

OK, some little Dudes hanging out there

I feel like touching and poking and grabbing everything that moves.



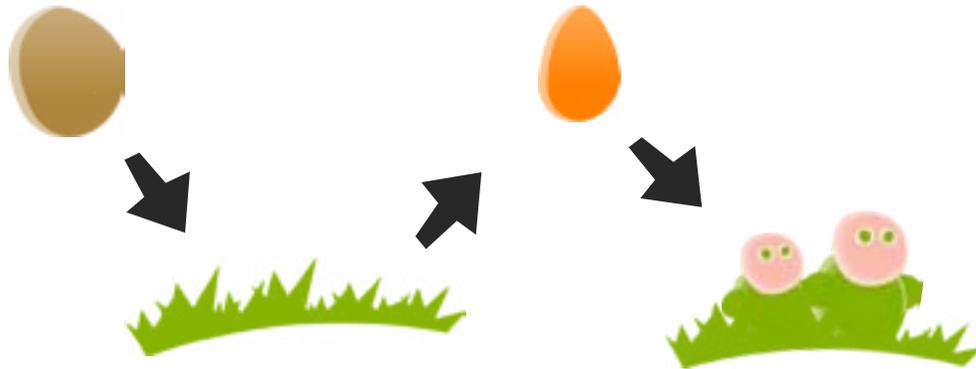
Wow it rotates!

I wonder what's on the other side of this thing...

So this is **Populate**

I.e. a social game about fiddling with the course of nature. It's a toy for delivering primitive joy, a playground for building complex ecosystem(s) and a canvas for self-expression.





SandBox

GamePlay and game Design are Based on roBust eCosystem mechanics. The Player Creates and modifies haBitats with resources, which are then Populated By wammals Born from eggs.

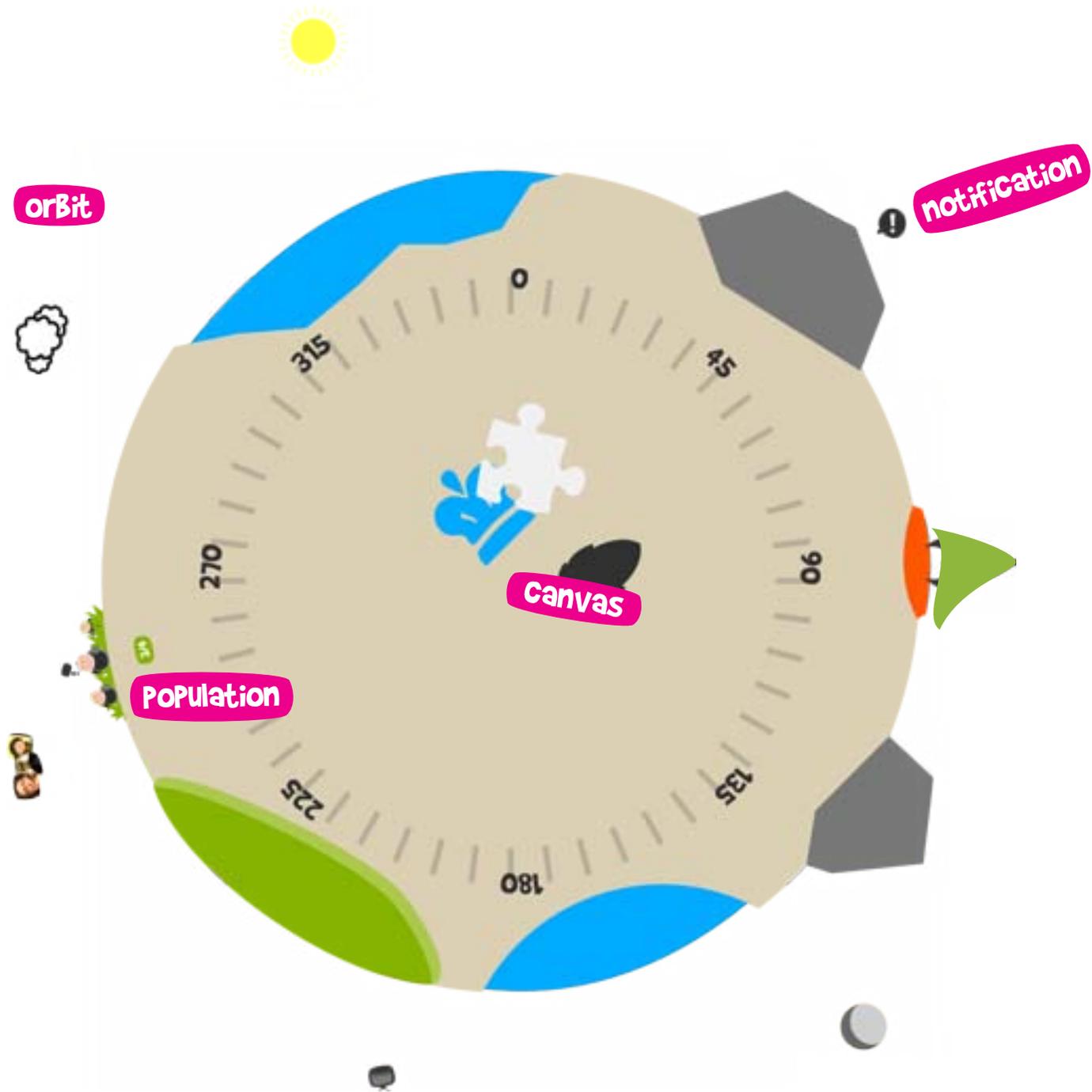
Wammals of Different Breed Come from Different haBitats. HaBitats and wammal Populations will grow Bigger and keep at their routines, like ProDUCing resources, and introduce various quests to the Player.

Long-term appeal

By utilizing the tools of the sandBox, Player will Create haBitats and grow their Populations. SPelled-out missions are inCPorPorated and visualized in the game world.

As the game Progresses, more Possibilities for mixing resources and terrain are revealed, making new haBitats and Breeds Possible.

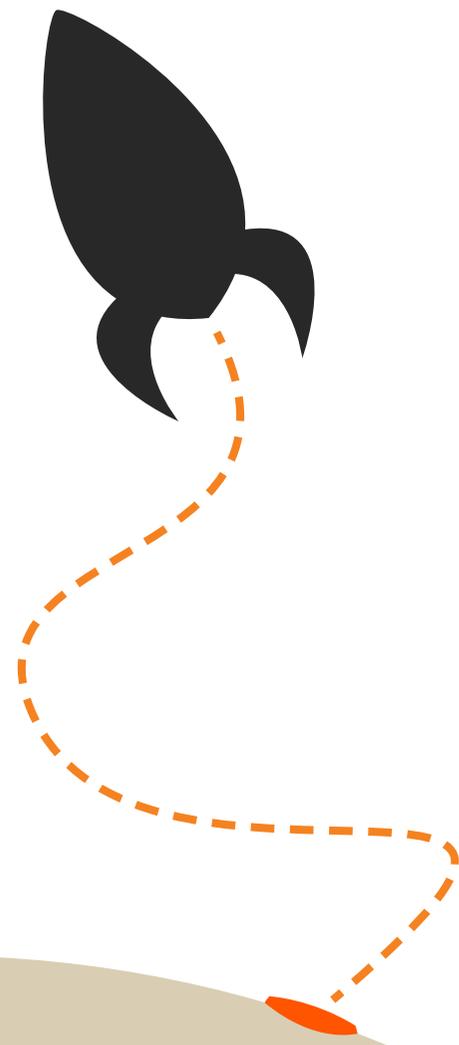




But You run out of stuff to Do!

Look how small the Planet is! Only $\pi \times 2r$!

↑
↑
↑
NO!



There's a BUNCH of Planets to Discover!

The Player actually Controls an entire system of Planets. He will haul wammals, varying Products and other objects Between Planets with rockets.

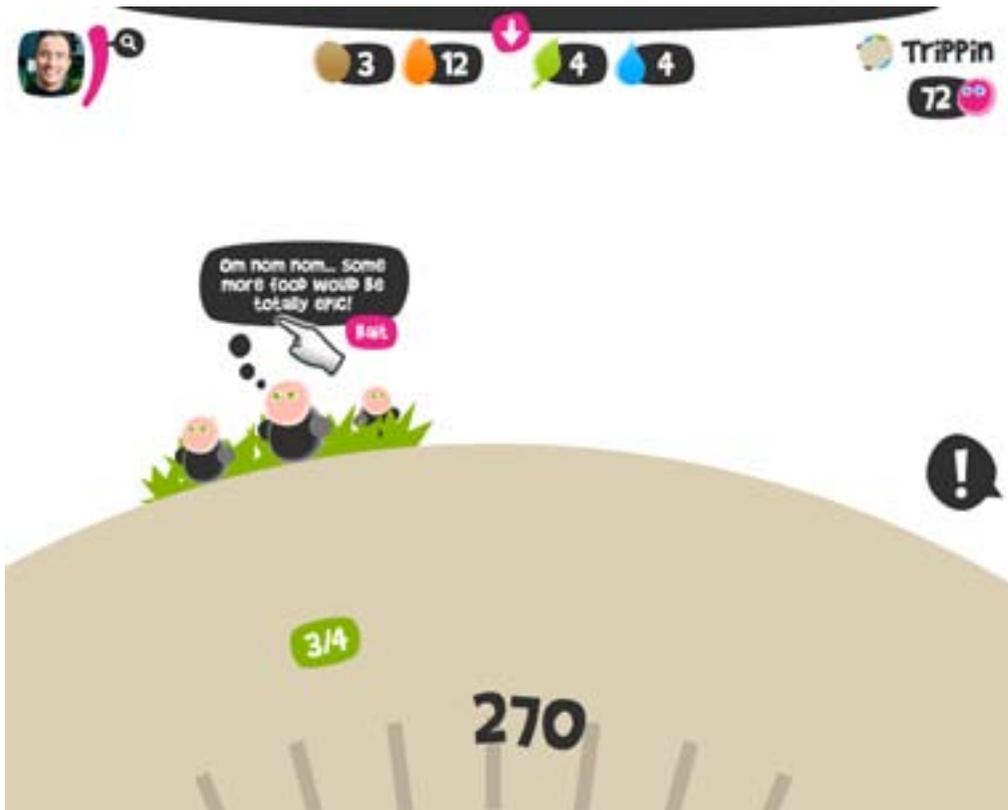
Each friend Playing the game will manage a universe of his own, and Players can go take a look at each others universes, Performing tasks and transferring items.



Things Change

As the amount of charted Planets grows, the function of older Planets will change from active Playgrounds to supporting the whole system By Producing assets in large habitats.

More advanced habitats might grow to Be close to self-sufficient in Producing new Products and even wammals, which are then shipped to other locations.



Cheerful visuals

Players will be engaged in the simple, functional and joyful art style containing next to endless possibilities in an approachable form.

Instead of introducing mountains of detailed still sprites, a vibrant and living world with constant, subtle movement and events is presented.

Playful & responsive UI

Players will enjoy the game world and interaction on visceral level. Simple point & click mouse controls allow for and encourage exploration.

Flicking horizontally rotates the planet in view. Objects can be picked up and dropped to let gravity do its thing. Given that the player has ever lived on Planet Earth, controlling the game feels natural.

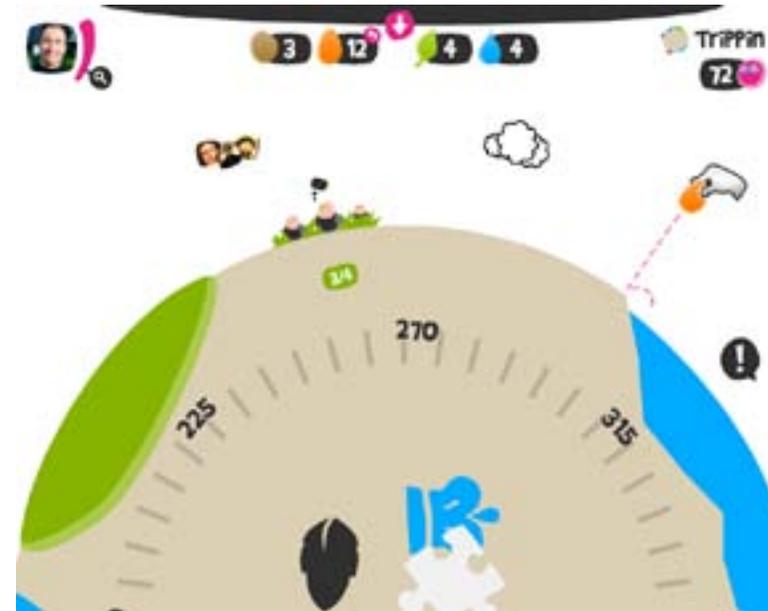
Everything is interactive and conscious of player's focus. For example, wammals or dummy clouds that cannot be grabbed literally evade the mouse cursor, favoring positive feedback and primitive detail over lack of response and error messages.



The little things

The Center of each Planet acts as a Canvas that the Player Can use Do simple Painting and/ or attach stamps and images. Decorations Can also Be Placed on the surface.

The Payer is free to name Planets Discovered as he Pleases. customization Both gives a Canvas for freely Playing around and aids in Planet recognition on later stages of the game.

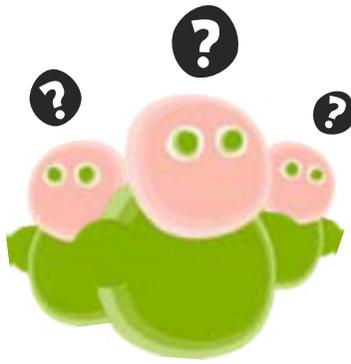


Economics

With time, it Becomes increasingly Difficult/ slow to accomplish goals, Populate habitats and get started on new Planets without stocking resources and items with FB Credits in addition to getting them from other sources.

Similar to other features of the game, the shop is incorporated in an unobtrusive manner: Purchases are only a couple of clicks away at all times.

Stocking virtual goods is Presented as a natural Part of the game world: immersion is not artificially and aggressively Broken in favor of enforcing spending Credits.



Rewarding Development

Well-Defined, Clear Premise and goals make rapid, no-nonsense development possible. Simple and fresh designs motivate developers. A solid ground opens a world of future prospects for creative minds to build new features and content on.

Adaptable Concepts

Basic concepts should expand across multiple services, themes and platforms, providing new ways to utilize the defining features of them.

Recognizable game world layout and interaction logic are functional and adaptable. Robust trademark building blocks make future expansions and conversions easy.



Katamari
塊魂
Damacy™

PIKMIN

Euforia

PIXEL JUNK
SHOOTER

Comparisons

Populate Bears some resemblance to these awesome products, for example.

So that's it

Thank you.

