

Theme Park Builder 3D

CONCEPT DOCUMENT

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Introduction

Theme Park Builder 3D is a theme park simulator that allows the player to choose among several game play styles suitable for all ages as they build and experience a detailed and very extensive park. The player will construct a fun environment from the many pieces available. The player will also be able to experience the park by using camera options to move around in the park like a guest; this includes riding on the coasters and other attractions. This game will provide many options for the player to adjust how they play the game. Utilities will be provided to allow the user to create their own scenery items based on 3D models. The game will allow the construction of large parks comparable to real world parks. The fun of this game is derived from both the construction experience and the simulation experience. The sharing of custom created items will supplement the fun experience as well.

Background

There have been several theme park simulation games in the past. Despite the popularity of these games, they have suffered from certain drawbacks. Typically, the game-play has been designed to force the user to play a certain way. This was done to meet the typical formulaic requirements of a computer game such as: a “win” condition, a predictable “time to win” and escalating intermediate objectives. While these formulas are appropriate for most games, they only interfere with the real fun of a world building game – which is simply the fun of building! Another drawback has been the fixed number of construction elements. A large part of the fun of building comes from knowing that you are making something unique. The more items that are available, the more fun the player can have. The ability to create truly custom items greatly enhances the fun. Existing games have not permitted this; fortunately, fan created utilities have allowed some custom content for some games. Despite the limited capabilities of these utilities, tens of thousands of custom items have been created and shared via internet fan sites. Another drawback of existing theme park games is the issue of speed. In order for a game to represent even a small park, it must draw a *very* large number of 3D objects. Existing games and planned commercial games are incapable of rendering a large park without unacceptably slow display times. A special game engine technique is required to rapidly render simulated parks comparable to real parks.

This will be an open source game. Free tools will be used wherever practical. The artwork will be created by contributors. Sound effects will be a combination of commercial (royalty free) effects and contributor recordings. Players will be allowed to incorporate their own music as they see fit.

Description

Imagine looking over a simple landscape with a gentle river and groves of trees. You’ve got money to buy land and ... coasters! You design the parking lots, the paths the facilities and lots of rides. Build a better theme park and the world will beat a path to your ticket booth. Advertise your glorious new park and watch the crowds grow. Keep expanding your park in all directions, including up and down! When you need a break from all this work – join the crowd and go for a ride on your own coasters. Wander

through the park and take in a show or try your luck at the midway games. If you want to add something to your park which is not available in the game – just enter one of the editors and design it for yourself. Once done, you can share it with other players via the internet.

Key Features

- The player can choose how they want to play: they can follow a sequence of scenarios, build a free-form park, build within certain constraints, or trade parks with friends.
- The construction system offers three levels of complexity:
 - A simple grid based system with limited components which is easy even for young children to use,
 - A grid based system with a variety of components which allows for elaborate parks and coasters to be built,
 - A free form gridless system for the ultimate in flexibility.
- Let the computer generate a landscape or fashion your own. Rides can go underground and even caverns can be constructed – and decorated.
- Large parks can be built – comparable in size to the largest real parks in the world. Thousands of guests will frolic, eat, and maybe vandalize your park. (*What made you think you should charge for restrooms anyway?*)
- Park guests have AI which allows them to interact appropriately with your park.
- Special editors are provided for creating custom scenery, rides and guests.
- Become a guest in your own park as you ride the coasters, walk the pathways, and play the games within the game!
- Select the weather and locale for your park: desert, arctic – even a low gravity planet if you wish.
- Intelligent park employees will require no intervention but can be manipulated as needed.
- Special events such as fireworks and concerts (*supply your own music*) can be scheduled.

Genre

This is a construction game with elements of strategy and simulation. This game is unusual in its lack of forced play style.

Platforms

Theme Park Builder 3D will be released for the PC Windows, PC Linux and Macintosh OS X platforms. The game will be single player for this release. There is the potential, though, for incorporation of multiplayer features in a future version. Hardware requirements have not been determined yet, but may require “high end” components.