Eco Gamer.

Game Design Document – This is a highly detailed document that is used by the development team throughout the game development process. It includes all details of the game and is kept constantly up to date.

Name of your game:
Planet Simulator

Who is the audience of your game? (Who will play it?)
Children aged 7+, PEGI 3, both boys and girls who are interested in the environment and ways that we can become more environmentally friendly.

What is the aim of the game, what is it about?
By changing various properties in the game environment such as the number of cars allowed on the road, whether people are allowed to take flights and how many people in the country are vegan, Planet Simulator will use this data to create a prediction of what the planet will look like as a result of these changes.

Is there a main character to the game? What does it do?
No, the player interacts directly with each of the countries and the properties they can change within these.

How do you win the game or move onto the next level?
There is no 'next level' the aim of the game is to survive the longest with the lowest amount of damage to the environment. If the environment becomes too damaged by the properties set, then the human race will die out and the game will restart.

How does the game end?
There is no game end as such but there is an optimal set of properties which will allow for the best future, at this point the credits will roll but the player can choose to continue to make changes to see if they can improve even further on their settings.

What are the main rules of the game?
Change the properties to see what effect this has on various parts of the environment i.e. different animal species, acidity of the sea, amount of rain fall, melting of the polar ice caps etc.

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