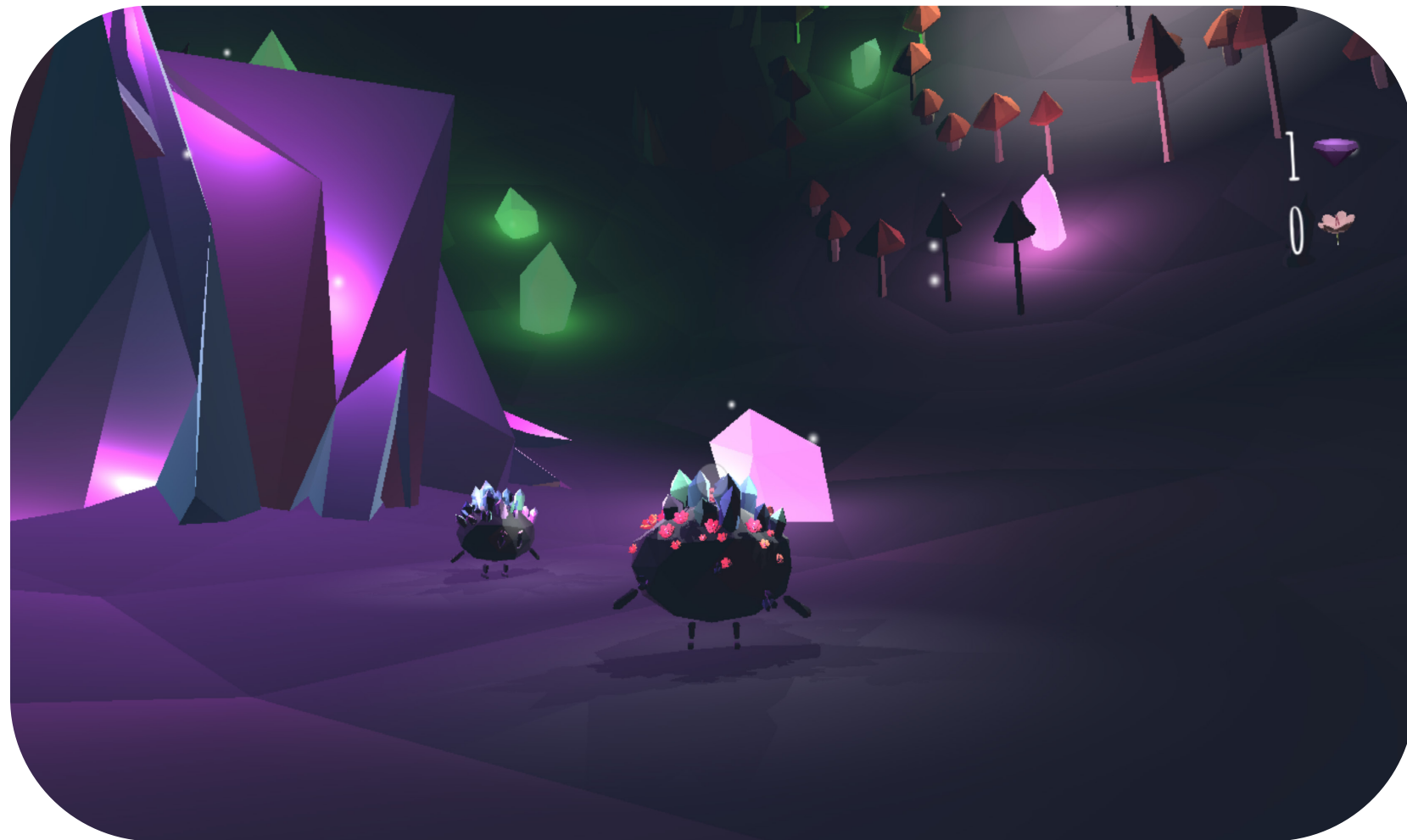


# WORLD OF ROCKS

GAME WORLD DESIGN 2018

# THE STORY



The hollow planet has always been. The unusual path of its two orbiting moons makes sure that the whole planet experiences constant daylight. As the thin crust is the main source of mass, it behaves as the ground for both the outside and the hollow inside.

Long ago a giant fluorescent shard from far away came tunneling down, past the moons, and lodged itself in the crust of the planet. The energy emitted from this shard started spreading life through the crust.

The huge amount of energy gathered in the crust gave life to the nearby rocks on both sides. And as time passed they began progressing their societies, unknowing of their equal living just on the other side.

Suddenly the calamity struck. A giant Black Shard, from equally far away, crashed down making a gaping hole in the crust and got lodged on the other side. This time, with such force that a giant earthquake shook the whole planet.

For the first time, the two societies of rocks got exposed to each other and started blaming the other for the unexpected calamity.

# THE HOLLOW PLANET

The hollow planet is as the name suggest, hollow. The same energy that flows all around the crust is therefore shared by its two biospheres, that evolved differently due to the difference in light and air composition.

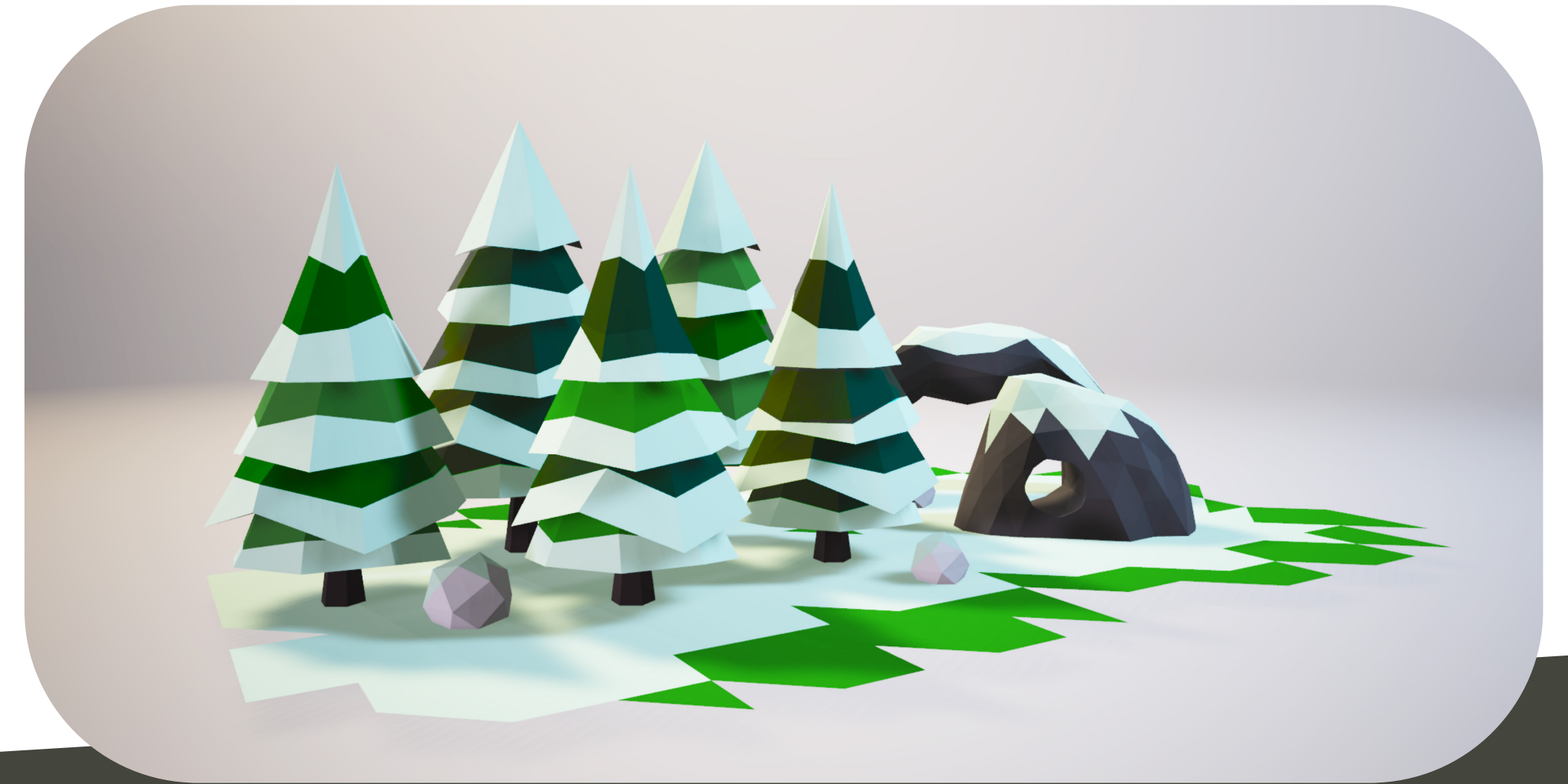
On the outside there exist three distinct ecosystems: frost, desert and temperate. Each zone has its own flora and temperature, that never change due to the pattern of light that is permanently projected by the moons. The periodic tilting of the planet makes it possible for the temperature to deviate just enough for precipitation to occur. In the desert water immediately evaporates, while in the frost area it falls as snow.

The inside, completely isolated by the crust, has pure uncontaminated air. The general moisture rises during the rain, allowing certain strong fungus species to survive in the gloomy and silent climate, lit up only by fluorescent crystals and the extremity of the shard springing from the crust.



# BIOMES

The [vegetation](#) on the outside depends on the temperature of the crust. Only certain species of [firs](#), some more rare than others, can survive the cold of the frost slowly growing surrounded by [snow covered rocks](#).



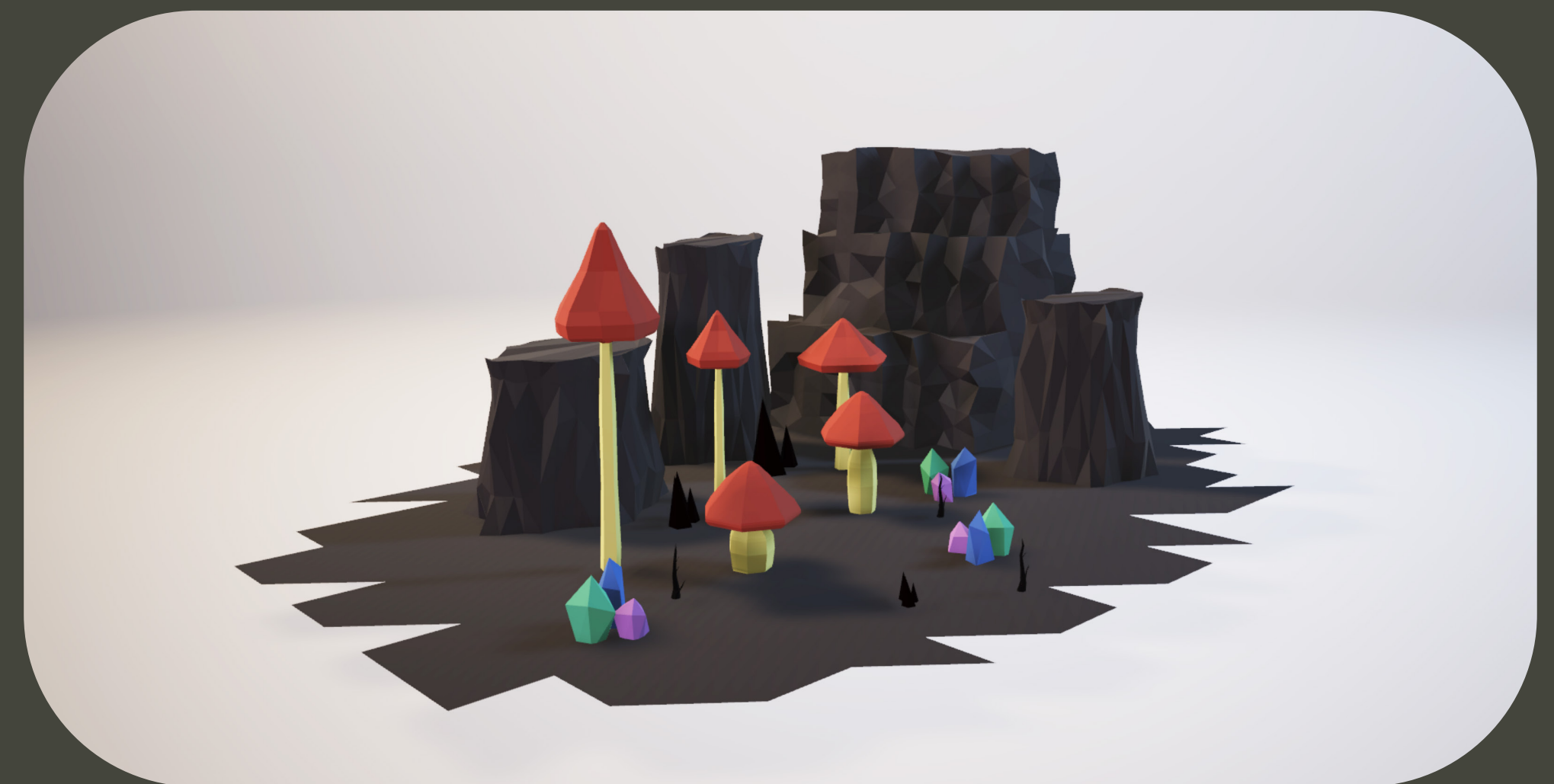
The temperate area covers most of the planet surface. The highly energetic rocks under the soil allows deciduous [trees](#) to grow over the whole area. A [deep forest](#) expands from the opposite side of the [White Shard](#). A big strong tree used to dominate the forest, but the [Black Shard](#) pushed it out and lodged itself in its place. Some [mushrooms](#) also live here, surrounded by [grass](#) and [moss covered rocks](#).

# BIOMES



Hot dry sand covers the warmest area. Two species of [cacti](#) can store big amounts of water during the periodical rain, and survive until the following one with it. [Palms](#) with succulent leaves also have the same capability, but no other plant can survive there. [Sand](#) and [sparse brown rocks](#) dominate the desert vista.

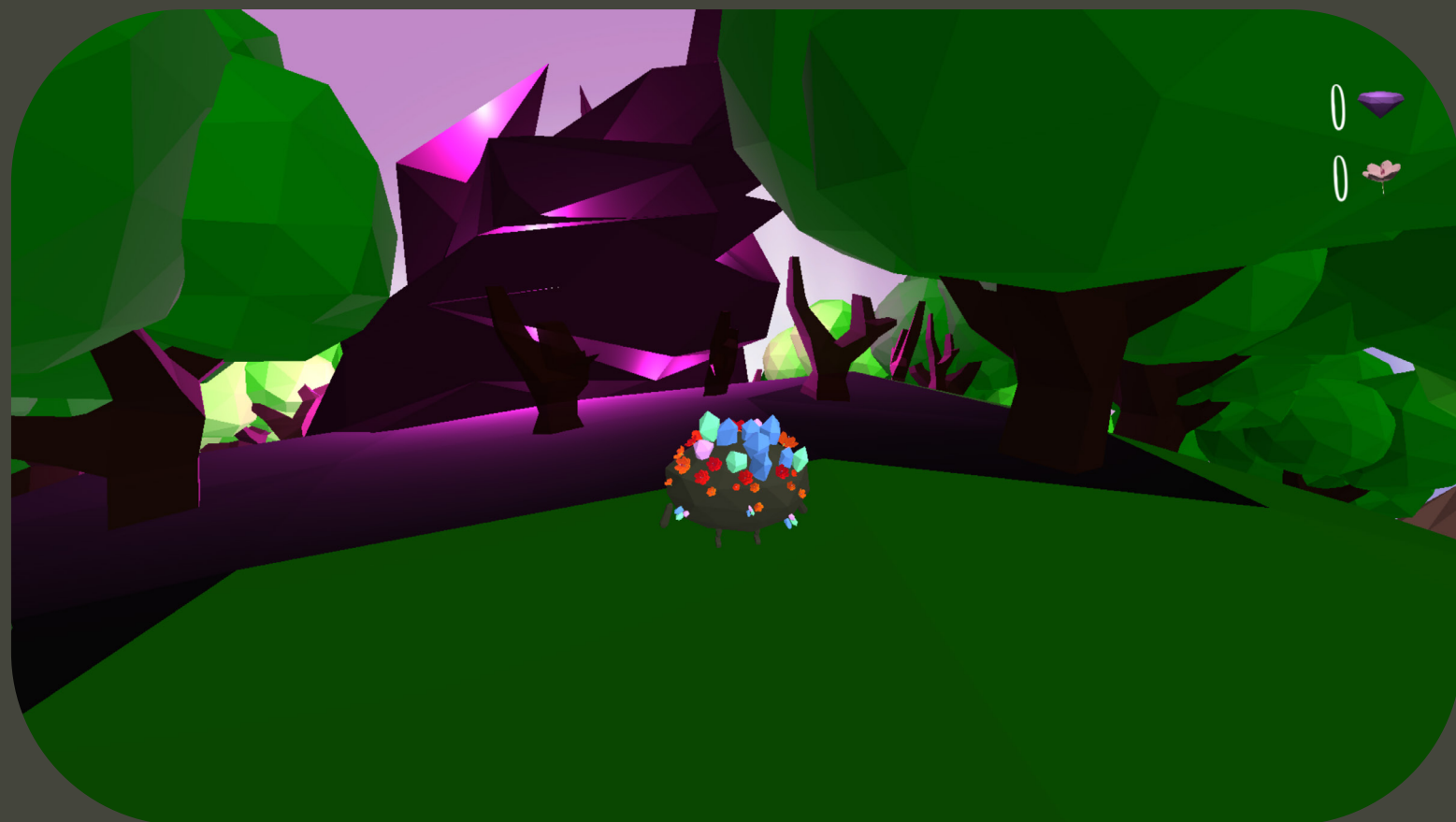
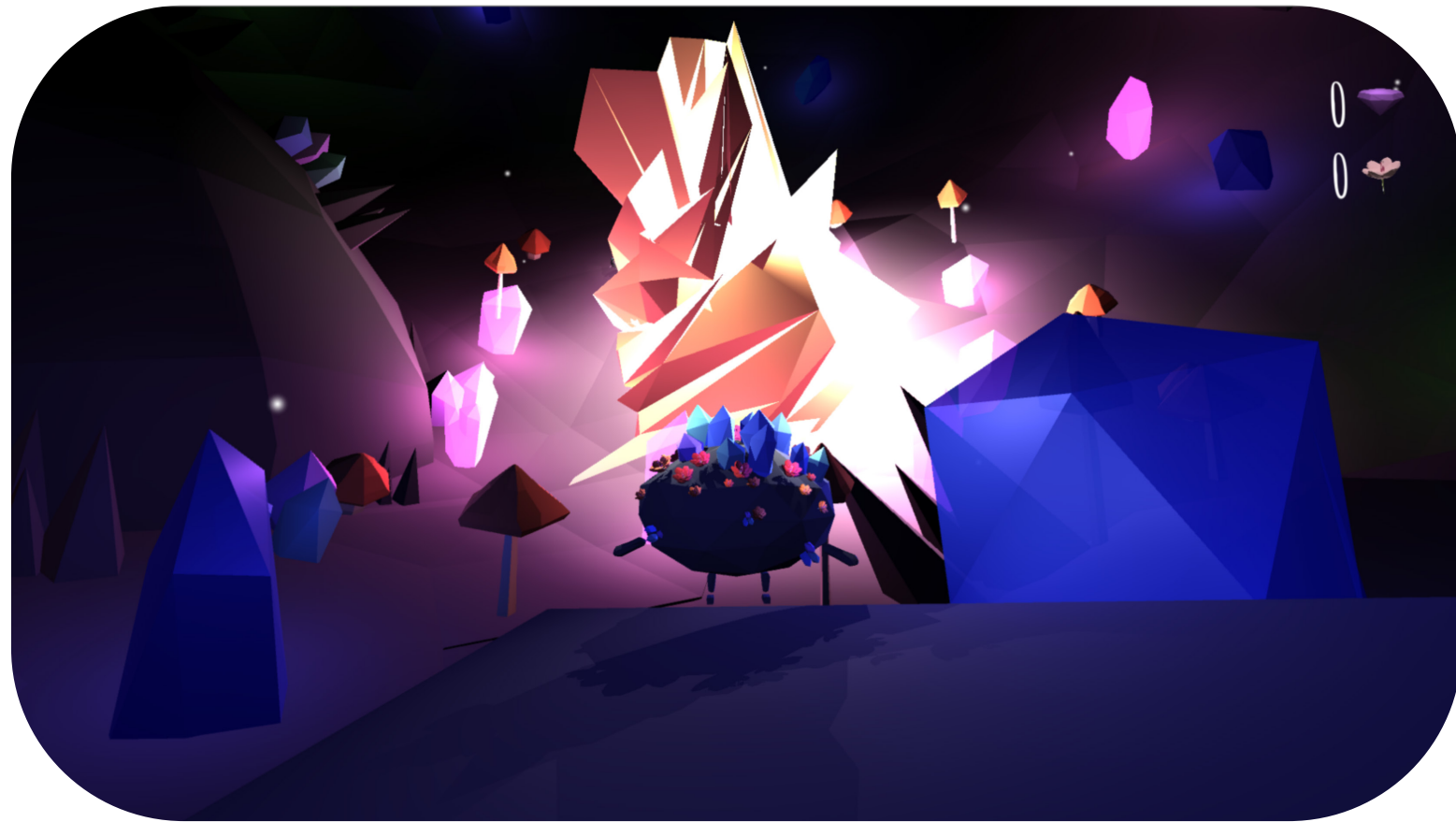
[Mushrooms](#) grow all around the inner side of the crust. As their consumption of energy is very low, all the excess energy that they do not absorb keeps being accumulated in fluorescent [crystals](#) all around the crust. A [giant mushroom](#), the first that came to life and now as tough as the crust, periodically releases countless shining spores that occasionally give life to new mushrooms. Some [roots](#) can also be spotted here, that belong to the biggest trees that dig into the crust to retrieve the inner humidity.



Around the **White Shard**, a little forest of **trees** grows strong and luxuriant on the outside. Being so close to that huge source of energy, the trunks of the trees are almost **crystallized** and the pink leaves grow so fast to provoke a permanent shed, generating a constant **pink rain** over the surrounding area.

The inside is also affected, having the most dense **crystal** area close to it.

## THE SHARDS

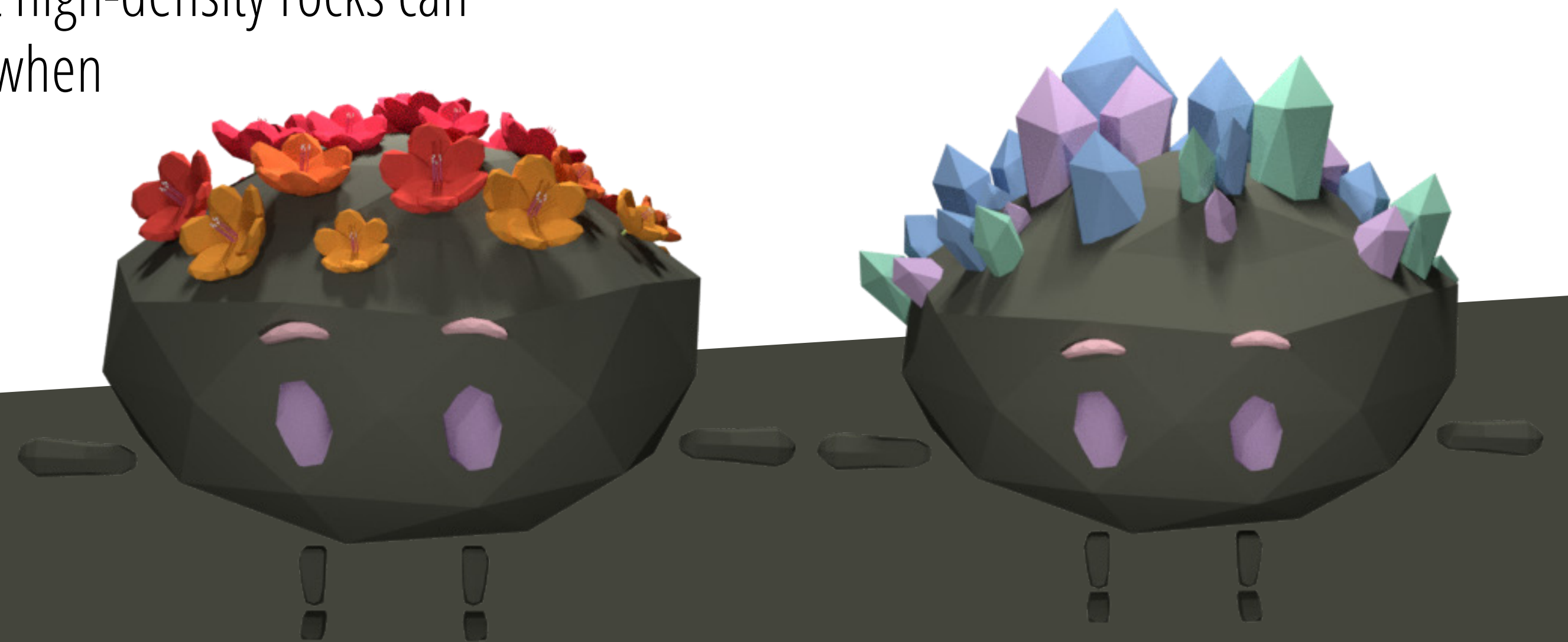


The **Black Shard** energy is capable of preventing life to grow. A **dead zone** with no grass expands around it on the outside, causing some trees to die here. On the inside the **crystals** around it are weak, and no **mushrooms** can survive.



# THE CREATURES

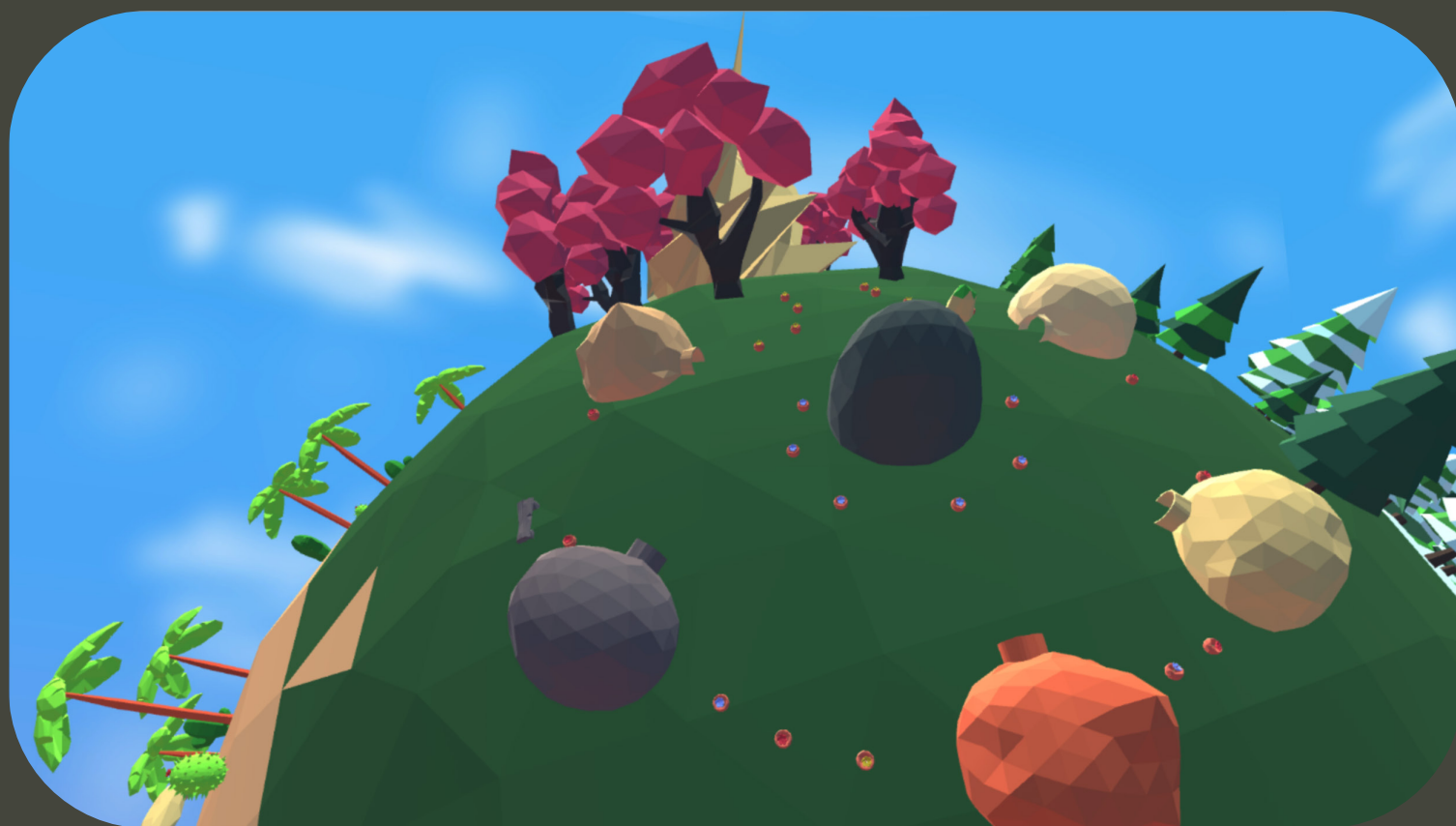
Rocks are the conveyance of the energy on the planet, and different rock compositions lead to different behaviours when the energy flows through them. The crust is normally unaltered but some low-density spots on the inner side grow, becoming [crystals](#). On the other hand the most high-density rocks can accumulate huge amounts of energy without alteration, except when they are fully saturated, they become the only form of intelligent life that exists on the planet.



These particular rocks, when saturated, also acquire the ability of absorbing energy in a manner that evolved differently in the two biosystems: on the outside, the [flowers](#) on their heads extract energy from the [sunlight](#) while on the inside the [crystals](#) extracts from the bright diamonds [lighting up](#) the cave. Over time, the creatures will have gathered enough excess energy to transform other rocks and soil around them into similar creatures.

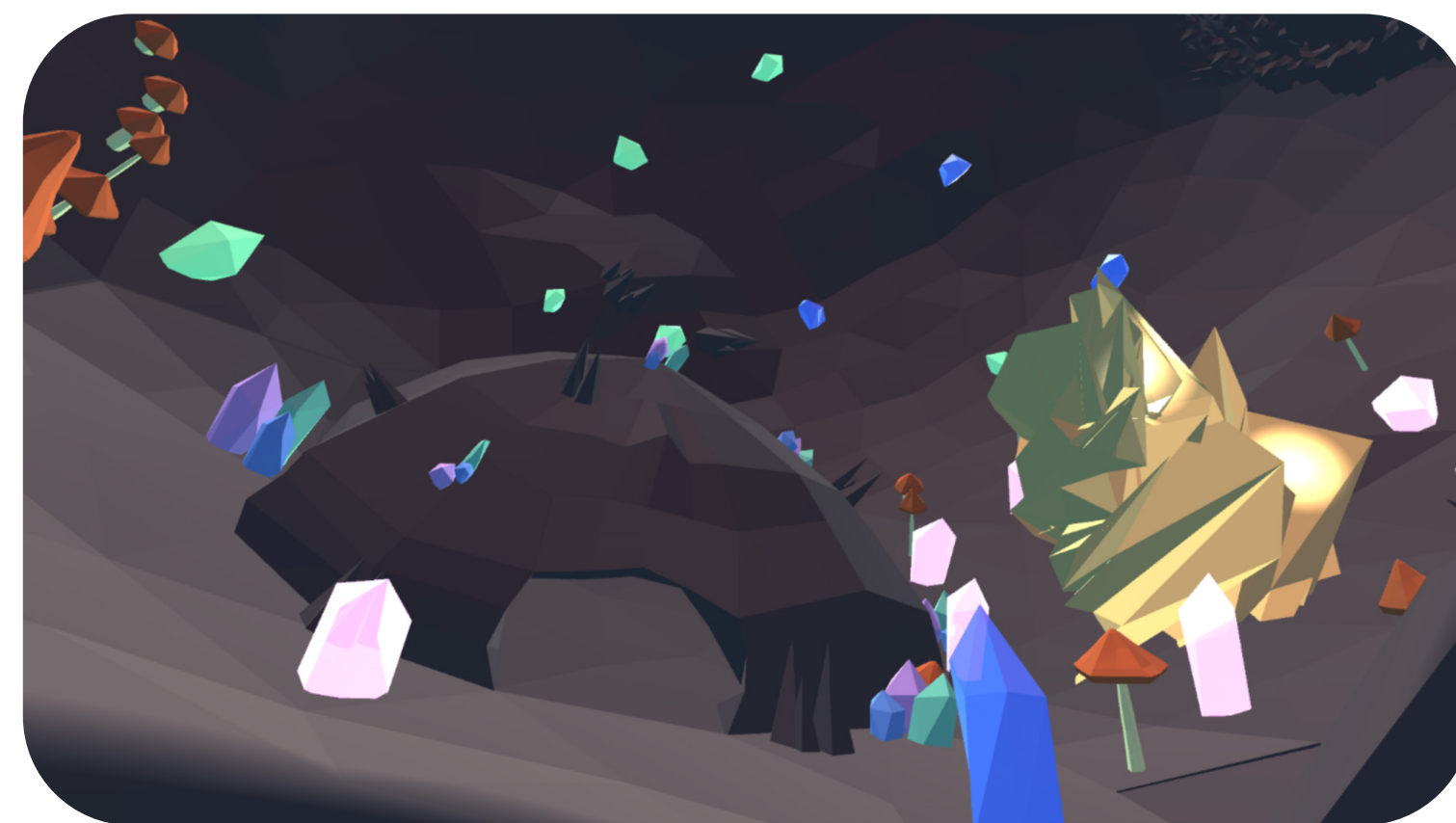
# OUTSIDE

The outer people got more and more interested in helping each other, to the extent that they built a proper [village](#) to live close to each other. They have different roles in their society, such that everyone can rely on each others and perform their special activities: [researching](#) and [studying rocks](#), [tending to flowers](#) and [monitoring the shard](#). All activities have the purpose of gathering energy and creating new life, which is by this time difficult due to the rarity of special rocks. Their houses, built with different rocks glued by a mix of sand from the desert and rain, are needed to protect from [wind](#), [rain](#) and [excesses of light](#). They have not been built anymore for a long time due to the lack of new fellows to host.



# INSIDE

The inside is inhabited by more selfish creatures. As they require a place free of [crystal](#) lights, they sleep together in the only [natural cave](#). [Resting](#) is necessary for them to avoid an excess of consecutive energy gathering. They also [take care of](#) the [mushrooms](#) but without specific roles, and their interactions are restricted to the moments when they need each other.



# DIFFERENT SOCIETIES

The two societies have never known of each other.

It was impossible for them to know about the presence of someone under their ground, until the [Black Shard](#) smashed into the planet. Even after the [hole](#) has been created, they have never been close to it due to the presence of negative energy, but both sides started believing that the other side brought the [Black Shard](#) upon them.

The two similar creatures of the inner and outer world share similar needs and therefore habits. Their only focus throughout their life is the [gathering](#) of energy [from](#) the light, and the [care](#) towards the [flora](#) and their [fellows](#). Both cultures have developed a basic way of [communication](#) through [beating](#) and [scraping](#) their bodies together. However, some differences among the two cultures do exist.

# ROCKIE

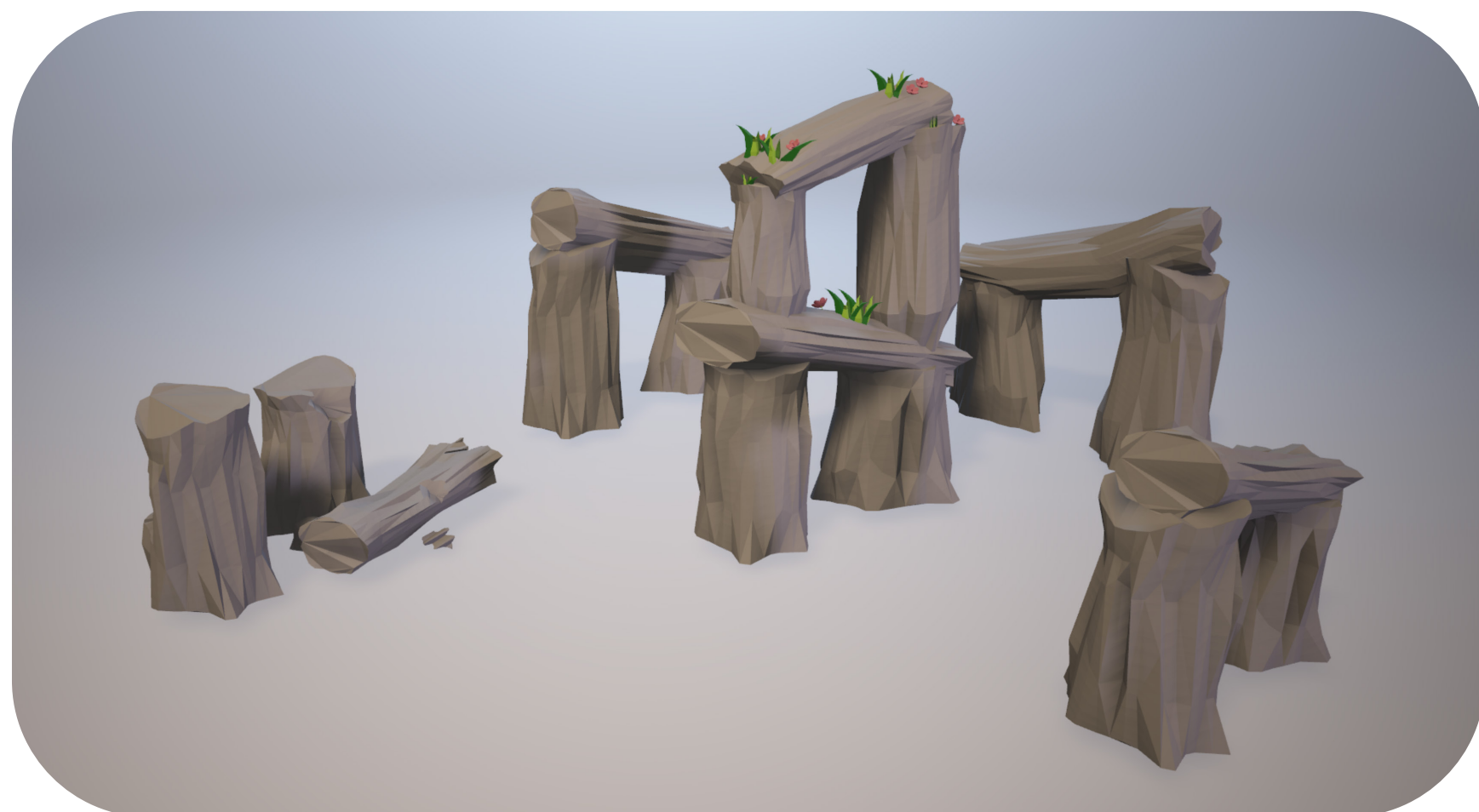
Rockie, the main character, is the first creature that has been created after the calamity. After a long time from the last creature conjuring, two creatures from the inside world found some little fragments of very high [density rock](#). Digging a little, a larger piece appeared, big enough to bring life to a new creature. Stunned and amazed by their discovery they suddenly decided to converge their energy into it, unaware that sand and rocks from inside and outside got shifted during the [quake](#).

Our cute but unhappy creature was born. Being composed of materials of both sides it is a [hybrid](#) of the two species living inside and outside, with both [crystals](#) and [flowers](#) on it. This is the reason why he does not feel accepted by them. Rockie is the only creature that can survive on both sides but, having only half of [crystals](#) and [flowers](#), gets little energy on both sides and suffers when close to the hole and the [Black Shard](#).

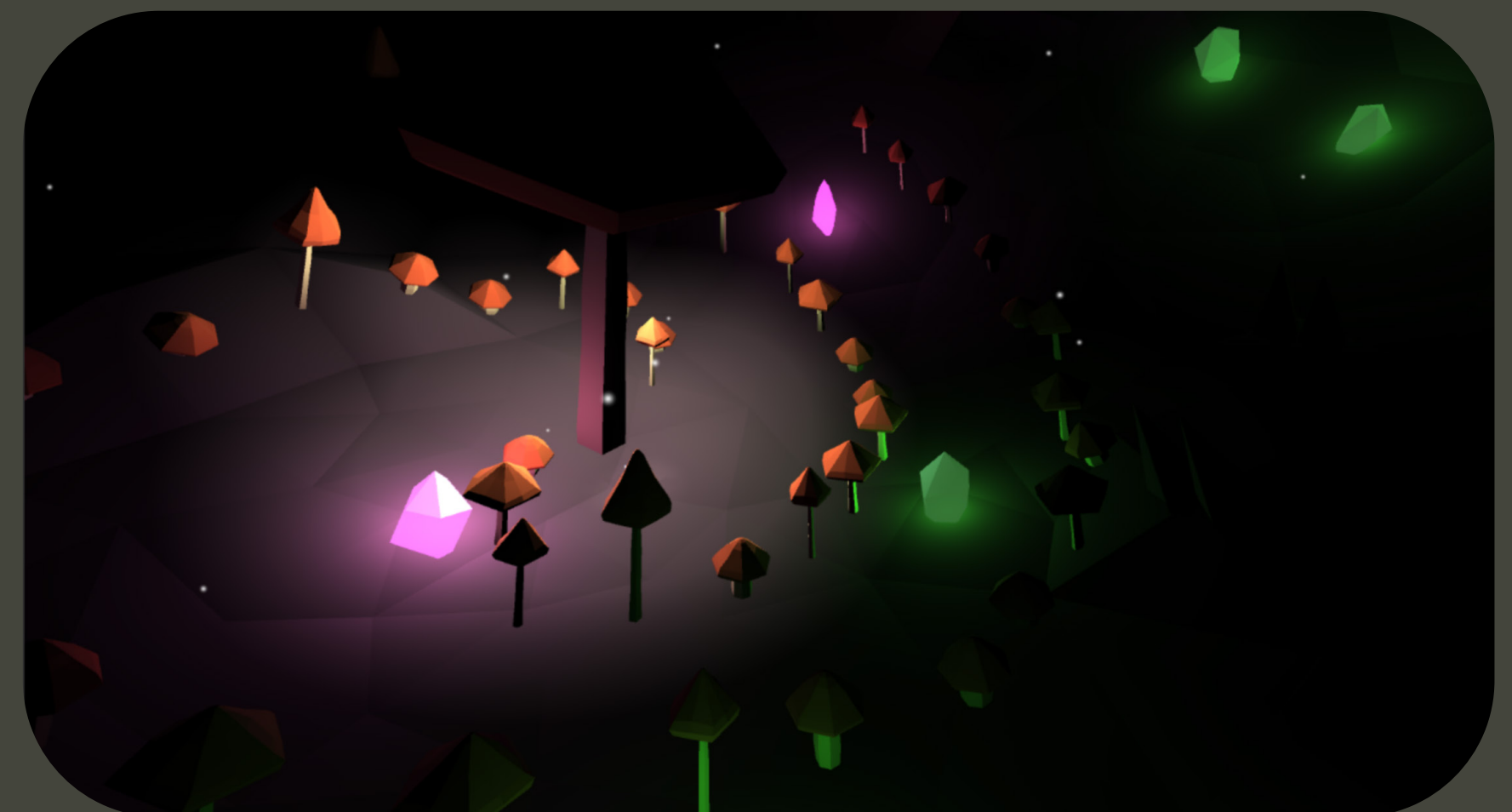


# CURIOSITIES

On the outer world, a series of **big, inanimate rocks** are set in a circle near the forest. None of the inhabiting rocks has been there for long enough to know where this structure comes from, and they have never sought to understand it. The place is considered mystical because they are the **biggest rocks** they have ever seen.



In the inner world, a **spiral chain of mushrooms** starts from the big ancient one. It is the result of the constant wave of energy that it emanates when releasing its **spores**, and a new mushroom grows at each cycle. The huge amount of energy is also released towards the outer part of the crust, so a **huge pine** has grown on the same spot of the mushroom, on the other side, at the center of the snowy forest.

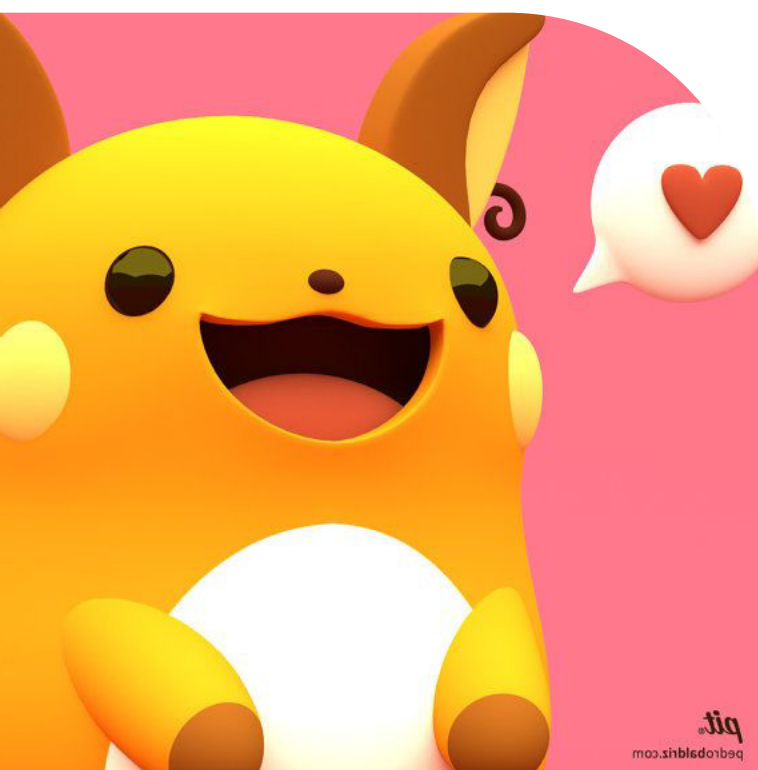
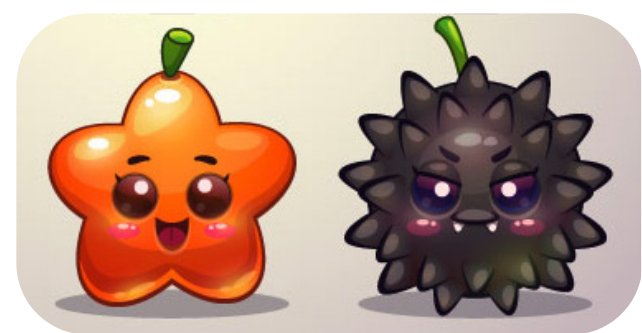


# KAWAII

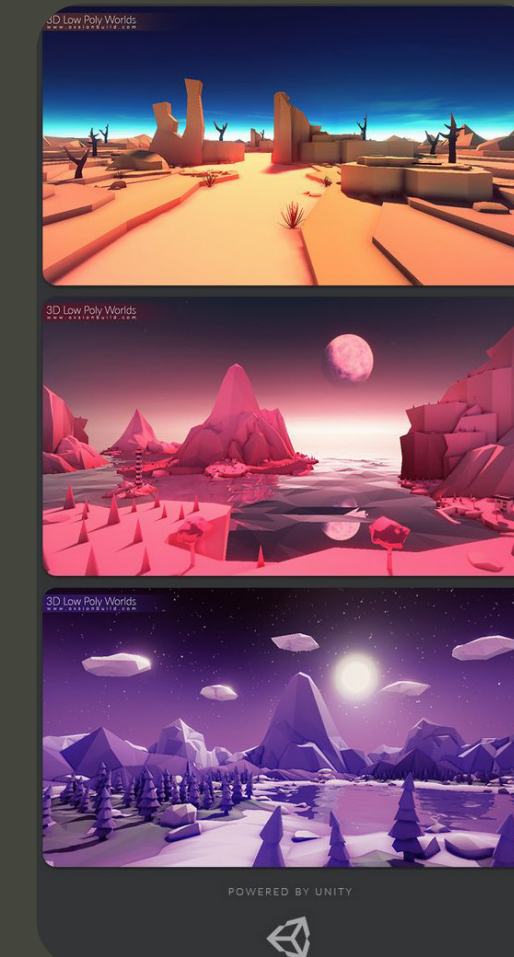
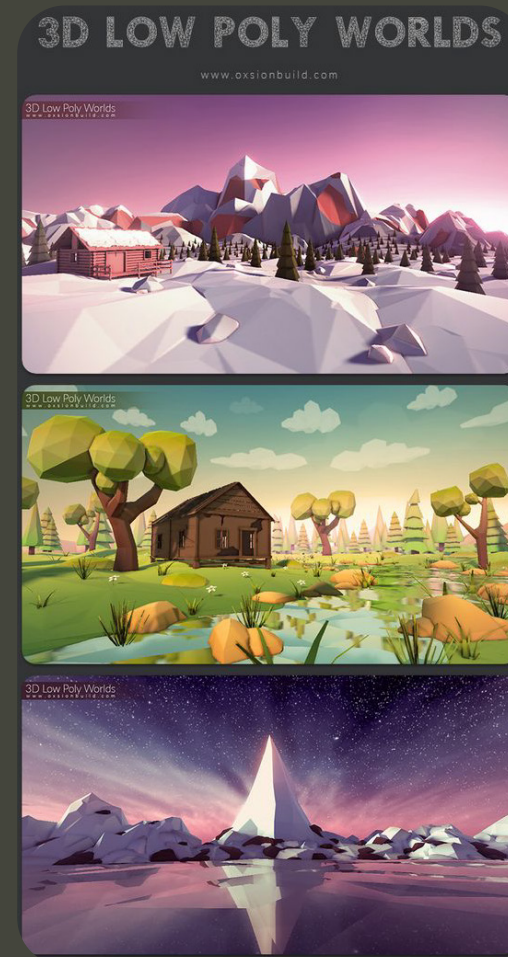
The characters follow both **Low Poly** and **Kawaii** art style.

The key features are:

- Colors that help keeping things cute (Rainbows, brights, pastels)
- Soft Gradients
- Rounded Shapes
- Emotions: eyebrows
- Big Heads, little bodies, giant eyes



# ART STYLE



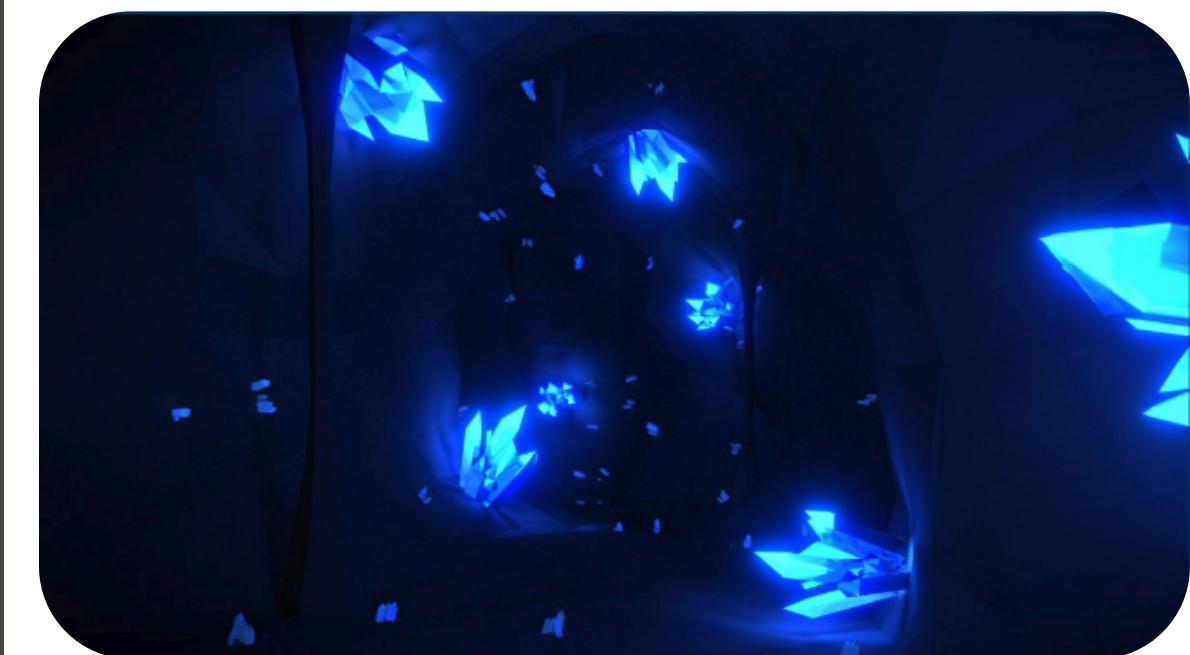
These images are not made by us but represent the major inspiration for our environment, both for style and colour schemes.

A low poly design was chosen as the simple shapes and colours could be used to evoke the desired feeling of cuteness.

The two biospheres share the same style, but different chromatic and shaping choices differentiate them. Roundy shapes and warm vibrant colors are used for the outer environment while harder shapes with more acute angles and cold colours can be found in the inner one.

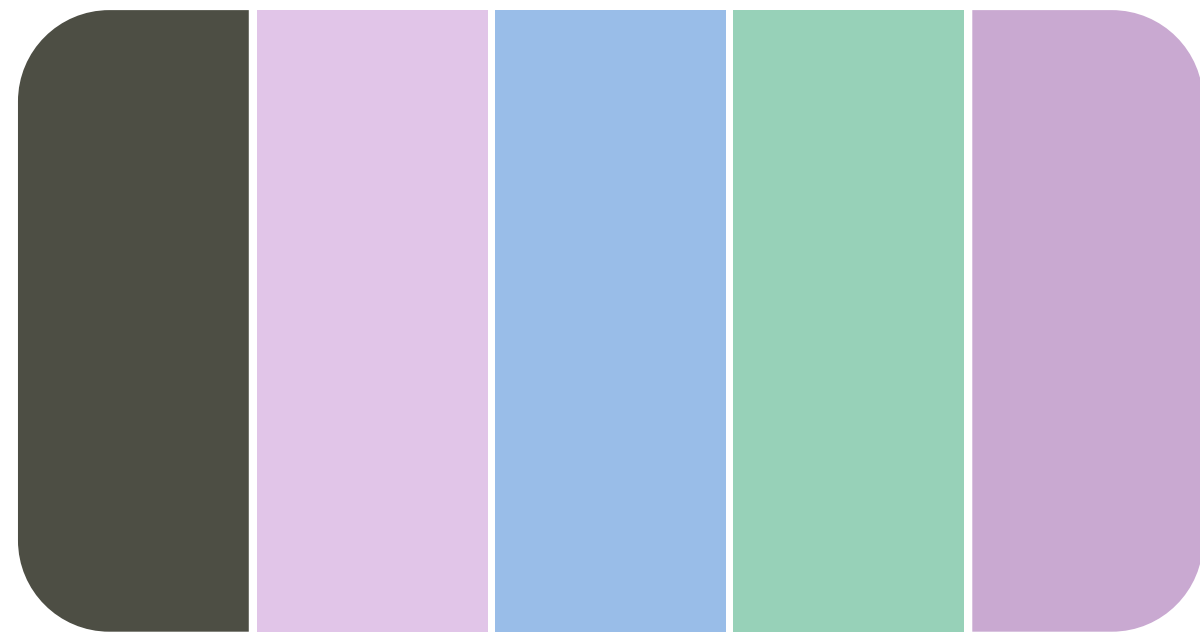
The drastic difference provides a clear distinction between the two worlds and their people.

# LOW POLY

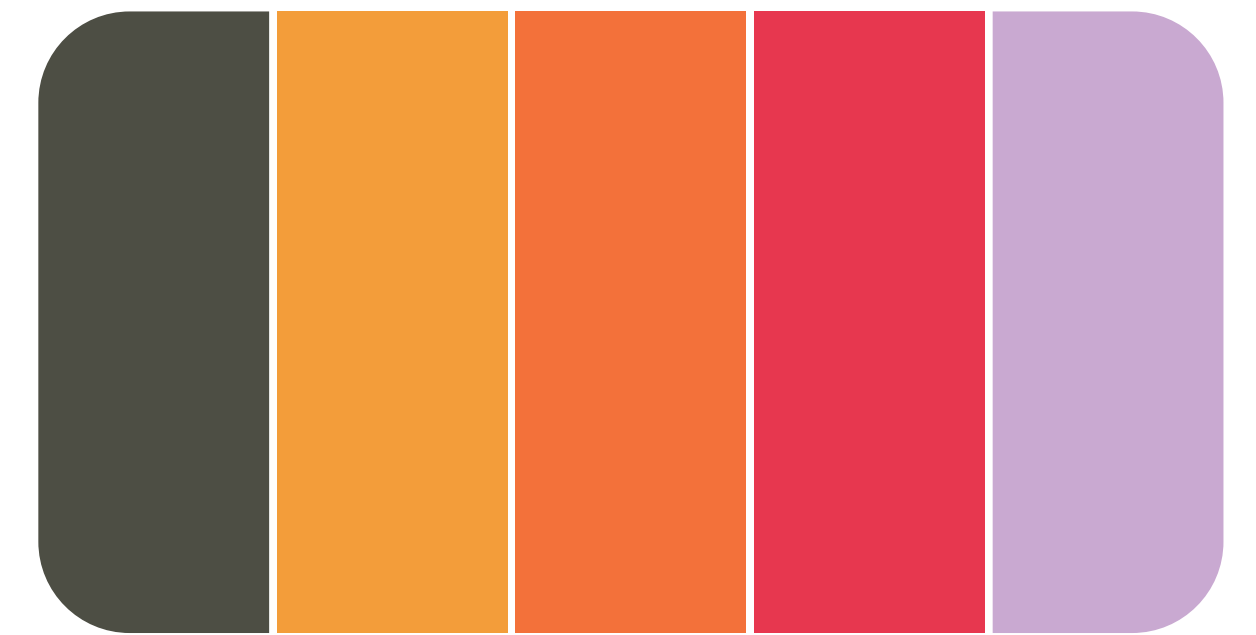


# COLOUR PALETTES

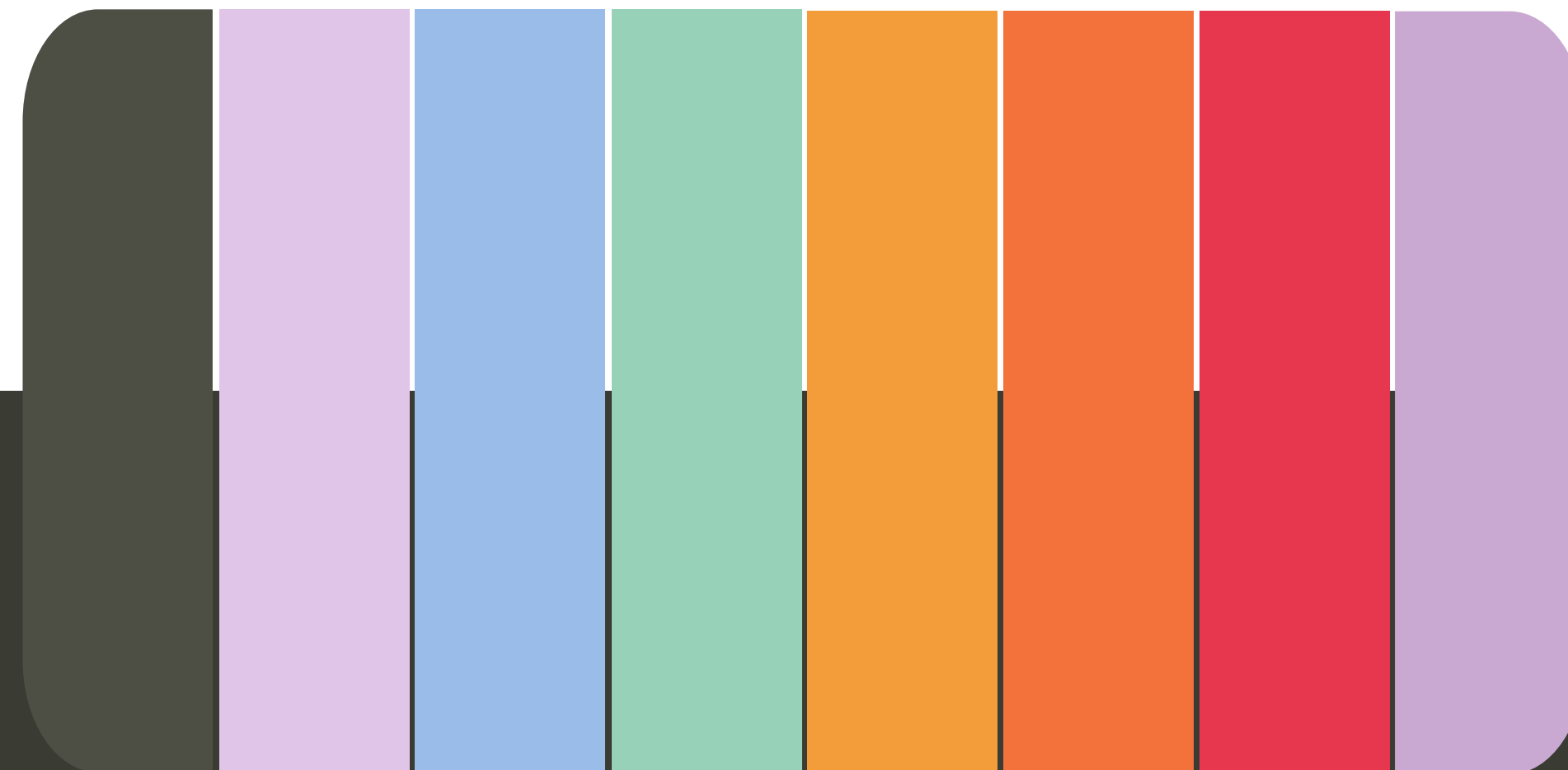
INSIDE CHARACTER



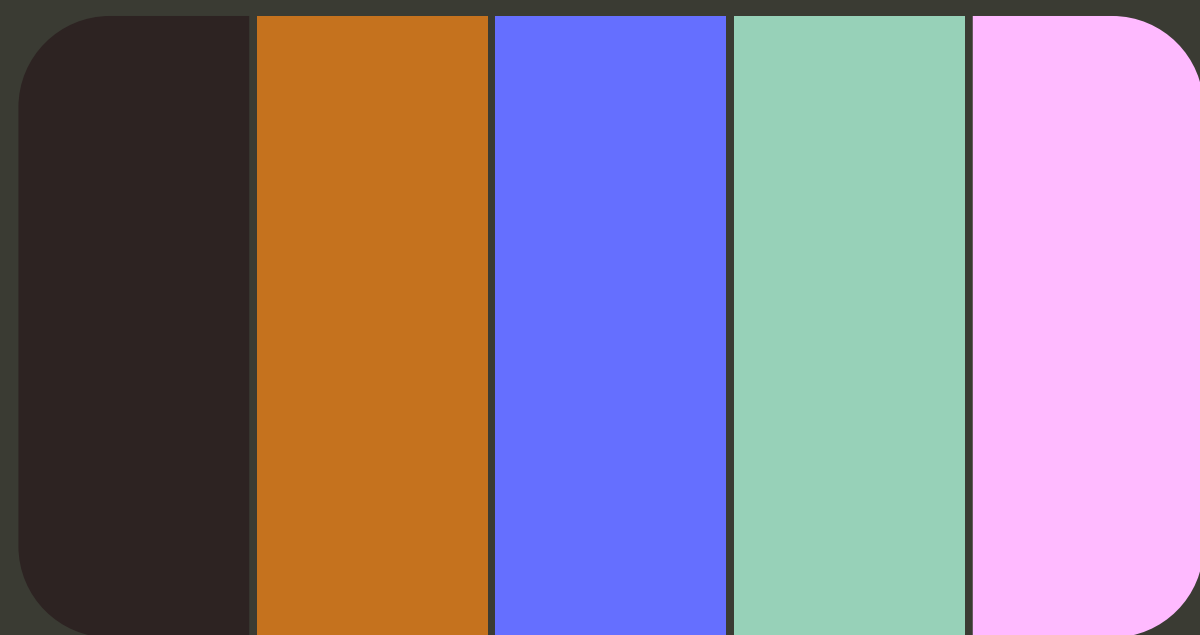
OUTSIDE CHARACTER



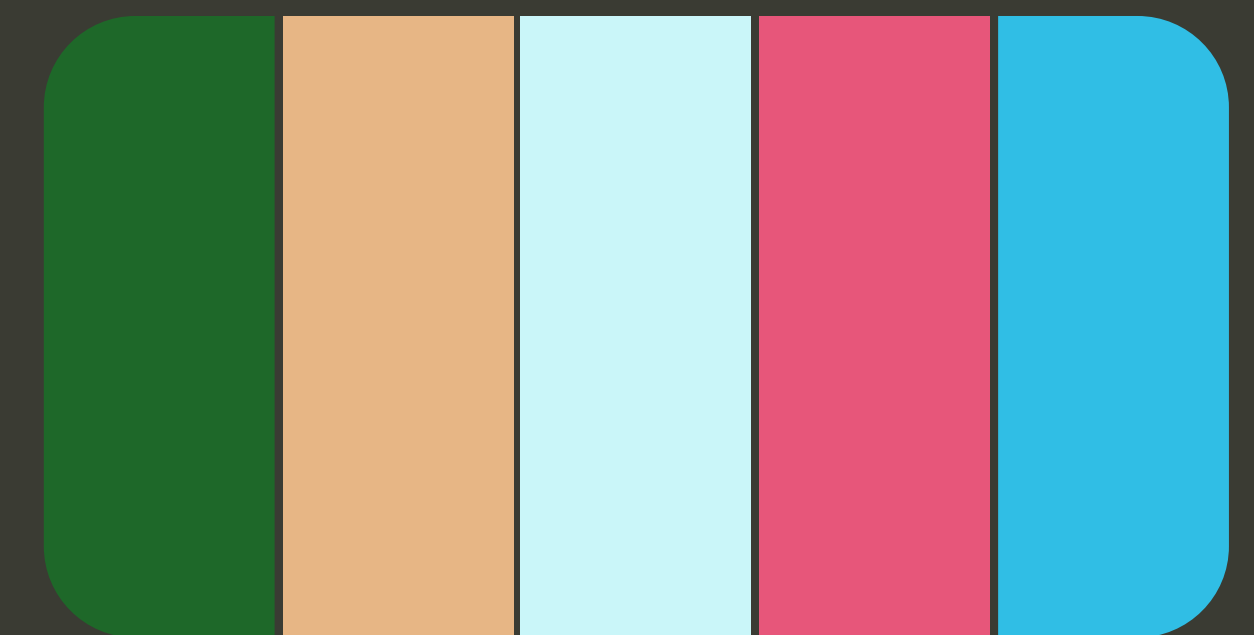
MAIN CHARACTER



INSIDE WORLD



OUTSIDE WORLD



# DIALOGS AND UI

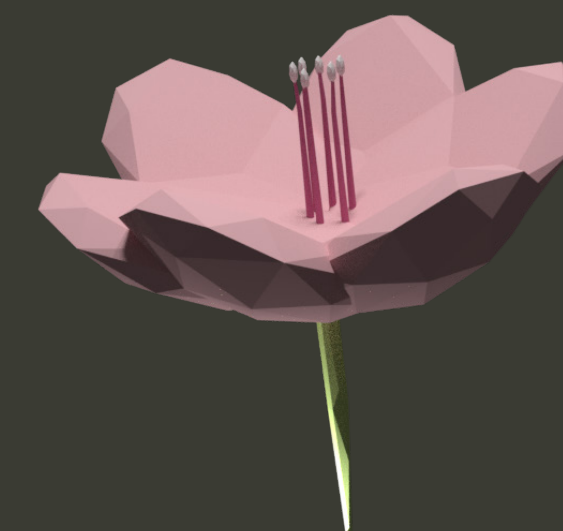
Dialogs are used to give life to characters and the world, by providing exposition about the world and comments related to the main character's situation. The outside people use a *flowery* language, full of *tautologies* with *redundant wordings*. The inside ones use a very simple and almost *broken language*, as they are less interconnected and have less color in their lives than their outside brethren.

To give a sense of flow to the dialog, it is presented through a system capable of displaying the text as if it is being written real time. It is also capable of having individual letters or words presented in special colours or formats, such as *italic* or **bold**, adding a touch of personality to the dialog.

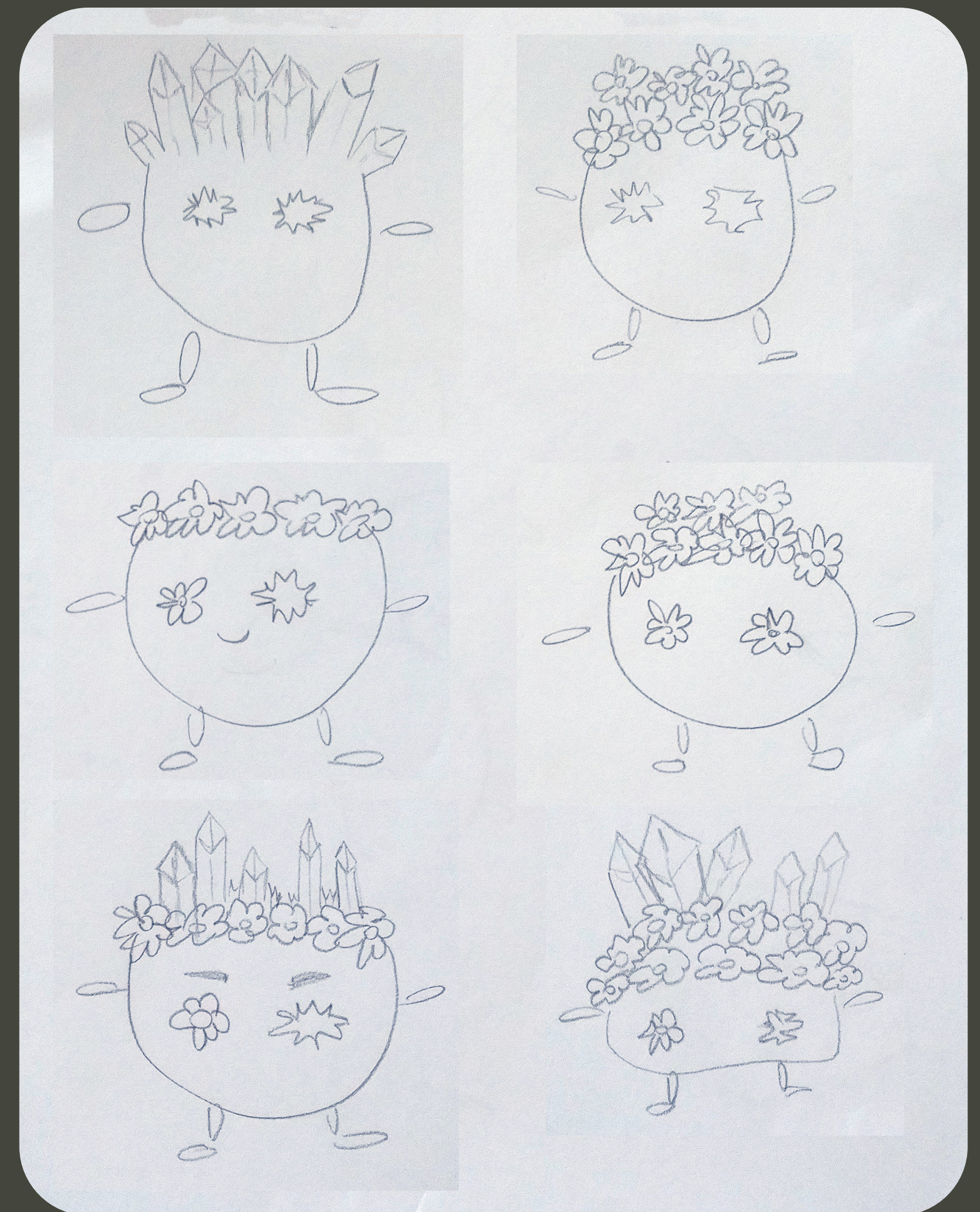
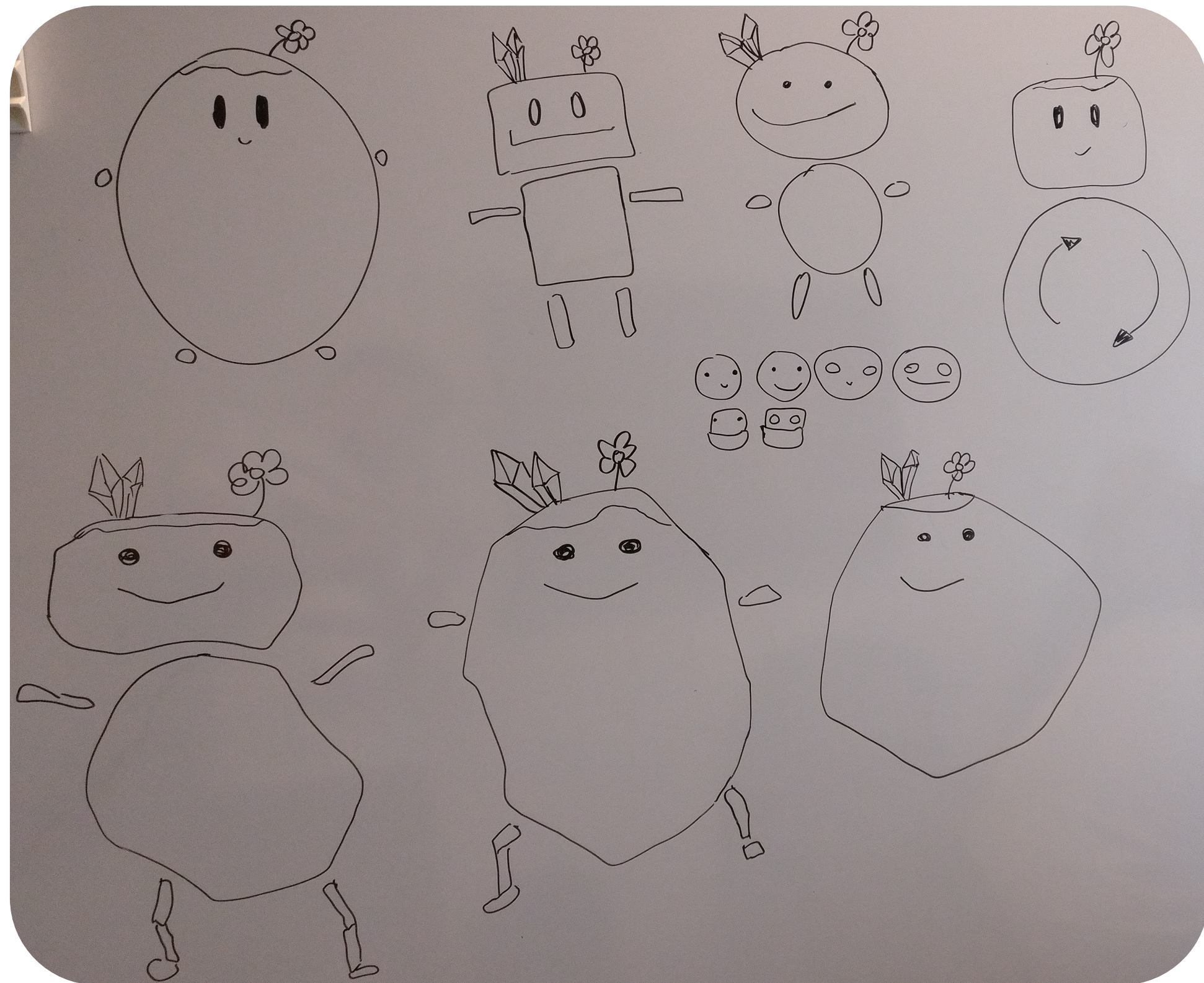
Two icons represent the number of characters the player has already interacted with.



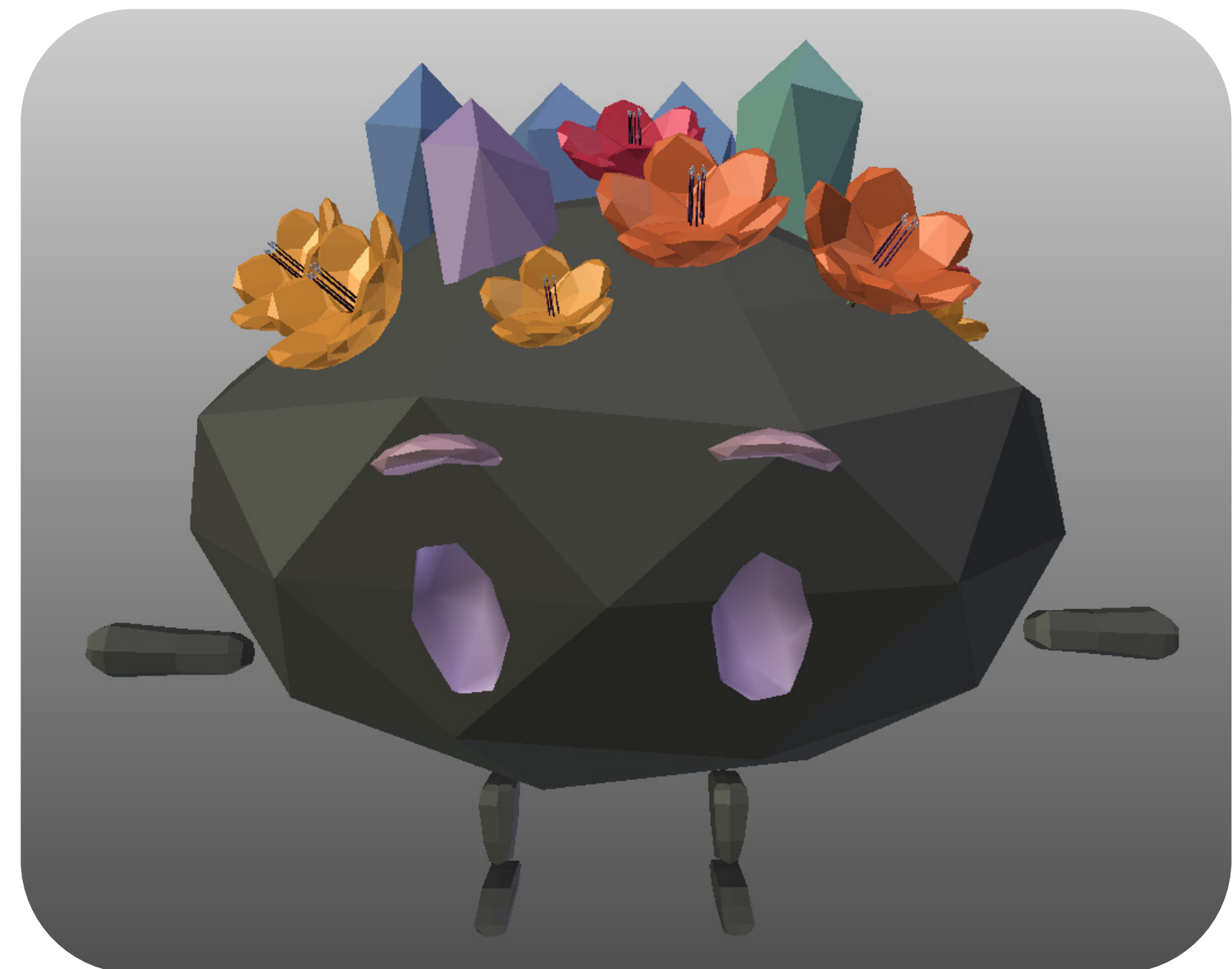
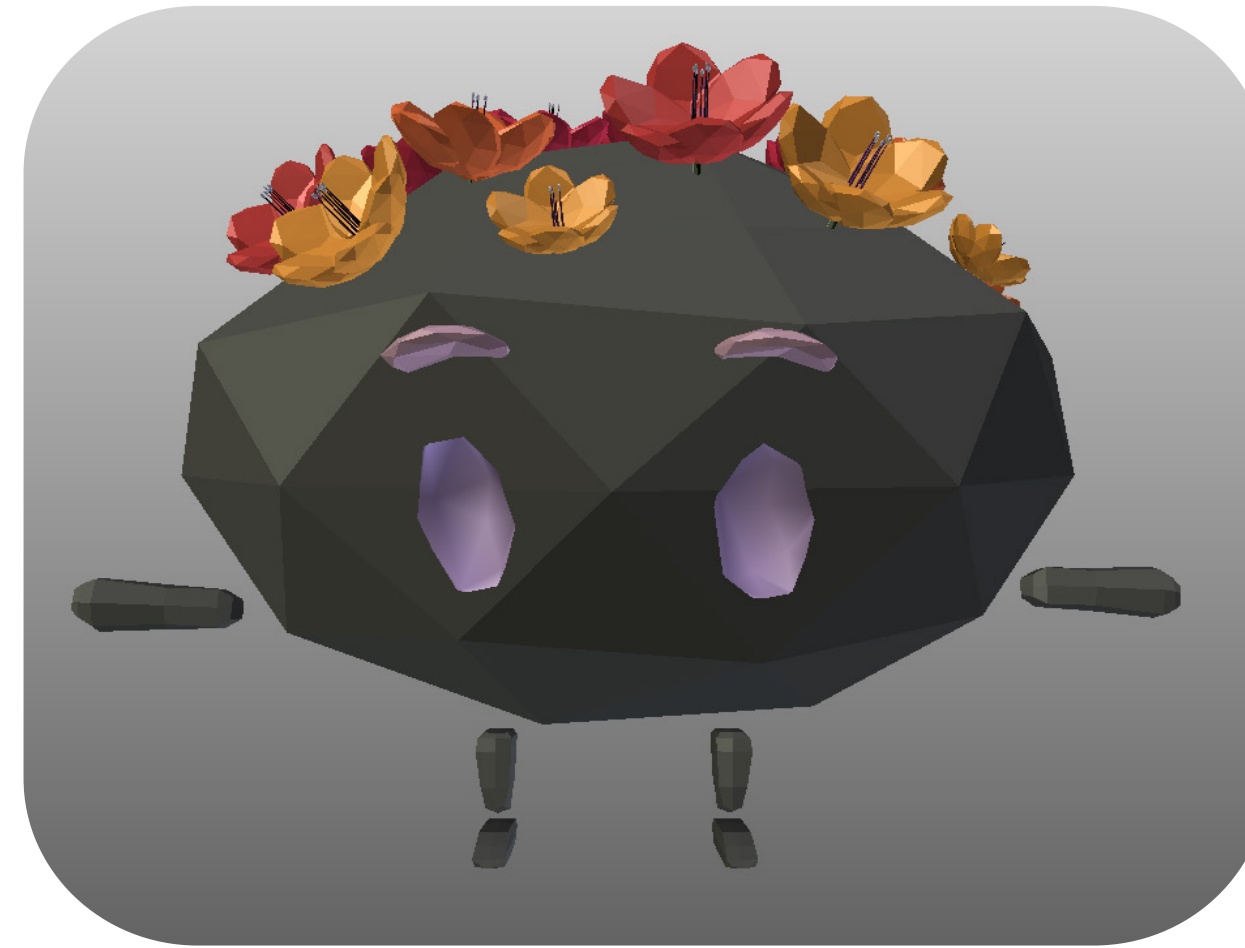
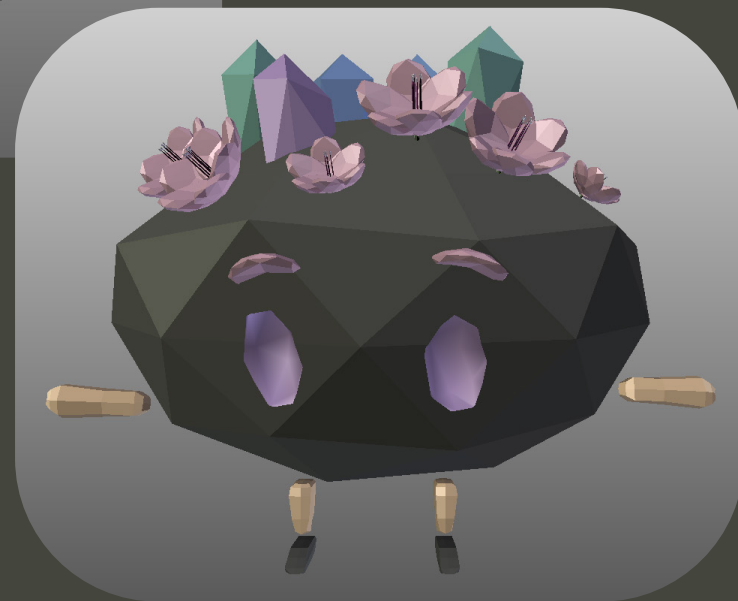
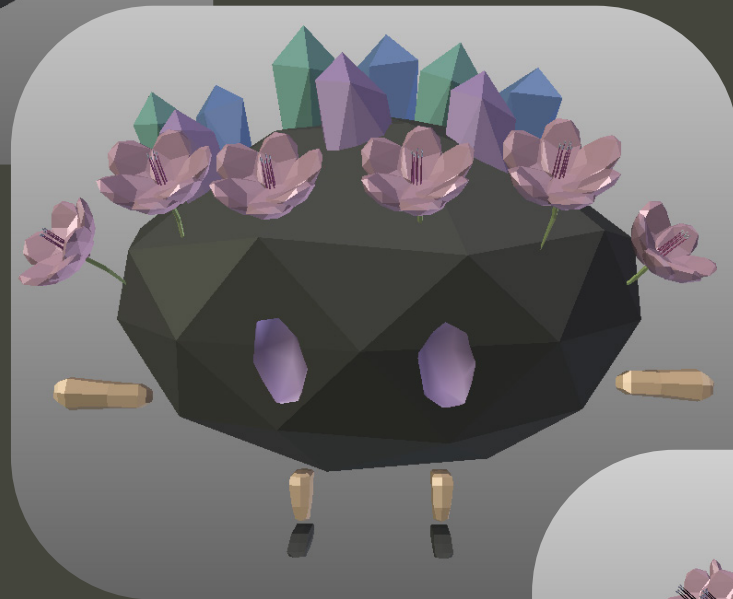
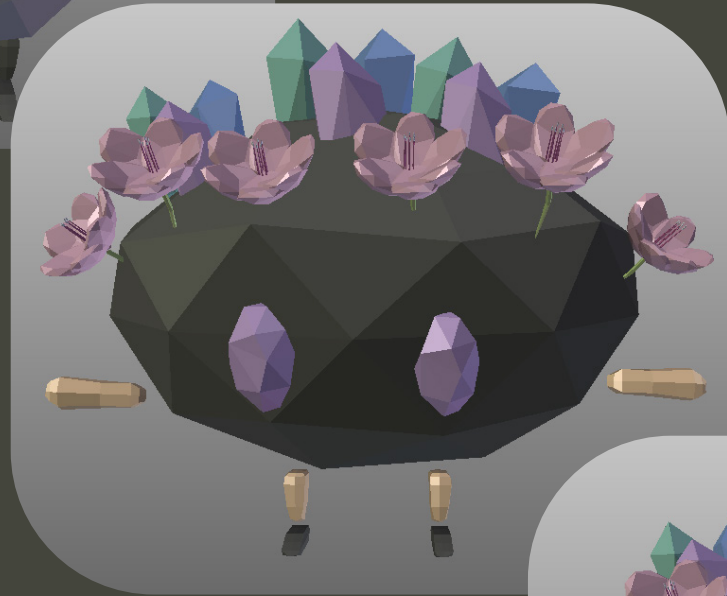
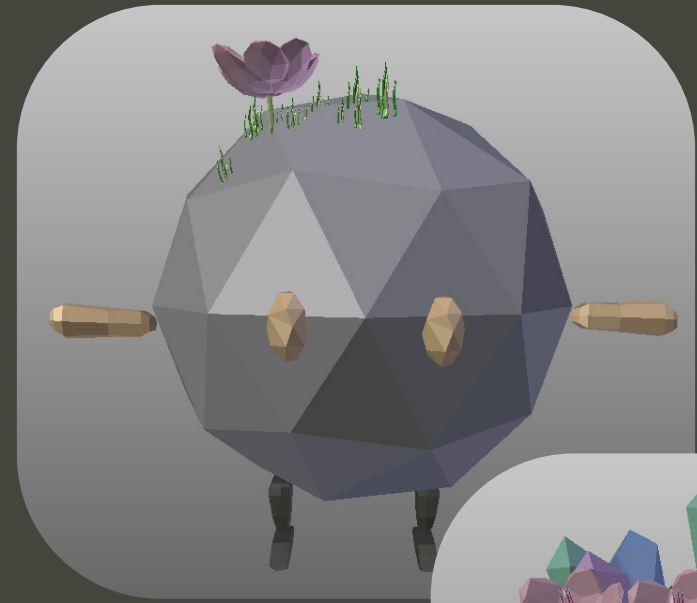
THIS SHARD IS THE MOST TREASURED OBJECT AMONG US, IT IS THE  
CENTRAL PILLAR IN OUR LIFE AND WITHOUT IT WE WOULD BE NOTHING



# CREATURES CREATION - SKETCHES



# CREATURES CREATION - MODELS



The similarity between the different NPCs makes it obvious the main character is an [hybrid](#) between them.

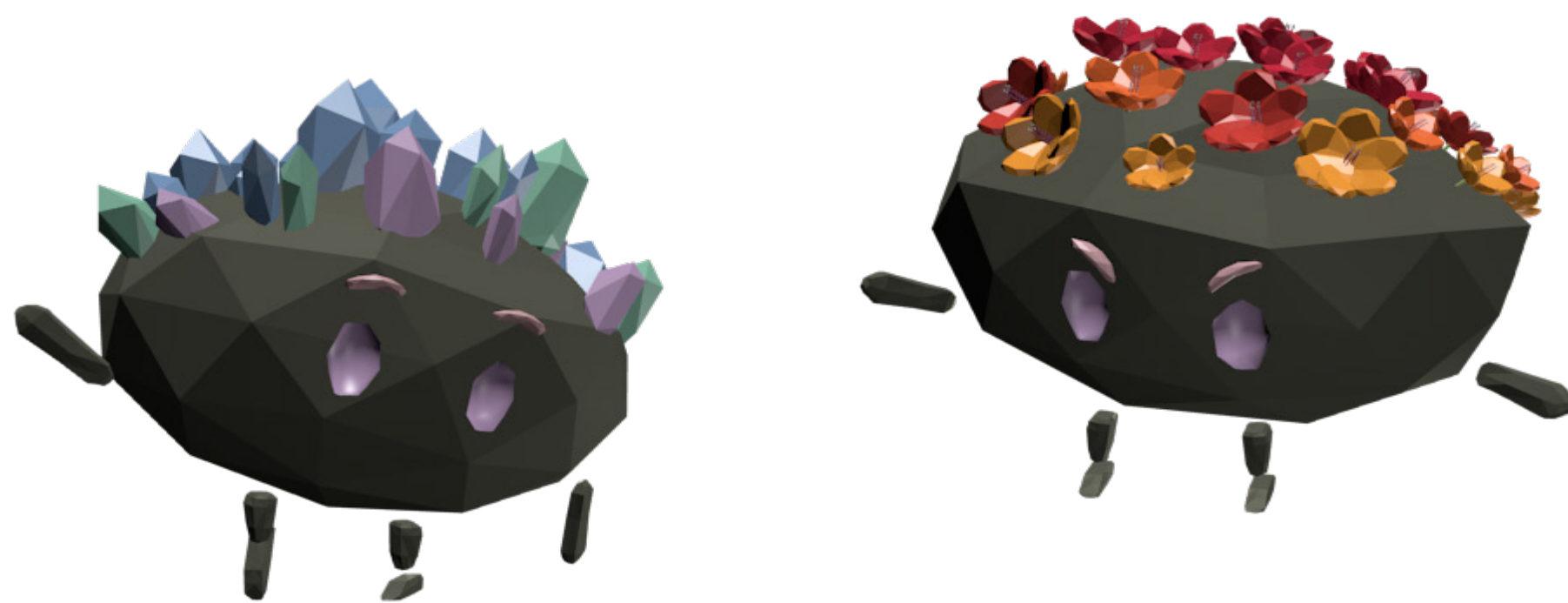
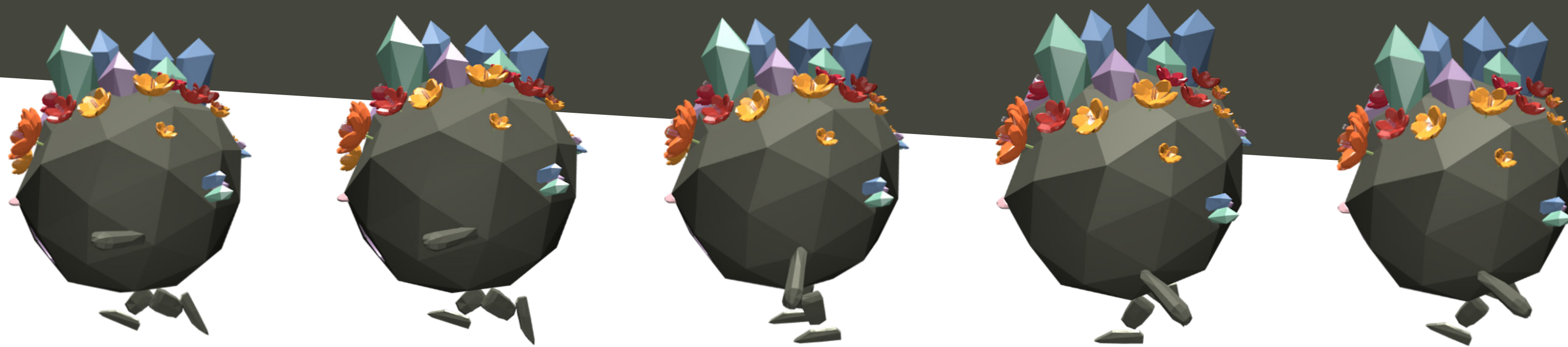
# MODELS DEVELOPMENT



Many models were roughly created and then revised and changed during the process to better fit the other models and keep the general style [cute](#).

Animations are used to give life to the models, particularly the characters in the game. The animation style follows the cute style of the art. When Rockie runs, his arms and legs move very quickly and in all directions, while waddling from side to side, giving him a toddler like feel that fits his disproportionate body. Even when idle, Rockie and the other characters swing their arms from side to side and hover their bodies, never standing fully still. The flowers or the crystals on Rockie's head will animate according to the current area.

# ANIMATIONS

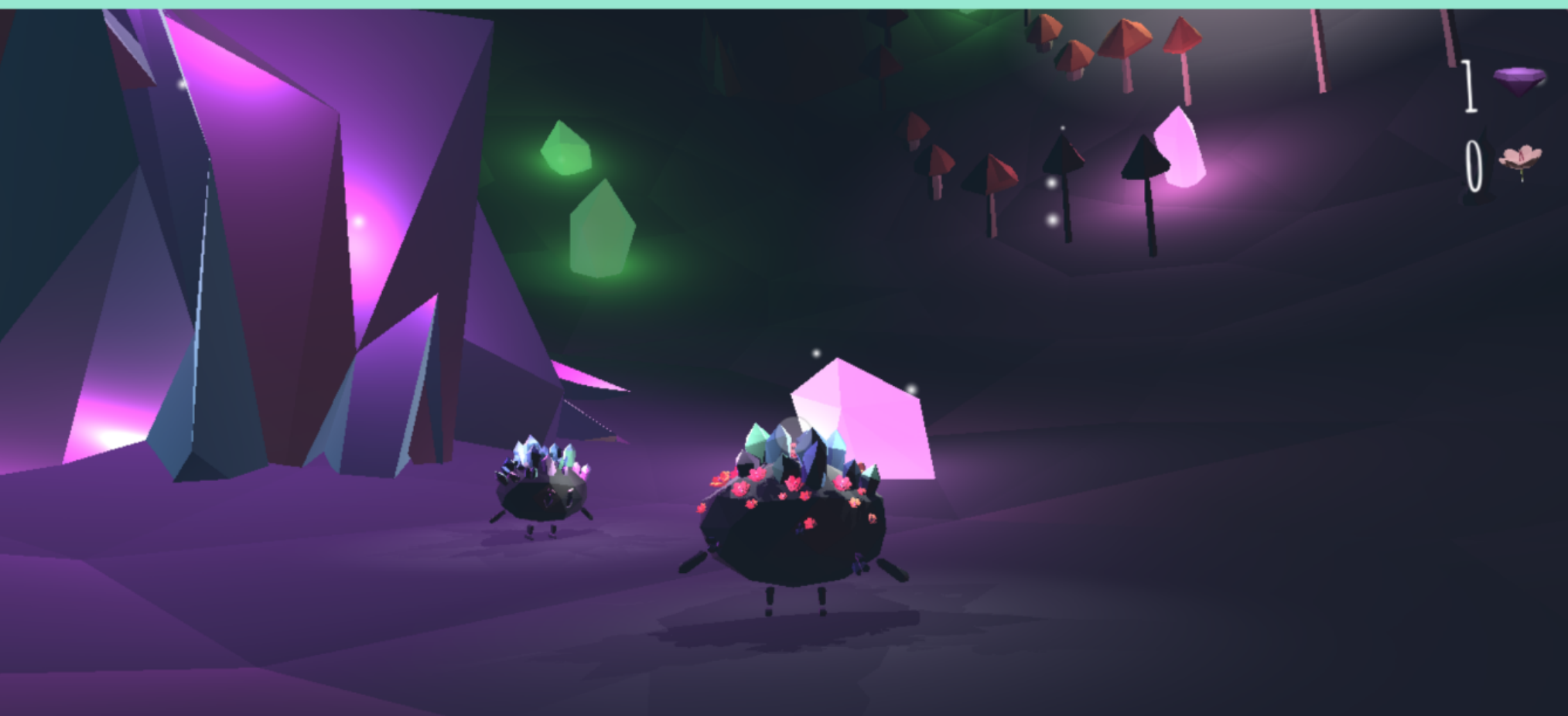


The NPCs have a few extra functional animations to help guide the player. If Rockie has yet to interact with an NPC, the NPC will keep waving, to indicate that there is a character that would like to interact with the player. Furthermore, NPCs have a talking animation to convey when additional dialogue is happening, as well as facial expressions to convey their mood beyond that of the text itself.

The outer environment, being subject to the wind, is also animated with tree foliage wobbling and water waving on the little lake.



# WORLD OF ROCKS



LUISA ZURLO  
NICOLA ZALTRON  
SIMON BØG  
KASPER BROGÅRD KEMPF  
MIKKEL JUUL JENSEN