



Game Design Document

God of Winds

The power of the wind at the tip of your fingers



NHTVUNIVERSITY OF APPLIED SCIENCE – BREDA (NL)

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Version 2.26

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1 Changelist

1.1 VERSION 2.0

1. The Game Design Document has been rewritten entirely to better accommodate the needs of this project
2. Added general lay-out of the document
3. Added section 2 (Game Overview) with subsections 2.1 through 2.4
4. Added section 3 (Player Interactions) with subsection 3.1 through 3.4.3

1.2 VERSION 2.1

Added section 4 (Mechanics) with subsections 4.1 through 4.1.6 and 4.4 through 4.6.2

1.3 VERSION 2.2

1. Added section 4.3 (Buildings) with subsections 4.3.1 through 4.3.4
2. Added section 5.1 (HUD) with subsections 5.1.1 through 5.1.5
3. Added section 4.2 (Resources) with subsections 4.2.1 through 4.2.3
4. Added section 6.2 (Tutorials) with subsections 6.2.1 and 6.2.2 (WIP)

1.4 VERSION 2.3

1. Updated section 5.1 (HUD) and subsections with new images
2. Added and inserted section 5.1.4 (Food Growth Meter) changing following subsections by number: 5.1.5, 5.1.6.

1.5 VERSION 2.4

1. Updated section 4.3 (Buildings) with images and subsection 4.3.1
2. Added section 4.7.1 (Enemy Assault) with subsections 4.7.1.1 and 4.7.1.2
3. Updated section 4.6.2 (Rain Clouds)

1.6 VERSION 2.5

1. Updated section 6.2 (Tutorials), and added subsections 6.2.3 and 6.2.4

1.7 VERSION 2.6

1. Added subsections 6.2.5 through 6.2.17 (Tutorial Descriptions)
2. Added unlock requirements to 3.3 (Whirlwind)
3. Added header and footer with page count

1.8 VERSION 2.7

1. Added section 5.2 (Menu) with subsections 5.2.1, 5.2.2 and 5.2.3.
2. Added Flow Diagram Image
3. Added information on player feedback to section 5.1.6
4. Added arrow information to section 5.1.2 (Wind Compass)

1.9 VERSION 2.8

1. Updated 5.1.3 and 5.1.4 with information on warning indications
2. Updated 3.1 (Local Wind) with signposting information

1.10 VERSION 2.9

1. Updated 4.2.2 (Logs) with more information on tree respawning
2. Added 4.3.2 (Marketplace)
3. Added 6.2.18 (Marketplace Tutorial)

1.11 VERSION 2.10

1. Added 5.2.4 (Menu Visuals)
2. Added 4.8 (Upgrades)

1.12 VERSION 2.11

1. Updated 4.7.1 (Enemy Assault) with updated event start description
2. Updated 5.1.2 (Wind Compass) with more information on warning indication

1.13 VERSION 2.12

1. Updated 5.1.6 (Active Villager Request Indicators) with updated visuals and description
2. Updated 5.2 (Main Menu) with visuals, visuals descriptions and reorganisation

1.14 VERSION 2.13

1. Updated 5.1.5 (Villager Request Indicator) with updated concept. Also merged contents with 5.1.6, as there is now only one type of indicator
2. Removed the Fire Tutorial, Rain Tutorial, Clouds section, and all references to the fire and rain mechanics
3. Added 4.6.2 (Protect the Food) and 4.6.3 (Protect the Harvest)
4. Added 6.2.17 (Protect the Food Tutorial) and 6.2.18 (Protect the Harvest Tutorial)
5. Updated all tutorials that were missing a completion requirement with an appropriate requirement
6. Updated 4.2.2 (Logs) with more information on tree bending
7. Added 4.7 (Additional Interactions) with subsections 4.7.1 through 4.7.7

1.15 VERSION 2.14

1. Updated 4.1.6 (Send Builder) and 4.3.3 (Building Buildings) with updated information on builders
2. Updated 4.1.3 (Windmill and Farm Request) by removing the farm patch mechanic
3. Added new visuals to 4.1 (Requests)
4. Updated 5.1.5 (Villager Request Indicator) with updated information and new visuals

1.16 VERSION 2.15

1. Added 4.2.4 (Faith) with subsections 4.2.4.1 through 4.2.4.3

1.17 VERSION 2.16

1. Updated 2.4 (Win/Lose Conditions)
2. Corrected some spelling mistakes and other minor errors throughout the document
3. Updated 4.2.4.3 (Faith Visualization) with mock-up image for minor Faith Gain
4. Updated 6.2 (Tutorials) with improved Tutorial Mechanic and new descriptions

1.18 VERSION 2.17

1. Updated 6.2 (Tutorials) with upgrade notifications
2. Added 5.3 (Game Complete Screen)
3. Updated 5.1 with new HUD mock-up image

1.19 VERSION 2.18

1. Updated 5.2 (Menu) with the new menu design and interaction
2. Added 4.1.2.1 (House Upgrade Request)
3. Updated 4.3.4 (Building Metrics) with Upgraded House details

1.20 VERSION 2.19

1. Updated 4.1.2.1 (House Upgrade Request) with more information
2. Updated 4.3.4.1.2 (Upgraded House) with information on the building being destroyed
3. Updated 5.2 (Menu) with updated images
4. Updated 4.3.1 (Temple) with new concept for building the Temple
5. Updated 4.2.4.1 (Faith Gain) with Faith Gain amount for Upgraded Houses and the Temple

1.21 VERSION 2.20

1. Updated 3.4.2 (Camera Zooming) with variable angles for various zoom levels
2. Removed 4.3.4.3 (Mines) as Mines can no longer be built

1.22 VERSION 2.21

1. Updated 5.1.4 (Food Meter) with completely new design
2. Updated 4.1.6 (Send Builder) and 4.3.3 (Building Buildings) with updated builder and building mechanic
3. Updated 4.8 (Upgrades) with feedback
4. Removed 4.9 (Miscellaneous) as this section contained no information

1.23 VERSION 2.22

1. Updated 6.2 (Tutorials) with improved tutorial sequence and updated all descriptions

1.24 VERSION 2.23

1. Updated 6.2 (Tutorials) with new 'upgrade lost' tutorials
2. Updated 3.3 (Whirlwind) – whirlwind ability can now be lost

1.25 VERSION 2.24

1. Fixed minor mistakes in content and spelling throughout the document
2. Updated 4.8 (Upgrades) with information on upgrade stones, along with icon mock-up

1.26 VERSION 2.25

1. Updated 6.2 (Tutorials) with tutorials explaining stones and house upgrades

1.27 VERSION 2.26

1. Removed old features from the document
2. Updated values specified throughout the document to reflect the final game's metrics

2 Game Overview

2.1 General Information

Product Title: God of Winds

Genre: God Game

Platform: iPad

Target Audience: Ages 10+

Localisation: English

2.2 Story/Premise

In God of Winds, the player will play as the 'God of Winds'. The player helps a tribe of followers living on a remote volcanic island by answering their prayers, providing the followers with food and shelter.

2.3 Game Objective

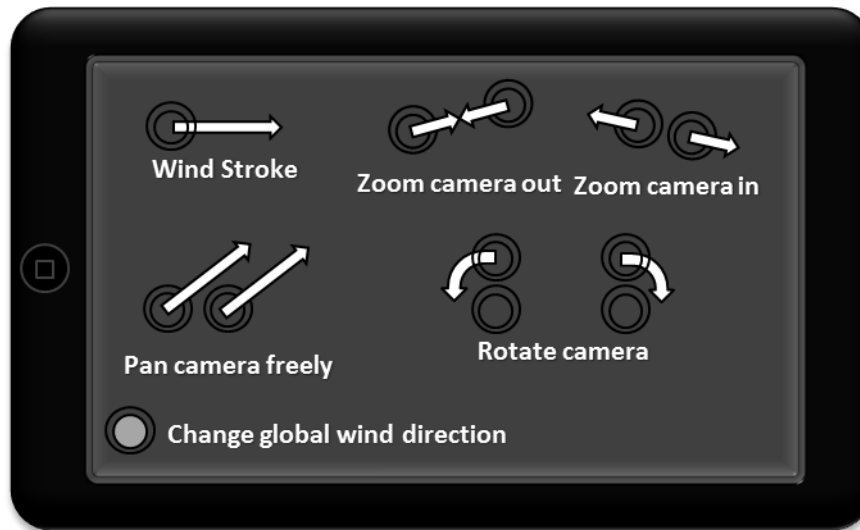
The game's objective is to expand the tribe of followers into a rightful civilisation, and to keep this civilisation standing.

2.4 Win/Lose Conditions

The game can be won by maxing out the Faith meter (see [section 4.2.4 \(Faith Mechanic\)](#) and [section 5.1.3 \(Faith Meter\)](#)). Winning the game will force the 'Game Complete' screen to pop-up ([section 5.3](#)).

The game cannot be lost.

3 Player Interaction



3.1 Local Wind

The player is able to create a local gust of wind by drawing a path on the screen. While drawing, the path drawn so far is shown using a thick coloured line. When the player lifts their finger from the screen, local wind is applied to all objects within a set radius of the drawn path.

Local wind has a different effect on various interactive objects. For the effects on these objects, refer to the descriptions of the objects themselves.

All objects that can be interacted with using the Local Wind share a similar curly texture pattern, which is only used on these objects. This will clearly set these objects apart from other objects, showing the player what they can and cannot interact with.



3.2 Global Wind

The player is able to control the global wind's direction and strength. This is done by moving the 'virtual joystick' in the direction of the player's choosing.

The virtual joystick is a 3D HUD element that functions as both a joystick and a compass. If the screen is rotated, the virtual joystick rotates with it. The direction in which the joystick is pointing determines the direction of the global wind. The angle of the joystick determines its strength: the further it is bent, the greater the strength. The joystick will snap to the centre if the angle is less than 10 degrees.

Global Wind has a different effect on various interactive objects. For the effects on these objects, refer to the descriptions of the objects themselves.

3.3 Whirlwind

The player is able to create a whirlwind by drawing a circle on the screen. The path drawing works exactly like the Local Wind drawing: if the two ends of the path meet each other at one point, the game detects this as a circle having been drawn. Only one whirlwind can be present in the scene at once.

The Whirlwind is unlocked when the [Faith Meter](#) reaches a certain percentage. If the Faith Meter falls below this percentage again, the Whirlwind will be lost, after which it can be regained again.

The Whirlwind has the following characteristics:

Duration: 5 Seconds. After being spawned, the whirlwind will remain in full strength for this duration of time. After this time, the whirlwind will fade out and reduce in power for 1 seconds, after which it is deleted from the scene.

Diameter: 3 Meters. The effect of the whirlwind is applied to anything caught inside this diameter.

Whirlwinds have a different effect on various interactive objects. For the effects on these objects, refer to the descriptions of the objects themselves.

3.4 Camera Control

The player is able to control the camera using touch controls.

3.4.1 Camera Panning

By placing two fingers on the screen, and moving them around without changing the distance between them or rotating them, the player can pan the camera. The direction in which the camera moves is determined by the direction in which the fingers are moved.

3.4.2 Camera Zooming

The player is able to zoom the camera in and out by placing two fingers on the screen, and move them towards or away from each other. By moving them towards each other, the camera is zoomed out. Moving the two fingers away from each other will zoom the camera in.

When the camera is zoomed in a lot, the camera is rotated from a nearly top-down view to an angle at which the horizon can be seen.

3.4.3 Camera Rotating

The camera can be rotated using touch controls. The player has to place two fingers on the screen, and rotate these around a central pivot point. This will make the camera rotate around a pivot point, in the direction of the player's fingers' movement.

This pivot point is always the centre of the screen. This is achieved by performing a raycast on the centre of the screen, and taking the coordinates of the point on the terrain that was hit. The raycast ignores buildings, characters and other objects.

4 Mechanics

4.1 Requests

In God of Winds, the island's villagers will make requests to the player. The player will have to answer these requests, as a failure to do so will result in a loss of Faith.

When a Request is made the villagers at the temple will start praying. The 'prayer' sound effect is played, and a Request Bubble (see [section 5.1.5](#)) is displayed. The type of Request Bubble is determined by the type of Request made.

Requests are generated by the Town Manager, an AI controller that calculates the needs of the town. The Town Manager keeps track of various variables and compares these to determine what Requests to generate. The variables it keeps track of are:

- Amount of Houses
- Amount of Ports (Transport Boats)
 - Boats per Port
- Amount of Ports (Fishing Boats)
 - Boats per Port
- Total Transport Boats
- Total Fishing Boats
- Amount of Windmills and Farms
- Amount of Mines
- Total Buildings
- Amount of Food
- Building Foundations ready

Every ten seconds, the Town Manager generates a queue of Requests it can make based on the variables it compared. It then filters this queue using the Request Priority values, and chooses the most important Request from the list. This Request is then presented to the player through a prayer. The queue of tasks it had generated is then reset.

The Request Priority values are as follows, with the lowest value having the highest priority:

1. Pray for Food
2. Pray for Windmill and Farm
3. Pray for Port
4. Pray for Mine
5. Pray for House

There are a number of exceptions:

- The first Mine Request has a priority value of 2. It is activated when the Town Manager asks for the first building that requires Stones to build. Some Houses, all Windmills and all Ports require Stones. The Building Request will be delayed until after the Mine has been built.
- The above exception also applies to Ports. However, the first Port Request takes priority even over the Mine Request. This allows wood to be transferred over to build the Mines.

The Requests that can be made are listed below. Their generation pattern is also specified in their description.

4.1.1 Food Request

The Town Manager will generate this task when there is a shortage of food. To calculate when there is a shortage, it uses two variables: Total Buildings and Amount of Food.

The amount of food is a number between 0 and 1000. This number goes up when Windmills or Fishing Boats produce food, but it also constantly goes down due to food consumption. The rate at which it decreases is determined by the total amount of buildings: the more buildings, the higher the food consumption.

The food production is made up of two parts: the crops production and the fish production. The Crops Production is added to the total Amount of Food every second. The Fish Production is added when a Fishing Boat returns its catch to a Port.

4.1.1.1 Crops Production

Windmills produce crops based the state of the windmill. This factor determines how much of the potential maximum production is used. The maximum production is seven food 'points' per second.

The state of the windmill is represented as a number ranging from 0 to 100. This number changes according to the angle of the wind hitting the sails.

4.1.1.2 Fish Production

Fishing boats will travel from their Port to a fishing spot. Once a fishing boats reaches a fishing spot, it will stop sailing, and start collecting fish at a rate of one fish per second. Fishing boats have a maximum capacity of three fish. Once this maximum capacity has been reached, the boat will stop collecting fish, and will head back to its Port. Once there, the fish will be added to the total amount of food points.

Every building has a food consumption of 2/sec. A Pray for Food task is generated when the total amount of food drops to zero.

4.1.2 House Request

The Town Manager keeps checking the amount of houses situated in the scene to determine other variables. Houses are created in the scene through a Pray for Building task of type *House*. These tasks are only generated once there are no Pray for Food tasks active in the scene. So not keeping up with the food production will result in no houses being built. One Pray for Building task of type *House* results into a single House.

The amount of houses determines how much food a Pray for Food task will require to complete. The interval between Pray for Food tasks is directly connected to the amount of houses in the following manner:

Amount of Food = Food Multiplier (food for every house) Amount of Houses + (Time Spent *X)*

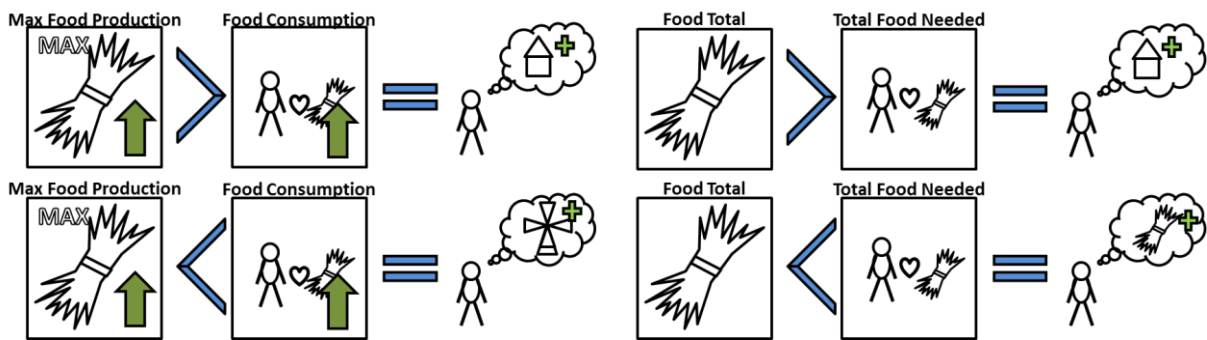
X is currently an unknown variable. The Amount of Food needed for the task becomes higher once more houses are built. Time Spent indicates that a specific amount of food will be added to the equation when the player has been playing for a long time. This simulates the villagers becoming more demanding of their god and will prevent a never ending loop in the game.

It also determines the interval between Pray for Building tasks of type *House*. This is directly connected to the amount of houses in the following manner:

$$Interval\ Time = (Maximum\ Interval\ Time / (Amount\ of\ Houses * X))$$

X is currently an unknown variable. The maximum interval time is the interval time at the start of the game. The Interval Time becomes shorter once the Amount of Houses increases. This only applies if there are no Pray for Food tasks active.

Once a villager leaves the island, the manager will destroy one of the houses. This reduces the amount of houses by a single unit.



4.1.2.1 House Upgrade Request

Once all building spots have been occupied, no new building requests can be made. Instead, House Upgrade Requests will start appearing. These Requests will ask the player to deliver resources – wood and stone – to an existing house so the villagers can upgrade it. Whilst the Request is active, scaffolding will appear around the house being upgraded to clearly show that the house is being upgraded. Once all resources have been delivered, the house model is updated into a bigger, more advanced version.

4.1.3 Windmill and Farm Request

The Pray for Windmill and Farm task is generated when the difference between the maximum total food production and the total food consumption becomes too low. The player always has to be able to produce more food than is needed, if of course the farms are managed properly.

The maximum food production of individual farms is 7/sec. This can be upgraded to 8/sec by unlocking the Global Wind Strength Upgrade.

Fishing Boats do provide a constant production of food, but their automatic production per second is too low to take into account for this request. In order for them to have a significant food production, the player will have to focus on fishing almost entirely. Their expected food production is thus too low to take into account for this calculation.

If the difference between the maximum total food production of the farms and the food consumption per second becomes bigger than X/sec , this task is generated.

This task also takes priority over most others: while it is active, no new building requests can be made.

4.1.4 Port Request

The Pray for Port task come in two different types: Pray for Transport Port and Pray for Fisher Port. Transport ports only deploy transport boats while Fisher ports only deploy fisher boats.



The maximum amount of Transport Ports is one. One of these ports can get built once a Pray for Transport Port task is generated. So there is a total of three Pray for Transport Port tasks with specific requirements:

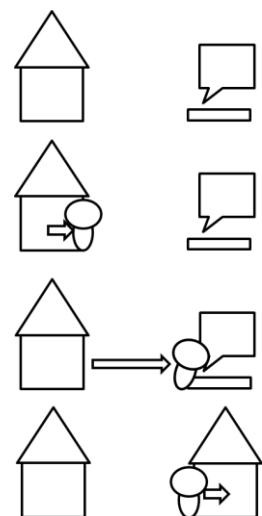
The Pray for Transport Port is generated once a Pray for Building task is generated which requires Stone. That task will get delayed and the Pray for Transport Port task will take its place. Once completed, a Port is placed but also a single boat is spawned to prevent stacking of tasks.

Pray for Fisher Port tasks work a bit differently. These tasks are generated when the difference between the maximum total food production and the total food consumption becomes too low. Either this task or a Pray for Windmill and Farm task is generated then to counteract. A Pray for Fisher Port task also results into a Port and a boat. More boats can be added through a Pray for Boat task. The maximum amount of Fisher Ports is two.

4.1.5 Send Builder

This Request ignores most Request generation patterns. It can be generated and activated at any time, and is not added to the queue. It is generated when a Building Foundation is spawned.

It will make a villager spawn from the House or Port closest to the building foundation. This villager will then find the shortest path to the building foundation. Once it has reached the building foundation, it will wait. It will start building when a resource is delivered, but only for a period of time. Once this time has depleted, the builder will check if the building is complete. If it isn't complete then the builder will wait for more resources. If the building is completed, the villager will find its way to the closest House or Port, enter it, and despawn (if the building that was just built is a house or port, it will enter the new building instead of looking for another).



4.2 Resources

4.2.1 Food

Food is a resource players have to manage using windmills and fishing boats. The resource is a number ranging from 0 to 1000, but this number is not visible to the player (see [section 5.1.4](#) for visuals)

4.2.2 Logs

Logs can be created by blowing down trees. A tree can be blown down if enough wind is applied – this requires multiple swipes in rapid succession. With every swipe, the tree will bend slightly more, until the tree eventually snaps. Not applying local wind for too long will cause the tree to bend back to its original position. Trees will also bend with the Global Wind, but to a lesser extent. The leaves will blow away and fade out, while the trunk of the tree breaks up into a log resource (the tree's trunk). A set amount of time after a tree has been blown down, the tree will grow back.

Logs can be moved around using the Local Wind. They are used in the construction of every building. A whirlwind will blow Logs away from its centre with more force than the Local Wind.

If the total amount of logs in the scene becomes too high, the logs will start to despawn until the amount of logs in the scene is low enough again. Logs fade away when removed from the scene.

In addition to despawning due to there being too many logs in the scene, logs can be destroyed if they come into contact with water.

4.2.3 Stones

Stones are spawned by Mines at a set interval, but only if there are no Stones already present in front of the Mine.

Stones can be moved around using the Local Wind, just like Logs. Stones move slightly slower than Logs, however.

Stones will also start despawning when there are too many Stones in the scene, and like Logs, will fade away when removed from the scene. Stones can also be destroyed by blowing them into any body of water.

4.2.4 Faith

By completing tasks and making the villagers happy, the player will gain Faith. This is a resource that functions much like standard 'score point' systems: certain actions will reward the player with a certain amount of 'Faith points'.

The game can be won by filling the Faith bar all the way, which requires a total of 1000 points to be collected. this will cause the Game Complete Screen to appear, which will show the player several statistics about their play session. The player can then choose to either continue the game, or to return to the main menu, where a new game can be started.

Faith can be gained and lost in several ways. The amount of Faith points rewarded or deducted depends on the importance of the action: the more important, the more Faith is gained or lost. Faith can be gained in increments of 1, 5, 10, 25, 50 or 75 points, while it can only be lost in increments of 10, 25 or 50 points. This high variation in points allows the game to reward the player with Faith for even the smallest of actions, whilst requiring the player to complete bigger tasks for a significant output of points. All actions that result into a gain or loss of Faith are listed below.

4.2.4.1 Faith Gain (Sources)

- Completing Tasks
 - Built a House (+50)
 - Upgraded a House (+50)
 - Built a Windmill and Farm (+75)
 - Built a Port (+75)
 - Built a Mine (+50)
 - Built the Temple (+150)*
 - Completed Food Request (+25)
 - Repelled Birds (+50)
 - Destroyed an Enemy Ship (+25)
 - Defeated Enemy Archers (+10)
- Providing Food
 - Full boat of Fish (+1)**
 - Windmill spinning at full power (+5 / min)***
- Miscellaneous
 - Delivered a full stock of Stones to a Port (+5)

*This uses the same icon as the +75 Faith Gain event

*Faith is only rewarded if the player used Local Wind to help the ship. Fully automatic fishing is not rewarded

**Faith is rewarded once every minute. After a minute of playing time, the game checks what windmills are spinning at full power, and awards the player with 5 Faith points for every windmill in this condition.

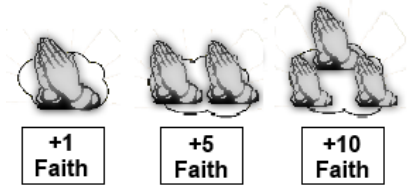
4.2.4.2 Faith Loss (Drains)

- Failing Tasks
 - Failed any Building Request other than House Requests (-25)
 - Failed a House Request (-10)
- Losing Buildings
 - House destroyed (-25)
 - Windmill and Farm destroyed (-50)
 - Port destroyed (-50)
 - Temple Destroyed (-100)*

*Uses the same icon as the -50 Faith Loss event

4.2.4.3 Visualization

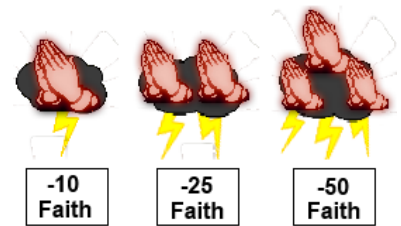
Gaining and losing Faith is shown in two ways: the Faith Bar will grow or shrink, and a spatial HUD element is shown to more clearly indicate how much Faith was gained or lost along with showing what caused the gain or loss of Faith.



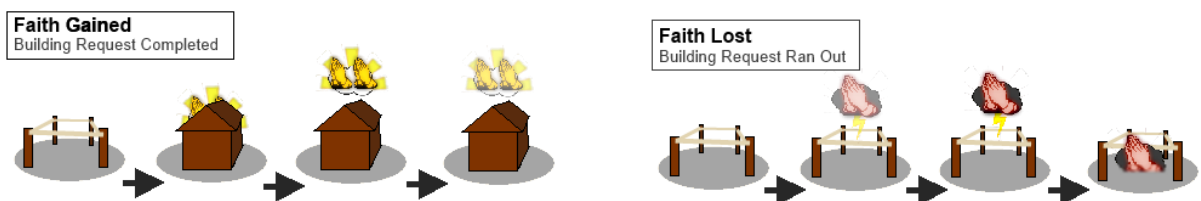
When Faith is gained, one of the following icons to the right will be used (The boxes beneath the icons show what icons are associated with what amounts of Faith points – they are not part of the icons themselves). The icon will rise from the ground at the location where Faith was gained, then fade away after a short interval. For example, if a building is completed, the icon will rise from the ground underneath the completed building. For delivery of fish or stones at a port, the icon will rise from the ground underneath the port, etc.



When Faith is lost, a slightly different set of icons is used. These icons use red-coloured hands and a storm cloud to indicate negativity. Instead of rising from the ground like the Faith Gain icons, these will appear over the target location, remain there for a short time, then sink into the ground. For example, when a building is destroyed, the icon will appear over the destroyed house, then sink into the ground. For a failed Building Request, the icon will appear above the affected Building Foundation, etc.



A small mock-up of this process can be viewed below:

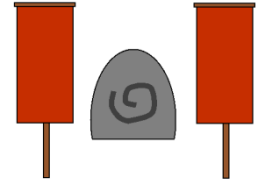


4.3 Buildings

4.3.1 Temple

The temple is a special building that the villagers will build for the player when enough Faith has been gained. It serves as a way to visualize the player's achievements in the game.

At the start of the game, the temple site will only hold a small sanctuary in the shape of a carved stone, accompanied by a number of banners. When the player reaches 75% Faith, a Building Foundation will appear behind the sanctuary. A building request will pop up above it, which will ask the player to provide 6 Logs. A Builder will start building the temple, and will complete the temple after some time has passed. Completing this building request will result in a massive gain of Faith (+150).



The temple has no functionality: it is purely aesthetic and serves as an award for the player's actions.

If Faith is lost, and the percentage of Faith falls below the percentage initially required to build the temple, the Temple is not lost.

4.3.2 Marketplace

Unlike most buildings, the marketplace does not have to be built. It is in the scene at the start of the game, and will always remain there – it cannot be destroyed, and will not be targeted by enemies during [Enemy Assault events](#) (4.7.1).

The marketplace is located at the centre of the village. It is used to show the player how much food they have left in total, as opposed to the [Food Growth Meter](#) (5.1.4) which shows the production of food. The total amount of food is visualised by a large pile of haystacks which rises out of and sinks back into the ground. The height of the pile thus shows the amount of food.

If there is no food left, the pile of haystacks will be entirely underground. A very small pile of loose hay will show where the haystacks used to be.

4.3.3 Building Buildings

The player will need to build new houses through Pray for Building tasks which are generated by the Task Manager when the requirements are met.

4.3.3.1 Completing the Task

Step 1

A villager request bubble will pop up above the temple containing the specific Building of the task. There are 5 different buildings: House, Windmill + Farm, Mine, Fisher Port and Transport Port. The 2 ports are essentially the same (models + materials) but will spawn different boats with different AI.

Step 2

When the task is initiated it will create a Building Foundation randomly at one of the possible building locations on the island that corresponds to the building (*exception: Farms and Houses, those*

can be placed on the same possible building locations). For example: A port foundation cannot be randomly placed on a possible building location of a house.

Step 3

A villager request bubble will pop up above the building foundation. This bubble contains the information which is required to finish the building. It will contain an image of the resource itself and the number of resources which are still required (*see image 2*). A builder will be dispatched from the nearest House and will find its way towards the building foundation. See [4.1.5](#) for information on the builder.

Step 4

The player needs to move resources towards the Building Foundation using the wind mechanic. Once the correct resource is near the building foundation it will automatically go into the building foundation and count as a collected resource. The bubbles will update and decrease the required amount of the resources by one. The appearance of the building foundation will also change as it will show an unfinished version of the building. This only happens after the first resource. Following resources will only cause the builder to do an animation, but will not update the appearance of the building unless it is finished.

Step 5

If the amount of required resources reaches zero as a result of player actions, the building task will be completed. The bubbles will disappear from the building foundation and the Active request indicator section. After a specific amount of time the building will be spawned to start functioning and the builder will find its way back to the nearest house to despawn. If the player managed to complete the task before the temple bubble disappeared then that will now disappear as well.

4.3.3.2 *Failing the Task*

If the player fails to collect the resources to build the building in time, the task will be considered failed. A small amount of Faith is lost and the timer is reset.

4.3.4 **Building Metrics**

This section contains variables which will be changed throughout the project.

Different Buildings require different resources. This section will list all buildings and their requirements.

Building Type	Resources required	Time to complete (Seconds)
House	3 Logs	90
Farm	4 Logs	90
Fishing Port	5 Logs	120
Transport Port	2 Logs	90
Temple	6 Logs	180

House Upgrade

3 Stones

180

4.3.4.1 Fishing Ports

Fishing Ports require the player to collect five logs to complete the request. The player is given 120 seconds to complete the request, after which 25 Faith is lost and timer is reset.

4.3.5 Building Functionality

Buildings all have specific functions.

4.3.5.1 Houses

The amount of houses determines the amount of villagers. Every house stands for a single villager. So when a house gets destroyed it will result into a loss of a single villager. Houses are direct targets for enemies during Enemy Assaults. Enemies can damage a house and eventually destroy it.

4.3.5.2 Windmill and Farm

Windmills and Farms produce food resources.

Windmills have different states of production efficiency. When global wind or local wind is blowing directly into its sails it will have an efficiency of 100%. The angle in which the wind is applied determines the efficiency (see image 5). No wind will result into an efficiency of 0%.

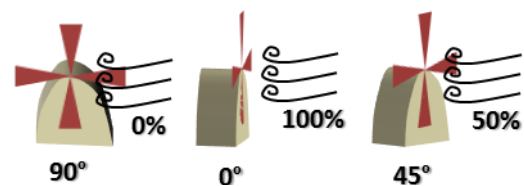


Image 5: Interpretation of windmill efficiency

The efficiency of a farm will directly influence its food production. The efficiency multiplied by the maximum possible food production results in the actual food production output.

Like houses these can be targeted by enemies during Enemy Assaults. Enemies can damage a windmill + farm and eventually destroy it.

4.3.5.3 Mine

Mines are the only buildings that produce the stone resource. They place a stone next to the mine at a specific interval. They can only produce stones when there is no stone situated next to the mine. Players will need to move the stone away to get production started again.

4.3.5.4 Ports

Ports have boats associated with them which transport or collect resources and place them into the storage area of the building. Players can move the resources out of the port by blowing local wind through it. When done, it will remove one resource for every swipe. There can only be one boat situated at a port at a time.

4.4 Villagers

4.4.1 Villager Waypoints

These are the waypoints used by villagers to navigate the island. They are positioned on the island so that villagers can reach every possible building foundation or other interactive object.

Waypoints also have a priority value: either 1 or 0. The waypoints inside the village have a value of 1, the waypoints outside have a value of 0. These priority values are used by Aesthetic Villagers to determine where to go. Functional Villagers ignore these values.

4.4.2 Aesthetic Villagers

As the name suggest, Aesthetic Villagers are purely for the looks. They do not build buildings, pray, or interact with other objects in any way. Instead, there is always a set amount of these villagers walking around town to make the village feel more alive.

Aesthetic Villagers will randomly follow the waypoints spread across the island: every time they reach a waypoint, they check for available waypoints, and choose a random one of them to follow next. Waypoints inside the village have a higher priority than those outside, so that the village is always more crowded than the rest of the island.

The amount of Aesthetic Villagers is equal to the total amount of Houses in the game. If a new House is built, an Aesthetic Villagers is spawned with it. If a House is destroyed (because the player failed to complete a task), an Aesthetic Villager is removed from the scene.

4.4.3 Functional Villagers

Unlike Aesthetic Villagers, these villagers actually carry out work. They are used to pray for food or buildings and to build buildings.

Functional villagers only spawn when they are needed: they do not exist if there are no tasks to be done. If the Town Manager ([Requests, 4.1](#)) requests a task, a Functional Villager is spawned at the House or Port closest to the location of this task. The spawned villager has one set task which it will carry out: if the task is completed, the villager will find and 'enter' the nearest house and despawn.

4.5 Boats

Boats come in two types: Transport Boats, which transport stones, and Fishing Boats, which fish for food. They are spawned next to a port on sea after a Pray for Boat task has been completed. The specific location of spawn according to the port depends on the orientation of the port.

These boats move from waypoint to waypoint on the sea in order to get from destination to destination. They follow these waypoints towards their destination, meaning that waypoints will always create a possible path. They will always move to the nearest waypoint available. Initially, movement is very slow especially when the global wind is pointing in a non-advantageous direction (opposite direction of the sail). However, if the global wind is in an advantageous direction it will cause the boat to move slightly faster. To make the boat move at high speed, the player has to apply local wind into the sail. The speed of the boat is also dependant on the amount of resources on board. The higher the amount of resources is, the slower the speed will be.

The player can always interact with the boat to blow it out of its path; however the boat will always try to return to the nearest waypoint and continue following its original path towards its destination. These boats are restricted by the border of the scene (sea plane) and the land. They will never cross the border or go on land.

This applies to all boats, but the type of boat also introduces some new AI.

4.5.1 Transport Boats

Transport Boats travel from port to port to move stones from one side of the island to the other. They are used to complete specific Pray for Building tasks.

A transport boat will keep still (be docked) as long as it is close to its destination and it is not triggered to transport. The first destination of the boat will be its own spawn port so it will keep still on spawn. When still, it can still be moved away by a player, which will cause it to try and move back to its destination. The boat is triggered to transport once stone is brought into the port. If stone is brought to another port, its current port is empty and the boat is empty, then the boat will also start moving towards that other port. If a port is already occupied by another boat, the boat will stay still and wait.

Transport boats can transport an three stones at a time. Transport boats are only triggered to transport once the full capacity has been reached or when the player moves the boat away from the docks while the boat contains at least a single resource. This allows for more control of resource collection by the player.

Dropping off resources and collecting them from ports takes one second.

4.5.2 Fishing Boats

Fishing boats travel from port to the nearest fishing spot and back to gain Food resources. They are used to complete Pray for Food tasks.

A fishing boat will keep collecting food continuously once near a fishing spot. They will collect one unit every second. Once three food units are collected, they return to the port to drop it off for it to be used for completing Pray for Food tasks. Moving the boat towards a port while fishing, will make it go back to the nearest port. This allows for more control of food production by the player.

The amount of food currently being carried by a fishing boat is shown by a growing pile of fish on the deck of the ship. The higher the pile of fish, the higher the amount of food units it is carrying.

If the boat is not at full capacity yet, it will directly go to the nearest other fishing spot available (there are always fishing spots available). Multiple boats can collect fish from a single fishing spot. If the player moves the boat towards a different fishing spot, it will start fishing there.

4.5.2.1 Fishing Spots

Fishing Spots are the locations where Fishing Boats can collect food. There are multiple potential locations in the scene, but only two of them can be active at any given time: one for each port that spawns Fishing Boats. At the start of the game, there will be two active fishing spots.

A fishing spot will remain active for 60 seconds, after which it is turned off, and another is activated.

4.6 Events

4.6.1 Enemy Assault

Enemies are only spawned during an Enemy Assault event. These events occur randomly on an interval. This interval depends on how well the player is doing and on how long the player has been playing the current game.

When an enemy ship spawns, a warning sound is played to inform the player of the incoming danger.

4.6.1.1 Enemy Ships

Enemy ships are the containers of enemy units that spawn during the beginning phase of an Enemy Assault event. They spawn on the edge of the map on specific sides outside of the player's field of view. Enemy ships will follow waypoints to the beach in order to drop off enemy units. The amount of enemy ships that spawn is variable.

Players can destroy enemy ships after they've unlocked the Whirlwind ability. By blowing a whirlwind into the enemy ship, the ship's mast will break and the boat will sink. If the whirlwind has not yet been unlocked, the player can use the Global Wind to slow the ship down, at the cost of lowered food production.

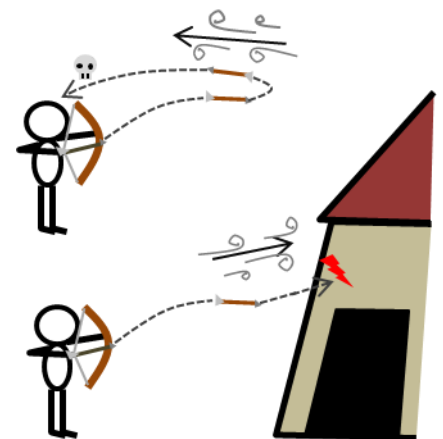
Once an enemy ship reaches the beach safely it will drop off 1-2 enemy units.

4.6.1.2 Enemy Units

Enemy land units spawn on beaches when an enemy ship reaches it. They will start following the same waypoints as normal villagers in order to get to the buildings and villagers. Aesthetic villagers will start running around in panic while working villagers will continue doing their job to not prevent the player from completing other tasks than the event. The event itself is a task that requires completion in order not to lose faith/villagers. The event is completed once all enemies are dead.

The enemies will try to find a path using waypoint to the nearest building. They will equip their bow when in range and start shooting arrows at the building. Buildings can be hit a number of times before getting destroyed and resulting into loss of faith and villagers.

If the player swipes over an enemy it will show an animation of it fighting against the wind and temporarily stops it from moving. To kill an enemy unit the player has to swipe the arrows which are shot, in order to make them fly back to the enemy. Obviously this can only be done when they are wielding a bow. Arrows will always hit the enemy back if the swipe direction was remotely accurate. Otherwise they will fly faster which means the enemies will fire faster because they will only repeat firing once the last arrow hit its target. Before enemies fire an arrow, they will get in an aiming position for a small amount of time. While in this position the player can swipe over the enemy to cancel the attempted firing of the bow because the enemy will fight against the wind as mentioned before.



The player can also unleash a whirlwind on the enemies which will also kill them. The whirlwinds can catch multiple enemies for greater efficiency. Players will not be able to spam the whirlwind because of a significant cooldown.

Once the building is destroyed, the enemies will search for a new building to destroy. Killing all enemy units and enemy ships will end the event and complete the task. Aesthetic villagers will calm down again. Having 4 buildings destroyed during the event will result into the enemies being satisfied and going back to the beach where the boat will pick them up and end the event.

4.7 Additional Interactions

There will be multiple additional interactions in the game. These do not reward the player with any Faith or resources, but are in place to keep the player entertained while no requests are active.

4.7.1 Big Dandelions

Very large dandelions will spawn at certain locations at the start of a game. The player can destroy the patch of dandelions using Local Wind or a Whirlwind. Doing so will cause dandelion seeds to fly up and float with the wind. Some of the dandelions that hit the ground will grow into a new patch of dandelions at the location where they hit the ground after approximately one minute has passed. This will allow the player to decorate the island to their liking.

There is a maximum number of patches that can be grown. If this number is reached, no new patches will grow. Dandelion seeds will not grow on mountains, water, or buildings – if all seeds are destroyed, and no dandelion patches are left, the initial patch will grow back again.

4.7.2 Random Goods

Random objects like buckets and baskets will spawn next to buildings at the start of the game. They can be blown around using the Local Wind. They will despawn when they hit a body of water, after which a new object will spawn elsewhere in the village.

4.7.3 Horns

A number of horns will be placed on the island. These horns will all produce a tone when hit by local wind. The pitch of the sound is different for each horn, allowing the player to play musical melodies by hitting the horns in a pattern.

4.8 Upgrades

Upgrades are unlocked when a certain amount of Faith is collected. More faith makes the player more powerful this way. When the faith reaches the required amount, the upgrade is unlocked. However, when the amount of faith gets lower than the required amount again, then the upgrade will get locked again. Both these situations are indicated by a small tutorial message telling what is unlocked or locked again. These messages are the same as the original small tutorial messages (see section [6.2](#)). There are a few upgrades to be unlocked throughout the game. They are listed below with their requirements.

Upgrade 1 Whirlwind Ability, Requires 50% faith: The whirlwind ability is unlocked. See [section 3.3](#) for more information.

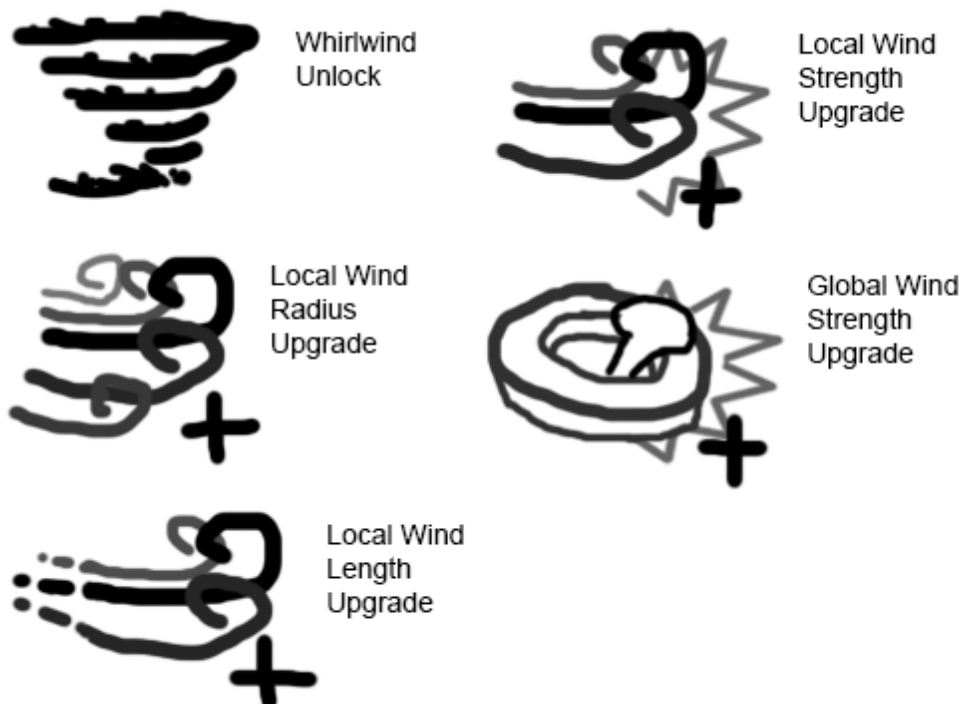
Upgrade 2 Local Wind radius upgrade, Requires 20% faith: The radius of the local wind that the player applies in the world will be increased. This way the player can interact with objects more easily as his/her precision doesn't have to be that exact anymore.

Upgrade 3 Local Wind length upgrade, Requires 30% faith: The length of the local wind that the player applies in the world will be increased. It allows for easy correction and better control of path.

Upgrade 4 Local Wind strength upgrade, Requires 60% faith: The strength of the local wind that the player applies in the world will be increased. This allows for quicker means of transporting resources.

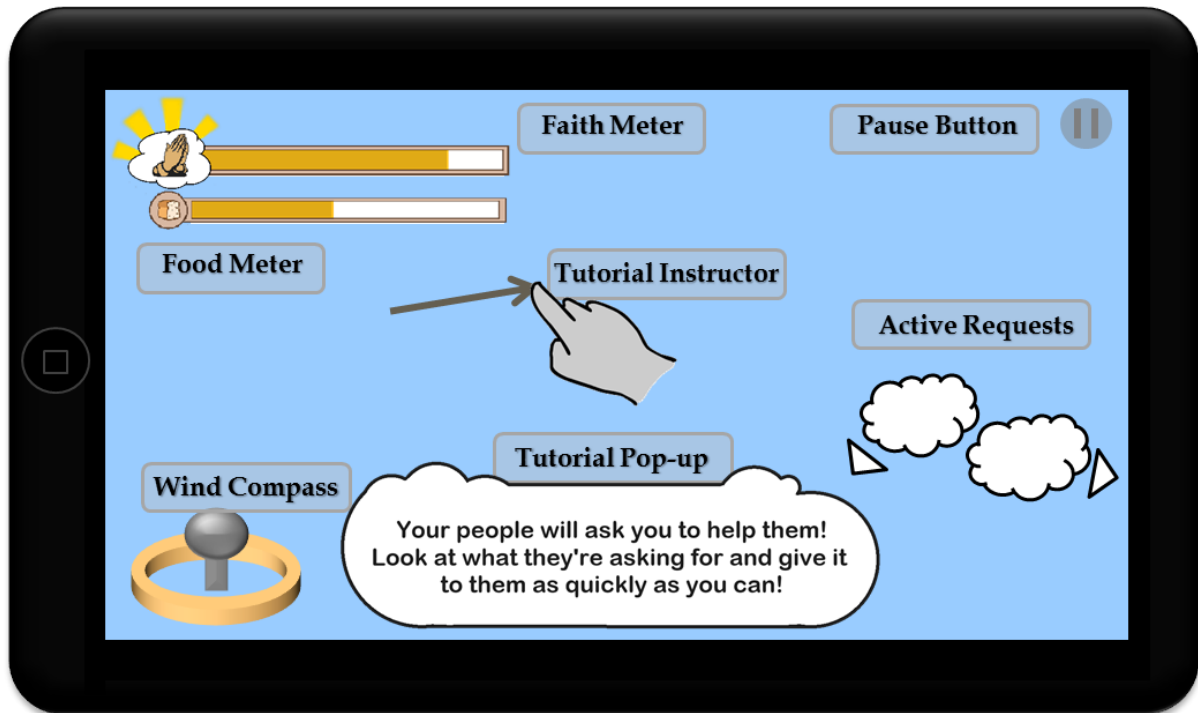
Upgrade 5 Global Wind strength upgrade, Requires 80% faith: The strength of the global wind will be increased. It allows for higher passive farm production.

To show the player what upgrades have been unlocked, a set of five carved stones like the one found at the temple are used. These stones have a symbol of the upgrade they represent carved into them. If the upgrade has been unlocked, the stone will glow blue – if the upgrade has not yet been unlocked or is lost again, the stone will not glow. A mock-up of the symbols on the stone can be viewed below:



5 User Interface

5.1 HUD



List of elements on screen:

5.1.1 Pause button



Located in the top-left corner of the screen, touching this button will pause the game and will show the player the [Pause Menu](#) (section 5.2.5).

5.1.2 Wind Compass

Located in the lower-left corner of the screen, this is a compass combined with the Global Wind Modifier. It is a 3D element, viewed from an angle. It always points to the north.



5.1.3 Faith Meter

This is located in the upper left corner of the screen. This meter indicates how much faith you currently have. For information on how Faith can be gained and lost, see the [Faith Mechanic](#) section (section 4.2.4).

A small icon representing two praying hands next to the meter helps the player remember the function of the meter.

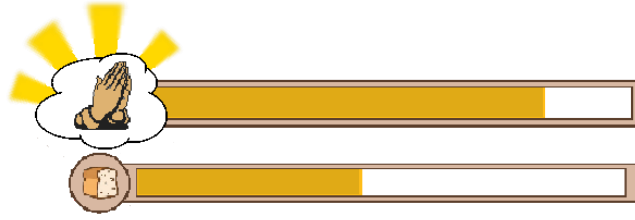


Image 1 – HUD Meters

5.1.4 Food Meter

The Food Meter is located underneath the Faith Meter. It shows the amount of food collected by the player.

Similar to the Faith Meter, it is a default meter showing an amount. Increase is shown by the meter scaling towards the right. Decrease is shown by scaling it back towards the left. When the meter is empty there is no food in the storage. When the meter is at maximum, the amount of food is also at maximum. The increase and decrease of the meter shows the food production.

A small icon representing bread and fish next to the meter helps the player remember the function of the meter.

5.1.5 Villager Request Indicator

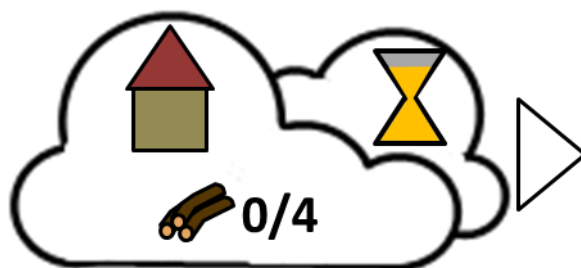
This indicator appears above building foundations and buildings when they need a specific resource. It also appears above all events. It comes in the form of a bubble with the specific resource/event symbol situated in it.

Building Requests not only show the symbol of the building being built, they also show the amount of resources still required for the building, along with a symbol of these resources.

When the camera is moved away from a building or event location, the Request Indicator will not go off-screen. Instead, it will stick to the edges of the screen, and will display a small arrow (pointing towards the location of the task) to indicate that the request is elsewhere on the island.



The indicator will remain until the task is either completed, or runs out of time. The amount of time left is indicated with a meter shaped as an hourglass. If the task is completed or is failed the indicator will fade away. The request will stay when the task isn't completed; however the time meter will reset. This means that all collected resources will remain valid for this request. Completing a task will result into increase in faith while failing it will result into loss of faith. The amount of faith gained or lost is discussed in the [Faith section](#) (see 4.2.4). A faith symbol arises from the object which the player interacted with to complete the task, also see the Faith section for this.

**List of Symbols in Indicators:**

- Logs
- Stones
- House (Building)
- Enemy
- Enemy Ship
- Food (Bread)
- Bird (Seagull)

5.2 Menu

5.2.1 Main Menu

The player will access the main menu after starting up the game after the Engine and Developers Logo screens. The Main Menu has 3 options: Continue, New Game and Options. All menus are in a 3D environment. All options in the Main Menu, Options Menu, Credits Menu and Score Menu are selected by moving a boat towards the option using the Local Wind mechanic.

5.2.1.1 Technical

The boat can be moved freely in the area which is shown on the screen. The boat will be restricted by the borders and the island in the background. When the boat moves out of the restrictions, it turns around. When the boat moves towards the side of the screen, the camera rotates and pans with it to always show the island in the background. So the camera essentially rotates around the island by following the boat. The player has to move the boat towards the port to select the Continue option. The New Game option is at the right of the menu and the Options option is at the left of the menu. When selecting New Game the camera stops following the boat and the boat goes out of screen to show the player that it travels to a “new island”.

5.2.1.1.1 Continue

This option allows the player to continue the game from where he/she last left. If the player does not have a game yet then this option will not be available (the arrow signs are not present, and moving the boat to the port does not result in a game being loaded). After selecting this option the player will be brought directly into the game.

5.2.1.1.2 New Game

New Game allows the player to start a new game cycle. Selecting this option will bring the player directly into a new game unless the player already has a game, then the game will ask if the player is sure if he/she wants to overwrite the current game using a pop-up, in the same style as the Pause Menu (buttons that require tapping, not swiping). If the player agrees he/she will engage into the game, otherwise he/she will return to the main menu.



5.2.1.2 Visuals

(See images for quick reference)

The player moves a boat freely around a part of the island, shown in the background, which contains triggers for selecting options. Where the player has to blow the boat is shown by a sign showing the player which option he/she will select when going there. The signs situated in the menu are: a sign saying “Options” pointing right, a sign saying “New Game” and two signs saying “Continue” pointing towards a port in the background. The sail of the boat displays a Wind symbol.

5.2.2 Options Menu

5.2.2.1 Technical

The Options menu will open after selecting this option in the Main Menu. This menu contains some adjustable variables which are changed using either sliders or on-off sliders. Music Volume and Sound Volume can be adjusted using a slider with 5 snapping points, and the Tutorials can be switched on and off using an on-off slider. If the player moves the boat towards the left, he/she gradually goes to the Credits menu. The player can move the boat back towards the main menu to go back.



5.2.2.2 Visuals

(See images for quick reference)

The Options menu is essentially a big cliff. The functions of the options are shown on banners. These are situated next to the sliders/switch. The sliders are trenches with stones in them. The stone needs to be moved using local wind and it will snap to one of the five snapping points. The snapping points are shown as branching parts of the trench. The switch is similar but only has two snapping points. There are signs again showing which way the player has to move the boat to pan over to another menu. In this case a sign saying “Credits” pointing left and a sign saying “Back” pointing right.

5.2.3 Credits Menu

5.2.3.1 Technical

This menu shows the credits only. The player can move the boat back towards the options menu to go back.



5.2.3.2 Visuals

(See images for quick reference)

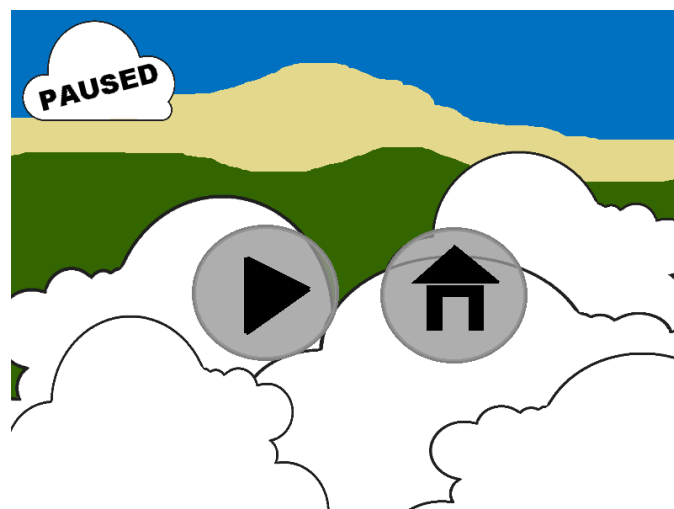
Again, this menu shows a big cliff. The logo and credits are shown on banners on the cliff. There is a “Back” sign pointing right indicating that the right side of the screen makes the player go back.

5.2.4 Pause Menu

5.2.4.1 Technical

The pause menu has 2 options within: Resume and Main Menu. “Resume” brings the player back to the game. “Main Menu” gives the player a pop-up asking if he/she wants to quit the game (progress WILL be saved). If the player agrees he/she will return to the main menu, otherwise he/she will return to the Pause Menu. Other HUD elements will disappear when the Pause menu is opened.

5.2.4.2 Visuals



The Pause Menu shows “Paused” on a small cloud in the upper corner. Clouds get in front of the island so the player knows he/she cannot interact with it anymore. It also simulates a more god-like view. Two buttons are in the middle. One has an arrow symbol which is the “Resume” option and the other one has a house (“home”) symbol which is the “Main Menu” option.

5.3 Game Complete Screen

Upon completion of the game – when the player has earned maximum Faith – the Game Complete Screen is shown. While it is being shown, the game is paused. It displays information on various statistics, allowing the player to review their play session. The screen looks like a collection of clouds with text on them, along with two buttons – *continue* and *main menu*.

5.3.1 Continue Button

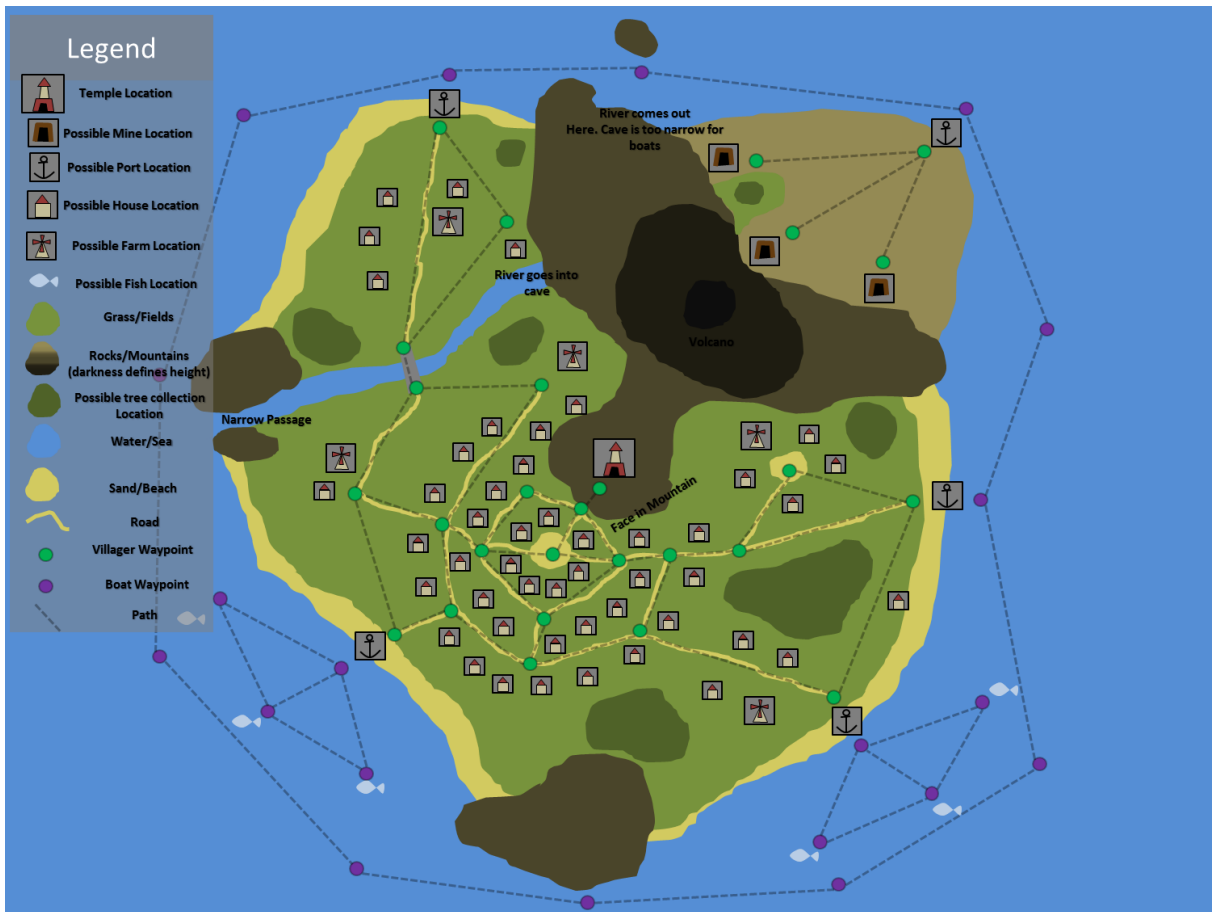
The continue button is represented by a circle with a black arrow inside of it – it is the same button as the continue button found in the Pause Menu. By pressing this button, the player will close the Game Complete Screen, allowing them to continue playing. The game will still function the same, and Faith can still be lost and regained. If Faith is lost, and maximum Faith is regained later on, this screen will not show up again.

5.3.2 Main Menu Button

Pressing this button - which is similar in appearance as the one found in the Pause Menu – will take the player back to the main menu. From here on, the player can choose to continue the finished game, or to start a new game.

6 Miscellaneous

6.1 Island Design



6.2 Tutorials

The player will be shown several tutorials throughout the game. These tutorials aim to make the player quickly understand how a mechanic works. Tutorials come in two varieties: Big Tutorials and Small Tutorials.

Big tutorials are generally shown near the start of the game, and will, in addition to a textual description, show the player an animation of how the mechanic can be used. For example, in the first tutorial, the game explains the player how to pan the camera. In addition to a description, an animated image is drawn on top of the screen which shows two fingers being placed on the screen, which are then moved. This simulates the action that the player has to undertake to complete the tutorial.

Small tutorials are generally shown during standard gameplay, and do not interrupt the flow of gameplay. They solely provide a textual description, and are generally only shown for a set amount of time – they do not require the player to actually perform any actions. If a new small tutorial is activated while another is still active, the currently active tutorial is closed, and the newly activated tutorial is shown.

The textual description of the tutorial is shown inside a cloud, which is rendered at the centre-bottom of the screen. A mock-up image of the cloud:

**Your people will ask you to help them!
Look at what they're asking for and give it
to them as quickly as you can!**

A list of all the tutorials in the game, along with their descriptions, can be found below.

Type	Tutorial	Description
Type of Tutorial (Big/Small)	Title *Part of group	<p>*Activation Event (<i>The event that activates the tutorial</i>) -> Prerequisite for tutorial (<i>An action the game has to perform when the tutorial is first activated</i>)</p> <p>Image Description(<i>A description of the animated image drawn on top of the screen – only for Big Tutorials</i>)</p> <p><i>“Text of the Tutorial” (The textual description of the tutorial provided to the player)</i></p> <p>*Completion Event (<i>The event that completes the tutorial, and lets the player continue the standard game flow</i>)</p>
Big	Pan *Camera	<p>*Start of game</p> <p>Two fingers are placed on the screen, and are then moved in one direction simultaneously. (Looped animation)</p> <p><i>“You can move around your island if you place two fingers on the screen, and move them together.”</i></p> <p>*Successfully panned camera, then lifted fingers from the screen</p>
Big	Rotate *Camera	<p>*After completing ‘Pan’ Tutorial</p> <p>Two fingers are placed on the screen, and are rotated clockwise, then anti-clockwise. (Looped Animation)</p> <p><i>“Try rotating the camera by placing two fingers on the screen, and rotating them together.”</i></p> <p>*Successfully rotated camera, then lifted fingers from the screen</p>
Big	Zoom *Camera	<p>*After completing ‘Rotate’ Tutorial</p> <p>Two fingers are placed on the screen, and are then moved towards each other, then away from each other. (Looped animation)</p>

		<p><i>"You can zoom in and out by placing two fingers on the screen, and then moving them towards or away from each other."</i></p> <p>*Successfully zoomed camera in or out, then lifted fingers from the screen</p>
Big	Local Wind	<p>*After completing 'Zoom' Tutorial</p> <p>One finger is placed on the screen, and is then moved over the screen. (Looped animation)</p> <p><i>"You can create blasts of wind by drawing on the screen with one finger. Use it to break a tree."</i></p> <p>*Successfully broken a tree, then waited until the leaves have despawned</p>
Small	Faith	<p>*After completing 'Local Wind' Tutorial</p> <p><i>"The bar in the top-left corner shows how much Faith you have gained. Complete your villagers' requests to gain more Faith."</i></p> <p>*Automatic completion after ten seconds</p>
Small	Requests	<p>*After completing 'Faith' Tutorial -> Camera is moved to a building foundation</p> <p><i>"Complete requests to gain Faith. For this request, break a tree and blow it to the building site."</i></p> <p>*Successfully built the building</p>
Big	Global Wind	<p>*After completing 'Local Wind' Tutorial -> Camera is moved to a patch of trees</p> <p>One finger is drawn over the Wind Compass, which is then moved around as if trying to move the stick. (Looped animation)</p> <p><i>"Tilt the stick inside the compass to change the direction of the wind. Use it to make the windmill spin."</i></p> <p>*Windmill is fully powered</p>
Small	Windmill *Food	<p>*After completing 'Global Wind' Tutorial</p> <p><i>"Windmills produce food for your villagers. Power all of them to keep your villagers happy!"</i></p> <p>*Automatic completion after ten seconds</p>
Small	Food Meter	<p>*After completing the 'Windmill' Tutorial</p> <p><i>"The lower bar shows how much food you have left. Make sure you don't run out of food, or else your villagers will lose their Faith in you!"</i></p> <p>*Automatic completion after ten seconds</p>

Small	Marketplace *Food	<p>*After completing 'Food Meter' Tutorial & Camera is moved close to marketplace</p> <p><i>"Your villagers will store their food at the marketplace. The higher the pile of hay, the more food you have left!"</i></p> <p>*Automatic completion after ten seconds</p>
Small	Fishing *Food	<p>*After completing 'Food Meter' Tutorial & Camera is moved close to fishing boat</p> <p><i>"You can help your fishermen by blowing their boats to fishing spots. When they are done fishing, you should help them back to the port!"</i></p> <p>*Automatic completion after ten seconds</p>
Small	Windmill *Food	<p>*After completing 'Food Meter' Tutorial & Camera is moved close to windmill</p> <p><i>"Windmills produce food for your villagers. Power all of them to keep your villagers happy."</i></p> <p>*Automatic completion after ten seconds</p>
Small	Ship *Enemy	<p>*After completing 'Food Meter' Tutorial & First Enemy Ship is spawned</p> <p><i>"An enemy ship has appeared! You can use your Wind Compass to slow it down!"</i></p> <p>*Camera moved close to Enemy Ship OR Enemy Ship reaches the beach</p>
Small	Archer *Enemy	<p>*After completing 'Food Meter' Tutorial & First group of Archers is spawned</p> <p><i>"The enemy ship has dropped off a group of archers. Fight them by blowing their arrows back at them!"</i></p> <p>*All Enemy Archers dispatched OR Enemy Archers retreat</p>
Big	Whirlwind	<p>*After unlocking 'Whirlwind' ability</p> <p>One finger is placed on the screen, which then starts drawing a few circles. (Looped animation)</p> <p><i>"Your people's faith has increased your power! You can now create whirlwinds, by drawing circles on the screen. Use them to quickly defeat enemies!"</i></p> <p>*Successfully spawned Whirlwind OR Automatic completion after 20 seconds</p>
Small	Crows	<p>*After completing 'Food Meter' Tutorial & First Protect the Food or Protect the Harvest event activated</p> <p><i>"Crows will steal and eat your food and crops. Scare them off with wind, but make sure to hit them all or they will keep coming back!"</i></p>

		*Successfully scared off all birds OR Birds retreat after enough time has passed
Small	Local Wind Radius *Upgrade	*After unlocking the Local Wind Radius upgrade <i>"Your people's faith has increased your power! Your blasts of wind are now bigger, so you can hit things with it more easily."</i> *Automatic completion after five seconds
Small	Local Wind Length *Upgrade	*After unlocking the Local Wind Length upgrade <i>"Your people's faith has increased your power! Your blasts of wind can now be longer, so you can hit more things with it."</i> *Automatic completion after five seconds
Small	Local Wind Strength *Upgrade	*After unlocking the Local Wind Strength upgrade <i>"Your people's faith has increased your power! Your blasts of wind are now stronger, so you can move things more quickly."</i> *Automatic completion after five seconds
Small	Global Wind Strength *Upgrade	*After unlocking the Global Wind Strength upgrade <i>"Your people's faith has increased your power! The wind of your compass is now stronger, so you can make the windmills spin faster."</i> *Automatic completion after five seconds
Small	Local Wind Radius *Upgrade Lost	*After losing the Local Wind Radius upgrade <i>"You lost your villagers' faith, reducing your power. Your blasts of winds are now smaller."</i> *Automatic completion after five seconds
Small	Local Wind Length *Upgrade Lost	*After losing the Local Wind Length upgrade <i>"You lost your villagers' faith, reducing your power. Your blasts of winds are now shorter."</i> *Automatic completion after five seconds
Small	Local Wind Strength *Upgrade Lost	*After losing the Local Wind Strength upgrade <i>"You lost your villagers' faith, reducing your power. Your blasts of winds are now weaker."</i> *Automatic completion after five seconds
Small	Global Wind Strength *Upgrade Lost	*After losing the Global Wind Strength upgrade <i>"You lost your villagers' faith, reducing your power. The wind of your compass is now weaker."</i> *Automatic completion after five seconds
Small	Whirlwind	*After losing the Whirlwind ability

	*Ability Lost	<p><i>"You lost your villagers' faith, and lost the power to create whirlwinds. Complete more requests to get it back!"</i></p> <p>*Automatic completion after five seconds</p>
Small	Whirlwind *Ability Regained	<p>*After regaining the Whirlwind ability</p> <p><i>"Your people's faith has increased your power! You are able to create whirlwinds again, by drawing circles on the screen."</i></p> <p>*Automatic completion after five seconds</p>
Small	Building Upgrades *Stones	<p>*After receiving first building upgrade request</p> <p><i>"Your villagers want to upgrade a house! You will need to collect stones from the mines on the other side of the island."</i></p> <p>*Automatic completion after ten seconds</p>
Small	Mines *Stones	<p>*After completing 'Building Upgrades' Tutorial & Camera is moved close to mines</p> <p><i>"The mines will create stones for you. Blow the stones to the port to bring them to your village."</i></p> <p>*Three stones have been blown into the port's storage area</p>
Small	Transport Boat *Stones	<p>*After completing 'Mines' Tutorial</p> <p><i>"You can help your sailors by blowing their ships to another port."</i></p> <p>*Transport Ship reaches another port</p>