Game Pitch Document

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Title: Naturalypse

Genre: First Person Shooter, Adventures

Style: 3D, Natural Disaster, Post Apocalypse

Platform: PC

Market: 18+

Elevator Pitch: A post-apocalyptic adventure story in which you choose the lesser of 2 evils and confront a real natural (or not so much?) neural network.

Narrative

Setting

An alternative Earth planet, circa 1970's in level of progress. After a nuclear war, the world is almost completely overrun by the Naturalalypse.

At its core, this natural cataclysm is similar to a massive jungle. It is extremely dangerous - it is full of powerful monsters of various forms that cannot be classified scientifically. At the same time, in fact, the entire Naturalalypse is a single organism. Because of this, other forms of life on its territory are almost impossible.

Its formation was caused by active scientific experiments that got out of control and gave it a kind of intelligence, in fact, making it one big biological neural network, which makes it an almost unstoppable opponent, adapting to any conditions. But these are details mankind does not know.

The only place for the last million humans to live is the island of Hel. Here people have managed to build a full-fledged state, existing in relative peace for the third decade. It had a power structure, armed forces, economy and other things that provided, even if not completely, the requirements of the population.

Storyline

The protagonist is Arver Sharp, a retired soldier in the Expeditionary Corps. This was a branch of the military, engaged in forays into the Naturalalypse with a variety of purposes. He was involuntarily discharged, and now he can't find his place in life. The wilds of Naturalypse have always beckoned to him in some way.

But one day he has the opportunity to return to them again. He is approached by a mysterious man from the Scientific Corps, and invites him to join an expedition far into the bowels of the Naturalypse. The main purpose is to escort him to some laboratory and back. He doesn't give any further details, but says he'll pay him well.

Arver agrees, and so begins the most important adventure of his life, in the course of which he will even touch the mystery of the Naturalypse.

Visual part

Dangerous but colourful backwoods with unique flora and fauna combined with unusual abandoned architecture will give players a huge variety of unforgettable landscapes. There will be most of them.

The players will also be able to walk around the alive post-apocalyptic densely populated city at the beginning of the game, observing the life of people there and even participating in it.

The final location is a large-scale underground laboratory, similarly captured by the roots of the Naturalalypse.

The alternate 1970s will be reflected in character clothing, military gear, and other technology.

Figure 1: Picture of the capitol city captured by Naturlypse

Figure 2: Picture of the capitol city captured by Naturlypse

Gameplay

While progressing through the locations, the player will often have to fight various monsters or hostile people in the format of a classic first-person shooter, or less often through the quick-time event system in the case of a close combat. Stealth fight is also possible and is often the best choice. The set of possible dangers differs from location to location. Some of them can hit at a distance, others can fly, and so on.

The classic set of weapons is available - automatic rifles, rifles, grenades, as well as various equipment, first aid kits. For example, to move through certain infected areas you need a gas mask with filters. You can buy things from npcs, find them while travelling or craft them from materials.

An important part of the game is the dialogue system, implemented not as a separate window, but sewn right into the game process. For example, the player will be able to give instructions to his mates right during the battle.

The game world is conventionally open. The player is given the opportunity to explore each location almost freely - for example, to find and complete midway quests. However, after moving to a new location, returning to the old one is almost always impossible.

Non-linearity

The gradual development of the story is influenced by many complex factors, and the game provides an extremely wide range of non-linearity. For example, the player's choices in the dialogue system can lead to certain events, but can only increase or decrease the opinion of certain characters about the player. Also influential are purely gameplay decisions, such as which part of the location the player will go to first.

For a nice number, a total of about 100 endings are presented. They differ from each other in the final fate of the world, the surviving characters, their fate, and so on. That said, this number of course also takes into account the intermediate endings, meaning there are actually about 10-15 of them.

Machine Learning Usage

As mentioned above, Naturalalypse is actually a neural network, even if a natural one. This is reflected not only narratively, but also gameplay-wise. Depending on the difficulty selected, the game will "learn" to confront the player as the gameplay progresses. It will adjust to his style, so you will always need to change your approach to win. This will make the game much more interesting.

In addition, pre-trained other artificial intelligence will manage the behaviour of npcs during battles and not only. At the same time, the dialogue system is created manually for greater reliability.

Music and Sounds

The game features a wide variety of musical compositions, mostly in classical style, sometimes a little alternative. Depending on the general mood of the location, one of the appropriate songs will be selected. The transition from one part to another is realised smoothly, and the selection is implemented so that the same song is repeated as rarely as possible.

Sounds are recorded from the real world for realism and additionally processed if necessary. For example, gun sounds come from real shooting range.

Inspiration

The game takes major inspiration from games like The Last of Us, Metro, and Stalker. At the same time it does not copy them, being a unique work with its own features.