

Pocket Planet

What Is pocket planet?

Pocket planet is a cultural world of your creation.

It could be about anything from mystical/Historical locations to futuristic otherworldly locations, and of course realistic current time landmarks/ cities.

I personally think of pocket planet as your own cultural world where you can do and think whatever you want. I will personally be working around the games theme of pocket planet.

I believe unless you can get hands on with a game and build onto it yourself helping create the world as your own it is not and will not feel like a pocket planet game. You must have the feeling of achieving and having personally built the structures yourself to have felt best satisfied with the game.



Minecraft

Minecraft is a game basic looking game with creative qualities with educational qualities. It is an open world game where you can do anything you would like from sword fighting to fighting dragons and building mansions. The fact that it is an open world game using a medieval type of cultural atmosphere, but it could not only be said to be a medieval type as each environment has its own culture. From dunes to Rocky Mountains, you can find all sorts of creations built into the world such as pyramid shaped sand temples and ancient boobytrapped stone structures.



Deiland: Pocket Planet

Deiland is a small game where you are standing on your own planet starting off with nothing and slowly building the world into something of your own. Deiland starts as a farming adventure type game, but slowly turns into a space type adventure and farming game. As you unlock and travel to new planets the seasons change and become unique to itself. I believe this is an educational game slowly teaching you about how to farm and the difficulties it takes doing it within the different environments.



Doodle God: Evolution

Doodle god is a puzzle type game, which starts of with a plain planet, which holds nothing, but fire, water, earth and air. It is an educational game that allows you to join the elements together and create new creations such as sand, lava, ash and metal. Slowly helping your world evolve and modernise. It helps educate people as to some extent it does not lie about what is required to make certain materials/elements. It is a great children's game to help them learn while enjoying themselves. The only problem I would have with it that slowly turns itself into a guessing game without any tutorials, future advice or interactions.



SimCity: BuildIt

SimCity is a building game where you are tasked to build and run your own city. It starts off very small with barely any citizens and attractions, but slowly starts to evolve and become its own unique city with many attractions for its citizens and tourists. Within this game the culture of your city and the areas within it are up to you. You decide what your city will become and plan out its future. I believe this sort of pocket planet really helps satisfy a person feeling accomplished and happy.

Conclusion

Each of these games has its own genre type to it creating a vaguer understanding of what pocket planets could be and how it could delve into multiple genres with multiple possibilities on how it could work out. I personally chose each of these games as they each have their own theme and gameplay. I believe they all have intriguing aspects of their games that will help me create a game of my own.

Pocket planet in terms type of game is extremely vague that it allows you to create anything with building, learning and evolution. Whether it is just understanding elements, how to farm, building and managing or all of them in one with Minecraft.