

# Seasonal Rift

## Last Pioneers

**Keywords** - Peaceful, Quiet, Storytelling, Environmental

**Target player experience** - The target experience is a relaxed story based experience. The focus of the game will be more on environment design instead of gameplay.

**Movement** - Basic running, jumping in 3D world

### Core Diagram

1. **Core Mechanic:** Collecting components and crafting with them
2. **Secondary Mechanics:**
  - a. Inventory System
  - b. Seasonal Mechanics (?)
  - c. Questline/Storyline "spirit fox"

Fox interactions:

  - Z: Talk to fox (Z again: dialogue, X, hint)
  - X: Travel
3. **Progression:**
  - a. You have to craft the method of going to the next snowglobe
4. **Narrative:**
  - a. You get trapped in a snowglobe by the fox and you have to show the compassion of humans towards nature in order to escape. You will go through multiple different ones for different seasons and environments.

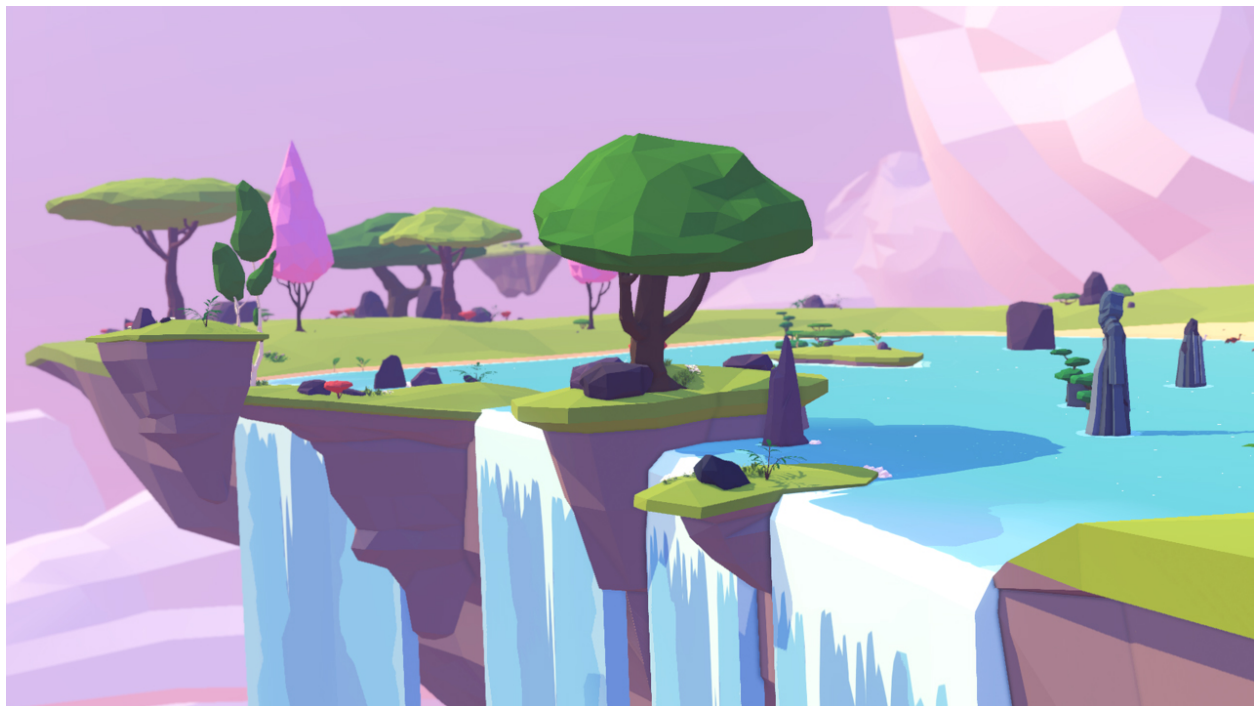
**Minimal Viable Interaction** - Collecting items and crafting other items in a snowglobe. Using items. Interact with NPC.

**Details** - Season for MVI: Spring.

**Reference images/videos** -



TemTem - Artstyle?



AER Memories of Old - Also artstyle

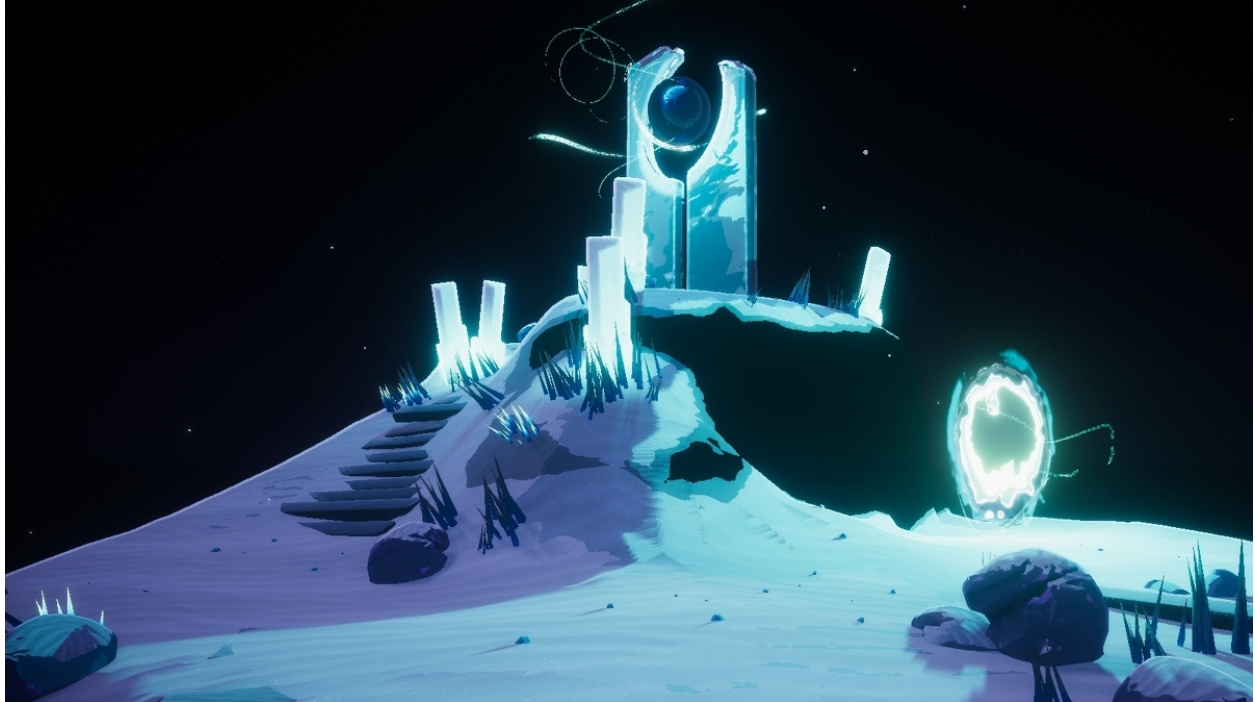


World's Adrift (Concepting?)



Astroneer (Atmosphere)





Risk of Rain 2 (Atmosphere)



Superliminal (Scaling with snowglobes/outside world)