Terrate Design Document:

- Terrate is a **3rd person semi-open world game** with **survival aspects**. The player takes the role of a salt golem, which are named "**Gokol**". The player can explore the **player village hub** in which they can **craft equipment, interact** with **NPCs** and get **quests**. The player then ventures into the next level which is large and expansive, where the player can **gather resources, combat animals, complete quests** and **explore in general**. The player is **limited by time** as **heavy rainfall** will soon approach, which will **damage and eventually kill the player** as the **"Gokol" s can not survive in a water environment**. The player is also constrained by an "**existence bar**" which is **both stamina and health**, any **actions will drain this bar**, meaning that t**he player must be careful and tactful in their choices and actions**.

World Economy

Resources:

Name	Rarity	Tier	Obtained	Area
Branch	Common	1	Ground	1,2
Pebble	Common	1	Ground	1,2
Hemp	Uncommon	1	Ground	1,2
Rock	Common	2	Stone deposits	2,3
Bones	Uncommon	2	Animals	All
Oak	Common	2	Oak trees	2,3
Cloth	Uncommon	2	Mature hemp plants, Animals	3,4 +Animals
Gokol Tear	Rare	3	Defeated gokols	Evil Village
Grand Oak	Rare	3	Grand oak trees	5
Iron Ore	Rare	3	Iron ore deposits	5
Orium	Very Rare	4	Orium deposits	6

Craftable items:

Name	Tier	Use	Recipe	Durability
Basic Wood Axe	2	Cut down oak	Branch x15	Low

		trees, ineffective as a weapon	Pebble x10 Hemp x5	
Basic Pick Axe	2	Mine stone, ineffective as a weapon	Branch x10 Pebble x15 Hemp x5	Low
Dagger	2	Can be used effectively as a weapon	Branch x 15 Pebble x15 Hemp x10	Low
Hemp Shearer	3	Collect cloth off mature hemp plants	Branch x20 Stone x5 Hemp x10	Med
Sling Shot - 1 pebble = 1 ammo	3	Can be used effectively as a ranged weapon	Oak x10 Stone x5 Cloth x10 Branch x15 Pebble x10	Med
Advanced Axe	4	Cut down oak trees, grand oak trees, ineffective as a weapon	Oak x15 Stone x10 Cloth x5 Hemp x10 Branch x15 Pebble x5	Med
Advanced Pick Axe	4	Mine stone, iron ore, ineffective as a weapon	Oak x10 Stone x15 Cloth x5 Hemp x10 Branch x5 Pebble x10	Med
Sword	5	Can be used effectively as a weapon, high damage	Grand oak x15 Iron ore x20 Oak x15 Stone x20 Cloth x10 Hemp x15 Branch x20 Pebble x10	Med
Gokol Axe	5	Collect oriumin, effective as a weapon	Grand oak x10 Iron ore x10 Cloth x 20 Hemp x10 Branch x20 Pebble x20 Stone x10	High

			Oak x10	
The Boat	6	Allows player to "win"	Orium x10 Grand oak x25 Iron ore x30 Stone x60 Oak x70 Cloth x50 Hemp x70 Branch x90 Pebble x90 Bones x20	n/a

Consumables:

Name	Tier	Use	Recipe
Salt Boost	2	Increase player's existence bar by 15%	Bones x10 Hemp x5 Gokol tear x1
Salt Speed	3	Increase player's movement speed by 15% for 120 seconds	Bones x10 Hemp x5 Gokol tear x1
Salt Essence	4	Ignore rainfall damage for 10 seconds	Bones x15 Cloth x10 Gokol tears x2
Salt Disguise	4	Hostile gokols ignore player for 30 seconds	Bones x15 Cloth x10 Gokol tear x2
Salt Slither	5	Move player to the nearest level exit	Bones x15 Cloth x20 Gokol tear x5 Orium x1

Alpha Test Feedback #1 Priority List:

- Everyone that has play-tested really enjoyed the core ideas of the game and the concept, especially the rain mechanic (unique) they're eager to art being implemented into the game as well as the core gameplay

- Debug feature to allow staff and other play testers to skip time in-game to allow for faster play testing as well as for staff who are limited to only 15 min with groups

- Faster player movement speed, the gameplay feels quite slow, possibly add a toggle to sprint input

- Next sprint should be focused on the core gameplay loop/start work on the first encounter area and less so on the player hub area

- Keep the village explorable but not too large, / possibly keep it the same size

- Have Gartists focus on producing art and models for the village and encounter area

- Focus on exploration within levels

- Water should become randomly generated within levels instead of the main shelters being randomly generated (this allows the player to become familiar with the exits and the landscapes, but the way they access these areas will be different)

- Have in-depth conversations about the combat system / possibly not have combat, as it may drag the game down if it's done poorly (quality over quantity)

- Focus more on how the water can affect the player in terms of geography and environment

Terrate Feedback:

Play Test #1 -

- Loves idea
- Wants actual gameplay area to be focused (Encounters)
- Loves lore, level design
- Worried about scope with playable areas

Play test #2 -

- Loves idea
- Would like to see more implemented in terms of gameplay

Play Test #3 -

- Movement is slow (add a run on toggle?)
- Give the player context as to why they go to different spawns / Possibly change the random generated shelter - possibly add randomly generated floods of water on maps instead
- Debug mode to allow skipping time in game (allows staff to play test easier)
- Rain is a lovely idea
- Good justification for day / night cycle
- Combat may overcomplicate the game and be too hard to balance, focus more on the ideas of the player and how water affects the player
- Would buy game if it was ever steam store

Play Test #4 -

- Player needs animations (fix T pose)
- Loves day / night cycle
- Think about how to implement animations with a lack of animators
- Focus on main level encounters (have 1 minimum)
- Keep village small / same size
- Have levels explorable

Play Test #5 -

Bug List:

- When player falls off map, the player does not respawn