OBELISK

Obelisk- game proposal by Wiley Wiggins

Obelisk is an isometric 2d game with dithered 1-bit artwork and an economy-based mechanic that revolves around debt and credit.

You have been granted a *line of credit* by an Obelisk.

But with this credit comes debt. As long as you are in debt to an obelisk you may travel in its lands, but you must also pay tribute.
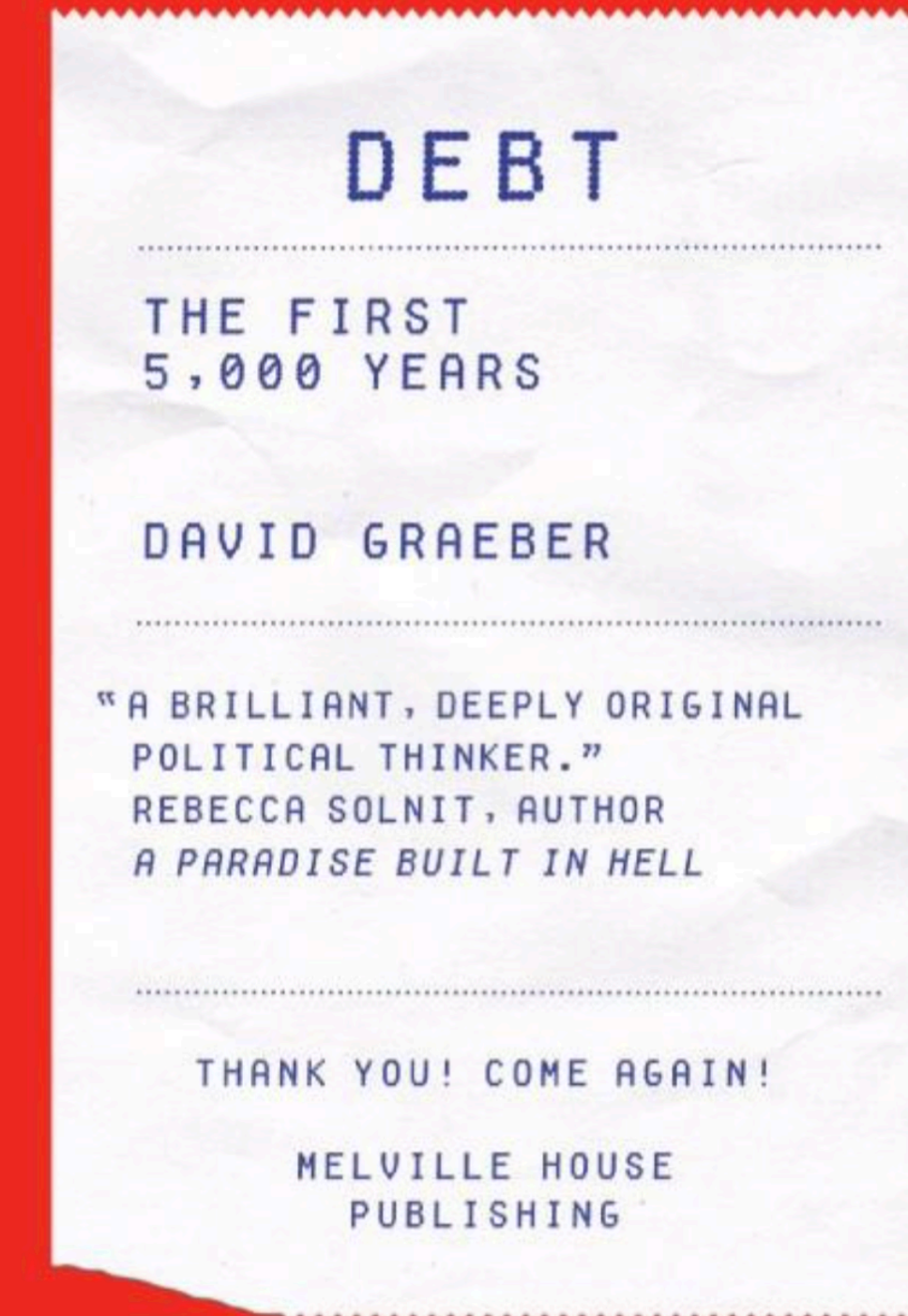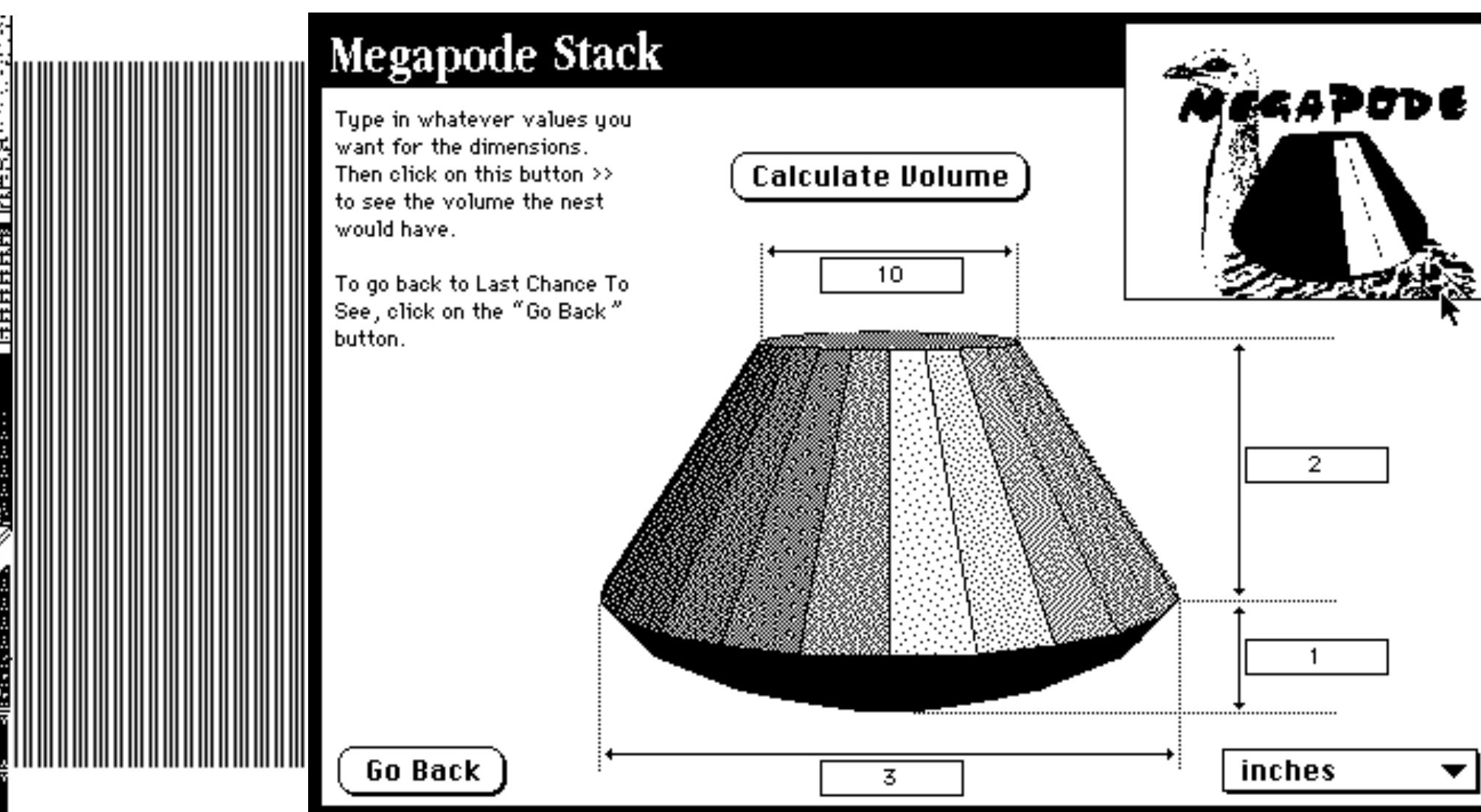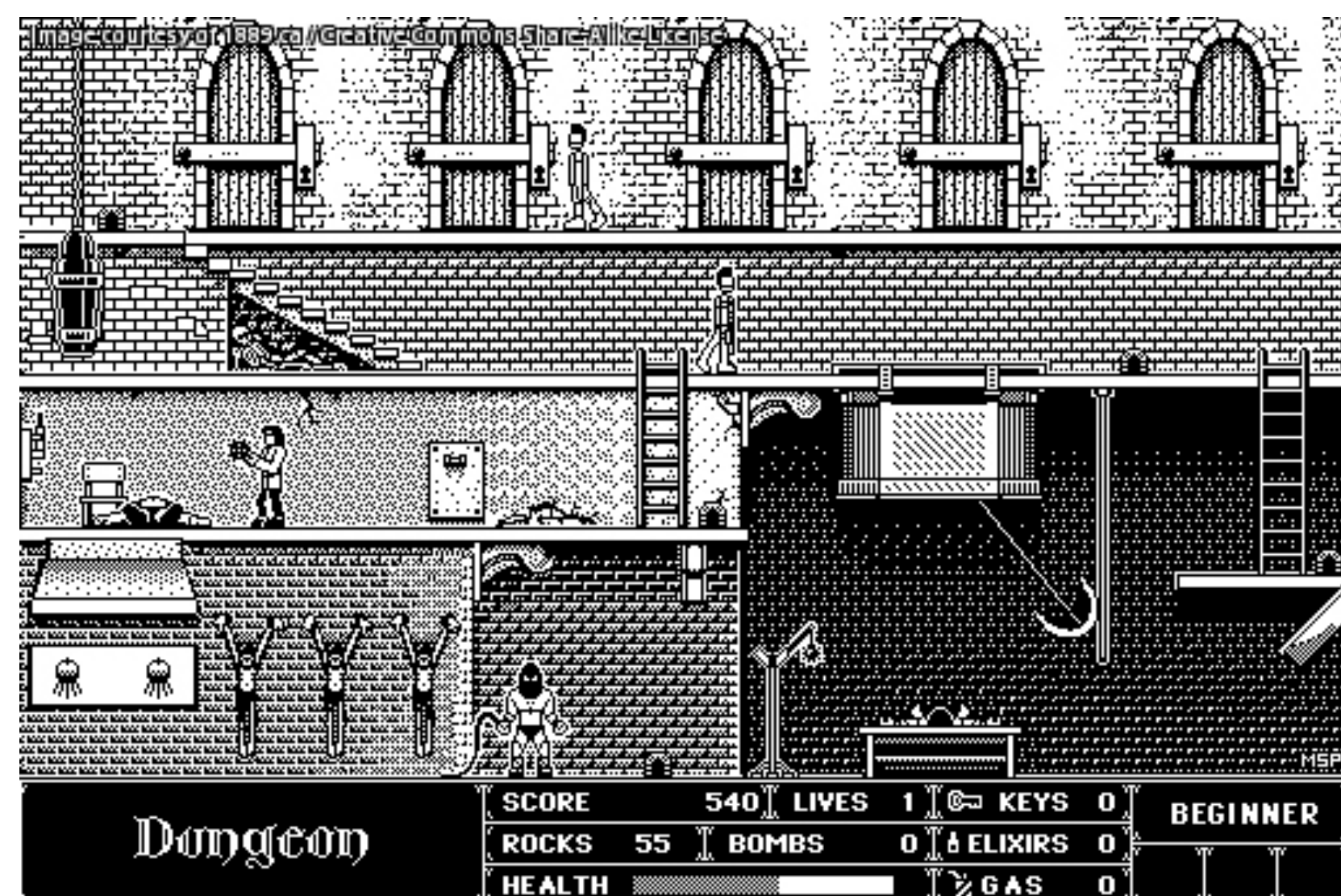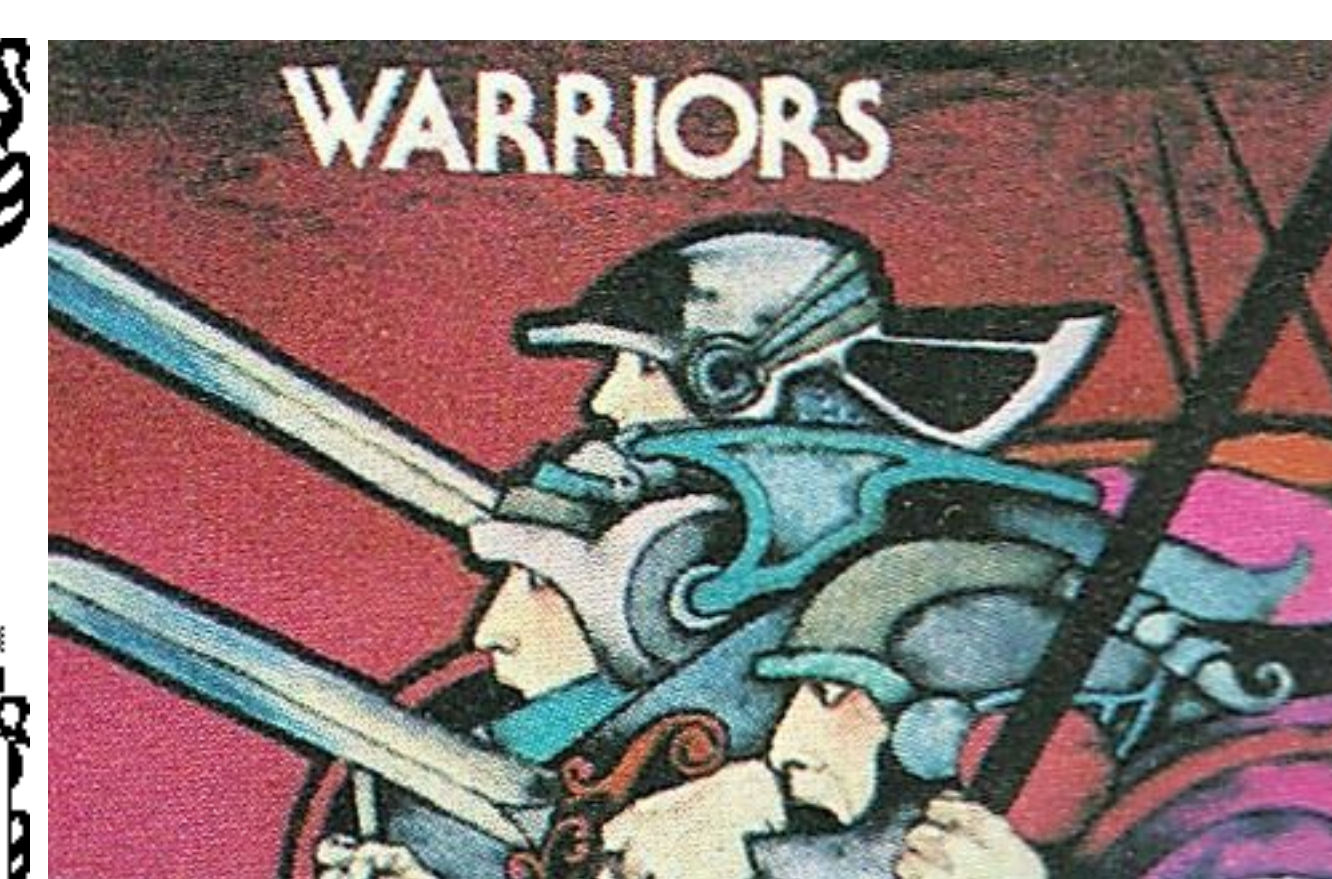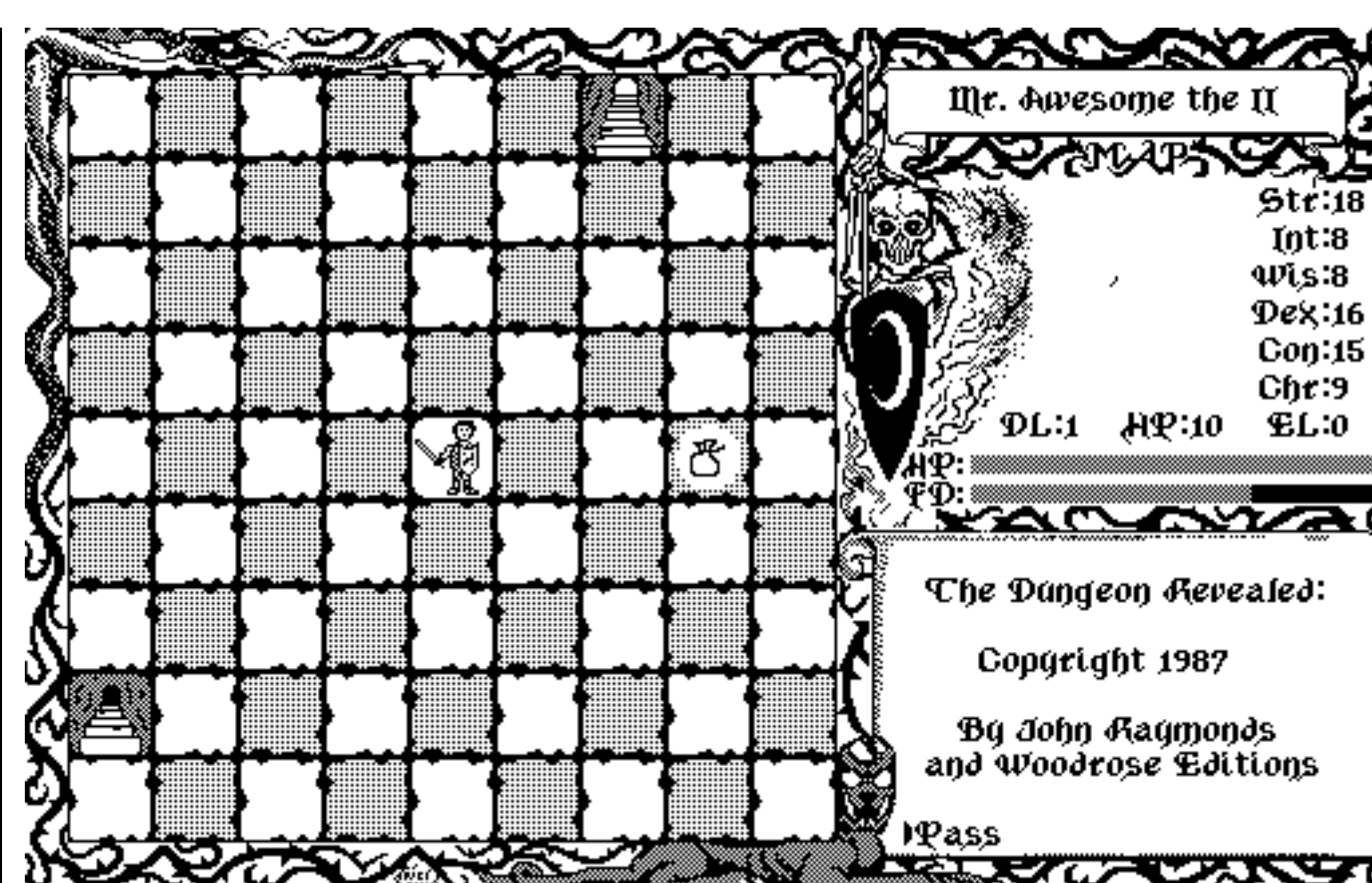
Conceptual References-

"Debt" by David Graeber

Debt is an anthropological look at pre-monetary
societies and how they were based not on barter, but
on debt, and how concepts of debt have evolved over
time.

In Obelisk there is a material resource (blocks) and
notions of credit and debt that come from usable
stacks of blocks (obelisks) that incur debt on
characters in their vicinity. Debt ticks up over
time spent in obelisk territories. Debt is paid
automatically from a players carried blocks. Players
may pull blocks from obelisks, from other places
where they have been placed as barriers, or from the
ground- each ground tile is made up of a single
block, and if that block is removed an un-walkable
dead zone is created.

DEBT

THE FIRST
5,000 YEARS

DAVID GRAEBER

"A BRILLIANT, DEEPLY ORIGINAL
POLITICAL THINKER."
REBECCA SOLNIT, AUTHOR
A PARADISE BUILT IN HELL

THANK YOU! COME AGAIN!
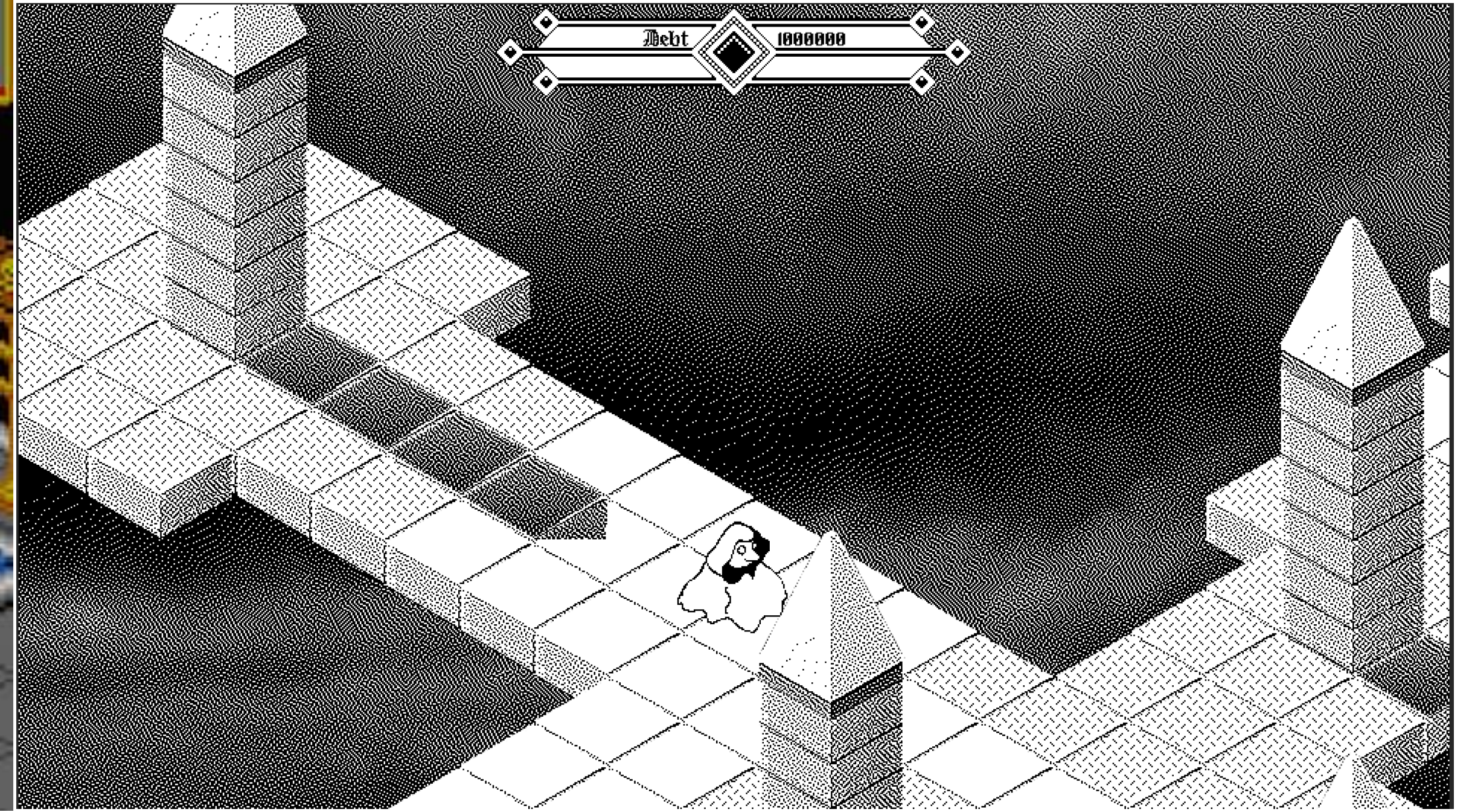
MELVILLE HOUSE
PUBLISHING

Visual References:
Early Macintosh pixel art,
fantasy art

Embrace moire patterns
rather
Than fight for pixel
perfect
Graphics

As a child the early Macintosh was a magic talisman and a class signifier to me, something that I could only access by befriending a wealthy child. My impressions of games on the Macintosh were elliptical- as much imagined as they were grounded in what I had seen. My fixation on the art of the Macintosh was strengthened by later experiences with the Hypercard multimedia authoring environment.
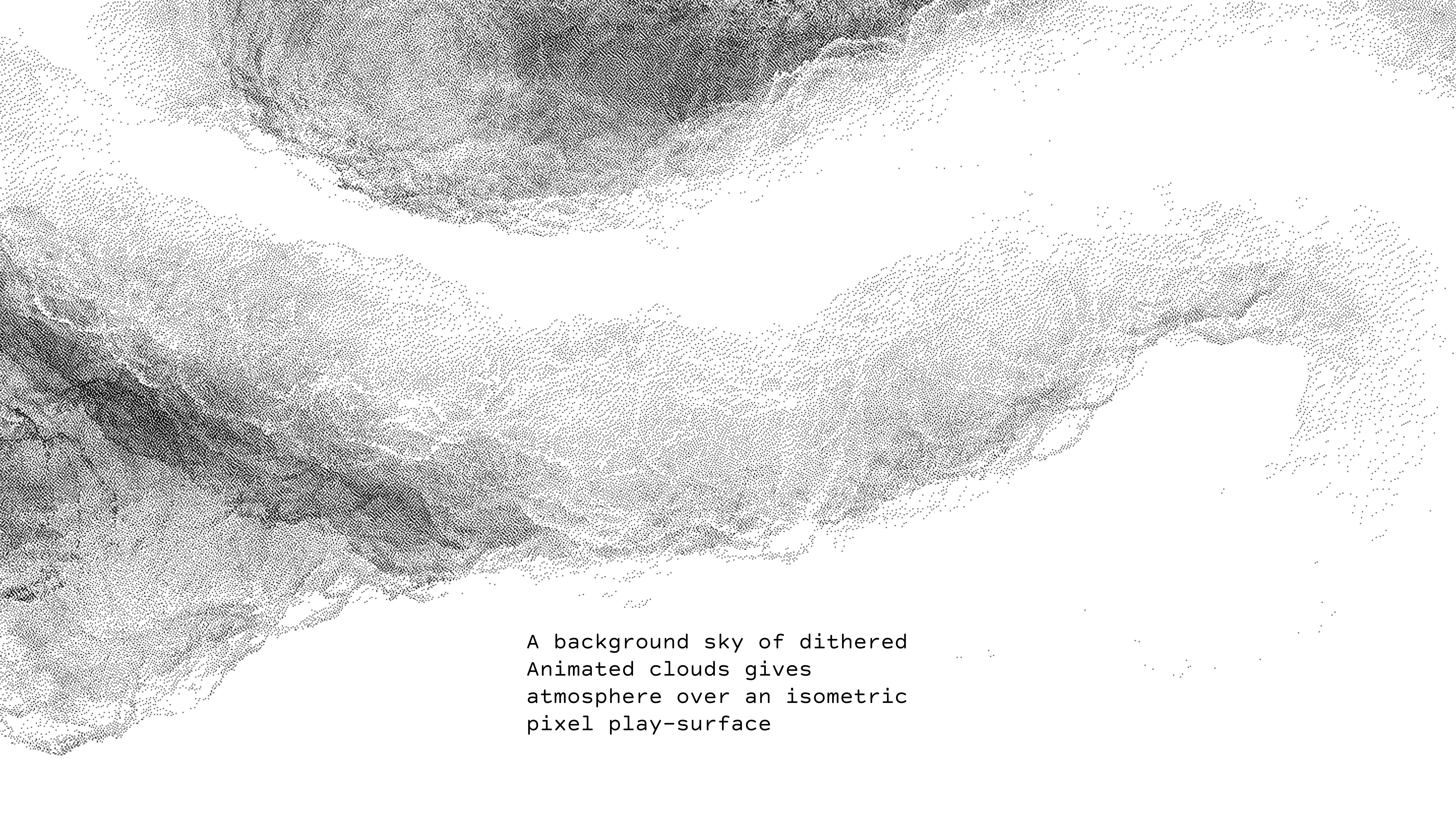
Game feel - Populous

Populous is a reference point for the pace and perspective of obelisk, although in obelisk
You are controlling a single character rather than the world.
The game uses click to pickup/place blocks (left click to walk /right click, pawn walks to spot
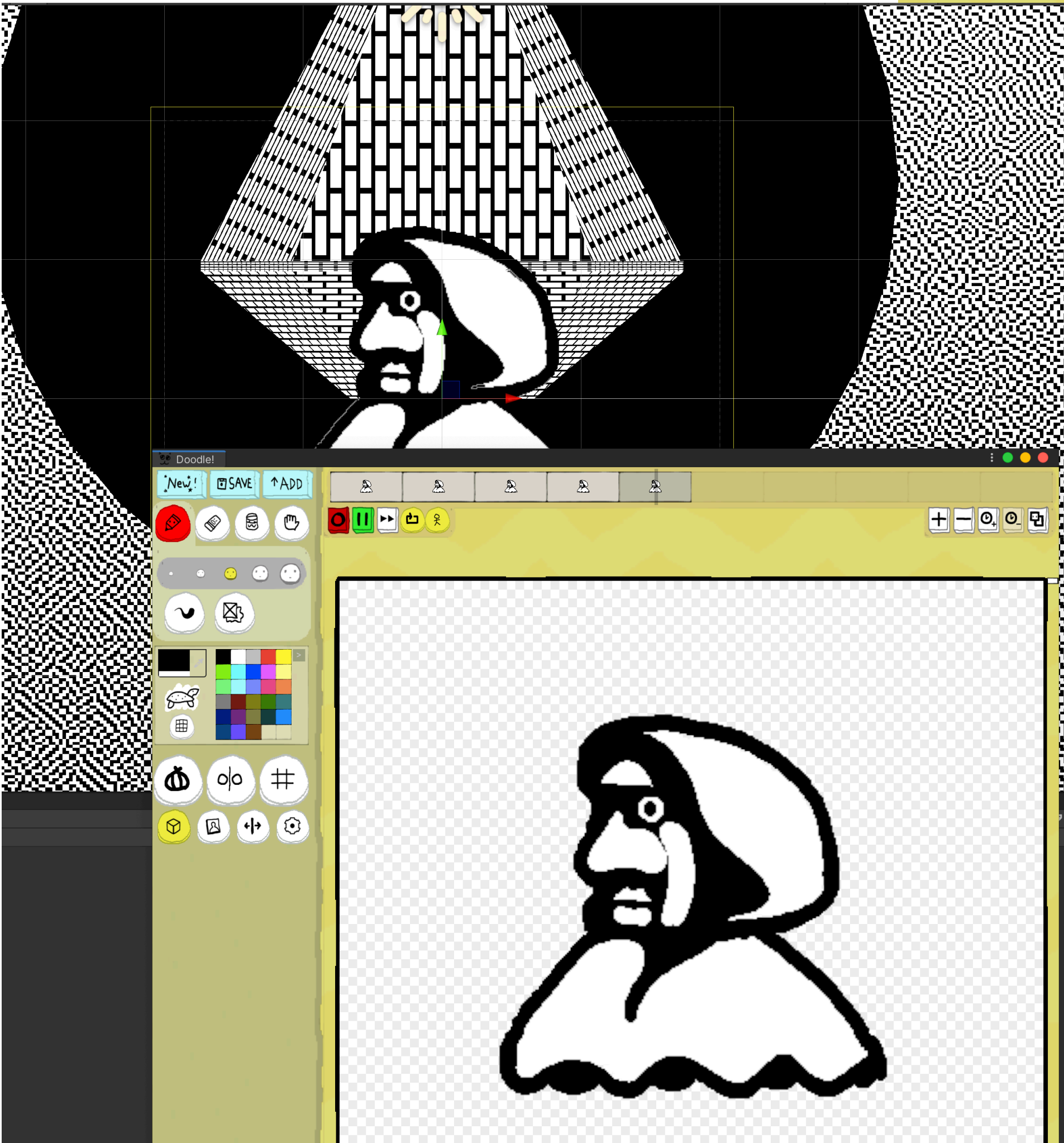and picks up or places blocks)

A background sky of dithered
Animated clouds gives
atmosphere over an isometric
pixel play-surface

Animated sprites using
Fernando Ramallo's Doodle
Studio '95

You own this plugin for Unity3D
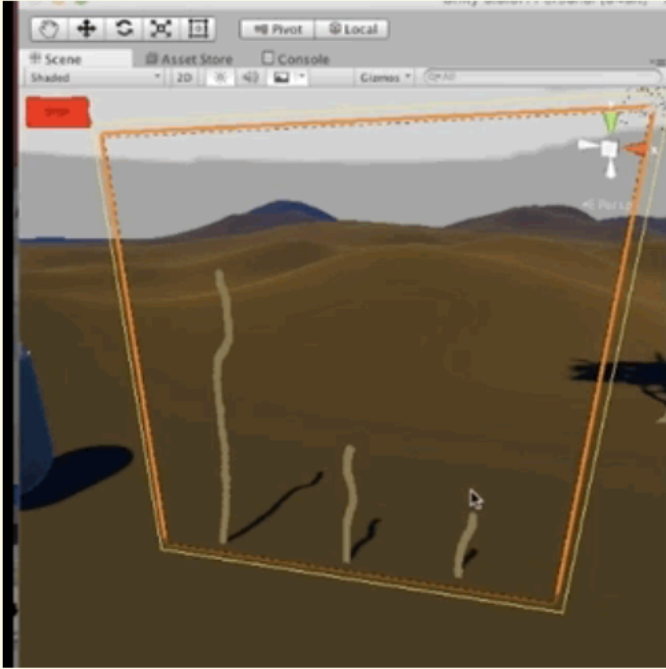
Download   Purchased for **$45.00** *8 days ago*

Doodle Studio 95!

A downloadable plugin for Unity3D

Buy Now   **$45.00 USD** or more

DOODLE STUDIO 95 is a FUN drawing and animation tool for Unity.

Doodle an animation without leaving the Editor and turn your drawings into sprites, UI elements, particles or textures, with a single click.

Features

- Draw inside the Unity Editor
- Easy presets for backgrounds, characters and UI elements
- Example scenes with 2.5D characters, foliage, speech bubbles and transitions, with reusable scripts
- Draw and animate inside the Scene View (beta)
- Shadow-casting shaders
- Don't think about materials or image formats, it Just Works.
- Six Symmetry modes
- Draw seamless patterns
- Record mode adds frames as you draw
- Record a sound with a single click! Boop!
- Easy API for using animations with scripts
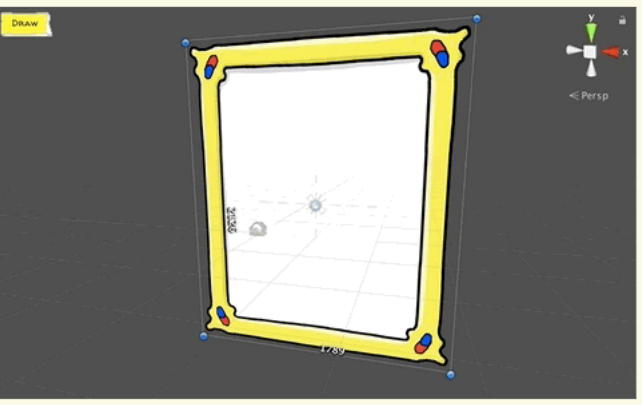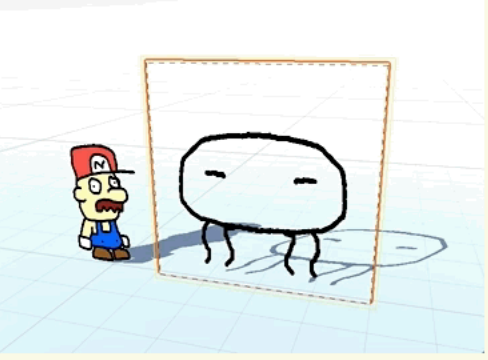- Convert to sprite sheets or GIFs
- ...and more

Writing-

Obelisk names are randomly
generated from Cthulu-mythos-
esque word-parts. Some
exposition occurs in-text in
scroll like UI windows. The text
is a combination of a
blackletter title font and a
monospace font.

Writing appears in scroll-like
UI elements that can grow in
height.

Sound-

Low, ominous hums that increase
in intensity the closer you come
to an obelisk. The sound of an
unrolling scroll when ui windows
open.

Obelisk

Name:
Lut'chutthon-toth

Peons: 2

Acolytes: 1

A 73 foot high
obelisk made of
kornerupine

Game is played on an isometric tilemap to show height
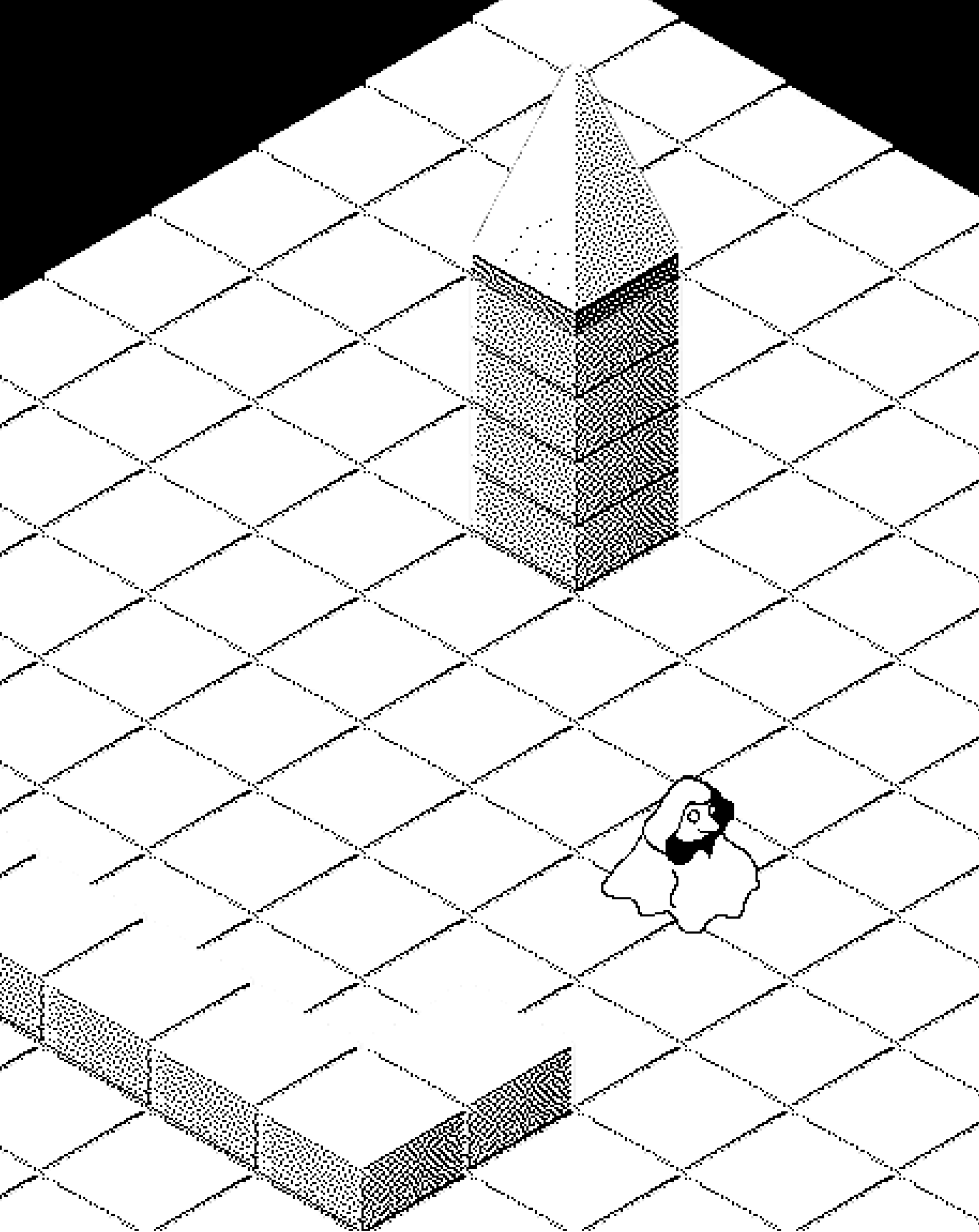
The Basic Game (Week 8 goal):

The game is isometric to show obelisk height. Pawns (players and npc's) are 2d doodle studio sprites. Players can lift and carry one block at a time. Players can place blocks on a grid as obstacles, and extract blocks from the ground. Obelisks have a popup ui element showing their randomly generated names and descriptive text. Obelisks have shaded territories who's diameter is relative to their height.

Chunks of the world may fall off if a they are severed by removing too many blocks from the floor. I like the idea of disappearing play area from too much extraction.

When first entering the territory of an obelisk you sign a contract that puts you in an amount of debt that must be paid at regular intervals by bringing a block to the obelisk, making it one block higher. If you do not meet your regular block requirement you are forbidden from entering the territory until you pay. Blocks can be borrowed from the obelisk stack, increasing debt. Obelisk debts can be paid by going into debt to other obelisks.

This mechanic makes the game an exploration game where areas are economically locked and unlocked. The player is searching for their own obelisk cap, with the promise that they would be able to own their own obelisk and collect debt from npc's (this isn't an achievable goal)

Week 1

Evaluate isometric tilemaps	2
implement isometric tile maps	2
Evaluate player controls	2
animate peon sprites	–
create obelisk sprites	1
implement player controls	3
evaluate local multiplayer	4

Week 2

Implement block stacking	4
Implement block pickups	3
implement attract screen w number of players	3
evaluate UI	3
create obelisk name list, evaluate text generation	1

Week 3

implement sky animation	1
create sounds	1
implement UI	4
theme song	1
implement text generation	1

Week 4 MIDTERM REVIEW

Evaluate debt/credit	4
implement timer, game win/lose loop	5

Week 5

implement debit/credit system	4
Unfinished or deferred tasks	
testing	

Week 6

Unfinished or deferred tasks	
testing	

Tasks + complexity points   **https://trello.com/b/VFp4K1av/**