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Project Description

This project is a psychological horror game set on an abandoned space station orbiting an uninhabited planet in our solar system. Players take on the role of a lone astronaut/engineer sent to investigate a mysterious signal emanating from the station. Upon arrival, they encounter a distinct alien entity with terrifying abilities, turning what was supposed to be a routine investigation into a fight for survival. The gameplay combines elements of resource management, stealth, and puzzle-solving as players navigate through the eerie, malfunctioning station, attempting to escape while unraveling the mystery behind the alien presence. With limited communication to mission control, a damaged ship, and a malfunctioning tablet, players must outsmart the alien and reach an emergency escape pod. The game culminates in a chilling twist that suggests the nightmare may not be over, even after escaping the station.

Game Name(s):

- Exo
- Exodus

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1. Characters

Name: Main Character (you)

Character Description: explain them

Appearance: explain what they look like

Personality:

Name: Astronaut (pre-Zomboid Form)

Character Description: explain them

Appearance: explain what they look like

Personality:

Name: Astronaut (Zomboid Form)

Character Description: explain them

Appearance: explain what they look like

Personality:

Name: Alien (Humanoid Form)

Character Description: explain them

Appearance: explain what they look like

Personality:

Name: Alien (Parasitic Form)

Character Description: explain them

Appearance: explain what they look like

Personality:

2. Story Progression

In the cold depths of space, an abandoned station orbits silently around an uninhabited planet. Years after its mysterious decommissioning, a chilling signal breaks through the void - fragmented human speech, desperate and afraid. You, a seasoned astronaut and skilled engineer, are chosen for a solitary mission to investigate this eerie broadcast.

As your small craft approaches the station, you're struck by its lifeless appearance, save for a few flickering lights that dance across its hull. Your helmet-mounted flashlight becomes your constant companion, piercing the shadows that threaten to engulf you.

The docking procedure is completed with an unsettling smoothness as if the station itself is welcoming you into its maw. Your first challenge presents itself immediately: a jammed airlock, stubbornly resisting your entry. With ingenuity born of desperation, you combine materials from your ship with the solution to a cryptic door puzzle, forcing your way inside with a grinding screech that echoes ominously through the empty corridors.

The main room greets you with chaos - abandoned tools and scattered papers tell a story of hasty departure. As you explore, you discover a USB drive containing the station's data and camera access. Suddenly, space debris impacts the station, and in the ensuing chaos, you catch a glimpse of something impossible - a shadowy figure phasing through solid walls.

Your mission takes on new urgency as you race to activate the station's generators. In Room A, you solve a complex puzzle to power up the first one. But your small victory is short-lived - a blood-curdling

screach draws you back to the docking bay, where you find your ship destroyed, bearing marks of incredible strength.

With escape now impossible, you learn of an emergency pod in Room X, your only hope for survival. But as you work to unlock it, you begin to uncover the station's dark secrets. Personal logs and scattered artifacts tell the tragic tale of the station's last inhabitant - an astronaut slowly succumbing to an alien infection. Their descent into madness and transformation into something inhuman is chronicled in heart-wrenching detail.

Your tablet, now malfunctioning after downloading the mysterious signal, offers only fleeting glimpses of crucial information. As you navigate the labyrinthine station, an eerie calm settles over you – but it won't last long.

After activating the generator in Room A, the station seems to awaken, and with it, a new terror emerges. The zomboid astronaut, once human but now a grotesque fusion of man and alien, begins stalking you through the corridors. Its unnatural, quadrupedal gait and inhuman speed send chills down your spine as you hear it scuttling through distant passageways.

You press on, your heart racing as you work to activate the generator in Room B. But as the power surges through this section of the station, you've unwittingly unleashed a second nightmare. The humanoid alien, a being of immense strength and cunning, joins the hunt.

Unbeknownst to you, these two entities pursue you through different routes within the station's complex layout. The constant threat of ambush from either direction keeps you on edge, never knowing which horror might be waiting around the next corner. The station has become a terrifying maze, with you as the prey caught between two relentless predators.

As you continue your mission, the sense of being hunted grows stronger. Every sound, every shadow could signal the approach of either the scuttling zomboid or the stealthy alien. Your only hope lies in reaching that final generator and making your escape, all while evading these dual threats that seem to be closing in from all sides.

All the while, you battle against your own body. An ever-present oxygen meter reminds you of your mortality. Each breath, each step, and each moment of panic depletes your precious air supply. You find yourself returning to the central room frequently, refilling your tanks from a lone canister. As your oxygen levels drop, the station becomes a nightmarish funhouse - your vision blurs, sounds distorted, and your movements become sluggish and uncoordinated.

In a heart-stopping moment, the humanoid alien destroys your oxygen canister, leaving you with no way to replenish your dwindling supply. The race against time becomes even more desperate as you struggle to complete your mission and reach the escape pod.

Finally, with all generators activated and doors unlocked, you make a mad dash for Room X. The zomboid astronaut and humanoid alien give chase in a terrifying pursuit through the station's twisting corridors. With lungs burning and vision swimming, you reach the pod and launch into the void of space.

As relief washes over you, a chilling realization dawns. A small scratch on your suit, barely noticeable before, now feels like a death sentence. The voice of the parasitic alien form whispers through your comm system, "I'm here," in broken, haunting English. As Earth looms in the distance, you're left with the horrifying knowledge that you may be bringing an unimaginable threat back home.

Your nightmare, it seems, is only beginning.

2.1 Theme

1. **Isolation and Claustrophobia:** The abandoned space station serves as a confined, isolated environment, emphasizing the protagonist's vulnerability and solitude. This theme is reinforced by the limited oxygen supply and the vast emptiness of space surrounding the station.
2. **Paranoia and Trust:** As the protagonist encounters the alien entities and uncovers the fate of the previous crew, themes of paranoia and mistrust emerge. The player must constantly question what's real and what's a hallucination, especially as oxygen levels decrease.
3. **Transformation and Loss of Humanity:** The zomboid astronaut embodies this theme, showing the horrifying consequences of alien infection. The protagonist's own potential infection near the end raises questions about the nature of humanity and the fear of losing one's self.
4. **Survival Against Overwhelming Odds:** The entire narrative is driven by the protagonist's struggle to survive in an increasingly hostile environment, with dwindling resources and multiplying threats.

5. **The Unknown and Cosmic Horror:** The presence of alien entities and the mysterious signal tap into themes of cosmic horror, highlighting humanity's insignificance in the face of incomprehensible cosmic forces.
6. **Past Mistakes and Consequences:** The artifacts left behind by the zomboid astronaut (pre-infection) tell a story of human error and hubris, exploring how past actions can have far-reaching and devastating consequences.
7. **Contamination and Infection:** Both literal (the alien parasite) and metaphorical (the spreading influence of the alien presence), this theme permeates the story, creating a sense of creeping dread.
8. **Man vs. Nature (or Alien Nature):** The hostile environment of space and the alien entities represent an implacable "nature" that the protagonist must contend with, highlighting themes of human adaptability and resourcefulness.
9. **The Price of Knowledge:** The protagonist's mission to investigate the signal leads to terrifying discoveries, raising questions about the cost of scientific curiosity and the dangers of seeking forbidden knowledge.
10. **Hope and Despair:** The narrative oscillates between moments of hope (finding escape routes, solving puzzles) and crushing despair (ship destruction, dwindling oxygen), creating a rollercoaster of emotions for the player.

These themes provide a rich foundation for the game's narrative, allowing players to engage with deep, thought-provoking ideas while navigating the terrifying and claustrophobic world of the abandoned space station.

3. Story Progression

Level 1: The Entrance to the Station/The Tutorial

- Objectives
- Game Mechanics Introduced
- Story

Level 2: The Generator in Room A

- Objectives
- Game Mechanics Introduced
- Story

Level 3: The Generator in Room B

- Objectives
- Game Mechanics Introduced
- Story

Level 4: The Generator in Room C

- Objectives
- Game Mechanics Introduced
- Story

Level 5: The Escape Pod in Room X

- Objectives
- Game Mechanics Introduced
- Story

4. Gameplay

4.1. Overview

4.2. Goal

4.3. User Movement & Attributes

4.4. Game Mechanics

4.5. Items & User Stats

4.6. Progression & Challenge

4.7. Endgame

5. Art Style

6. Music & Sounds

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