

## General Information

**Name of the Game:** EcoGalacticVille

**Genre:** Simulation

**Perspective:** 2D

**Game Mode:** Single Player/Multiplayer.

### Storyline

In EcoGalacticVille, players are challenged to build and manage a sustainable city in the midst of a global environmental crisis. With an immersive narrative and deep game mechanics, EcoGalacticVille offers a unique experience that educates, entertains and empowers players to address the challenges of climate change and environmental degradation.

### Game Themes (period, style...)

EcoGalacticVille combines urban simulation elements with an environmental crisis theme and kawaii visual style. Players are immersed in a world where sustainable resource management is essential to the success of the city and the well-being of its inhabitants.

### Level System

The game features various levels set in different stages of city building and management, each with its own specific sustainability challenges and goals.

### Scoring System

Players score points by making decisions that promote the sustainability and environmental well-being of the city, such as efficient resource management and participation in awareness-raising and activism activities.

### Objective

1. The main objective is to restore the ecological balance in ECOGalacticVille.
2. The second objective is to build a sustainable and prosperous city, minimising environmental impact and promoting the quality of life of its inhabitants

### Victory and Defeat Conditions:

**Victory:** Players win by building a sustainable city and achieving certain development goals.

**Defeat:** Players lose if they fail to maintain environmental balance or if the quality of life of their inhabitants decreases significantly.

### Game Play Elements

1. **Sustainable Construction:** Players must plan and build a city that minimises its environmental impact, using green technologies and sustainable development practices.
2. **Resource Management:** Efficient management of resources such as water, energy and food is crucial to the success of the city and the well-being of its inhabitants.
3. **Environmental Impact:** Players' decisions have direct consequences on the environment, allowing them to see the impact of their actions in real time.
4. **Activism and Awareness:** EcoVille offers players the opportunity to participate in awareness campaigns and virtual activist actions, promoting environmental awareness and collective action.
5. **Global Challenges:** Random events such as natural disasters and climate crises test players' management skills and their ability to adapt to changing situations.
6. **Customisation and Creativity:** Players can customise their city with a variety of buildings and upgrades, allowing for creative and strategic expression.
7. **Social Impact:** Through building a sustainable city, players can improve the quality of life for their citizens and promote environmental justice.

8. **Alliances and Environmental Cooperation:** Players can form alliances to collaborate on climate change management and promote sustainable practices. Within these alliances, cities share resources and strategies to address environmental challenges, such as droughts and floods. Working together, players can carry out environmental projects and promote awareness of the importance of environmental conservation. This function fosters cooperation between players and strengthens the capacity of cities to address global climate challenges.
9. **Obstacles:** Players will face challenges such as toxic pollution and natural obstacles like rivers and mountains that will require practical solutions to overcome.
10. **Interactive Elements:** Players will be able to interact with trees to improve air quality, plants for fresh food and animals to protect local wildlife.
11. **Pickables or Powerups:** During the game, you will find useful items such as seeds to plant additional trees and health potions to maintain the city's energy. These items are essential for the sustainability and well-being of the community.

## STORY

The player finds himself in ECOGalactic Ville, an enchanting fantasy world threatened by pollution and environmental neglect. As a guardian of the environment, it is your duty to restore the ecological balance and save the planet.

**Interesting quotes:** "Join the mission to save ECOGalactic Ville and restore its natural beauty!"

## Exploitation forecasts

The development time of this project is estimated to be 12 months, including advertising and marketing activities and the search for collaborating brands. With a **budget of \$160,000**

The profiles required to develop this project are as follows:

**Senior Unity Developer.** This profile will be in charge of designing the technical architecture of the project and the development of the solution in the Unity videogame engine. The capital needed to satisfy this profile is around \$1800 - \$2200 per month, so it would be \$21600 - \$26400 in total for the 12 months of development for this profile.

**2D Artist.** This profile will enter more strongly in the early stages of the project, where he/she will generate the UI flows and design these elements. He/she will also have to draw the different dogs in a style that matches the style of the game. As this will be a non-continuous profile with a finite amount of work, he/she will be hired as a freelancer, with a budget for his/her hours equivalent to \$16000.

**Musician / Sound designer.** This profile is necessary to create the soundtrack of the game, which is faithful to the style we want to maintain of educational and relaxed game. The cost of this profile is around \$1800 - \$2200 per month, so it would be \$21600 - \$26400 in total for the 12 months.

**Production Specialist.** This profile is needed to manage the project and find ways to reach the end users. This profile needs to be in place from the beginning of the project and usually the average salary for this type of profile is \$1800 per month, so the capital for the 12 months of work would be \$21600.

**Senior Game Designer.** Thanks to this profile it will be possible to bring the gameplay ideas to the medium where the player can interact and have fun. This profile will cost between \$1800 - \$2200 per month, so the budget for 12 months would be \$21600 - \$26400 in total.

**Climate change professional.** This profile will be hired on a freelance basis and will provide support to make the game as realistic as possible. Having this support will cost us 12000 for the whole year.

**Marketing and Advertising Specialist.** Profile that will be in charge of finding the target audience and reaching them, as well as contacting the brands interested in investing in this game. The salary would be \$1800 per month, so in 12 months it would be \$21600 .

Apart from the profiles, we would like to have a bag of money for possible assets that we want to buy to facilitate the work of the developer. With a budget of \$500 we would be able to reach all the necessary assets. On the other hand, the game will be published for Steam, the Steam publication is \$100. The Unreal license, where the game will be developed, is approximately \$ 1.850 per year. It would also be ideal to use Jira as project manager. The Jira license would be \$78 per month, so it would be \$936 in 12 months. To maintain that capital and to be able to be sustainable in the future we have devised several plans to obtain short and long term income.

The commercial diffusion will go hand in hand with the different social networks, especially Twitter, youtube or Twitch. The intention is to gradually unveil the game, some activity, etc. We will also seek the collaboration of influencers to help promote the game that can support us and make us reach people interested in this type of game. In addition, we would look for collaborations with brands offering to advertise in our game. \$11,200.

A contingency plan of \$16,000 will be left for the contingency plan.

#### **Monetization Plan:**

- 1.-Sale of the base game on Steam.
- 2.-Possibility of expansions and DLCs that introduce new challenges, features and thematic content.
- 3.-Sales of in-game cosmetics and decorative items for the city.
- 4.-In-game donation options to support real environmental causes.