

The Stranger struggled on through the blizzard, the wind howling like a banshee down the ravine he found himself in. He’d lost track of how long he’d been walking for but he needed to find shelter soon or he’d almost certainly freeze to death.

Looking to the left he noticed a large snow drift leading to a dark cavern in the side of the ravine. Moving as fast as his worn out body would allow he stumbled his way up the drift and through the opening. Tumbling down the other side he came to rest on the unnaturally flat ground, his desperate gasps for air was the only sound to fill the vast dark cavern.

His body demanded sleep but the stranger knew he wasn’t yet safe. He desperately needed to warm his freezing body. Striking a flare the once dark cave was bathed in a soft red glow and its true form was revealed to The Stranger. It was no natural cave but instead a vast man made room. Once glittering Chandeliers hung sadly from the ceiling, a snow covered black marble floor expanded away from him in all directions and all-around stood massive imposing pillars that seemed to reach into the heavens. The Stranger had heard of the old world’s mythical skyscrapers, buildings that stretched an impossible distance into the sky and glittered like the stars. He didn’t believe such things could exist and yet here he was, stood inside one.

The New World is a cinematic third person story driven survival experience set 60 years after a climate catastrophe that plunged the world into chaos. The player follows the story of The Stranger making his/her way across a very different and very dangerous America.

With an engaging and emotional story campaign the player will travel across a vast collection of environments from the frozen cities of old in the east to the near tropical north west mountain ranges and everything in between. The player will encounter many varied and interesting characters, not all will be friendly however and the player will experience tense and visceral combat against both man and beast.

**The New World**

Taking place in a vast reimagined America the player will experience a land of both beauty and horror, from the freezing east to the lawless west the player will experience everything from abandoned dilapidated cities of the old world to wild imposing mounting ranges packed with wildlife. Along their journey the player will come across many settlements and towns filled with people doing their best to survive and rebuild all that has been lost. How the stranger interacts with these people is up to the player. Help or hinder the people of the new world will remember the player's actions.

**Wild Weather**

The Catastrophe caused an irreversible change in America's climate. Massive blizzards often sweep through the east cities of old making life cold and hard for the few settlements and animals that call this region home. Further west lies the Storm Plains, a large expanse of land that often experiences a variety of extreme storms, from devastating tornadoes to violent downpours. But this extreme weather will not simply be background eye candy but will be fully modelled gameplay systems with their own physics and environmental effects. For example tornados will generate high winds that rip buildings and cover apart while violent lightning storms can cause devastating wildfires. These weather events will occur spontaneously in the world alongside a more traditional dynamic weather cycle.

**Where’d you learn to fight like that?**

The New World is a fluid, visceral third person shooter packed to the brim with lethal weaponry. With a robust cover system sneak, stab and gun your way through a wide variety of deadly opposition all the while scavenging weapon parts, ammo and supplies to ensure your continued survival.

**Bringing a gun to a knife fight**

Wield everything from your trusty knife to monstrous Anti-Material Rifles to dispatch your enemies each with unique properties and handling ensuring no weapon feels the same. And with a robust and detailed customisation system The New World will allow players to customise their weapons and equipment to suit their personal playstyle.

**All the world’s a stage, and all the men and women merely players**

On your journey through this new world the stranger will encounter a dense cast of

interesting and nuanced character, each with their own opinions and ambitions. Some may

help the stranger, others will hinder and a few may want to travel alongside the stranger.

How The Stranger interacts with these characters and the relationships they form is totally

up to you but be careful, the people you meet aren't always what they seem and sometimes

best friends can become worst enemies. The choices and the consequences are yours,

choose wisely.

**History is written by the victors**

After 40 years of lawless survival, civilization is beginning to return to America, only it seems people can't agree on what shape the New World should resemble. Some demand a return to the old america, others believe this is a chance to create a better society and others still believe this is a chance at true freedom. Once again war is on the horizon and The Stranger is stuck in the middle. What happens next is all up to you.

The New World will take players on an emotional and impactful journey across a wild and recovering America as they struggle to survive in this new frontier.

**Genre**

The New World is a third person tactical shooter with an emphasis on world interactivity and choice based storytelling. Built primarily as a single player experience The New World will also support Cooperative and competitive gameplay through a separate online component.

**Player Motivation**

Players will be encouraged to continue the game by the ever developing story as ‘The Stranger’ makes their way across america. As the player progresses through the story new areas begin to open up for players to explore. Each area will feature new enemies, weapons, nature and weather. Once the main story is completed players will be able to take on side quests as well as explore the world to discover new equipment and secrets.

**Target Customer**

The new worlds primary customer will be fans of story driven adventure games. This is a huge market with plenty of opportunities however it can also be quite a crowded market with giants such as the ‘Assassin's Creed’ series and really any Rockstar game. However the team believes that The New Worlds combination of tactical cover based combat, world building, storytelling and game changing weather effects will help to stand out from the rest and with time, patience, effort and a sensible launch window we believe we can deliver a unique, gripping experience that will excite and enthral players.

The age rating for the game is undetermined but due to the graphic and adult nature of the story The New World will most likely be rated 18 and will primarily be marketed to adult gamers.

**Target Hardware**

Our target hardware will be PC, PS4 and the Xbox One due to the high system requirements of developing a game this size and complexity.

**Design Goals**

**A gripping story driven experience**

The main ambition of the development team is to deliver a cinematic survival experience supported by an impactful story about survival, perseverance and the cost of progress.

**An Immersive experience**

The team is keen to keep status bars (food, water, etc) to a minimum through using prompts from the stranger. For example when the stranger becomes hungry audio prompts such as “Christ i'm fucking starving” will inform the player in a immersive and realistic experience. Likewise with body temperature unique animations and changes in character models will inform the player of The Strangers current status.

**An interactive living world**

The New World will model a natural ecosystem as realistically as possible, with animals and people hunting for food and supplies. People and animals will react to situations with realistic and varied actions.