

Michael Demmendaal
10/28/19

Story Beats for **Karaxia**

This is a very general outline, many things are subject to change. A lack of voice acting will make this story difficult to tell.

The game begins with a planet in the background and a title card, giving some information:
Karaxia, 2115 AD, 75 Light Years From Old Earth.

Prologue:

A cutscene of an earth tech industrial complex in the alien landscape. Robots are everywhere, manning pipes, fracking devices, and carrying barrels of FUEL to a waiting ship. We zoom in on one particular Robot, a smaller model whose struggling to carry a large barrel. A large robot walks over, reprimands him for taking so long, and sends him back to do something else. The large robot takes the barrel, walks onto the ship, and the ship EXPLODES.

Screen goes dark. Gameplay opens on our little robot, named Sal, amid a burning and volatile building. Player gets the gist of movement, interacting with objects, and jumping to escape the exploding fuel plant. Sal escapes into the nearby jungle, but doesn't make it very far until he trips and falls into a deep hole.

Level 1

Sal wakes up in a dark cave system. He makes his way through, occasionally talking to himself and rationalizing about what just happened. Player learns how to navigate dangerous environments, solve basic puzzles, climb, and escape from monsters. Eventually, they will enter a room with a deceased Marine, a service weapon (not sure if it will be melee or ranged yet), and a datapad.

The datapad will give the player more backstory, telling them about the mission Conroy (The Marine) was sent to do. Him and a team of scientists and marines left earth in 2029, frozen in cryo, on a ship headed for the distant planet of Karaxia. They arrived in 2104, awake after 75 years, all of their friends and families are dead back home, and they must now explore the planet and discover if it had anything that can be burned for fuel. Earth is dying back home, and they need resources to survive. The Marines find it, set up the base we just watched get destroyed, and eventually all died off because of Cryo sickness. Conroy wandered into the jungle, found this cave, and died here.

Sal takes the service weapon, A integrates it into his systems, and must now defeat his first enemy and escape the cave.

Map

After escaping the cave Sal is able to find what's left of the robot workforce, they are quite lost and have no direction, Sal inadvertently becomes the leader when he suggests they need to

make contact with Earth back home. He knows of a nearby radar station that was mentioned in the datapad.

The player must choose whether to allow a broken robot to come with them, and slow them down, or to leave the broken robot behind. The moral/survival choices will populate the game, possibly changing it in slight ways or changing the way the other robots see Sal.

Level 2

More challenges! They must navigate a dangerous jungle to find the Radar station. Sal makes his way through, battling more enemies and solving puzzles. He eventually finds the Radar station, but is stopped by a large wall. He returns to the group, and they discuss options. Just then they get a distress signal from another surviving robot. Steve. Steve is a gentle giant who has been surrounded by monsters in another nearby cave system. Sal braves the caves once more, saves Steve and learns that Steve has a knack for breaking down large objects.

The player has just unlocked their next playable character! They then take Steve to the Radar base, break down the front door, and find the transmitter, thus contacting earth.

Map

Earth responds some time later, simply telling the group of robots that there is no reason for them to dispatch a ship until the robots have filled their quota, sorry, that's just company policy. If the robots want to escape this planet, they need to get enough fuel to appease the corporations back on earth.

Sal thinks there may be more fuel at another site set up by the marines. They decide to try it out.

The player must choose to pick a side between two arguing robots, possibly alienating the other in the process.

Level 3

The player now learns the benefits of switching between two characters, as they use a combination of Sal and Steve's ability to navigate level 3. They fight their way through the jungle, break through walls with Steve, and climb through the jungle canopy with Sal's superior mobility. (the player needs to be in a certain area to switch characters, Sal can switch to another character whenever he wants, but can't switch back).

They eventually reach the base, which has been overrun by monsters. The PC fights them off, and finds another weapon from the dead Marines (probably a gun if the last one was melee). There is not much fuel at this base, but there is a location for a place rich with fuel, that must be mined.

Map

The player must choose who to allocate a few extra parts that they found at the base too, either to upgrade robots into better fighters, or fix broken robots so they can be functional again.

Level 4

Navigating a mountain pass to get to the rich Fuel area. At some point the PC falls into a hole and finds an old model robot living down there, who got lost years ago and has just been hanging out, he's a little crazy but has new skills that are useful in continuing the mission. (3rd character unlocked).

Map

Get to the location but they have no way to mine the fuel. A 3rd and final base may have the answers. A group of robots wishes to separate from the party (led by the robot the player chose to alienate earlier), decide what to do with them: Let them go, force them to stay, bribe them ect.

Level 5

Fighting and solving puzzles through the base. Possibility for a third Sal ability/weapon to be found. Eventually they find a portable mining machine and must haul it out of the base while fending off waves of alien monsters.

Map

As the group comes up with a plan a distant explosion is heard. It's up to the player whether they wish to investigate.

Level 6 (optional)

This level is to unlock the fourth playable character, a small floating robot who has a knack for destruction.

Level 7

Sal and Co head for the Fuel Rich area, fighting through a deadly swamp and building bridges (knocking over logs, pushing rocks, etc) to bring their fracking machine along. When they are close and fighting a final boss esque character another EXPLOSION rings out. The machine has been sabotaged while they were distracted! They hurry back and discover some broken and dying robots who were caught in the explosion. They learn that an evil robot Ner0, has done the deed and escaped into the woods.

All is lost!

Map

The player can choose to chase Ner0 into the woods and exact revenge or return to the base and try and salvage the parts they need to fix the machine.

Level 8

Chasing Ner0 means a harrying pursuit through the jungles of Karaxia. Finally there is a showdown and Ner0 explains that he hates humans, and never wants to go back. In the final battle Sal sacrifices his life. The other robots can't fix the machine, but they instead return to their original home and rebuild. Creating a "life" on Karaxia. They are even able to create new robots to populate them. We learn that earth dies off.

If the player chooses to let Ner0 go and return to fix the machine they must once again fight their way through the Marine base. Scavenging the parts they need. Once they return and fix the machine and begin the fracking, it attracts a large number of alien monsters to fight off. The player must survive waves until the mining is done.

We learn that the robots complete the mission. They hail earth and a ship is dispatched. 75 years later a ship arrives to pick them up (The robots simply power down and wait), and they are returned to an earth on the brink of destruction. It's a somber end for the robots, as they are decommissioned or put back to work. But earth survives.