

E.T. – Return Home



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1. Game Overview

E.T. – Return Home is a first-person exploration and adventure game set in a dense forest environment. The player controls E.T., whose main objective is to recover essential components to rebuild a communication device in order to escape and return home.

The game combines exploration, resource collection, environmental interaction, and survival mechanics. The player must navigate through obstacles, avoid enemies, and manage energy to complete the mission.

2. Core Gameplay Loop

The core gameplay is based on a loop of exploration and progression:- Explore the forest-Find and collect hidden objects- Avoid enemies- Use power-ups to gain temporary advantages.

3. Game Mechanics

Movement System:- First-person perspective- Movement using keyboard (W, A, S, D)- Camera control using mouse- Basic collision with environment

Interaction System:

- Player can interact with objects like rocks and plants to reveal some communication device pieces or candies.

-there are 10 different interactable spots on the map, at the same time you can interact with 6 of them. when you interact with one, another one of the non interactable one becomes interactable.

-First drop: energy candy

-Drop rate:20% communication device ; 50%

-incremental interactable costs

Collection System: around the map candies spawn around the map, on selected points.

Energy System:- The player has an energy/health bar- Energy decreases when interacting with enemies, run and walk, and interact with objects.

Enemy System: enemies walk around randomly between waypoints until they see the player inside their area of detection, when this happens, the enemy will target the player and follow the player, if the enemy touches the player they steal a candy or teleport the player away.

Win Condition:- Collect all required objects and click the phone to win.

4. Power-Up System (Special Items)

Power-ups are special collectible items that grant temporary abilities to the player. They do not directly complete objectives but help the player overcome obstacles and survive.

Each power-up has a limited duration and may include a cooldown.

Types of Power-Ups:

- Telekinesis: interact with objects.

- enemy stun: blocks the enemy from moving for 2 secs (it can still steal your candies)

- infinite energy candy: for 5 secs your energy can't change

- Energy Candy: Restores player energy

5. User Interface (UI)

HUD:

Energy Bars: the first bar is the health bar, which is used for interacting with enemies, run and walk, and interact with objects.

the second one is the amount of green candies you have.

there is also a blue button that activates the candies power at the cost of one candy.

Progress Bar / Item Tracker: Displays the number of co pieces collected (out of 5)

- when finished, appears a phone icon ringing, and after you open the pause button, you have a new button to win the game.

when it is finished

Additional UI Elements: ET hand, it shows the player when powers are activated. pause menu, activated the pause menu with controls.

6. Controls

Keyboard:

- W / A / S / D → Movement
- Space → Power activation
- Shift → Sprint
- Esc → Pause menu'
- Mouse:- Mouse movement → Camera rotation- Left click → Interaction

7. Environment Design

The game is set in a forest environment that includes three zones:

landing zone:

spawn, with spaceship that goes away, small corridors with trees, narrow paths.

forest zone:

Trees, bushes, and rocks

Natural obstacles

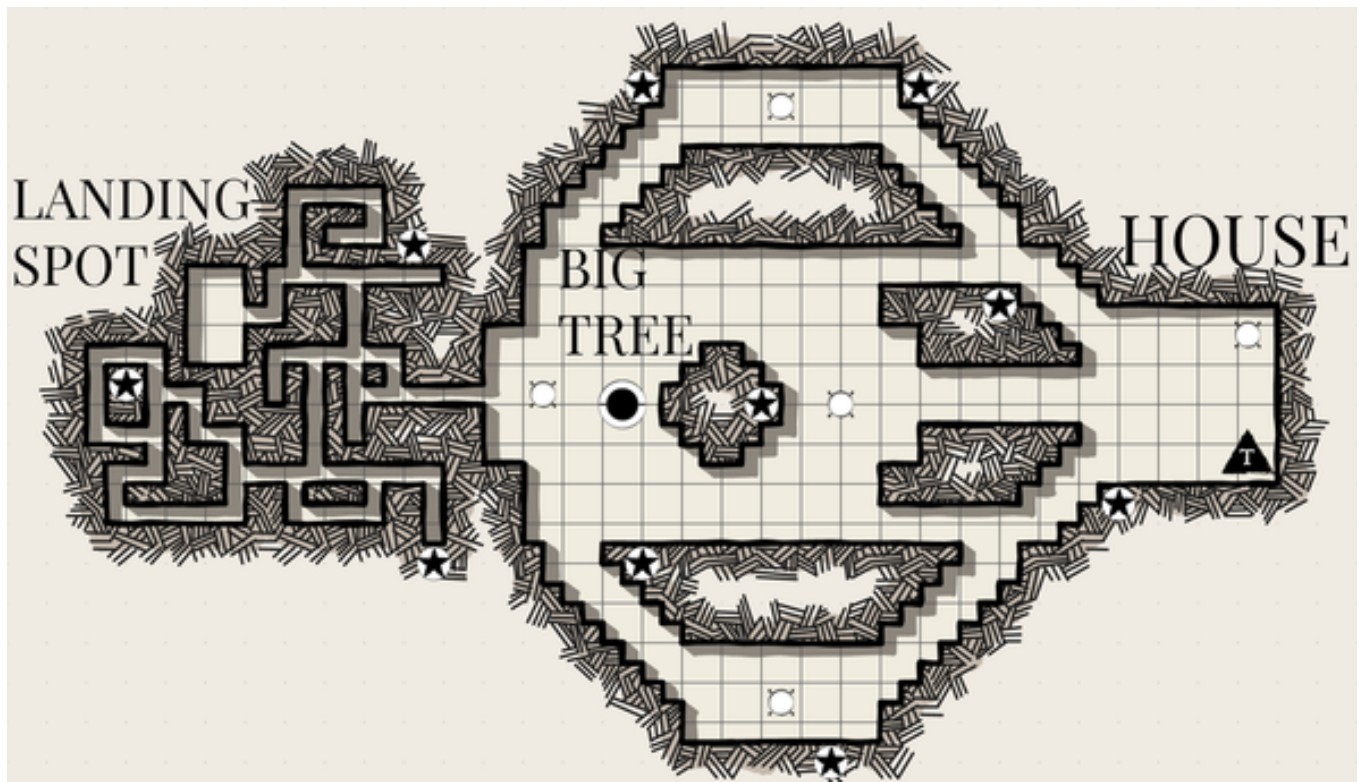
more open map (more visible tiles and enemies)

house zone:

at the end of the forest, there is a house with a prison in front of it (you get teleported there when you get caught by a scientist)

Objects are distributed across the map to encourage exploration.

MAP:



Stars: interactable

T: teleport prison

X: enemy waypoint

O: finished object

8. Assets

2D Assets:

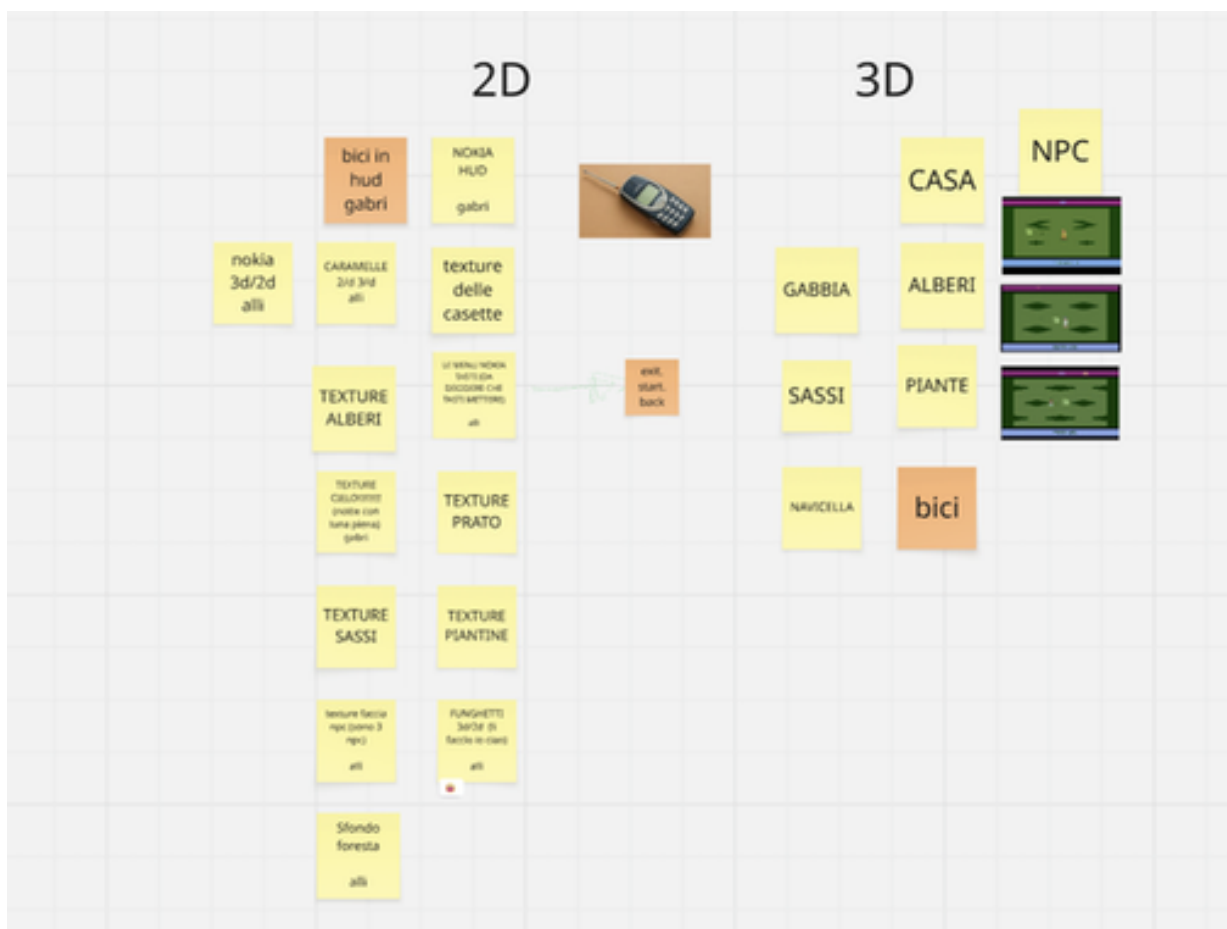
- telephone HUD
- communication device HUD
- texture npc
- skybox
- texture ground
- texture communication device
- ET hand
- Game icon
- Win screen

3D Assets:

- forest objects (trees, rocks, etc. etc.)
- grass tile
- prison
- npc
- houses
- communication device

Column 2 – 3D models by Art:

These are the 3D representations of all objects and environments created based on the 2D sketches. Each 3D model corresponds to its related 2D sketch.



9. Game Objective

The main objective is to help E.T. escape by: -Collecting all required items- Managing energy and resources- Using power-ups strategically- Avoiding enemies- Reaching the final destination