

Meteor Flowers - Game Design Document

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Game Identity / Mantra:

Beautify an alien planet by playing a relaxing memory game, creating your own intergalactic garden, and interacting with other players!

Design Pillars:

1. Relaxation - allow players to have a meditative experience within most aspects of the game.
2. Intrigue - motivate players to unlock more contents and explore the fantastical world of Zearth.
3. Satisfaction - provide players with a sufficient amount of rewards and refreshing content in order to grant them a positive experience.

Genre/Theme/Story:

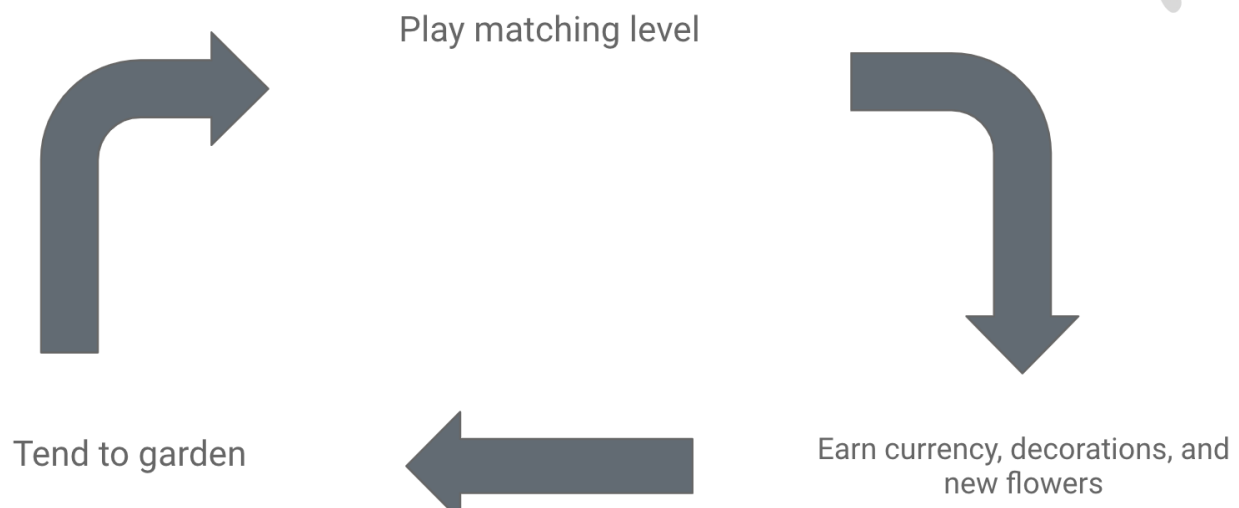
Genre: Matching/Decorating Game

Theme: Science Fiction (Aliens)

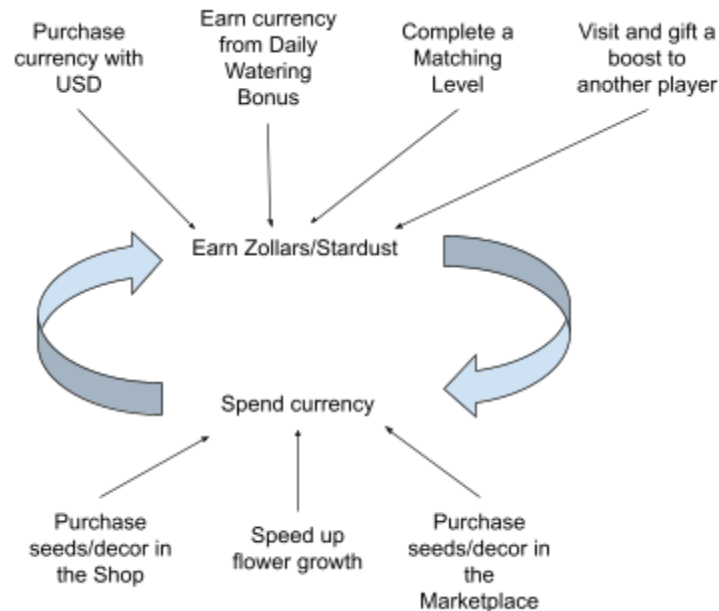
Story: After landing on an alien planet, you are tasked with creating/sustaining a garden in exchange for your survival.

Mechanics

Core Loop:



Economy Loop:



Mechanics

- Tapping and dragging are the primary mechanic (tapping buttons, memory cards, Shop purchases, etc; dragging flowers and decorations to plant them).
- Active game is a simple matching game, where players are given a limited amount of time to memorize the tiles and must match them within the allotted amount of moves.
- As players progress, levels will increase in difficulty by adding tiles, further limiting or removing memorization time, and/or decreasing allotted moves.

Reward System/Economy:

Describe your currencies

1. Zollars
 - a. Standard Currency (Alien dollars from planet Zearth– it's a pun)
2. Stardust
 - a. Premium Currency

Detail all of the following:

- Sources
 - Zollars
 - Level Completion: +5-20 Zollars depending on # of errors
 - Flower (Zollar Zenobia): +10 Zollars every hour, cannot stack
 - Purchase with Stardust (Currency Corner)
 - 50 Stardust grants +100 Zollars
 - 100 Stardust grants +500 Zollars
 - 200 Stardust grants +1,000 Zollars

- Daily Watering Bonus
 - Day 1 = +10 Zollars
 - Day 2 = +30 Zollars
 - Day 3 = +100 Zollars
 - Visiting + Gifting Fellow Players
 - +5 Zollars per visit/gift, maximum +50 Zollars a day (10 different visits)
- Stardust
 - Level Completion (every 10 levels): +20 Stardust
 - Flower (Stardust Safflower): +5 Stardust every 12 hours, cannot stack
 - Purchase with USD (Currency Corner)
 - \$0.99 grants +100 Stardust
 - \$2.99 grants +500 Stardust
 - \$4.99 grants +1,000 Stardust
 - Daily Watering Bonus
 - Day 4 = +5 Stardust
 - Day 5 = +10 Stardust
 - Day 6 = +15 Stardust
 - Day 7 = +20 Stardust
- Sinks
 - Zollars
 - Shop (more details on spreadsheet)
 - Seeds cost anywhere from 5-150 Zollars depending on type
 - Decorations cost anywhere from 5-1,000 Zollars depending on what they are
 - Stardust
 - Shop (more details on spreadsheet)
 - Seeds cost anywhere from 30-1,000 Stardust depending on type
 - Decorations cost anywhere from 30-1,000 Stardust depending on type

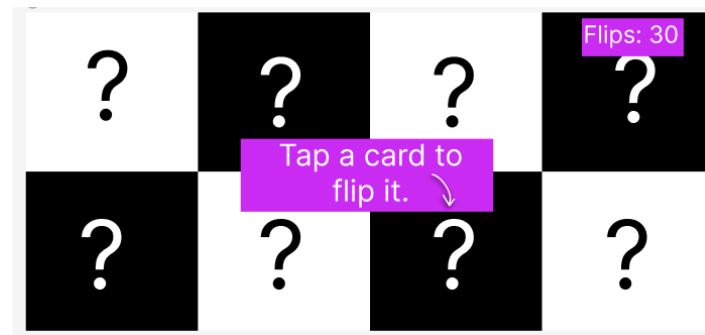
Features:

Memory Game:

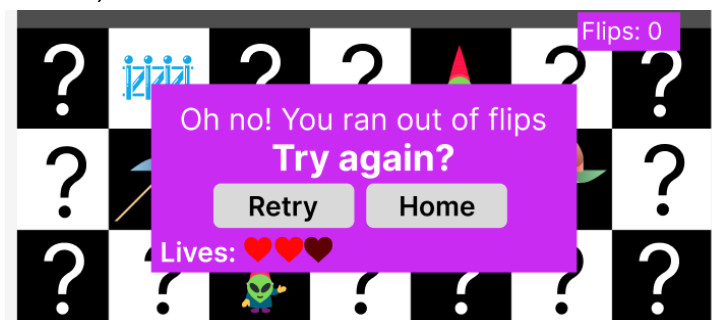
- Players have unlimited, randomly generated memory game levels that grant them rewards.
 - Gameplay
 - At the start of each level, the memory cards are displayed up for 5 seconds to memorize the location of each matching picture



- Once the 5 seconds are up, the cards are face-down and players are given a limited number of flips to correctly match the memory cards. They are not timed– they must simply match the cards within the limited flip number.

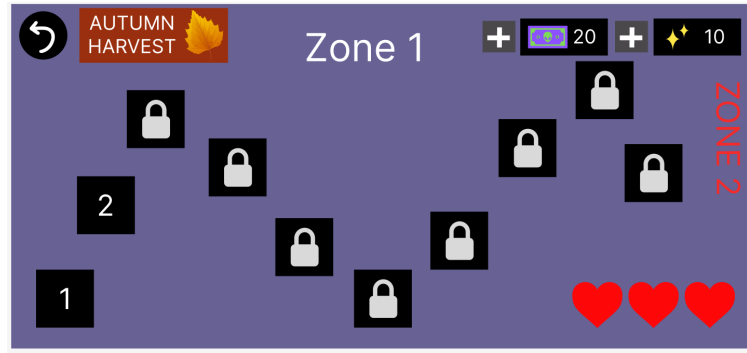


- If players fail to match the cards properly within their limited number of flips, they lose the level (and 1 life). If they lose all 3 of their lives, they must wait 1 hour to regenerate the lives (unless they speed this process up with Stardust).

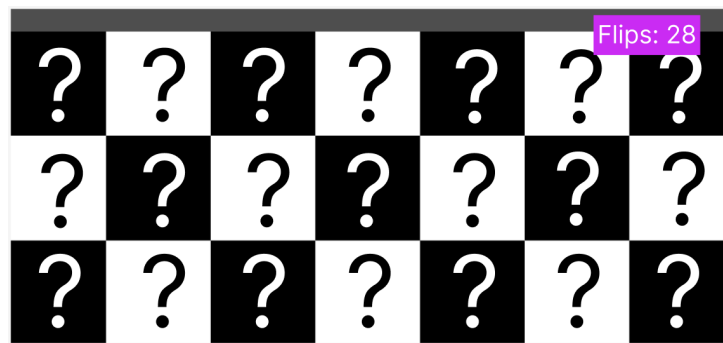
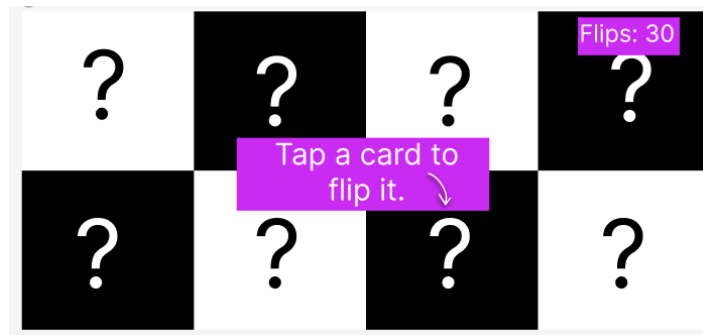


○ Layout

- Every 10 Levels are sorted into unique “Zones,” meaning they are reskinned with different cards, colors and backgrounds per every 10 levels.



- Within each set of 10 levels, the number of available flips per level steadily decreases in order to up the difficulty
- More memory cards will be present in later zones. For instance, Zone 1 levels have 8 cards to match, whereas Zone 2 levels have 10 cards to match.

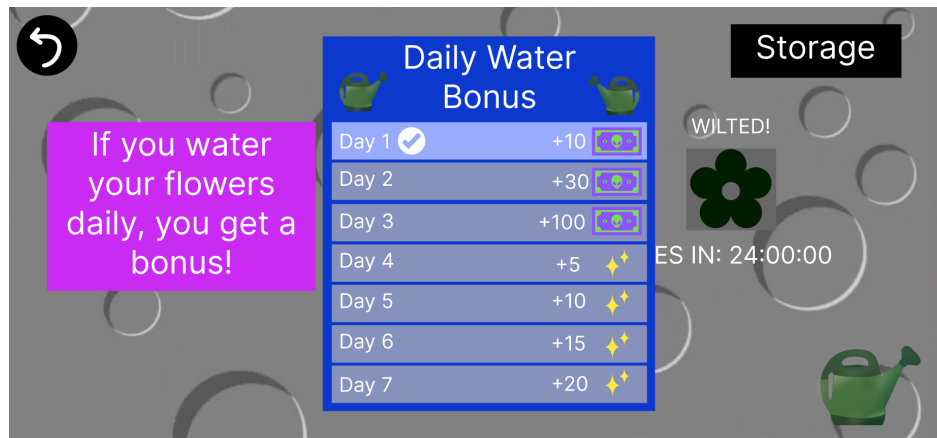


○ Rewards



- Upon completing a level, players receive a variety of rewards unique to the level's zone.
- Seeds, decorations, Zollars, and Stardust are all potential rewards
- Stardust is only given every 10 levels (i.e. Level 10, 20, 30, 40...)
- Amount of Zollars earned upon level completion varies depending on how many flips are leftover at the level's end (bonus Zollars are given in exchange for extra flips)

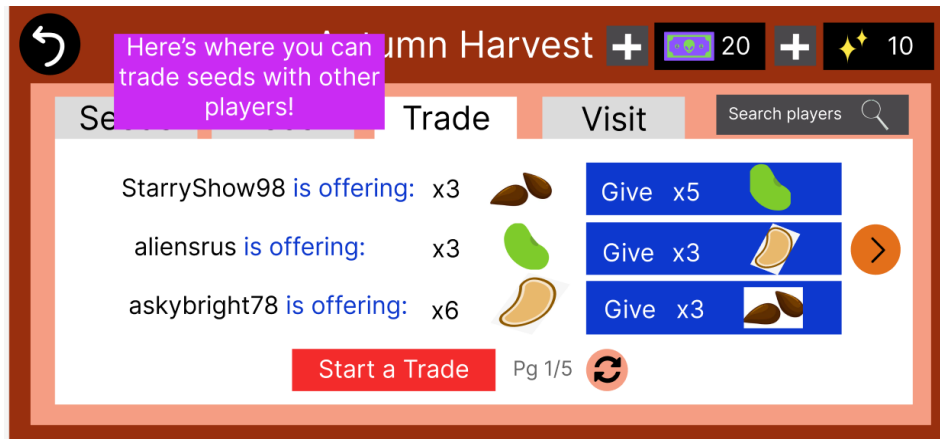
Watering Can:



- All flowers must be watered daily so they don't wilt. If left unwatered for one day, a flower will wilt and won't generate boosts. 24 hours after a flower has wilted, it will die and you will have to purchase a new seed to replant it.
- Players get a bonus for watering their flowers daily. The bonus increases each day, and resets after 7 days. The streak will reset if the player misses a day or after completing all 7 days.
- Bonuses are as follows:
 - Day 1 - 10 Zollars
 - Day 2 - 30 Zollars
 - Day 3 - 100 Zollars
 - Day 4 - 5 Stardust
 - Day 5 - 10 Stardust
 - Day 6 - 15 Stardust
 - Day 7 - 20 Stardust

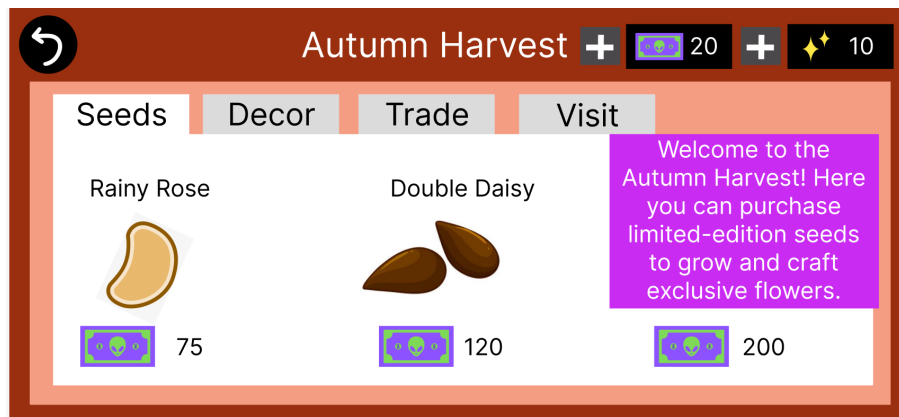
Seed Trading/Marketplace:

- A feature where players are able to connect with their friends and other players by visiting their garden and trading seeds.
- Players set their own give/receive requests for trading. Players must set both (ex. I will give X if I receive Y), and cannot only give away an item or request an item.
- The interface should feature three trade offers on the screen, with each player's username and trade offer listed underneath to the left side. Each player's "receive" request should be next to the offer on the right side.

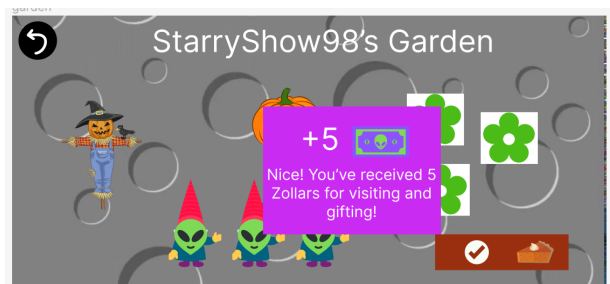


- Players may post a trade offer to the marketplace using “Start a Trade”. Button should be presented at all times underneath the trade offers.
- Players get 15 trades presented to them at a time – 5 pages of 3 trades. Room should be left on the far left and right sides for arrows. Players may refresh trades, but can only do so once every 10 minutes.

Seasonal Marketplace Events:

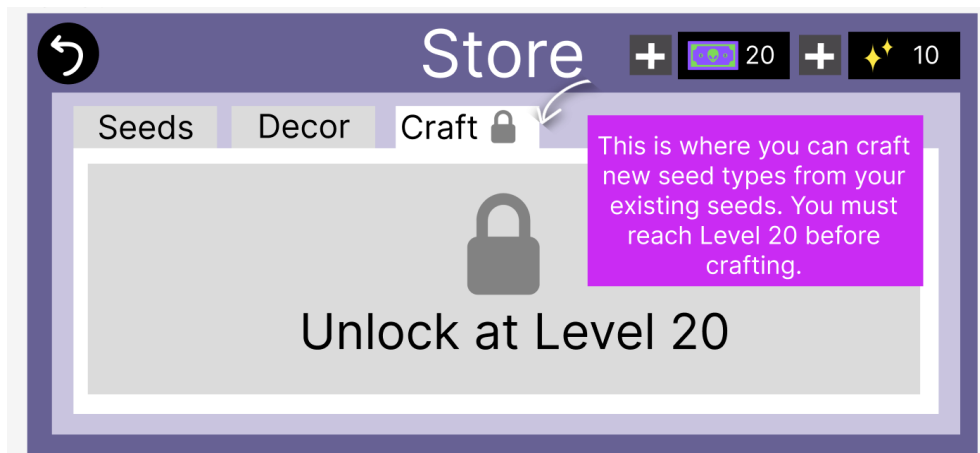


- Seasonal events that offer players unique seeds and decor only available during the event. Players may also visit other player’s gardens during this event.
- Players can leave event themed boosts when visiting other player’s gardens, and will receive a 5 Zollar bonus as an incentive.



- Event interface will feature four tabs – Seeds, Decor, Trade, and Visit.
- Events occur two weekends per month and are based on holidays or seasons.

Crafting:



- As our team has only fleshed out the details for the first 20 levels of Meteor Flowers, the Crafting System has not been prototyped or detailed quite yet. Ideally, this system is to be designed and implemented after the beta phase of testing. The rough concept of crafting involves a recipe booklet in which players can breed their existing seeds together to create exclusive flowers with multiple abilities.

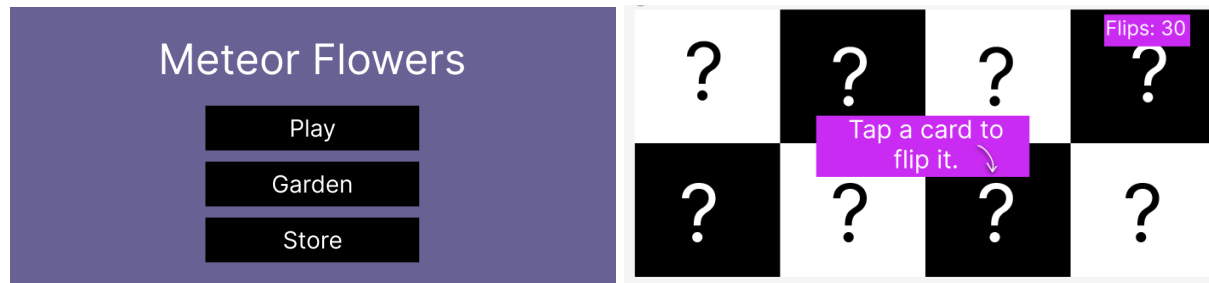
Story/Text:



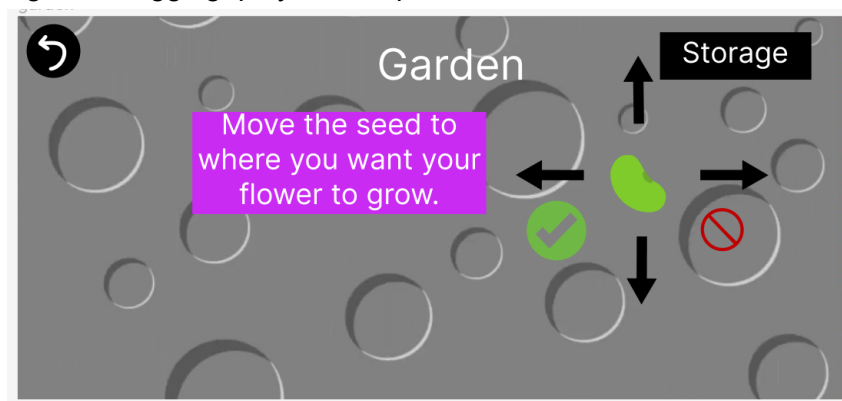
- Exposition is the main story aspect. This is promptly introduced at the start of the game's tutorial, ideally more detailed than displayed in the prototype. The main basis of the story is that you, a human, have crash-landed on an alien planet. The aliens on planet Zearth decide to spare you in exchange for beautifying their planet.
- As of now, the story is displayed in one simple pop-up at the tutorial's start.
- Most of the game's story and thematic elements are displayed from its assets.

Interface:

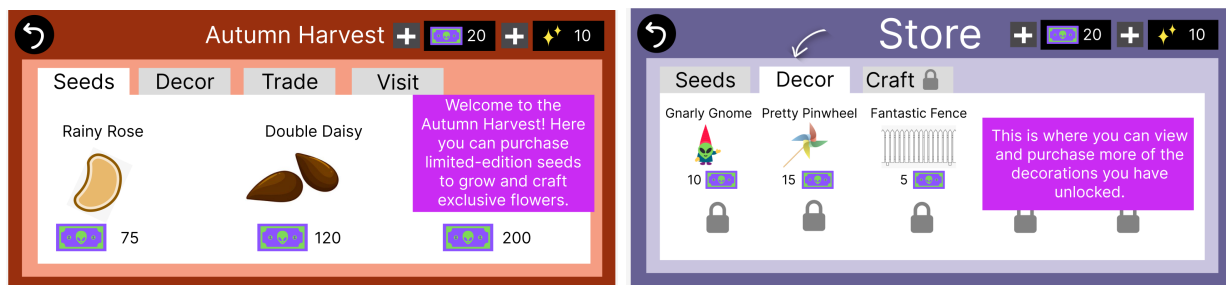
- Players tap the screen to interact with the game.



- By tapping and dragging, players can place seeds and decorations within their garden.



- The Shop / Marketplace / Special Harvests are structured with tabs that organize various features within them.



Art Style:

Blocky and colorful toon-style graphics. The flipping game will feature 2D art sprites, while the garden and decor/flowers will be in 3D. While the 2D assets will not have outlines, the gradient and blocky color style should match between the 2D and 3D assets.

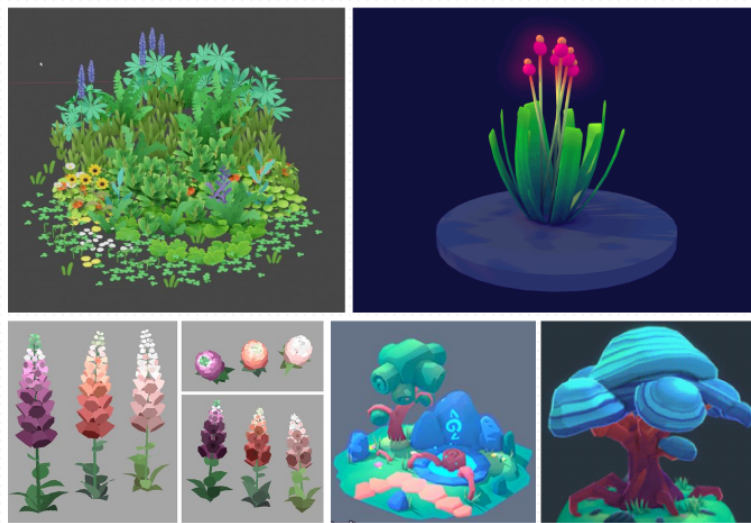
Moodboard:

<https://www.figma.com/file/jVahYOIHL6611EfNFQqrLk/Untitled?node-id=0%3A1&t=ngRTx18tfV1lVx3V-0>

Inspiration/Stylization Ideas:








3D Inspiration:



Music/Sound:

Techno, funky, upbeat. Futuristic, somewhat synth-like sound. Overall positive feeling evoked from the music.

- Shop/Marketplace: calm, neutral, wondrous
 -  Space Adventure | Club Penguin OST
- Homescreen/Level Selection: upbeat, exciting, funky
 -  Club Penguin Music OST: Operation: Crustacean 2015 - Alien Lounge [Iglo...
- Gameplay: fast-paced, exciting, futuristic
 -  Club Penguin Music OST: Space Adventure Planet "Y" Theme Music 2014

- Walkthrough Background Music
 -  Plantasia
 -  Swingin' Spathiphyllums

Analytics:

- Most Popular Sink (decorations, speeding up flower regeneration, watering plants, etc.)
 - Identify what kind of items players like spending currency on to help live ops focus on what kind of new items they should make
- Net Zollar and Stardust Flow
 - Identify how much currency is being earned vs how much is being spent
- Most Used Seeds
 - To help identify which boosts are popular among players
- Mean and median amount of flowers unlocked per player
 - Help identify player's level progression, and identify if there is a spot players are falling off
- Mean and median amount of dead flowers across playerbase
 - Help identify how consistent players are checking in with their garden — identify how many players are not logging in at all vs how many just aren't tending to certain flowers. Used to help understand which boosts are unwanted/figure out if better incentives are needed for tending the garden.

Development Roadmap / Launch Criteria:

Platform: iOS & Android

Audience: Female players 12 and up. Casual players interested in decorating, collecting, and socializing

Milestone 1: Develop the basics of the Matching Game until it is playable for at least 2 levels.

Milestone 2: Develop the basics of the Garden until flowers are placeable.

Milestone 3: Develop the basics of the Shop until at least 1 seed and 1 decoration can be purchased.

Milestone 4: Develop the first 10 levels to the point of playability.

MVP: 10 levels are completely functional, Garden and Shop are accessible.

Alpha: Milestones 1 & 2 Complete, Assets Incomplete. Duration of Alpha: 1 month

Beta: Milestones 3 & 4 Complete, Assets Complete. QA testing. Duration of Beta: 2 months

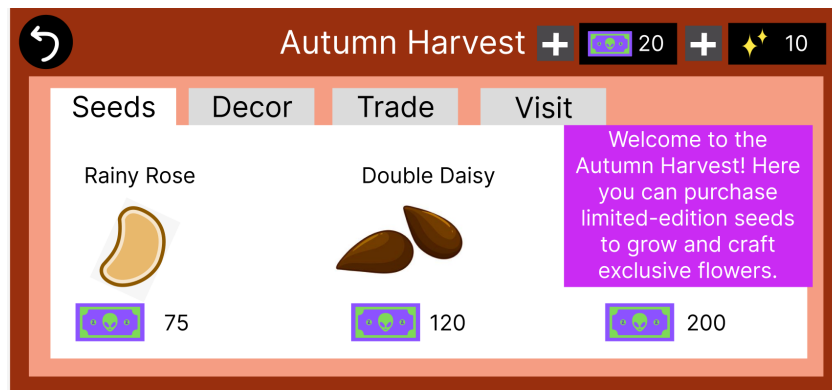
Gold: MVP complete, but ideally 20 levels are fully completed. Duration of Gold: 2 weeks

Launch Day - Maximum 1 year of development before launching MVP on iOS & Android.

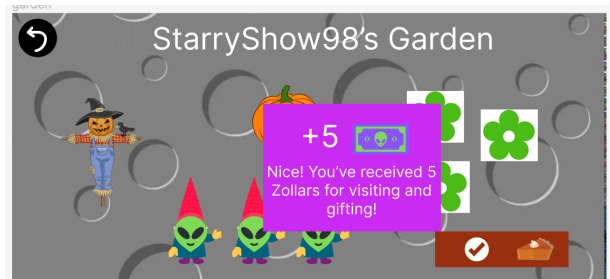
Live Ops Plan: Holiday Event - Seasonal Harvests



- Seasonal events that offer players unique seeds and decor only available during the event. Players may also visit other player's gardens during this event.
- Events occur two weekends per month and are based on holidays or seasons.



- Event interface will feature four tabs – Seeds, Decor, Trade, and Visit.



- Players can leave event themed boosts when visiting other player's gardens, and will receive a 5 Zollar bonus as an incentive.

Content Calendar - Harvests

Weekend = Friday at 12:00 AM - Sunday at 11:59 PM

- New Year's Harvest - 1st & 3rd weekends of January
- Harvest of Love - 1st & 3rd weekends of February
- Lucky Harvest - 1st & 3rd weekends of March
- Harvest of Fools - 1st & 3rd weekends of April
- Springtime Harvest - 1st & 3rd weekends of May
- Summer Harvest - 1st & 3rd weekends of June
- Firework Harvest - 1st & 3rd weekends of July
- Heat Harvest - 1st & 3rd weekends of August
- Tumbleweed Harvest - 1st & 3rd weekends of September

- Haunted Harvest - 1st & 3rd weekends of October
- Autumn Harvest - 1st & 3rd weekends of November
- Holiday Harvest - 1st & 3rd weekends of December