

12/28/2022

APOCOWLYPSE

Prototype:

<https://fatmasenagenc.itch.io/apocowlypse>



Working title

ApoCOWlypse

Elevator pitch

A game with casual mechanics and a sense of humor that doesn't take itself seriously,

Concept

Overview

- Genre: Casual
- Target audience:
 - Age: 12-45
 - Gender: Male/Female
- Monetization: Freemium, Sell skins with micro transactions
- Platforms & system requirements:
 - – Mobile

Theme and setting

This is a game based on the American country rumors from the 1950s about aliens abducting humans and cows. In the game, cows are actually abducted by aliens and transported to other planets to keep the planets in balance.

Design

- Game's aim
 - Our main goal in the game is actually to show how critical even small parts are in nature and how big effects our interventions can have. Nature lives in tremendous harmony, and our interventions change it irreversibly. we also wanted to make it as ironic as possible so we opted for this theme and lore

- **The World**
 - The whole system is actually an alien race's cow farm. These aliens protect and exploit these planets thanks to cows
 - **The Player's Character**
 - an alien tasked with maintaining the balance
 - **The Goal**
 - balance the system
 - **The Rules**
 - Each planet and spaceship can carry a certain number of cows.
 - Except for the number of cows, the player cannot directly change a variable (nitrogen or water)
 - Cows cannot be killed by the player. but they spawn or die randomly every turn
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Mechanical Design

Game Mechanics

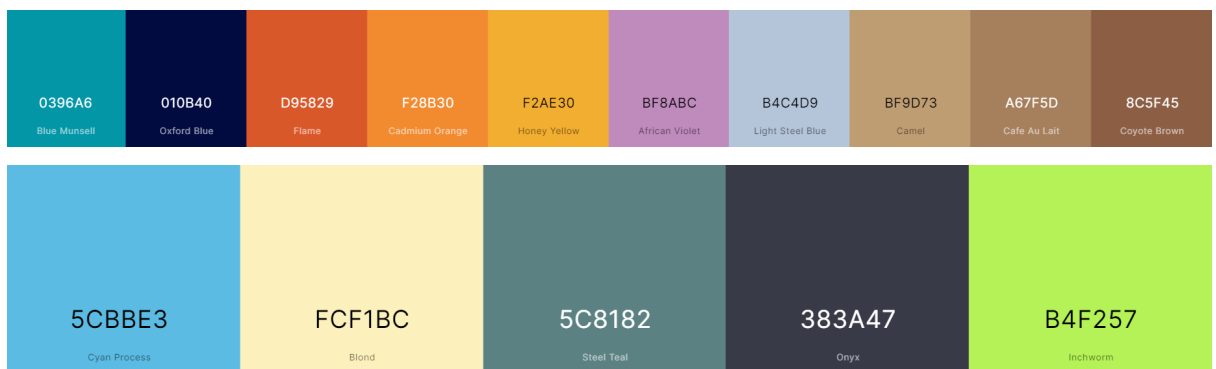
- **How does everything work, exactly?**
 - The player enters planets. Each time he does this, the game counts 1 turn and the variables change according to the number of cows. The player can collect cows from here or leave the cows to this planet depending on the situation of the planet he entered.
- **Reward and Punishment**
 - **Reward**
 - visual stimuli are used to motivate the player
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 - Each planet in balance gains a certain amount of "money". These could be any resource that we are exploiting that planetary. This "money" can be spent at the grocery store
 - **Punishment**
 - Absolute disruption of balance means losing

- **Gameplay Loop**

- *The purpose of our alien character in the game is to exploit worlds. Proceeds from these planets go to the alien's planet. This part (with the market) is not available in the miro (look at the Detail Design Part) . We can visit the alien's planet and develop it*
- *What is explained in the GamePlay Loop part is not directly related to the lore and prototype. It is a suggestion*

Art Design

- **Color Palette**

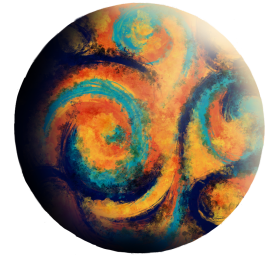
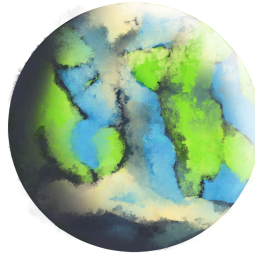
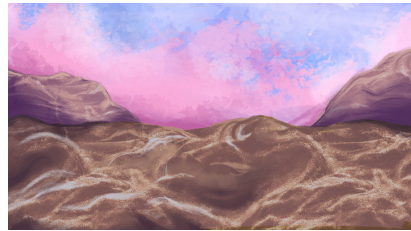
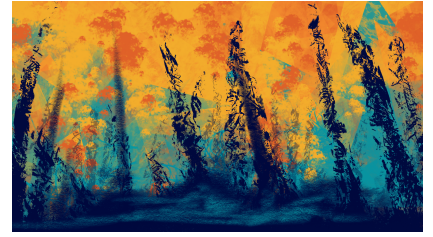
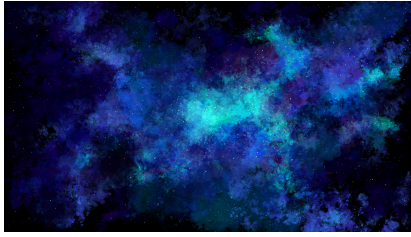


- **Benchmarking**



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- This is not Our inspiration point but the game have same view with the game

- Concept Art



Detail Design

- Characters

- Cows
- Our Alien

- Story and Lore

- You are assigned to a solar system that your organization calls H00J-4M as the district inspector of PULSATION (Penguin Lovers Association), a non-profit non-governmental organization whose mission is to preserve intergalactic life in the known universe. There are 3 Earth-like planets on this system that your organization is known to have previously pioneered in the beginning of life. The incubation unit visited these planets before you, made the necessary measurements and delivered the genetic material necessary for the origin of life to the basins on the planets.
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General Level and Game Design

- https://miro.com/app/board/uXjVP7V56nk=

