

Furry Forest

(working title)

Synopsis

You are clearing the forest away so you can create a fun faire for animal visitors. To do this you chop wood, clear roots and brush, and create buildings that will attract new animal visitors. Visitors will walk around your faire and spend money on the games, food, souvenirs, and services, as well as interact with the sentient decorations you've placed. Your job is to attract as many visitors as you can so you can build an awesome faire and amass wealth and fame.

Theme

This is a world fully defined by nature with no humans in sight. If you think about a forest and all the life that it contains, that is the kind of design space we are creating in. The overall vibe is that the dark forest is evil and wants its land back. The player wants to clear it out to make way for building fun attractions for visitors - to generate happiness. The forest is trying to make you and your visitors unhappy.

The art style is painterly with dark colors for the evil bits and bright coloring for everything else. The art will be very playful much like the art styles of *Super Mario* and the 8-bit *Zeldas*. *Zelda: Minish Cap* is a good idea for the kind of shapes we're looking for - fairy-tale themed, not realistic at all. A simple 2-3 color shading on all art is part of this style.

This world has magic in it, but in small doses. We will use magic effects for important events.



Since this world is ruled by animals, they make fun of and pick on lower life forms - insects and bugs. Most of the humor in the game will come from bug humor and critter humor mixed with themes of good and evil.

World

Your plot of land is situated on the top of a mountainous butte. This allows expansion on all 4 sides via a build-able bridge. The sides of your play area will look like the sides of a mountain.



There is a dark forest of scary trees that must be cut back to get resources and make space for your faire. At launch, the forest's evil nature is only revealed through its tree art, audio and perhaps some blinking eyes along the bottom edges. After launch, we will

add forest hazards that randomly show up to attack the player such as Wisps, Faeries, etc.

Buildings

The player will be buying forest/nature-themed buildings whose functions are similar to those you'd find at a faire: hotdogs, churros, souvenirs, games, restrooms, etc. You never see anyone actually working in these buildings - they just work. But they work on a shift system and you have to restart them after they



complete a shift.

The biggest and best building you can build is similar to an *Age of Empires* Wonder. Completion of this building will positively affect your entire faire. Periodically, you can use the Power of this Wonder to do interesting things that help your economy - there will be 4 Powers at launch.

Decorations

The decorative art in this game should be very enticing for the player to buy. There are 3 levels of decos:

1. Basic decorations such as paths, fencing, small flowers
2. Bigger decorations such as medium flowers, medium mushrooms, trees. These all make sound when you click them.
3. Super decorations: these are decos with character - they have eyes, they animate, the Visitors to your park will interact with them and make fun noises. These decos are also harvest-able like an Apple Tree, and will do a special animation/sound and drop loot.

Attraction and Visitors

Everything the Player can put into the world will have an Attraction value. The sum total of your faire's Attraction Rating will attract new Visitors at various threshold values. These Visitors will wander through your faire, buying from your stores, playing your games, and interacting with your Super Decorations. They are there to have fun, and you'll know it by their actions and sounds.

If too many of your shops have finished their shifts and are closed, you will lose Visitors and they will leave your faire. They will return

once you open all the shops again. This world doesn't run endlessly unless you actively participate in it.

Post-Launch Roadmap

There are a lot of interesting additions that will add a lot more character to the world, post-launch. These features include:

1. Wonders: there is a special NPC that comes with every Wonder and they will periodically come out of the Wonder and interact with your faire and Visitors in fun ways, most likely

buffing them. We will also release new Wonders with new Powers.

2. Visitors: they will now come with One Energy to spend per day, and you can use it on anything the Player can use Energy for.

3. Forest: the scary forest will finally bare its fangs with random acts of senseless violence by attacking your Visitors if they stray too close, attacking the Player when he/she is gathering resources, and moving in toward your faire day by day.

4. Food Mines: digging up the stumps of fallen trees may sometimes reveal a mine-able source of food, or Crittle, that will reward the Player with a nice amount.

5. More Super Decorations: they'll add more character to the world.

6. Visitors: more variety of Visitors at each new Attraction level. Not only will they look different, but they will have their own personalities.