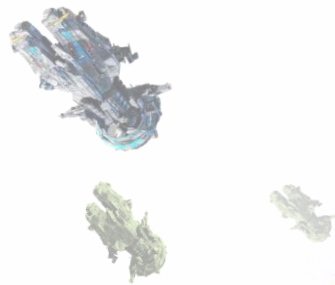


TAKEN EARTH

BY T4



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INTRODUCTION

LEVEL UP



Game set in far future (post-apocalypse), where the player (Steven) lives in a bunker with the last of humanity. During 21st Century humanity was invaded by aliens. The aliens possessed magic powers which includes the manipulation of different elements such as fire and water. Due to their magic powers and technology, humanity was defeated and the remaining humans retreated to bunkers across the globe. The rich live in well kitted out bunkers whereas the poor live in squalor conditions. An alien defector, decided to help the humans and give them the ability to use magic. Our game features a narrative in which the player will be introduced to different people and will learn how to use magic, to defeat the aliens. The narrative will be a POV of what our main character Stephen sees. Cinematic cut scenes will be used to show the events that lead to the fall of earth, giving players a greater insight to what happened.

- Single player game, played through a story-based campaign.
- A combat game set after an alien invasion.
- A free-roaming environment where the player can explore and interact with the bunker and the outer world.
- Player will be able to level up.
- More Progression = More Abilities
- For next gen consoles and pc

INSPIRATION

Our game is inspired by the fallout franchise in the fact that it is based in a post-apocalyptic world. However our game is set after aliens with magic powers evaded the apocalyptic word sometime after the 21st Century, whereas the Fallout Games are set after a global nuclear war. In the franchise, the protagonist lives in the vault, whereas our protagonist was brought to the bunker, to save his life, he then goes on to be one of the people fighting back against the aliens and the rich people left in the world.

Our game is also inspired by The Elder Scrolls V: Skyrim game. As this is also open-world where the player must complete quests. The game is set 200 years after a dragon invaded earth to destroy it, this inspired us to have a similar sort of event occur in our game. Like Skyrim our character is free to roam anywhere within the game world, however our game allows a player to travel via vehicles such as trains and cars whereas Skyrim uses horses for the player to travel.



The Elder Scrolls V

SKYRIM

MAIN CHARACTER

The main character in our game is Steven. Steven lived with his wife and their daughter before the aliens took over the world. He now lives in the bunkers and helps other citizens. His wife and daughter sadly passed when the aliens came.

Progression throughout the game:
The aim of the game is to stop the aliens from destroying the world and to protect what is left of it.

Therefore, Steven's aim is to progress by learning magic while upgrading the bunkers. This will allow him to become more skilled when trying to defeat the aliens. He can do this by either upgrading his knowledge in the library or training in the barracks.

Steven can also take on quests throughout the game, which will help him level up and earn him more gear.

Steven can travel to and from areas by foot or by vehicle, which are found in the vehicle bay, this will make it easier to complete quests. Steven can also help grow crops for food in the indoor garden or even help cook in the kitchen to help feed the starving citizens.



NPC'S

NPCs play an important role throughout the game as they make it come more alive. Throughout the game different NPCs will have different roles and different interactions with the main character. They will also be able to do their own tasks which aid the player.

The NPCs in our game include:

- Civilians- People who reside in the bunker
- Leaders- The people who control bunker operations
- Soldiers- The soldiers will guard bunkers and venture into the outside world
- Builders- Builders build whatever they can to aid the cause
- Storage loaders- They will take care of any logistics in the bunkers
- Mechanics- Ensure vehicles are operational
- Aliens – Enemies for the player to fight but also some allies the player can learn magic from
- Raiders- Humans that live outside the bunkers, can be friendly or hostile but they will still be considered raiders.



MAIN NPC'S

These NPC's are more useful as they have a more important role in the main characters story.

- Frank – the head chef
- Zuri – the alchemist
- Axel – the merchant
- Loader Lester – the head of storage bay
- Mechanic max
- The builder
- Jack – the librarian
- The last circle – the leaders of the bunker
- The first
- General K – the leader of the soldiers

To talk to NPC's the player will have to go into the bunker and up to any character they wish to interact with and pull up a conversation menu.



LOCATIONS

Bunker|Wastelands|Fortress

These are all locations which will be key to the player as they are journeying throughout the world. Each location will possess different factions ranging from aliens, survivors and raiders.

The bunkers will be controlled by the survivors and used as a main base of operations for receiving storyline quests as well as starting different game mods. Here the player can also do a multitude of different things such as train, build, trade etc.

The wastelands are the area outside the bunker and fortress, here the player will journey and complete many different quests as well as get many different types of encounters from random attacks to random quests. The wastelands will house all factions with each faction having certain areas they may hold more or set camps up in.

The fortress is controlled by the alien invaders and are used as their main base of operations whilst they are on earth. They are far more advanced buildings than anything humanity has built and are well defended and armed with armies of aliens as well as a whole military arsenal. The player will be given quests here such as to infiltrate and sabotage.



ENVIRONMENTS

The environment for the game will involve many different locations, overall the world will be in ruins. There will be mainly destruction and uninhabitable areas for the player to walk around. The player will be able to interact with buildings to enter them, they will also be able to interact with buildings and destroy the environment, they will also be able to come across different items they may find such as weapons or ammo stored away by raiders or bunker people. Across the world environment the player will also find themselves attacking and defending multiple factions.

There will be different types of environments such as hostile environments, peaceful environments. All of which the player will travel through and interact with.

Overall the world will be open and allow the player to explore freely.

There will be a simple use of maps in order for the player to fast travel.

As well as that there will be different encounters for the player to come across.



Maps

The world map will be divided up into multiple sections for different factions.

The green will be the bunkers where all the bunker folk reside.

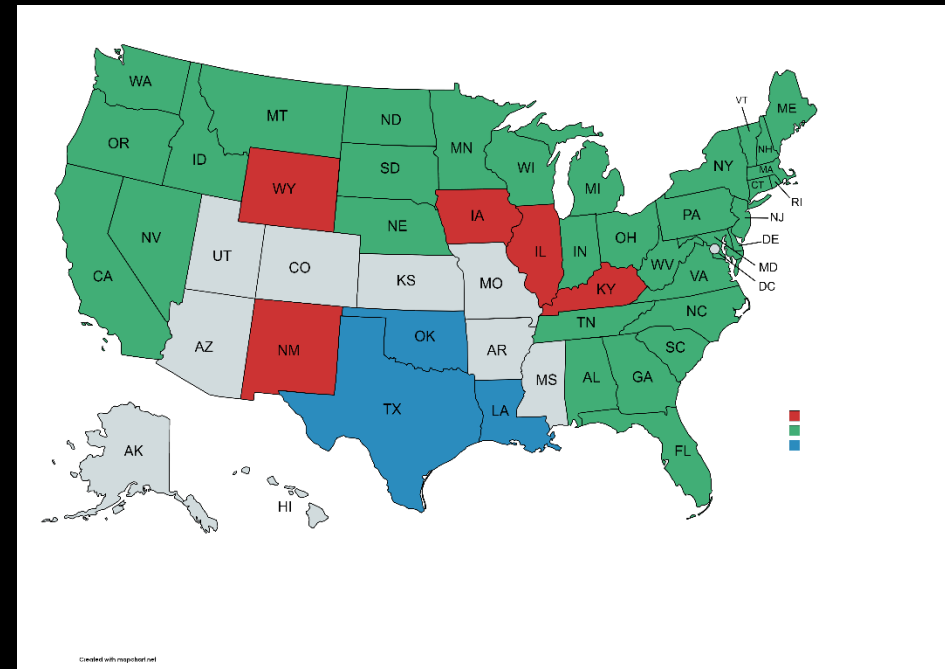
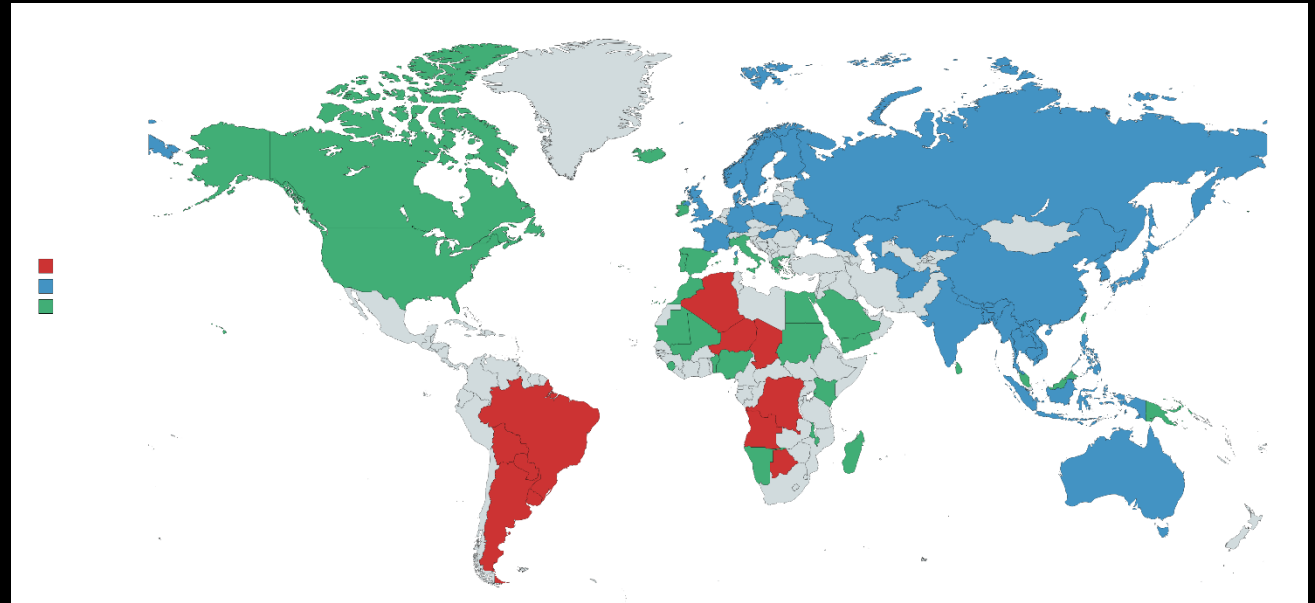
The red will be raider camps located across the world.

The blue will be alien territory where the aliens have constructed fortresses.

The grey will be uncontrolled territory

Of course within green and blue and red alike there will be bunkers, alien fortresses and raider camps. However the colour shown is what will be the prominent force in that area of the world. The second map highlights this showing the different areas within America where different factions take hold by the bunker folk are prominent

The player will have fast travel as well as air, land and boat to traverse the entire world.



MULTIPLAYER MODES

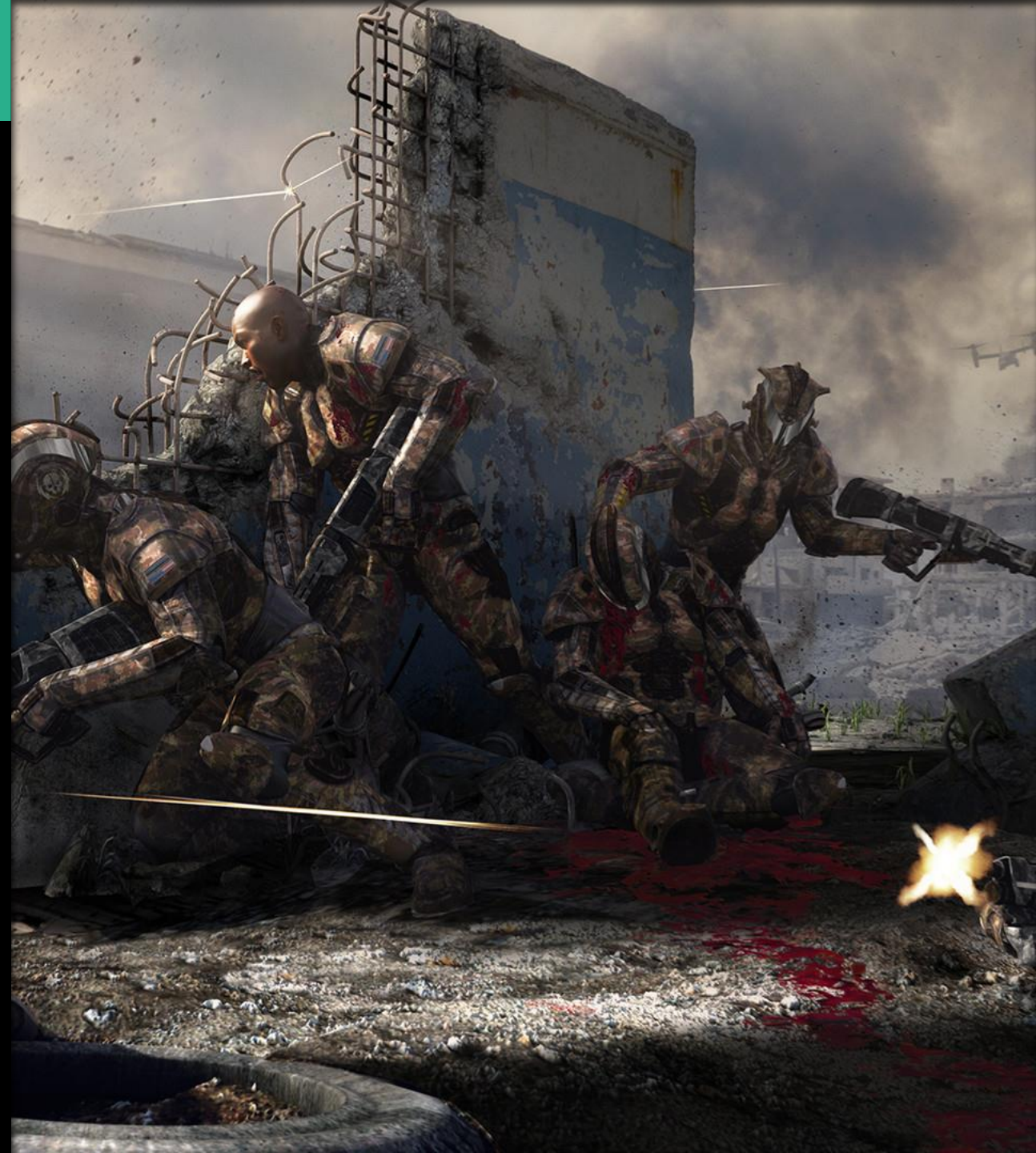
Endless | Delivery | Infiltration

Taken Earth has many different multiplayer modes which will allow players to take advantage of different things this game has to offer such as using magic in teams or being able to use vehicles in combat. Overall providing casual and in-depth gameplay for players to enjoy together.

Endless- In this mode players will group together and defend against endless hordes of aliens trying to invade a bunker. The players will need to battle using weapons and magic. Teams of 4-8 will be stationed outside the entrance to the bunker. There will be different maps for different bunkers such as a mountain bunker, a mansion bunker etc. They player can collect salvage dropped from alien technology to fortify the area and defend from any invaders and get new gear.

Delivery- Players will need to escort cargo to or from bunkers on a set path and ensure it is defended from raiders and aliens. The goal is to ensure 20% of the cargo reaches destination, players can only buy/upgrade gear during the end and beginning of a delivery. This mode will go on until the players choose to quit at the end of a delivery or fail to deliver.

Infiltration- Players will be tasked with infiltrating an alien fortress, infiltration will possess different quests which be randomised, such as one infiltration mission where the player has to steal or another where the player must sabotage or rescue hostages. This mode will also allow for vehicle usage/combat when escaping.





WORLD MECHANICS

Our game plans to be open world with your bunker being within the centre of the map due to the bunker playing a main part within our game and without it progression within the game will be slowed down. Having the bunker within the centre allows players to reach it easily and wont feel like its so out the way.

In this world the player is expected to explore and discover new points of interests and locations to gather materials, gear and resources. The materials and resources will be used to upgrade weapons, bunkers and build various vehicles and structures. Points of interests and locations can vary between abandoned buildings to military outposts owned by the higher class of society to religious cult camps. The game isn't simply humans vs aliens, throughout the world you will uncover a variety of factions and groups some friendly some not such as scavengers who are neither on your side or against you. You will be able to recruit certain NPCs to help you in your fight for humanity.




WORLD EVENTS

We have decided to include dynamic weather within the open world, this means you may experience hazardous weather conditions and events caused by mother earths negative response to magic. Dynamic weather events include tsunamis, blizzards, tornados, sand storms etc. Your player must try to avoid these hazards zones until the player is able to equip gear to help withstand these weather events.

Other events include world bosses, these would include defeating the important person in power or stopping super aliens. As you venture out into the open world you are expected to talk to different npc's each can give you tasks/ quests/ knowledge and some you will be able to trade with.

VEHICLES AND TRANSPORTATION



One way our game stands out from the fallout franchise will be the ability to use vehicles and other modes of transportation instead of being stuck to walking/running and fast travelling. Fast travelling will be in our game, but it will cost the player a large amount of currency as we want players to stay in the open world for as long as possible and not have them spend time in loading screens between locations. Having a wide range of interesting vehicles will be important within our game as we do not want players to think that going from point A to B is a chore and is boring. The selections of vehicles you are given at the start of the game will be nothing compared to the vehicles you'll be able to find, steal and build. The range will go from rusty motorbikes to flying cars and spaceships.

Another mode of transport are the train stations. The player will be able to repair train stations and trains around the map which will allow the player to auto travel to different locations. The trains also act like a mobile bunker. The idea behind the train stations is for the players who do not find enjoyment in driving vehicles and don't want to pay the cost of fast travel. They can sit back and relax as the train which is upgradable and can be vastly improved takes them to their desired location.

Combat

Combat is one of the main aspects of the game due to its nature. It plays a huge part in the life and skill set of the protagonist, Steven, after he is forced to survive in a post apocalyptic world.

This aspect of the game can be seen in two ways: magic and the leveling up/ use of mana; and also the use of weapons when protecting and assisting the bunker in their fight for survival.

Progression throughout the game

Naturally as Steven progresses through the world he will encounter stronger opposition more frequently. As a result, Steven himself will find ways to hold his own against them. He will acquire more skills so that he is able to learn more combinations and spells to aid him in battle.

Steven can choose which elements to wield through the use of a skill tree as progression is made, these include: Fire, Water, Ice, Electricity and the use of telekinesis, he will learn these through successful battles.

Alien combat will include fighting with both magic and weaponry, although Steven's magic shares similarities with that of what the Aliens wield, it is different in the sense that they are a lot stronger due to the grade of magic they possess.



Skill tree system

The skill tree system which has been implemented into the game allows the player to decide which path of magic they wish to focus on. As a result, the player will then receive a class for the element they are wielding, introducing a class-based system. The player will have the opportunity to have a primary class and a secondary class. The primary class will consist of five elements, including rock, fire, wind, water and electricity.

These classes/positions can be compared to other games with a similar set up e.g. Valorant, Dota or League of Legends, in which each position offers something different to the situation.

As an example, our class 'Rock' will be a core position and ready to fight on the front line, they will have an extra resistance to certain attacks and will also be given more health to withstand the brunt of the battle. Mostly melee and can be slow but is overall the strongest link.

Abilities and skills

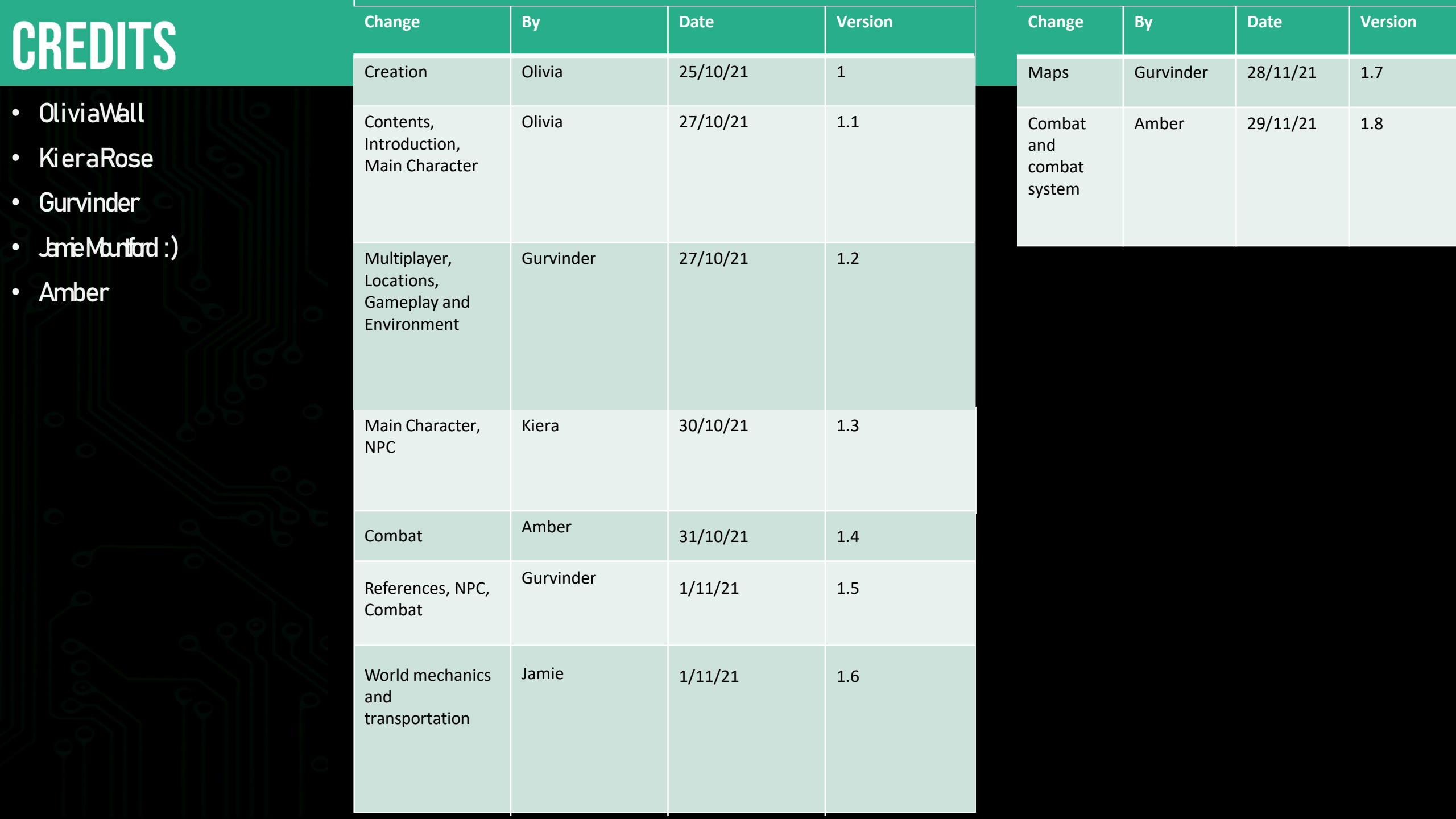
There are a wide range of abilities and skills that will be available to the player as it is important that the game can be as customisable and personal as possible. It will turn them into the perfect character for their choice of play style. There will also be a different range of ultimate abilities (ULTs) depending on which class is chosen.

A cooldown will be in place for any abilities and ults meaning that the player will have to learn when is best time to execute attacks, keeping an eye on their mana amount.



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CREDITS

- OliviaWall
- KieraRose
- Gurvinder
- JamieMunford :)
- Amber

Change	By	Date	Version
Creation	Olivia	25/10/21	1
Contents, Introduction, Main Character	Olivia	27/10/21	1.1
Multiplayer, Locations, Gameplay and Environment	Gurvinder	27/10/21	1.2
Main Character, NPC	Kiera	30/10/21	1.3
Combat	Amber	31/10/21	1.4
References, NPC, Combat	Gurvinder	1/11/21	1.5
World mechanics and transportation	Jamie	1/11/21	1.6

Change	By	Date	Version
Maps	Gurvinder	28/11/21	1.7
Combat and combat system	Amber	29/11/21	1.8

A low-angle, upward-looking shot of a modern building's interior courtyard. The building's facade is covered in lush green plants, creating a vertical garden effect. The sky is bright and clear, with a few small, dark, irregular shapes floating in the center. The text "QUESTIONS?" is written in a bold, black, sans-serif font, rotated 90 degrees counter-clockwise, and positioned in the upper left quadrant of the image.

QUESTIONS?