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Milestone 2

My game will hopefully be a story based survival game with platform puzzle solving/fighting elements. I want there to be an overarching narrative of a group of characters trying to survive on a hostline planet in a sci-fi setting. Survival elements will come into play when you make choices for the good (or detriment) of the group, followed by a platforming style level where you step into the shoes of a single character in said group, defeating aliens, collecting resources, and exploring the alien planet. I'd like the game to have a cast of characters, all capable of leveling up and gaining new abilities and some capable of permanently dying. Then, when you take on a mission, you choose your character and complete that level, earning rewards and facing consequences. I'd like there to be an element of choice in the game as well, as players are forced to make choices that will affect their group.

For instance, maybe the group comes upon a deposit of valuable resources, but a nearby colony of alien critters have become increasingly more hostile. Choosing to get the resources may cost the group valuable crew members, while choosing to ignore them may cost them in the long run. Simple choices like this will force the player to think strategically and stretch their resources accordingly.