



**HAPPY
EARTH**

This is a documentation of the process and design behind Happy Earth Games for Victoria Entrepreneur Bootcamp 2018-2019

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INTRODUCTION

Our Story

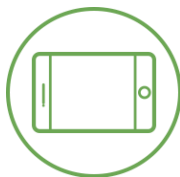
Our team of environmentalists and designers were brought together by a shared vision: to improving environmental behaviours easier by harnessing peoples love and obsession with games. Our team formed at Climathon 2018 where we fell in love with the idea of creating a game to help take care of our earth. “Happy Earth” won the Victoria Uni Entrepreneurs Bootcamp prize, a 3 month intensive pre-accelerator program where we were learned business skills needed to make our game a reality.

As the Bootcamp came to an end it became apparent that our team would not be able to commit the time necessary to develop the game to release. We are still passionate about this project and would love to see our hard work come to fruition, which is why we are looking to find someone who has the energy and willingness to develop Happy Earth.

INTRODUCTION

What is included

Through our four months of exploring and crafting Happy Earth Games through Climathon 2018 and Victoria Entrepreneur Bootcamp



**MVP Interactive
Prototype**



**Game Design
Document**



**Concept Art &
Game Asset**



**Business
Validation
package**

INTRODUCTION

Our Team



India Eiloart

*Environmental
Engineer*



Emma-Yvonne Simons

*Environmental
Project Manager*



Nina Estrella

*UX/UI Designer
Game Designer*



Micheal Baron

*Game Designer
Game Artist*



Nerissa Glasse

*Character & Environmental
Game Artist*

THE GAME

Introduction

INSPIRATION

Game Inspiration

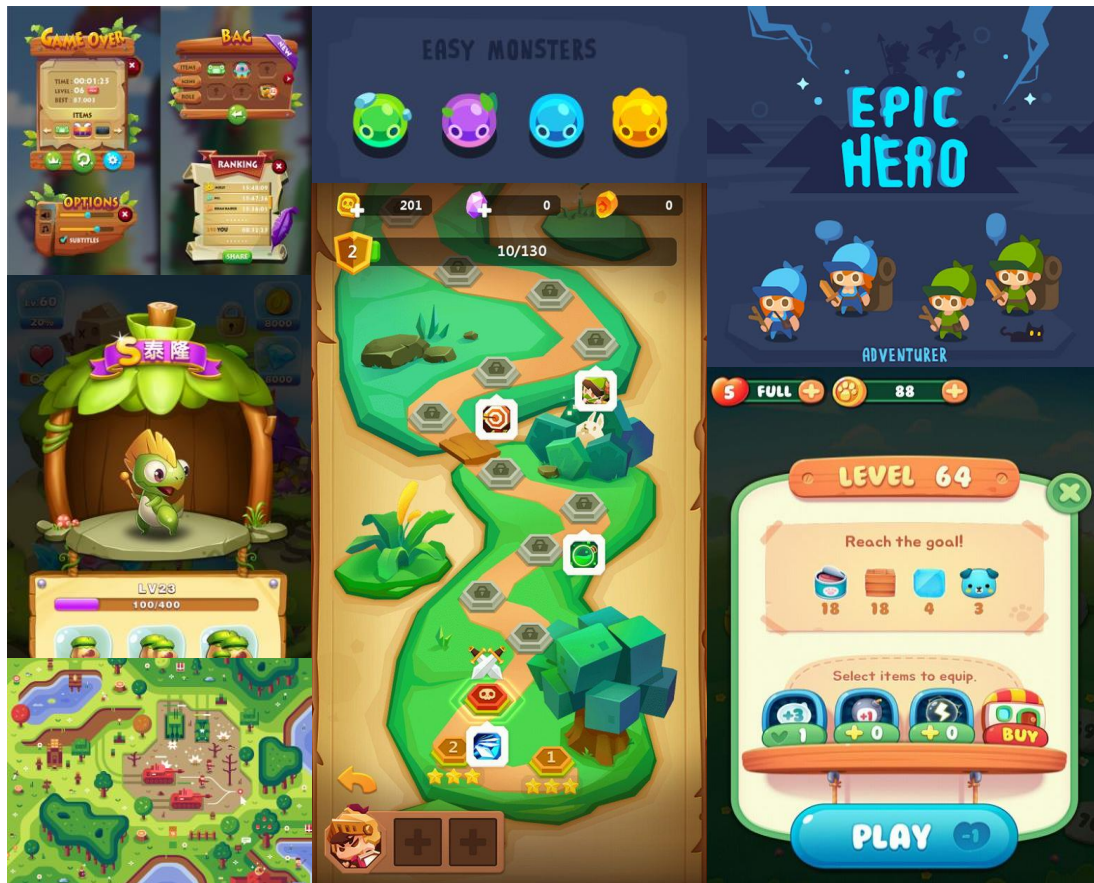
Happy Earth was originally inspired by games we cherished in our childhood such as Neopets and Tamagotchi, however, we had to keep in mind that these games are not the staple of this generation of children's childhood. Knowing this, we've looked into many games that kids today will play (as well as those in our generation too)



INSPIRATION

Moodboard

A moodboard of the type of style that we've taken inspiration from and would like to create something similar along that style.





Happy Earth is a game where you look after an island and the critters who inhabit it. Pick up the trash that has washed up on the beach or blown onto the island. Feed, play, interact and discover all the critters while building the island sanctuary.

Adorably cute & insanely fun. See how many critters you can discover while going on your island adventures.



GAME DESIGN

Game Design Pillars

A set of core principles that work as the foundation of the Happy Earth game. These pillars shape game design decisions and inform the direction this game will take.

Each decision must be reviewed with these design pillars to assure clarity of purpose and that they stick to the scope.



Scalable Sessions



Environment / Sustainability



Creating a bond with Critters



Educational

THE GAME

Game World

GAME WORLD

The Island

The island is split up into multiple zones, each with different environmental conditions. Beach, Forest, snowland, desert and mountain. The player will be able to find a variety of different critters within each area.

The island and areas currently do not have names yet.



GAME WORLD

Sanctuaries



THE GAME

Characters

Critter types

There are different types of critters that can be found on each island

Paper



Glass



Plastic



Organic



Metal



Electronic



Hazardous



Critters on this page are temporary

GAME DESIGN

Critters



CONCEPT CREATED AND DESIGNED BY HAPPY EARTH GAMES DESIGN
TEAM

GAME DESIGN

Critters



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THE GAME

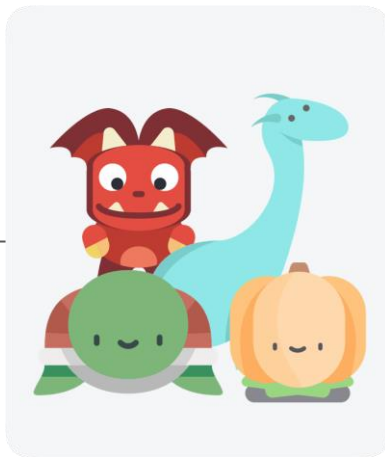
Gameplay, Mechanics and User Interface

GAME DESIGN

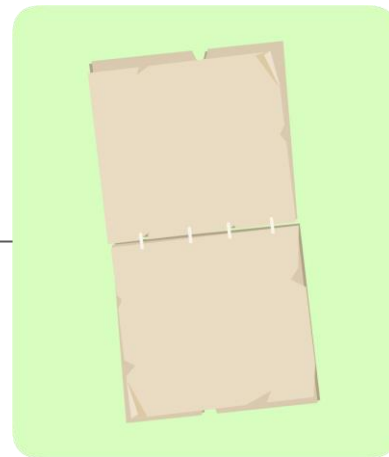
How the game works



Clean up and care
for the island



Interact with its
inhabitants



Keep track of them
in your field guide



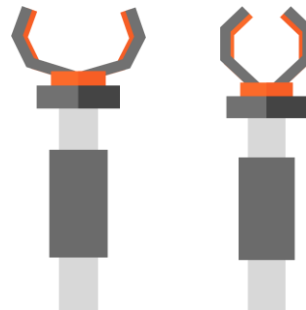
Island Care Mechanics



Player picks up trash items that have washed onto the island. The trash is stored into an inventory (?). The trash in the inventory can be fed to specific monsters which inhabits the land.



The user will drag their trash into their bin. The bin acts as a mini inventory to the trash they have picked up when pressing this button

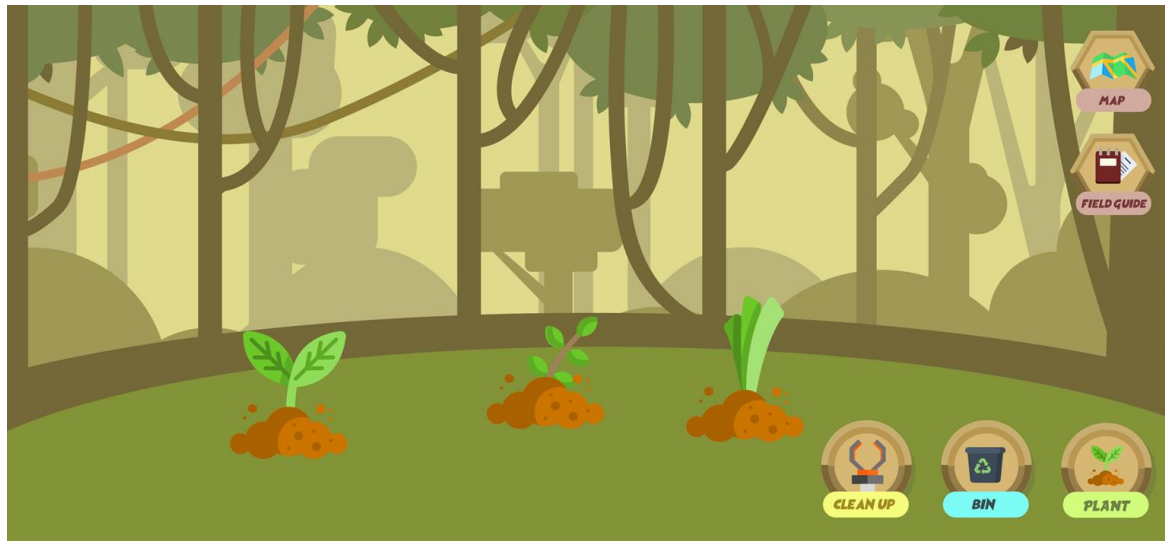


GAME DESIGN

Island Care Mechanics



If the critters are left happy, they will leave you small gifts like seeds. You can plant these seeds around the island and watch them grow. By growing plants, more rare critters may appear



Critter Interaction Mechanics



Feed critters with critter food. Critter food can be found by trading trash with the Recycling Guardian of the island (currently still under design). Different critters eat different food depending on type.



GAME DESIGN

Critter Interaction Mechanics



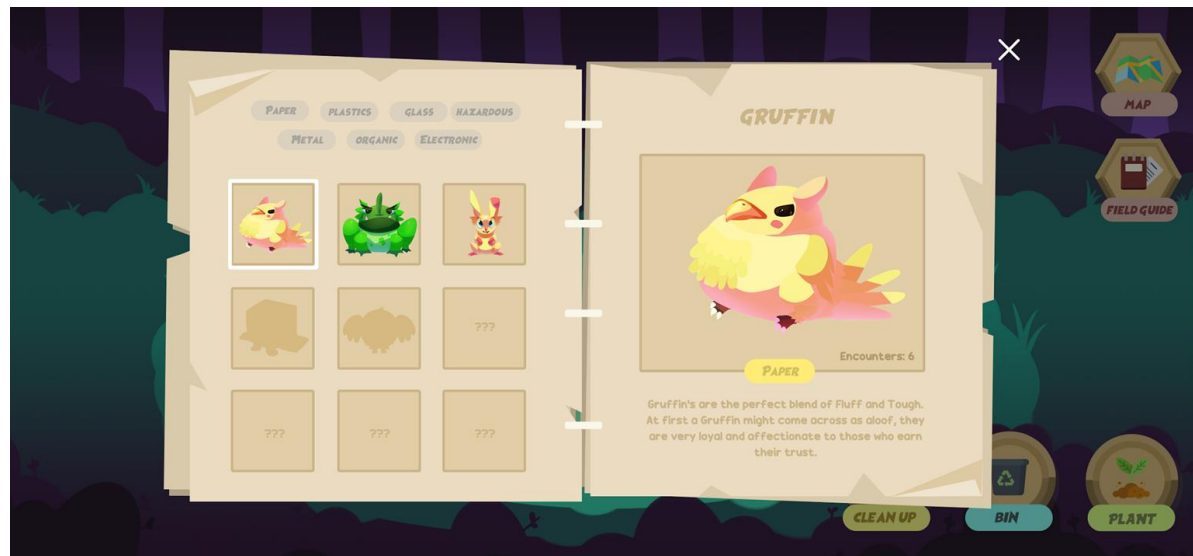
Pet / Play with
Monster. Petting and
playing with them
makes them
friendlier towards
you.



Critter Interaction Mechanics



The field guide keeps track of all critters the player has encountered including a small description about them, If a new critter has come by while the player is not looking, it will also keep note of this



THE GAME

Interactive Prototype

GAME DESIGN

Interactive Prototype



A basic interactive prototype of the game can be found:

<https://marvelapp.com/85f6he1>

Note: There are only simple interactions in this prototype. Many interactions such as the ability to 'drag' objects is not available in this prototype and are replaced with 'click' instead.

3.0 Long Term Plans & Ideas

Collaboration with real life events

We'd love for Happy Earth to not just be exclusively online, but to be involved in real life environmental / sustainable related events around New Zealand (such as Beach Clean Up, EcoWaste Festivals, Worm Farm workshops etc. Players who participate in Happy Earth partnered environmental events will be able to obtain special rewards and event exclusive pets, badges items. Unless they are at that event, they won't be able to get these events. This will also help these events get more exposure and interactive within their communities.

Like Pokemon GO's regular community events, we hope to bring the Happy Earth community together to have fun playing the game.