

# ‘Classic Of Mountains and Seas’ Game AGI 2 Pitch

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Yi (Amy) Wu (s3720034),  
Nhan Trong Nguyen (s3721498)

# Rationale

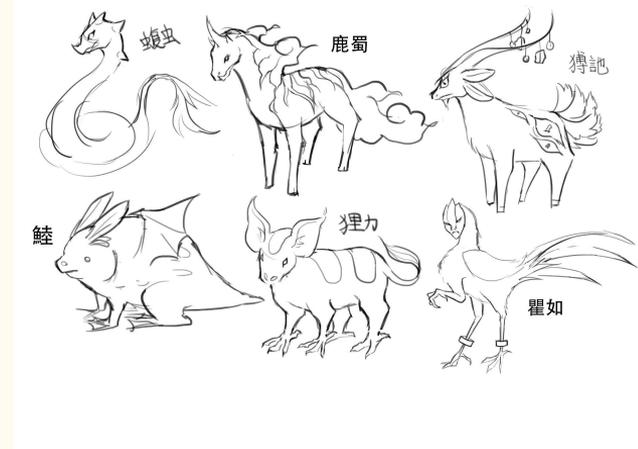
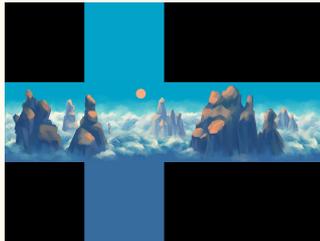
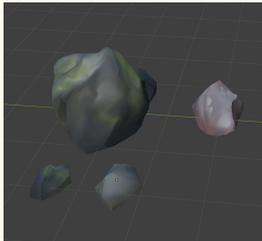
The historical context of my work revolves around the ancient Chinese literature 'The Classic of Mountains and Seas' which describes a lot of mythological creatures, geographical locations, medicine, rituals etc. This theme intrigued me for two reasons. Firstly because of a personal fascination with all kinds of mythological tales and strange animals or monsters. Secondly, its contents are rarely properly explored in any form of contemporary media such as television, game and artworks.

So essentially I wanted bring the text to life by creating a believable ecosystem, showcasing interactions between character, creature and nature. Examples include turfs, foraging, co-existence or predatory behaviours. This is intended to be an open world exploration and collection game where players traverse through a vast landscape, document information to complete an encyclopedia for the creatures and collect rare resources to aid them along their journey.



I chose games as a method because I feel like there are a lack of titles out there that serve the combination of open world, survival sandbox and creature collection. Most tend to focus on one aspect very heavily whilst paying very little regard. Additionally in most games, animals and creatures seem to exist for the sole purpose of dropping meat to the players, and interactions between different species are very rarely depicted. I want to build far more than just a one way food chain in mine, I want to deliver a functional ecosystem that seems meaningful even without the presence of the player.

During Studio 1, I've produced some concept art and a bit of game ready models. For Studio 2, I decided to team with a coder (Tony) to expand my project into a playable prototype with basic mechanics in place.





^ Basic environmental assets

## Studio 1 Progress



^ 1 Creature model + textures

# Context

We're mainly going to be inspired by open world exploration games such as:

1. No Man's Sky (space/planet/galaxy exploration game)
2. ARK: Survival Evolved (survival + crafting alongside dinosaurs)
3. The Legend of Zelda: Breath of the Wild (immense freedom in player objectives/creative ways to interact with the landscape)
4. Subnautica (exploration of strange underwater planet)

As for ecosystems in games, we're looking at:

1. Pokemon Snap (photography game looking at pokemon interactions and habitats)
2. Monster Hunter (hunting monsters via trails etc.)



<https://www.gamesradar.com/uk/new-pokemon-snap-nintendo-switch/>



<https://www.eurogamer.net/articles/2021-02-17-no-mans-sky-arts-fifth-anniversary-celebrations-today-with-new-pets-update>

As a fan of the open-world/survival/craft genre, I've made one comment on what I like/dislike about every game. These considerations will then help me consolidate/plan for mechanics in my own game.

| Game Name             | Like   | Dislike   |
|-----------------------|--|---|
| ARK: Survival Evolved | Lots of tamable creatures with different abilities/behaviours  | Fixated map and locations, less replayability, becomes more grindy towards the late game.   |
| Valheim               | Mythology based bosses, clear sense of progression (the need to explore and locate boss altars)                | Food based health system (if there's no food then you get one shot by the weakest monsters)   |
| Subnautica            | Huge range of creatures, the surrounding world felt 'whole' (terrains / regions blend really naturally)        | No 'killing' weapons, feels very defenceless at times   |
| No Man's Sky          | Regional variations on aliens (even though they're the same species, they look a bit different in each galaxy) | Progression is too slow, no clear imperative to explore each single galaxy you encounter (resources are relatively similar from one to another) |
| Minecraft             | No progression locks. If you want to build or adventure all game you can, game does not stop you               | Steep learning curve (too much content?), too much new content, very hard to catch up if you revisit after 1-2 years                            |

# Methods

Amy:

1. 3D Modelling/Texturing (Maya, Blender and Substance Painter)
2. 3D Animation (Maya)
3. Illustrations (pages of the encyclopedia, done in Photoshop)
4. UI Design (Photoshop)

Tony:

1. Game Mechanic Design
2. Pseudocode (Microsoft Word or similar)
3. Programming (Unity, Visual Studio)

# Outcomes

Amy:

1. 4 Altar models (with different totems)
2. At least 5 creature models, textured, rigged, animated (walking, eating etc.)
3. UI illustrations (icons, sprites)
4. At least 10 resource (minerals/ores/rare plants) models, textured
5. Landscape construction (3 different terrains, 3 variations for each)

Tony:

1. Basic ecosystem (food chain, turf, predatory behaviour etc.)
2. Randomly generated islands (random creatures/resources)
3. Basic mechanics (picking up/dropping)
4. Creature AI (wandering, food/hunting etc)
5. Loggable encyclopedia w/ taming system
6. UI (health/hunger bars, names display)