

Introduction

You find yourself on a spaceship, it's dark, cold, and lonely. You're afraid to see what lurks within but must press on. As you progress, your once-plentiful oxygen supply becomes scarce. Where is this ship's crew? How do you escape? How will you survive?

This text-based adventure game challenges your problem-solving and cipher-cracking skills as you navigate your way through an unfamiliar area via suffocating and dilapidated corridors, with the only indication of progress being strange hints left by the crew as to their fate. Your first few minutes into Retrograde will have you immersed in an unrecognizable room, just getting your bearings after waking up. Who are you? Why are you here? What happened? As you ponder these questions, you hear a faint voice through a communication device on the floor...

Through completing engaging puzzles, the player will progress from room-to-room, gathering all information that they can to overcome different obstacles and piece together the story of what happened here on this spaceship. The player must collect any potentially useful resources and manage their limited oxygen supply, with unknown dangers and hazards that could be lurking behind every door.

With the assistance of a damaged Artificial Intelligence named "MAC-GFN" through the communication device, the player can receive critical information on possible paths to take, helpful instructions if the player feels stuck, objective reminders, and overall moral support.

MAC-GFN's scanners show there may still be signs of life aboard. Do you risk your life to save them, when they might not even be alive? Even if you do find them, will they help? Or will they be a burden on the ship's struggling life support? Creative re-allocation of limited resources may be necessary to survive.

The player's main goal is to survive the trials that the spaceship holds and reach the bridge to repair MAC-GFN. Whether you solve the mystery of the spaceship and discover the underlying reason for the ship's disastrous state or not is up to you.

Software Design



