**Proposal –**

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Game Development

**Setting**

Future science fiction, space age

**Story**

This is the future. It is an age of conflict in humanity’s history. We made it to space, to colonize other planets, starting with Mars, with the first efforts starting in 2032. The Mars colony was founded by a joint scientific venture between nations, like the International Space Station and Antarctic Research Station before it. It was ready for habitation by 2038, and was completed in 2041. Because the first colonists to Mars were some of the leading scientists of the day, when more people were shipped out later, more scientists came with them, and Mars quickly became the center of scientific research into space and its future uses for the human race. The branch of physics, called Dimensional Physics, was first postulated by the Mars research team some 20 years after its founding, in 2061. The first practical application of this new science was shown in the year 2114, when the very earliest prototype of what would later be called the Dimensional Transport Engine (DITREN) was built. After several years of testing it on a small scale, the first full DIRTEN was produced and demonstrated. In 2133, extra-solar travel became a reality.

\*DESCRIPTION OF DIMENSIONAL PHYSICS: It was discovered that every region of our universe is connected to another region fourth dimensionally. Scientists discovered how to detect where the boundaries of each region are, the size of the regions, and, much later, where the region was connected to in space. Although the distance between a connection and its other side can theoretically be any length, in practice the length generally falls into a range less than the length of the Milky Way. In general, the larger the region, the shorter the distance to its other side. Mapping routes through space is a long, involved process even with supercomputers’ aid. Finally, scientists found a way to allow ships to travel through the fourth dimensional corridor, and developed the DIRTEN to allow this.

A scientist calculated the output regions of several areas around the Earth and Mars, and found that one of them actually let out at a known Earth-like planet. After proving the safety of this new technology, a spaceship was built with the DIRTEN built in, and a multi-national expedition was commissioned to travel to this planet to see how feasible life on it would be. They returned on schedule 6 months later, and reported that the planet was safe. A total of 5 extra-solar planets have been found and declared safe by now, some of which require more than one dimensional shift to reach. As a result, they are not all the same distance apart from each other.

At this point, the Earth had no formal unified leader. However, a coalition of the largest nations had been set up, with its leader as Gregory Chen. Chen was only 37 when he became the coalition leader, and by the time he was 41, he had managed to consolidate his power so that he was effectively the ruler of the Earth, using the idea of colonizing other planets to rally the rest of the planet behind him. In 2165, he commissioned a massive project to change the course of human history: the spread into space. Transport ships were built, citizens recruited, and supplies were gathered. In 2171, the first ship set off and the first extra-solar human colony was founded on the planet Enoch. By 2187, when Chen was 63, all five colonies were founded and flourishing. All of the colonies, while given some semblance of autonomy, still swore allegiance to the Earth and more specifically, to Chen himself. The massive success of his plan had allowed him to continually increase his power, until now he was effectively the Emperor of the entire human race spread throughout the stars.

But, absolute power corrupts absolutely. The power went to Chen’s head, and he began to abuse his power to shape the universe to his ideals. He created a secret police with offices on each planet, which he would send to take care of any potential rivals that he might have. Like Adolf Hitler before him, he wanted to weed out what he saw as weakness in the human race. Humanity had spread to the stars, and now they should be perfected. He thought that he could make humanity the best it could be by killing off the weak, the disabled, and those who did not fit with his version of perfection. Although he did not target any specific race, he began to develop a disdain for the poor. Since most of the colonists for other planets had been the poor of Earth, he saw Earth as better than all of her colonies. He introduced harsh polices of taxation and a general sense of inequality and subjugation between Earth and her vassal planets. Resentment did not take too long to build up, and hatred of Earth became the norm. But, if anyone got too loud, the secret police came down on them, and they were never heard from again. Normally they weren’t killed, but forced to do manual labour in appalling conditions. Their life expectancy wasn’t very long.

In 2195, the universe reached a breaking point. Chen’s policies could no longer be tolerated, but no one would do anything about it, for fear of being taken away. However, the rebellion did not start in the colonies. It started right on Earth. The brother of a girl born with a hole in her heart, who had been euthanatized some years before, had managed to lie his way into the military. His name was Corporal Zecheriah Williams. The security around Chen was far too great for him to ever get close enough to him to kill him. However, Cpl Williams had been placed in charge of a large supply of army ordinance, including radar homing missiles. Together with a few other conspirators, Cpl Williams carried out his plan. He wore the radar homing device himself, and walked alongside Chen’s motorcade during a large meeting of government officials. The missile was launched, and Cpl Williams sacrificed himself as the target. His attack killed Chen along with most of the other high ranking government officials, including 3 of the governors of the vassal planets. Chen was 71 years old.

Earth was thrown into chaos. Almost all of its leadership was dead or incapacitated. When this news reached the colonies, they immediately revolted. Any remaining government officials were drug out of their offices and executed in the public court. The people freed the political prisoners in the work camps. Some of the prisoners who had been more influential before their imprisonment quickly got back into the swing of things, and became the leaders of their planets. By the time the year switched to 2196, each planet was self governed. All of the former colonies adopted a policy of isolationism, and years passed.

The year is now 2284. The balance of power has changed very little. However, the planets have all grown. New leaders have come into power. People have forgotten why they went into isolation. The planets are waking up, and some of them want more power. War is brewing. How will the universe look different in the next 100 years?

\* ACTUAL GAME STORY: One planet will try to take over all of the others, with the end of the game culminating in the final battle between the two largest planets’ forces. The player will choose one of the planets to fight for, eventually being forced to fight for one of the two final planets through conquest and surrender. One final planet will have good defence; the other will have good offence. The player will be required to fight in any battles that their planet is fighting.

**Gameplay**

The means of moving around the map will be a traditional top-down 2D RPG, like Zelda. This will be for exploring the world between battles. During battles, the control will shift to a top-down arcade shooter style, with the player controlling a small ship for dogfights. Occasionally, the player will join in on boarding parties and will invade the actual ships for close combat. During these sequences, the style will be Zelda-like combat where the player is brandishing a weapon and is fighting ground troops. It will be a sandbox style game when not involved in an invasion. Whenever they are not in combat or cutscene, the player will have the freedom to explore the planet, ship, or space station that they are currently on. There will be characters to talk to and things to do. The story will be told through character dialogue mostly, with it being given in a medium-to-short length cutscene form.

The player will get to choose their gender, name, and speciality. The player will get their own ship, which they can upgrade. These will mostly be stat / weapon boosts with maybe some visual changes to the ship. Traveling between planets well be quick, but sometimes there are blockades that must be broken through or pirates that must be fought off. Weapons will be guns (higher level players will get better guns), and everyone has a shield that must be activated. The shield has a finite battery life and must be recharged between missions (or the battery replaced).

**Map (ish)**

