

Spaceward

Treatment Document

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Elevator Pitch

A 3D collectathon platformer where the player collects gears to repair a flying machine in order to go to space. The player traverses across floating islands that have gears and batteries. The player can collect batteries to obtain advanced movement options.

Gameplay Overview

The game takes place on a floating island in a Steampunk world. You are an inventor of a flying mechanical ship with aspirations of exploring the cosmos. However, while the ship is proficient in flying at high altitudes, it by no means can withstand the pressures of space nor does it have the means to reach it in the first place. Armed with your trusty jetpack, your task is to explore the neighboring island, searching for enough gears for the ship to upgrade it for space-faring activities. Scattered throughout the island are batteries that can grant new abilities to your jetpack, making gathering gears a cinch. With enough gears, you can turn your airship into a spaceship!

Game Narrative

As science became more advanced, and as technology and nature were brought closer together, people began to wonder what the next milestone would be. Your answer to that? Space exploration. To answer the world's greatest mysteries, exploring far beyond the comprehension of your fellow people is a necessity. However, there's one *small* problem. Your favorite ship has no chance of exploring the wide reaches of space without the necessary arrangements. Thankfully for you, because machinery has become intertwined with the Earth, there are plenty of materials lying around that you can "borrow" for your ship. With enough gears you can make the appropriate upgrades to accomplish your dream of sailing amongst the

stars. With the infinite expanse of space just within your grasp, nothing will stop you from getting that ship in shape!

Expected Art Assets:

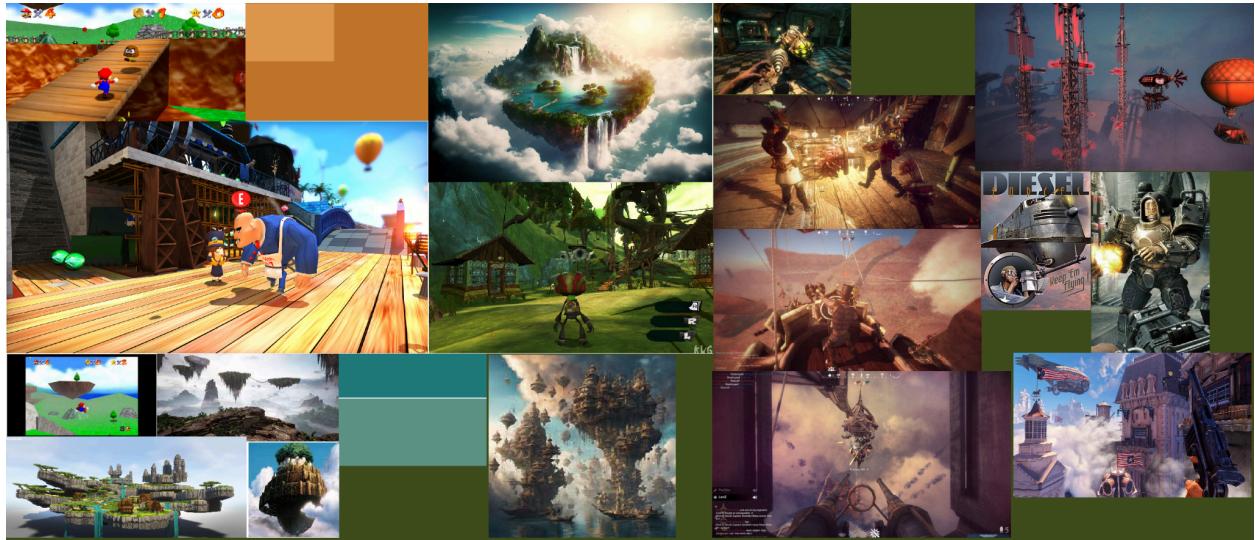
- **Player Model** (inventor), fully textured and rigged with ~9 movement animations
- **Gear model**, a static collectible which rotates in place
- **Battery/Power Cell**, fully textured and rigged collectible with 2 animations
- **Small Airship**, fully textured and rigged with 2 animations
- **Bounce pad**, fully textured and rigged with 2 animations
- **Helper Model** (guide NPC), fully textured and rigged with 2 animations
- **Floating Island**, populated with **Vegetation** and **Stalagmites**
 - Likely will come from an asset pack
- **Terrain materials**, ~1-2 weathered metal materials to use on platforms
 - May come from an asset pack
- **UI** for dialog from NPCs + collectible counters

Expected Tech Requirements:

- **2 types of collectibles** the player can pick up: gears, which need to be collected in a large number to finish the game, and batteries, which give your jetpack a new movement ability for every ~five collected.
- **Movement** walking, running, jumping, and unlockable double jump and dash.
- **World traversal** with bounce pads.
- **Collectable Counters** for tracking how much of each collectable the player has.
- **Unlocking Mechanic** for gaining access to new movement mechanics.
- A third-person, controllable free moving **camera** follows the player

List of expected assets: [Game Assets List](#)

Reference Material



Moodboard



Tech/Nature combination
(Super Mario Odyssey)

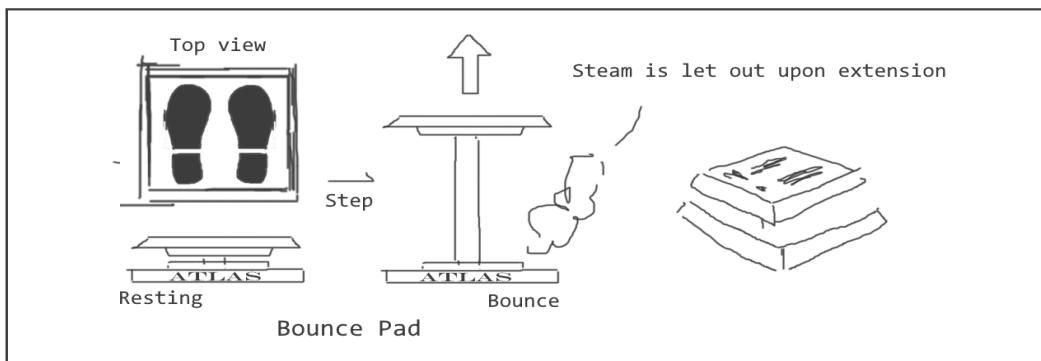
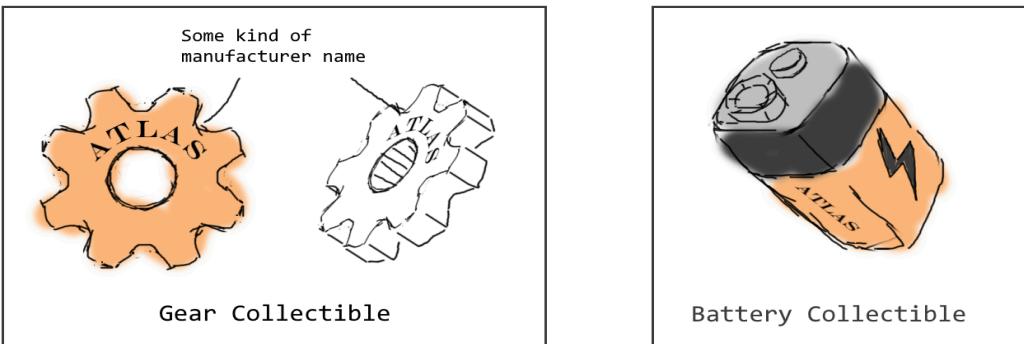


Rotary Airship Design
(Albatross Airship)

Concept Art

INTERACTIVE OBJECTS

Concept Art



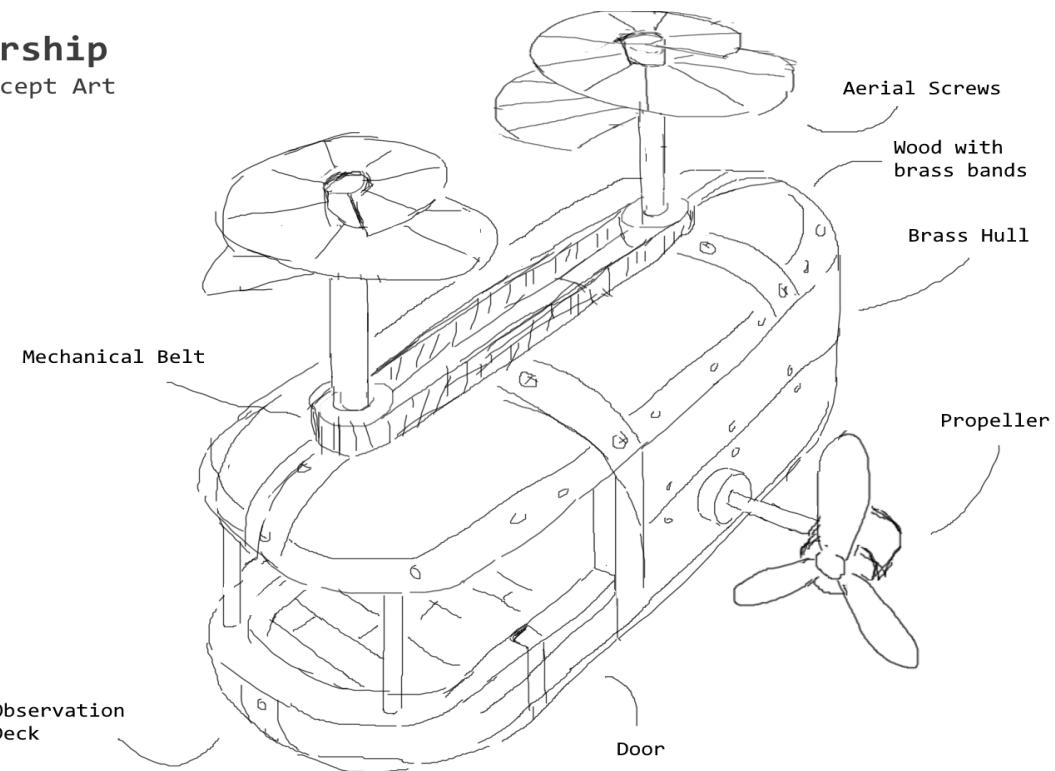
Player Character

Concept Art



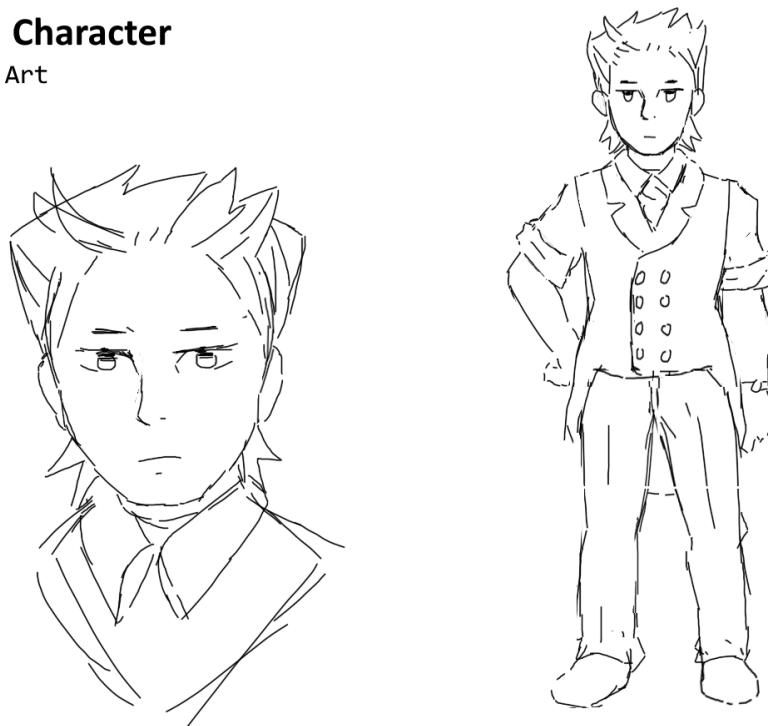
Airship

Concept Art



Helper Character

Concept Art

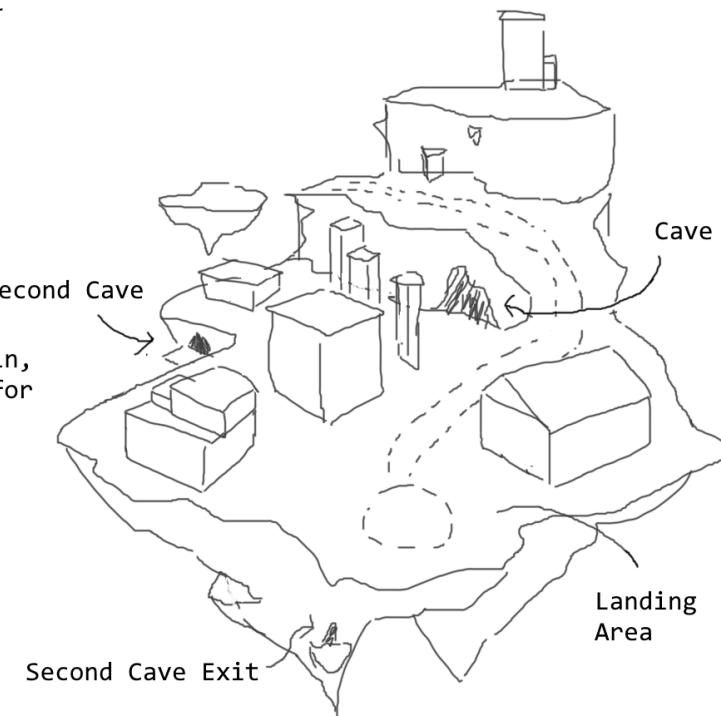


Floating Island

Concept Geometry Layout

Caves lead to 2.5D platforming sections

Cubic objects are terrain,
but can be swapped out for
buildings as a stretch
goal



Floating Island

Platforming Notes
+ Battery locations

= Battery location

Double jump required for mountain

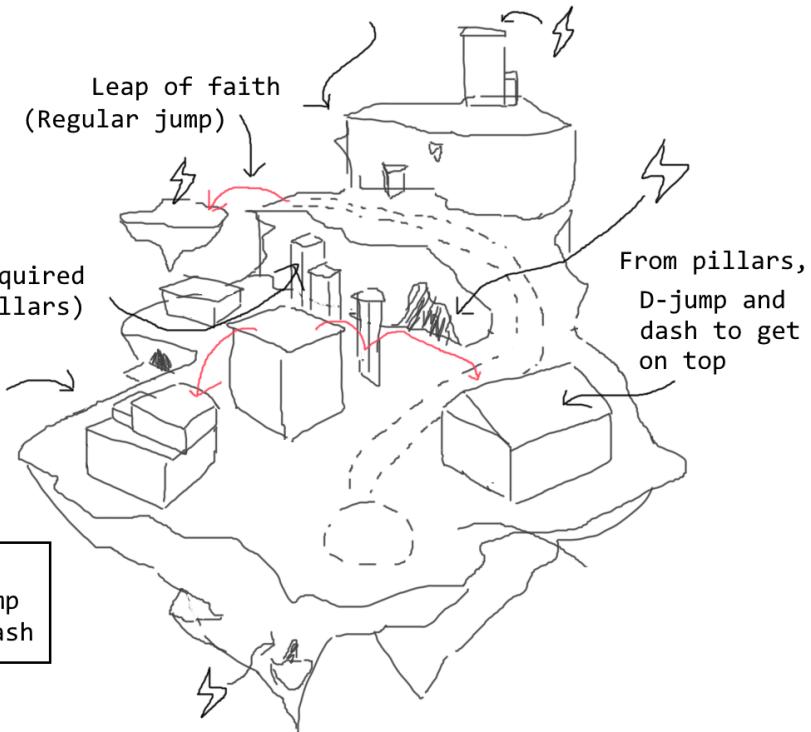
Leap of faith
(Regular jump)

Dash required
(for pillars)

Requires jump
from adjacent
structure
to get on top

From pillars,
D-jump and
dash to get
on top

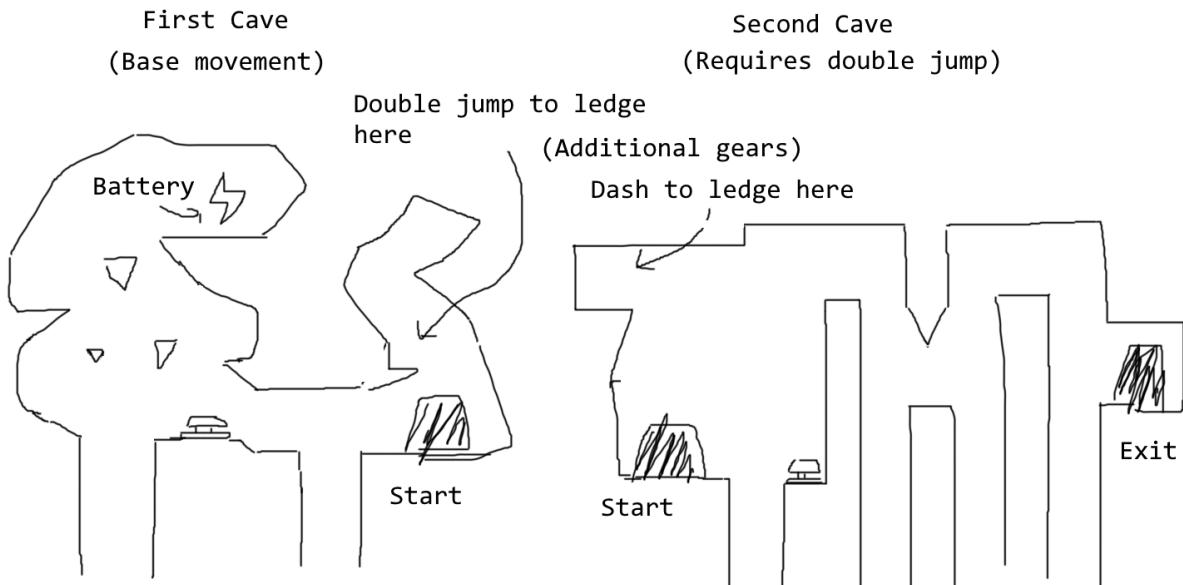
4 batteries total
collect 2 to get double jump
collect another 2 to get dash



Floating Island

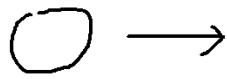
Cave Sections

These are 2.5d sections (camera angle is locked)





Idle



Move

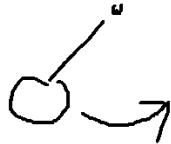


Ledge hanging

Rigid swinging?

Player can pivot
around a point

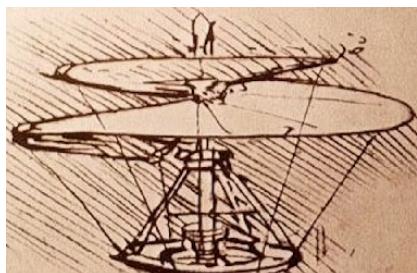
Jump



Swinging



Monkey bars

What kind of person would
ride this vehicle?

Steampunk
Scientist
Could be cliche?
Rust, gas pulse start
generator

Wears goggles

Jetpack?
Grappling hook?



Steam vent burst jump

Canister for super
jump (FLUDD
sunshine)

