Horizon

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High Concept:

Features:

Ship concept art

Combining space combat and story-driven narrative, *Horizon* is the story of one pilot's search for hope in a universe at war.

- The game switches between shoot em' up sequences set in space, and narrative driven moments on a variety of space stations.

- The space sequences are set in 3D, and are intended to evoke the frenetic feeling of arcade space shooters of the past. However, the addition of the third dimension allows for a more immersive experience.

- Take control of the Horizon. The most advanced starship this side of Alpha Centauri. You will have the ability to fire on your enemies, navigate spatial anomalies, and warp to new space stations via jump gates that occur at various intervals during the action sequences.

- NPC characters, including other pilots, will communicate with the player via pop up text boxes that further enhance the sense of immersion while fighting off waves of enemies.

- When the player reaches a space station, the game moves to a 2D top-down view in which the player can outfit their ship with better armaments and supplies. While onboard, the player will be confronted with story-based decisions driven by conversations with NPC's aboard each station.

- An emphasis on frenetic action, colorful visuals, and humorous dialogue with memorable characters will keep the player engaged and entertained while they navigate the game's universe. Characters will surprise you, amuse you, anger you, all the while drawing you deeper into the story.
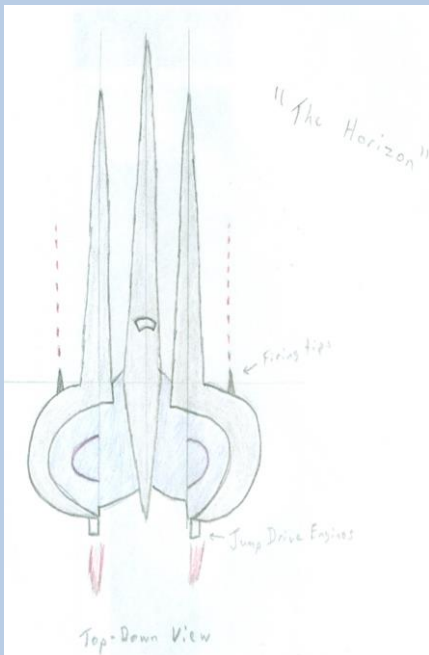
Player Motivation:

The player is a pilot that must survive waves of enemy fighters and navigate a story of intrigue amongst a loosely knit group of other pilots. Jump gates take the player between space stations where both the ship and story are moved forward.

Genre:

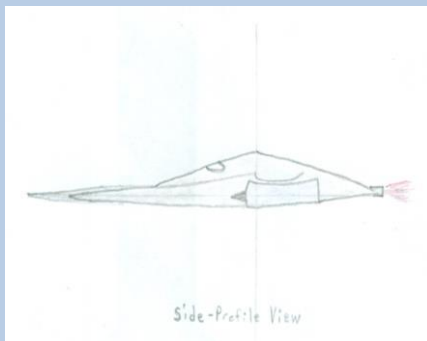Narrative-based space shoot em' up.

Target Customer:

Shmup fans looking for a more story-based approach to game design.

Competition:

None

Unique Selling Points:

- Narrative-based structure not typically found in the shoot em' up genre.

- Arcade style shmup set in a 3D environment.

- Mixture of 3D action levels and 2D space station environments bring the best of old and new.

- Humour and serious drama combined with frenetic science fiction action.

- Comm chatter from your fellow pilots while you engage the enemy further put you in the pilot's seat.

Ship concept art

Side-Profile View

Target Hardware:

PC and Mac OS

Design Goals:

- Action based shooter levels are frenetic and fun, while not overwhelming the player with too many controls to learn.

- Story and narrative help make the space shooting scenes mean more by drawing the player closer to the characters and their world.

- Player decisions during conversations affect the way the story plays out and how successful the hero is in upgrading their ship.

The Story:

The outer reaches of space are the domain of dreamers, scoundrels, searchers, seekers, and those eking out a living keeping the galaxy safe from a persistent enemy. Not much is known about those that would do the player harm, only that they are desperate, skilled, and attack in large waves.

Who is our hero that fights to stay alive in this dangerous sector of the universe? That is up to you. The choices made by the player, and their ability to navigate the complex social hierarchy of this universe, determine who our hero is. This makes the story, and the battles, much more personal.