



A cozy open-ended life sim about finding your feet in the big city.

Decorate your apartment, make new friends, grow too many houseplants and love your city life!



# Welcome to the CITY OF GARLAND!

**Moonlight in Garland** is a cozy open-ended life-sim that sees you making a new life in the bustling metropolis of Garland. Find an apartment and make it perfectly yours, befriend your neighbours, grow your urban garden, solve community problems and experience all the weirdly wonderful stuff that city living offers.

Of course, city life isn't all farmers markets and fancy coffee. Will you step in to stop the heritage building from being torn down and preserve a piece of history? Look after the neighbourhood so more residents stick around? Figure out which jerk is stealing packages from the mail room? Be swept up in a whirlwind romance along the way?

**Forge your own path, grow your community and live your best life in Garland!**

Inspired by classics of the genre such as *Animal Crossing*, *Stardew Valley*, *Harvest Moon* and *Story of Seasons*, *Moonlight in Garland* is a love letter to a relaxing, uplifting gaming experience.





# About

---

**Alpha: Late 2021**

**Early Access: 24th Oct 2023 (Steam)**

**Full release: Mid 2024 (Steam), Porting 2024**

**Price: US\$7.99 (during EA), US\$14.99 (Full Release)**

**Platform: PC/Mac Steam (PS5, Switch + iOS porting 2024)**

---

## Current Status

In development since early 2020, currently in Early Access stage on Steam.

Core game features are complete and additional content and progressions are being slowly released via Early Access for balance, testing and polish.

Funding provided via VicSreen and ScreenAus.

# Features, themes and gameplay

Garland is traditional farming/life sim in a fresh setting with quality-of-life updates and a modern chill out soundtrack. The city itself varies by season, weather, time and your own energy levels.

Core gameplay focuses around daily life in your new apartment building as you get to know residents, earn money, collect stuff, decorate and unlock city upgrades.



## Themes

Making small positive changes, city life, inclusiveness, nature, community, recycling, relaxation, balancing life, chosen family, diversity, being happy where you are, mid 90's anime and comics, music to study/chill/relax to, irreverent, sarcastic, self-aware humor.

## Gameplay

**Quests** - Complete daily errands and tasks to improve your neighbourhood.

**Relationships** - Nurture deep friendships and romantic relationships with NPCs.

**Farming** - Grow indoor plants and expand your garden into community spaces.

**Foraging** - Clean up and recycle rubbish left on the streets.

**Time Management** - Manage your physical and mental energy levels with self care activities.

**Collecting** - Take photos of local wildlife and make a scrapbook in your journal.

**Mini Games** - Take on part time jobs to earn enough cash to fund building projects.



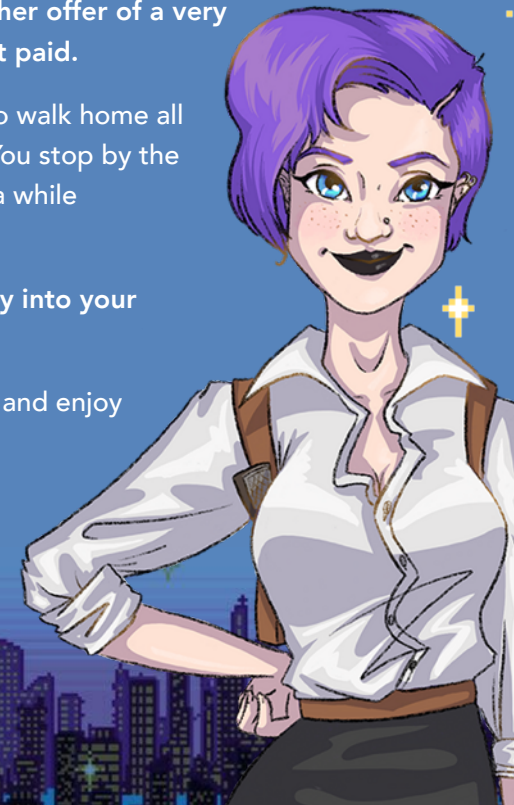
## Representation and Accessibility

City residents are diverse in age, background, orientation and economic status and Garland's NPCs reflect this. Players have the ability to use any combination of body/clothing/pronoun and change your options at any point in game. All romantic options are available to all players.

**Moonlight in Garland aims to be accessible to as many players as possible through a wide range of visual, gameplay and control choice options.**

# Typical Play Session

- You wake up in bed in your apartment.
- Check weather forecast on your phone. It's a high pollen day so you'll have to be careful not to choke on all the gross yellow pollen. Why did the council plant so many trees around here that 10% of the population is allergic to anyway?
- You water your houseplants and check your notebook for outstanding quests.
- Check the lobby noticeboard to see if available errands are on your route and say hi to your building manager Leon. He wonders if you've managed to find the antique furniture you need for lobby refurbishment yet but you haven't. He wanders off muttering angrily about people getting muddy boot prints all over the lobby.
- Take the train to Garland Central.
- Purchase some crafting supplies at the Hardware store and give Avery a gift in hopes of dating her. The gift pushed you to the next relationship level so you can see Avery's heart event. You help her carry a big table home to refurbish and get to see her apartment for the first time. It's... messy. And that's a lot of instant ramen for one person.
- It's night time by now, you take the train to the CBD and visit Chloe in the Private Detective Agency. She is hungover from 80's night at the nightclub but gives you a case to investigate. You need to find out why the local Medical Centre is going through donated blood so quickly. Someone overheard some kid saying that the GP, Hannah, is a vampire. That can't be right though...right?
- Text Hannah to find where she is, investigate, turn down her offer of a very tomato-y looking lasagne and report back to Chloe to get paid.
- It's after 2am now so the trains aren't running. You'll have to walk home all the way from Birch, but it's exhausting being out this late. You stop by the ramen shop in Maple Place for an energy boost and sit for a while watching the steam make patterns in your broth.
- You head home to your apartment and sort your inventory into your closet.
- The night time music is pretty relaxing so you might just sit and enjoy it for a while.
- You fall asleep in your comfy bed and save the game...



# Project Summary

## Target Audience

Moonlight in Garland's target market are busy, city-dwelling adults who have enjoyed other games in the life/farming sim genre and are looking to recapture that nostalgic feeling in a new, modern, easy-to-play outlet.

Games within the cosy life-sim genre tend to focus on small-town or farm life as there is a common misconception that big cities are a stress point that players need an escape from. Garland hopes to challenge that notion by encouraging players to find their community within the city and recontextualise the genre's themes in relation to their own lives in a personally empowering way.

By filling gaps in the genre for modern stories, updating traditional gameplay and wrapping it all in a warm nostalgic style, Moonlight in Garland will quickly become a fan favourite as it empowers players who have traditionally felt unrepresented to live their best lives.

Drawing inspiration from familiar real world cities including Melbourne, **Garland feels like coming home.**



## Key Characteristics

- 20-40 yrs old
- City dweller
- Busy life, feels burnt out
- Has previously played farming and life simulation games
- Strong sense of nostalgia
- Likes Sailor Moon, City Pop, cute stuff
- Tried to grow houseplants and bake sourdough during the pandemic with varying levels of success
- Creative
- Enjoys quirky humor and puzzles
- Feels a bit isolated
- Daydreams about leaving everything behind for a fresh start

**Moonlight in Garland offers players many modern themes and QoL features that are not standard to the genre including: unlimited save points, shorter play sessions for busy players, ability to phone NPCs to get their location, deeper and more modern dating mechanics, mental energy management in addition to physical energy management and many others.**

# Project Status

With funding support from VicScreen and Screen Australia, Moonlight in Garland has successfully completed it's Alpha phase and is currently in public Early Access.

## → Production History

- 2020 - Concept and demo creation (including learning to code from scratch)
- 2021 - Alpha phase (Round 1 funding from Vic Screen)
- 2022 - Alpha and Early Beta (Round 2 funding from Vic Screen, Round 2 funding from Screen Australia)
- Oct 2023 - Early Access Steam release

## Early game content is now complete including:

- 4 apartments with 6 upgrade events.
- 2 friends + 1 romance event x 22 NPCs
- Daily Noticeboard, Photography and Private Detective quests
- Gardening
- Character customisation
- Spring - Festival of Petals

The projected timeline for Full Release and porting is currently targeted at **Mid 2024**.

## Planned Early Access Features

Additional romance events, mini games and other content are being slowly released for balancing and testing during early access as the community's feedback is incorporated

## → Relationship Events

The romantic or platonic relationship events are a core part of the gameplay experience and their modern stories set Garland apart from many of it's competitors. With the addition of more cutscene events, players will be able to progress to long term committed relationships with NPCs and unlock deeper emotional bonds.

## → More interactive gameplay and city elements

Garland is a big city and every corner needs to be filled with engaging items and gameplay. Top additions from this stage include fishing mini games, more photo spots, self care activities, pets and part time jobs.

Adding small details to gameplay will strengthen player engagement and drive word of mouth in online spaces.



# Early Access Roadmap

## Schedule

- Major bug fixes - as required
- Minor content drops - monthly
- Major content drops - quarterly

USD7.99 during Early Access  
USD14.99 after Release



### Early Access Release

October 2023 (Early Access Price)

- 4 apartments with 6 upgrade progression events.
- 2 friends + 1 romance Petal events x 22 NPCs
- Spring - Festival of Petals
- Character customisation
- Daily Noticeboard Quests
- Photography and Private Detective quests
- Gardening

### Content Drop 1

Early 2024 (Early Access Price)

- 2 x friend Petal events x 22 NPCs
- More seasonal events and quests
- Additional furniture and decoration options.
- University, Farm and Mountains areas.
- Expand garden to community areas
- Fishing and mini games
- More part time jobs
- Pets

### Content Drop 2

Early 2024 (Early Access Price)

- Upgrade and move apartments
- 2 x romance Petal Events x 22 NPCs.
- Birthday events.
- More seasonal events
- More decoration options.
- More part time jobs and council storylines

### Release

Mid 2024 (Full Price)

- 1 x late relationship event x 22 NPCs
- More seasonal events.
- Mini games.

Help the community by reporting bugs in Discord!







***Moonlight in Garland*** is a solo dev project by Violet LeBeaux.

Growing up in Far North Queensland, Australia in the late 90's, gaming wasn't an available career option for girls, so Violet's early video game obsessions were relegated to experiments GameSharking, obsessively collecting N64 magazine and character sketches.

In January 2020, while impatiently waiting for Animal Crossing New Horizons, on a whim Violet decided to give her childhood dreams of game design a shot. With a background in illustration, zero coding/pixel art/game making experience she figured "Yeah why not? I'll watch some Youtube tutorials, the details are TomorrowViolet's problem!".

After an early positive reception to the demo, Violet decided to take a real shot at making the city of Garland a reality and with early project funding, from VicScreen and Screen Australia she hasn't looked back!

~ **Additional consultants, contributors and team members** ~

Moonlight in Garland would not be possible without the help of many consultants, contributors and friends. Working with wife Violet under Winters Group Estate, the project has allowed James McDuff to transition to the games industry through music Additional consultants involved specialize in areas such as: Gamemaker Studio, industry mentoring, UX/UI, accessibility, testing, sensitivity reading, PR and marketing, accounting and legal services.

## Key Skills

- 16 yrs freelance illustration.
- 3 yrs Gamemaker Studio.
- 10 yrs Content creation, community management, promotions, brand ambassadorship as an influencer.
- Successfully built, managed and marketed online stationery shop and photography business.
- Knitting, craft and fashion tutorials viewed by millions of people in print and online.