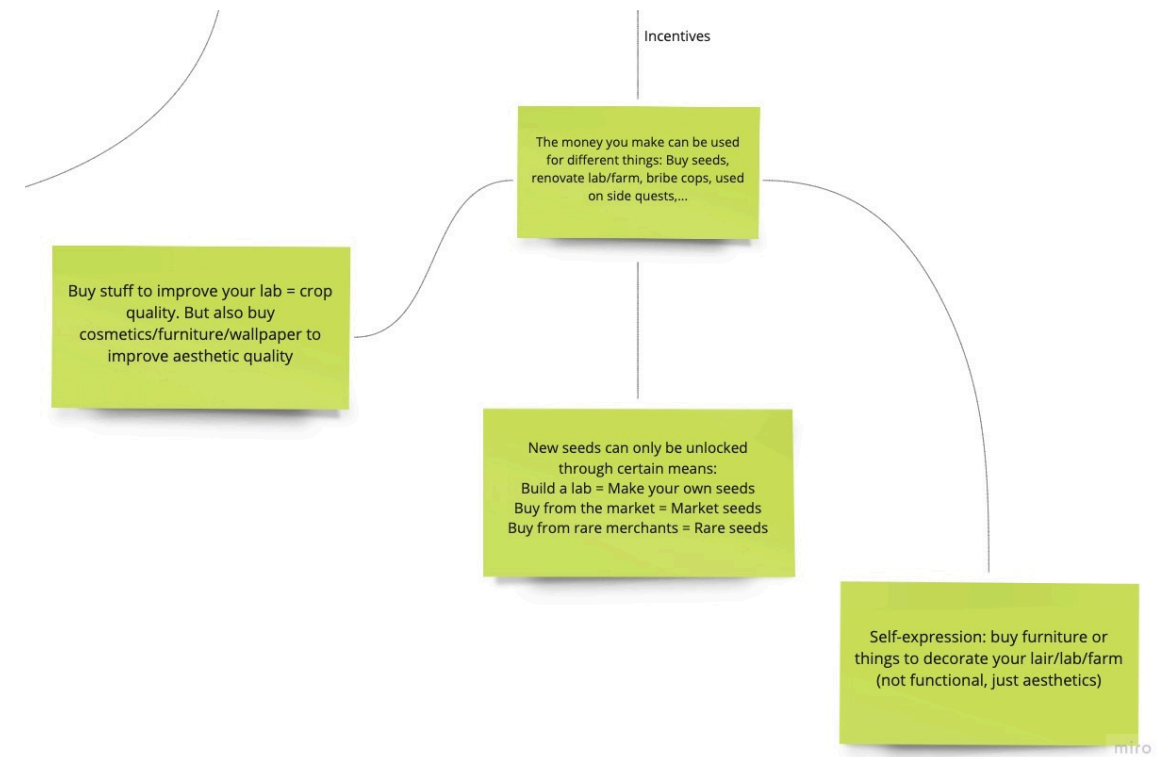
# Development of Core Features



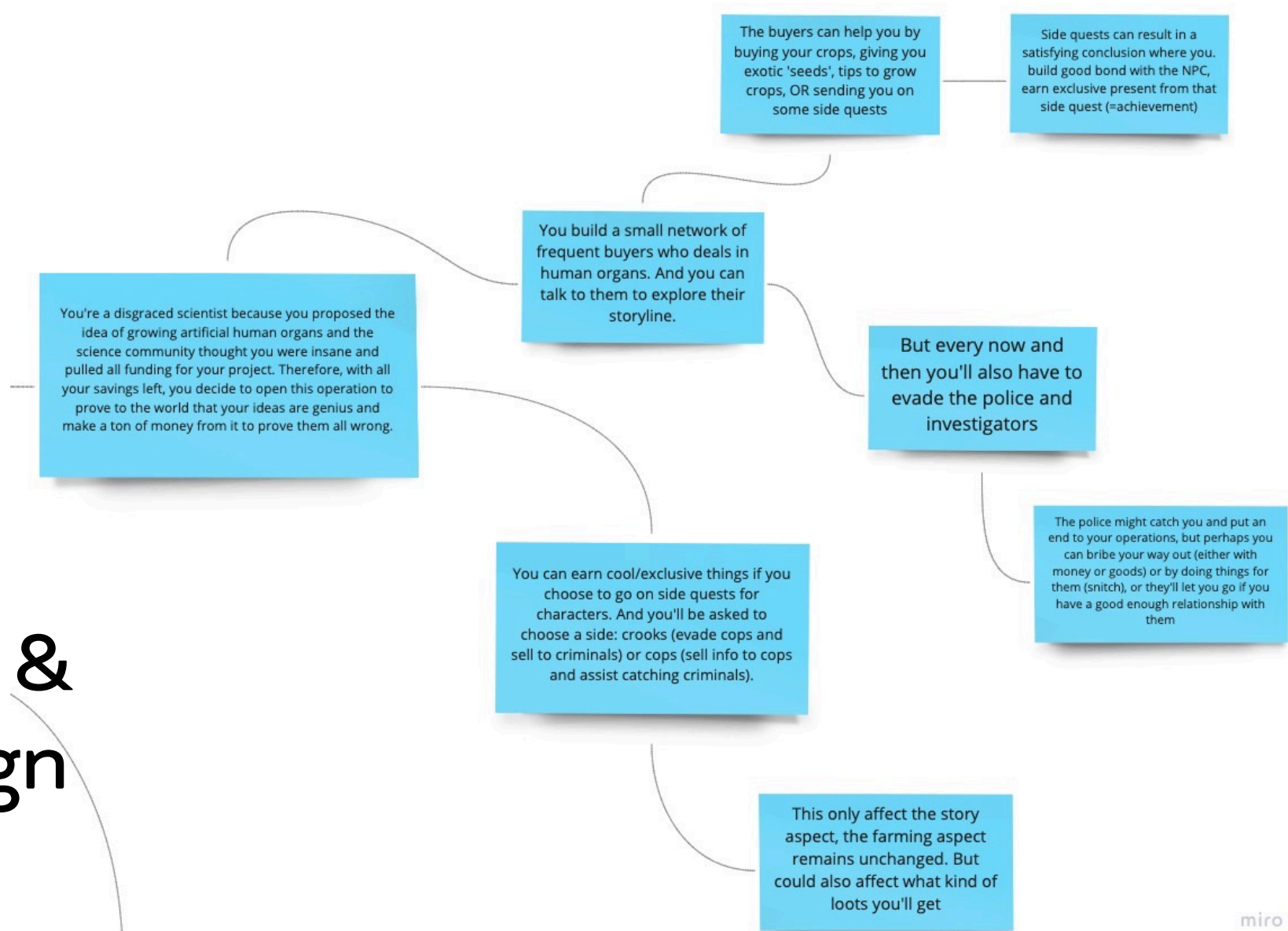
# Game play



# Incentives



# Story Ideas & World Design

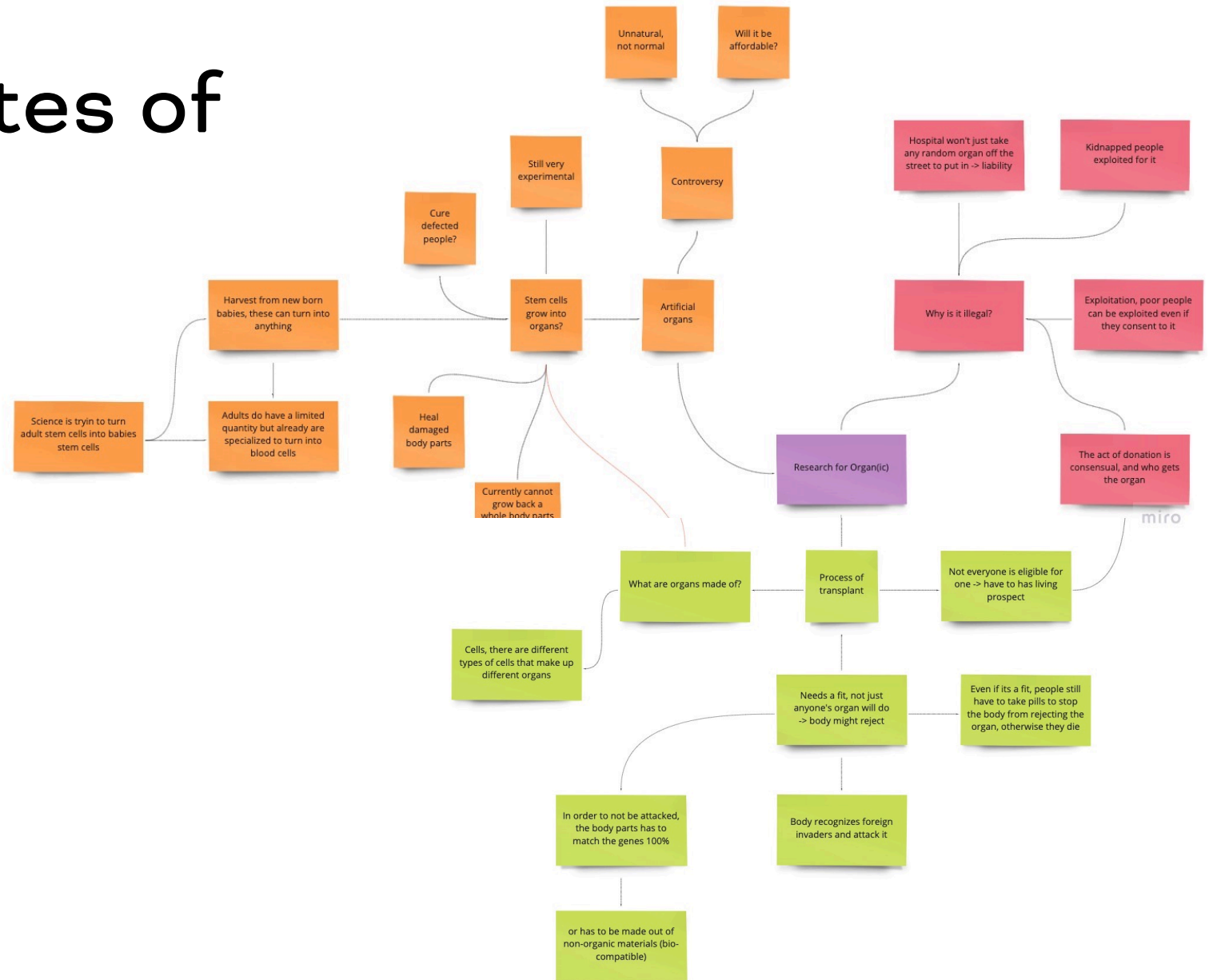




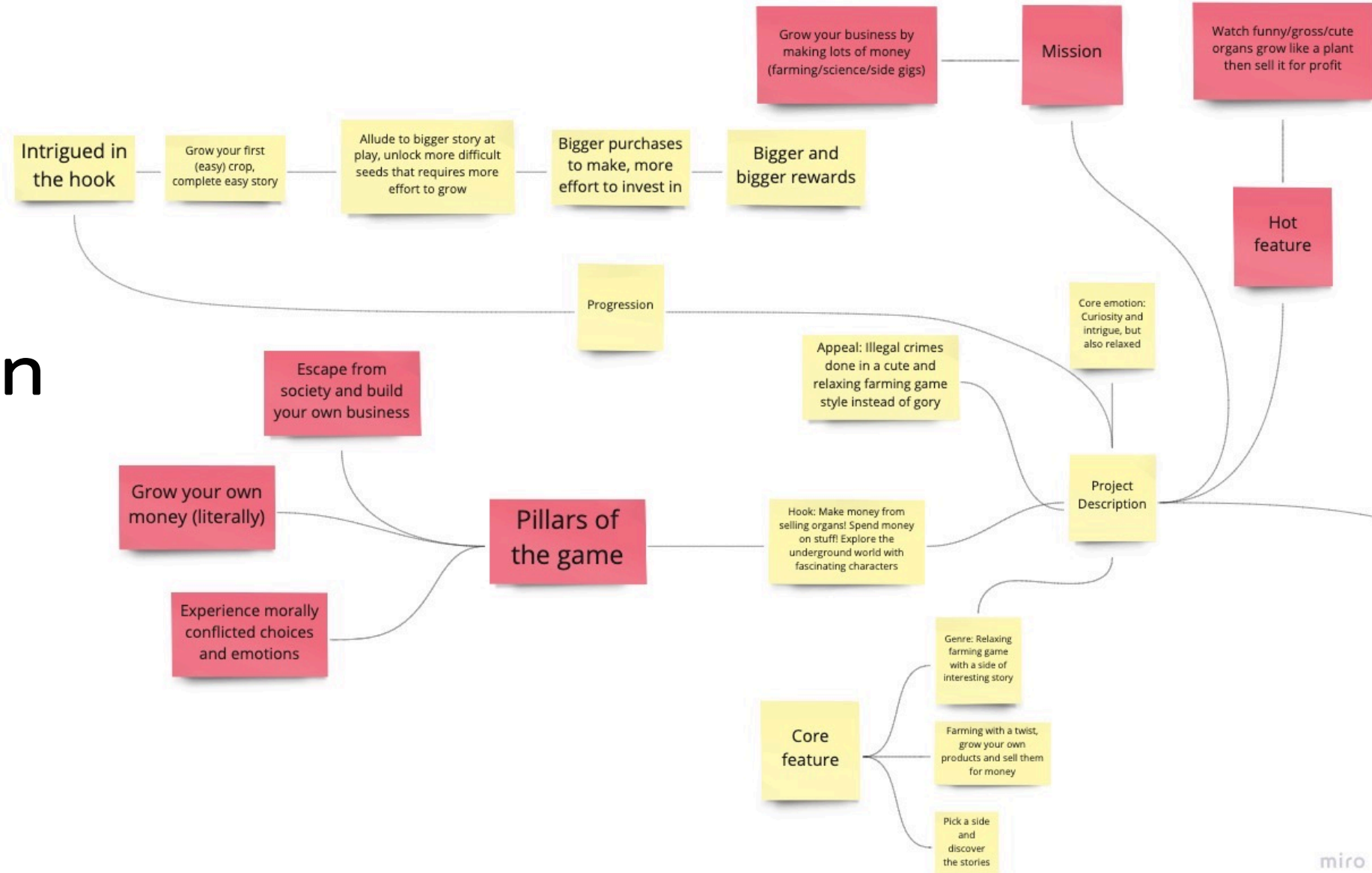
# Anxiety Inducing Mechanics

| Anxiety Inducer   | Consequence   |
|---|---|
| Crops CAN die due to inappropriate farming methods                                      | Crops could die and player loses money  |
| External factors like Insects, diseases affect quality of organs                        | Player has preserve conditions of organ   |
| Player needs to make expensive purchases that reduce a very significant amount of money | I might not have enough money for other seeds and other important purchases       |
| Side quests has many directions & options   | Did I make the right choice? What would have happened if I made the other choice? |
| What happens when you upset the opposing side?  | Lose money for bribery/jail time or lose crops when crooks look for revenge       |
| There's only so much time in a day and power to do everything                           | Will there be enough to do all the tasks needed?                                  |

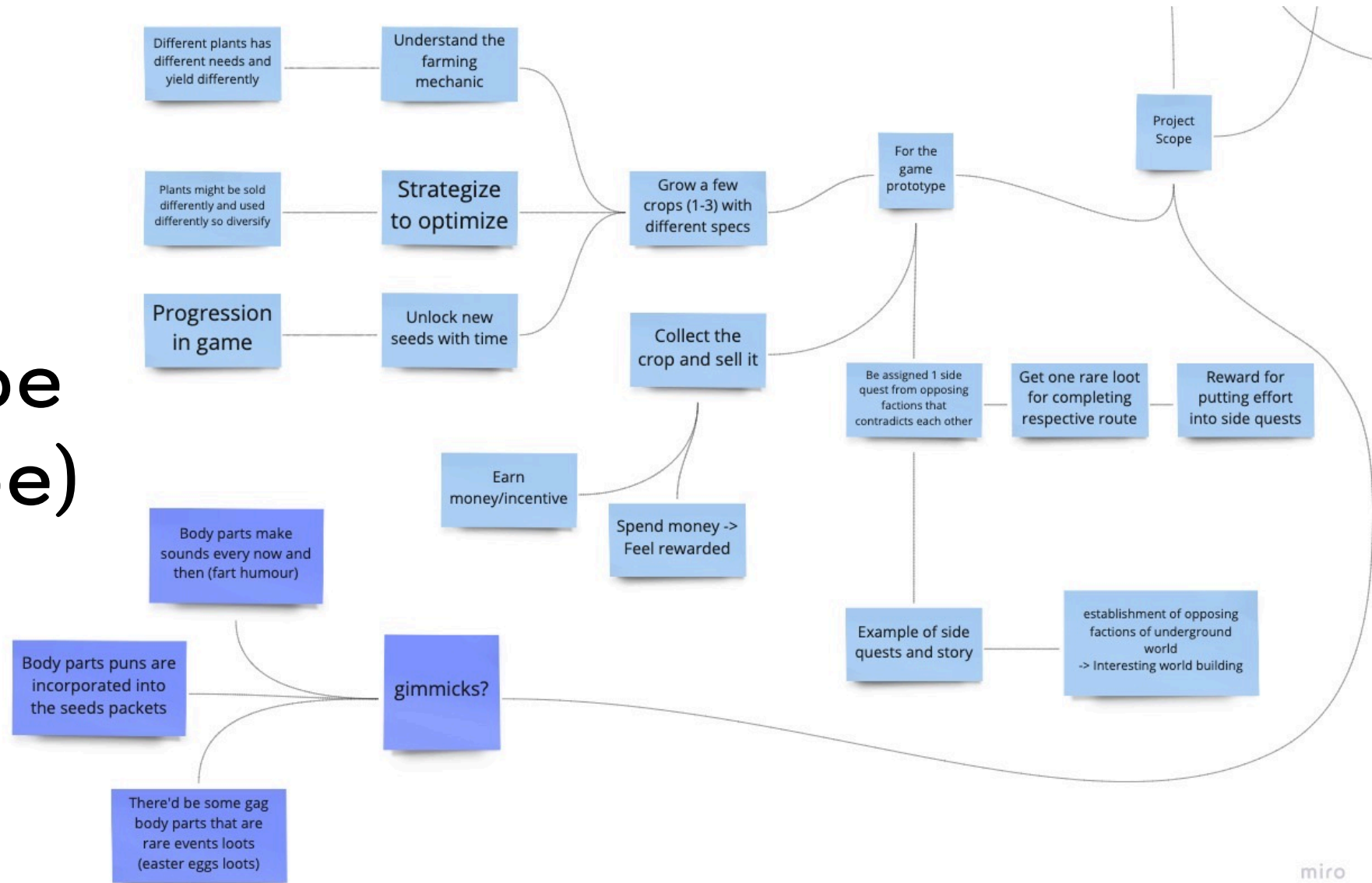
# Research Notes of Game Theme



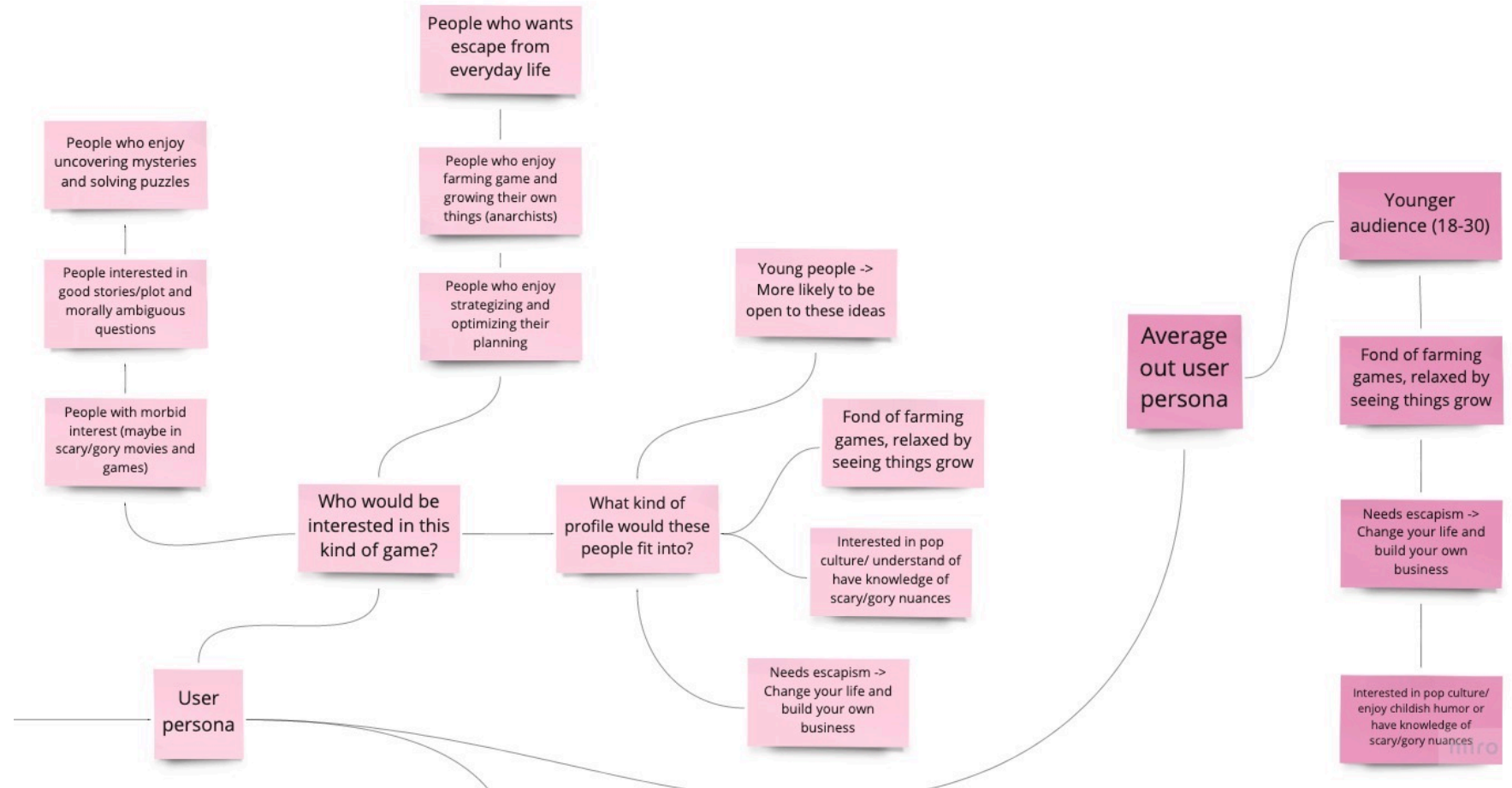
# Project Description



# Project Scope (for prototype)

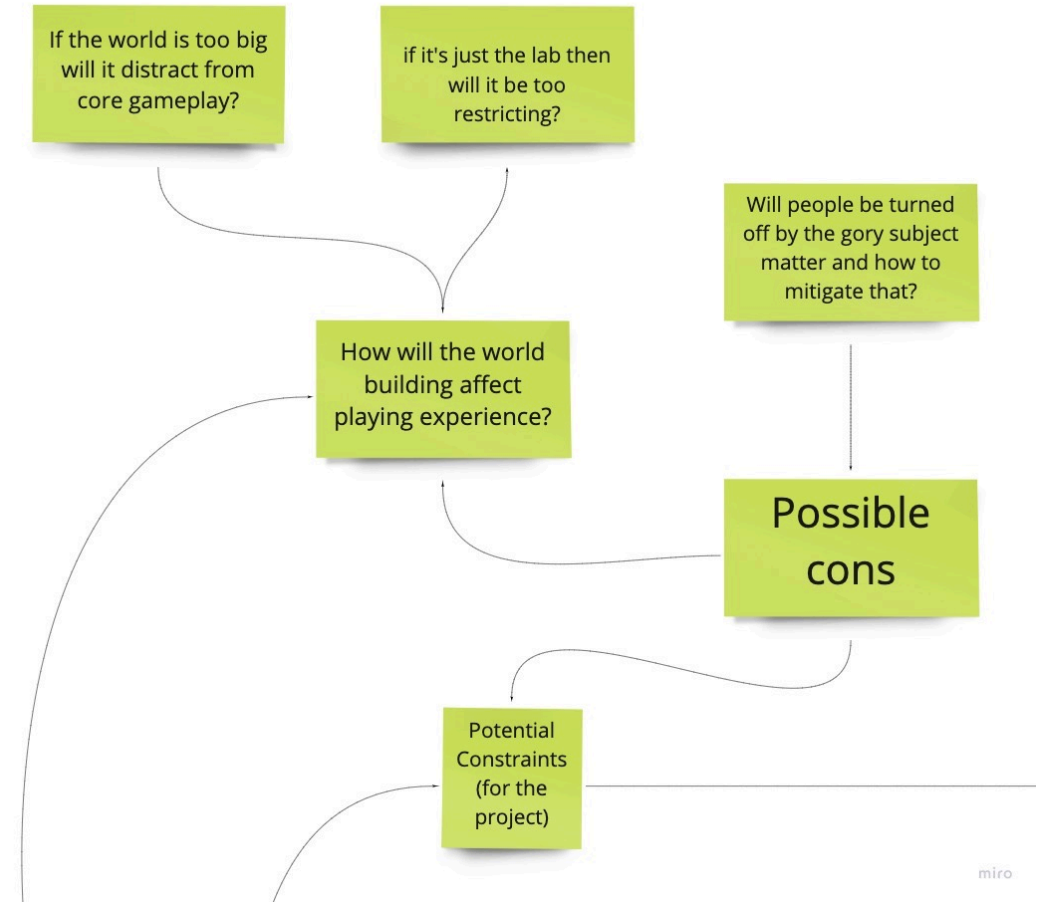
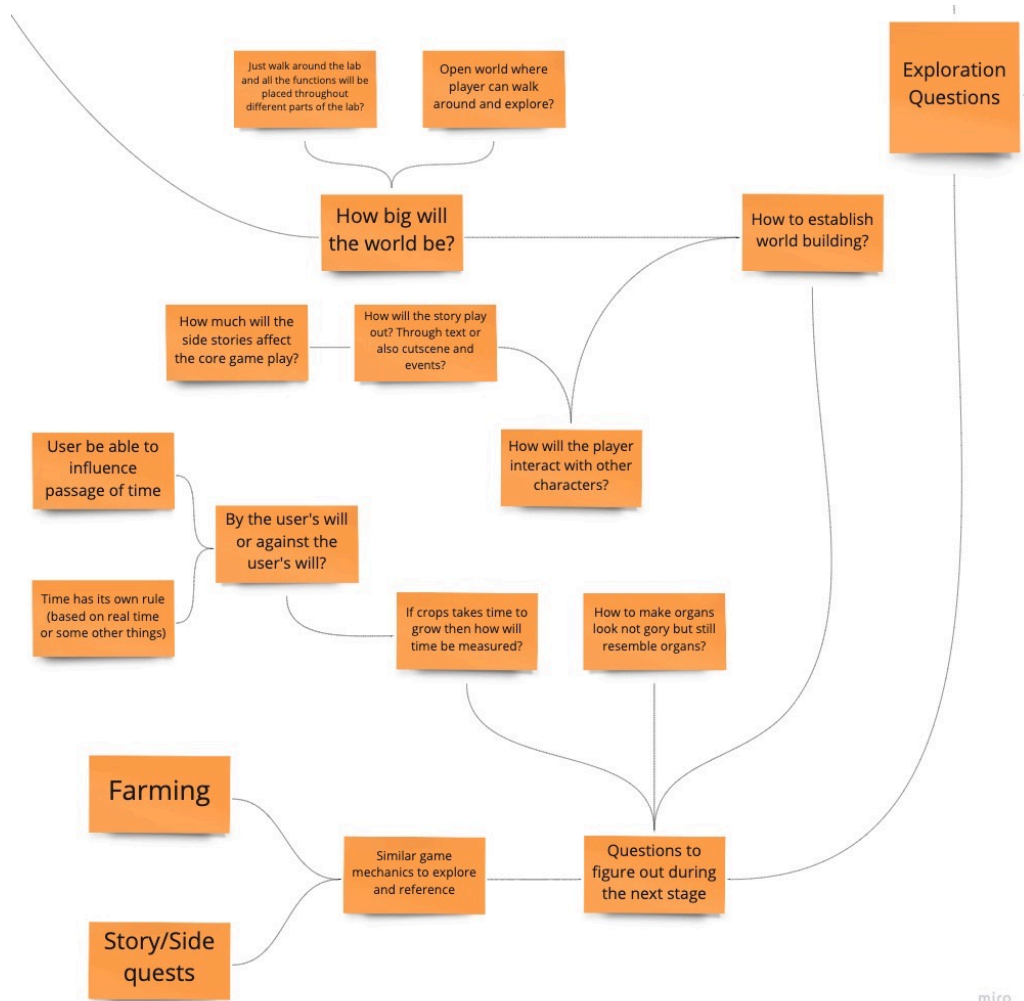


# User Persona Exploration

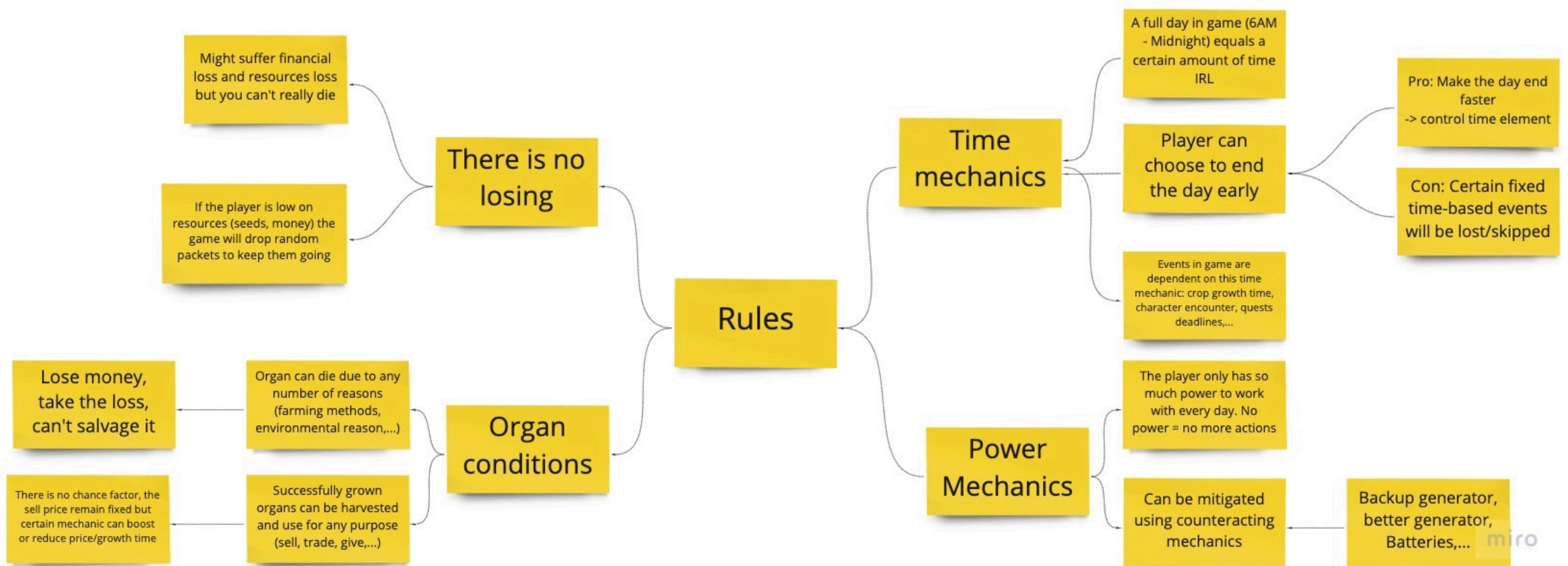


# Exploration Questions

# Potential Issues



# Rules System



Thank you for reading this  
Game Development Document!