

Unity Game Design Document

COMP1150 - Introduction to Video Games

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Group 3

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Game Overview

Game Concept

The game is a first person exploration and survival experience, where they must survive the harsh and unexplored terrain by crafting equipment, gathering resources and finding out what happened to their crew. They start in a space station where they find themselves as the last survivor of their crew. The land is barren and it is up to the player to find out what happened to their crew and continue the research of the mushrooms found on this mysterious planet.

Genre & Target Audience

The genre is a Survival First Person Shooter and would appeal to players who like to uncover mysteries and secrets due to it's challenging gameplay, story-driven campaign, exploration, base building features, and research on alien technology.

Game Story

Story

Your crew of six individuals were sent on a mission to explore a distant planet named 'Aurora-7' to conduct research on a particular type of mushroom found on this planet. As you landed on the planet, your team and you quickly set to work on building a space station that would serve as your base of operations your exploration campaign. The crew spent months building the space station, using the giant mushrooms as a source of materials. They even discovered that some of the mushrooms emitted a strange and powerful energy, which they were able to harness to power the station. As you settled into your new home, exploration began, discovering that the mushrooms were not the only thing on this planet.

An unfortunate encounter with strange alien creatures caused disaster after your team stumbled upon an ancient and highly advanced alien artifact. The aliens were hostile and attacked your crew, destroying majority of the base and equipment. With no other options, you choose to put yourself and your team into cryogenic hibernation in the hope that you will all be rescued at a later time. After years passed, you wake up from the cryogenic chamber.

Finding that the rest of the crew is missing. You begin to search the planet frantically, stranded alone, using all your skills and knowledge to survive, relying on the mushrooms for sustenance, and using the energy they emitted to power your equipment. Coming to terms with the fact that you may never know what happened to your crew and the hostile alien civilisation. You're the only one who survived.

Areas

The player can explore two main areas, inside the space station and the mars-like terrain covered in rocks and flora. Further throughout the game, the player can discover cave systems that develop the story and help discover what happened to their crew.

Character

You play as a skilled astronaut and leader of a space crew that is sent on a mission to explore the distant planet 'Aurora-7'. As a natural leader with a deep passion for space exploration, you spent many years preparing for this mission to become strong, determined, and resourceful. Promising that you'll come back, you leave your wife and daughter behind to pursue your dream of space exploration.

Gameplay

Game Progression

- Research: Players would be able to study the planet's unique ecosystem and alien civilisation, unlocking new technologies and abilities.
- Story-driven campaign: Players would progress through a story, piecing together the mystery of what happened to the rest of the crew and uncovering the secrets of the alien civilisation.
- Crafting: Players would be able to gather resources from the planet's mushrooms and use them to craft items such as weapons, armour, and shelter.

Objective

- Survival mechanics: Players would need to manage hunger, and thirst levels as they explore the planet. They would also have to contend with environmental hazards such as storms and extreme temperatures.
- Exploration: Players would have to navigate the treacherous terrain of the planet, discovering new areas and uncovering its secrets.
- Base building: Players would be able to construct and upgrade a base of operations, using it as a safe haven and a hub for crafting and research.

Mechanics

Controls & Movement

- WASD: Movement (forward, backward, strafe left, strafe right)
- Mouse: Look around and aim
- Left mouse button: Fire weapon
- Right mouse button: Zoom in/use scope
- Spacebar: Jump
- C: Crouch
- Shift: Run
- Tab: Open inventory/crafting menu
- E: Interact with objects
- R: Reload weapon
- 1-9: Switch weapons
- F: Use flashlight
- Q: Use medkit/heal
- ESC: Pause menu/options
- M: Open map
- G: Use GPS/Navigation

Objects

- Alien artifacts: The ancient alien civilisation that attacked the crew would have left behind various artifacts that players could study and research.
- Resources: Players would find various resources on the planet, such as metal, wood, and other materials that can be used for crafting and upgrading equipment.
- Weapons: Players would have access to a variety of weapons such as guns, rifles, and explosives to defend themselves against the alien creatures.
- Armour: Players could craft and upgrade armour to protect themselves from alien attacks.
- Medkits: Players would need to manage their health and medkits would be necessary to heal injuries.
- Food and water: Players would need to manage hunger and thirst levels by finding food and water sources on the planet.
- Alien technology: Players would be able to research and discover new technology from the alien civilisation that could help them survive and progress in the game.