

Remnants of Fallout

High concept:

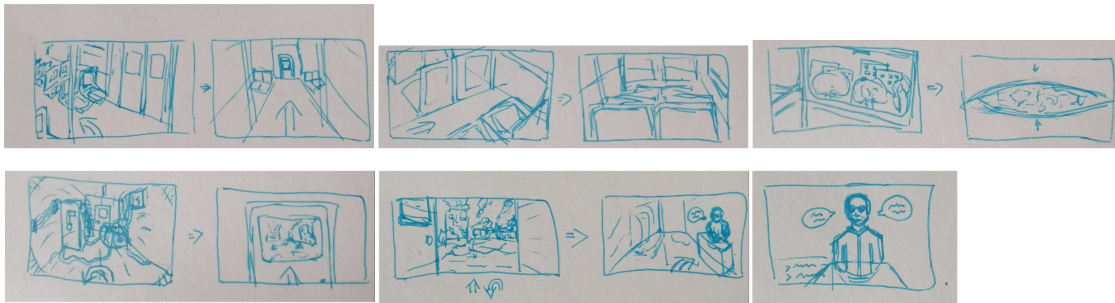
A student (protagonist) gets 'teleported' in the future in the year 2058, where people did not care for the environment and used all Earth's natural resources, therefore they can only survive in apocalyptic conditions. Main character will have to look for a way to get back in his time and an AI robot will help him with that.

Game breakdown

First cutscene:

'Tom' is the protagonist and the main playable character. Here is the narration for the first cutscene, which will not be implemented in the game. And a frame sheet sketch for it below.

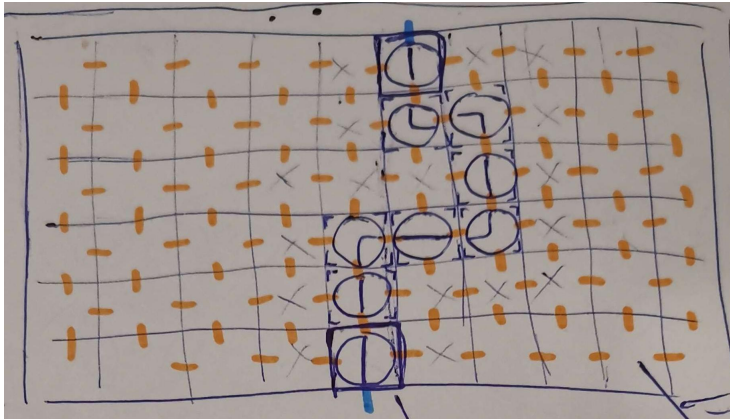
"This is Tom, he just finished his study day at school and now it's finally time to go home. Same as usual he takes a train for that purpose. The passing scenery outside starts to blur and lulls him to sleep. Suddenly there is a sharp feeling, crashing noises and the acidic burning smell washes over him. Not believing his eyes Tom would try to escape from the train, but unexpected circumstances await him outside. The desolate, crumbling city stretches before him, the huge sun stares at him from the horizon and there is nothing more Tom would like to do right now other than escape from its' gaze [and leave the long dead city to its' solitude], so he finds his way back to the seemingly safe train still trying to wrap his head around the whole situation assuming it might be a dream. At least he can look around now."



Playable levels

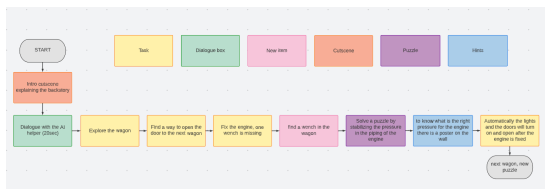
First wagon:

In the first wagon there is only one puzzle, as it is the start of the game for the player to get used to it. Here the player will be able to talk with the AI and ask questions regarding the situation as well as ask for hints and help. Then he will have to solve a simple puzzle connecting wires in the energy circuit in the right order to power up the engine and open the door to the next wagon.

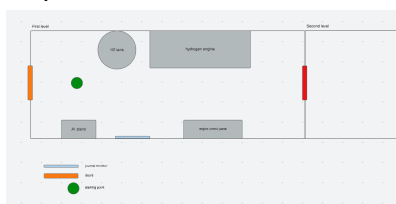


Second wagon:

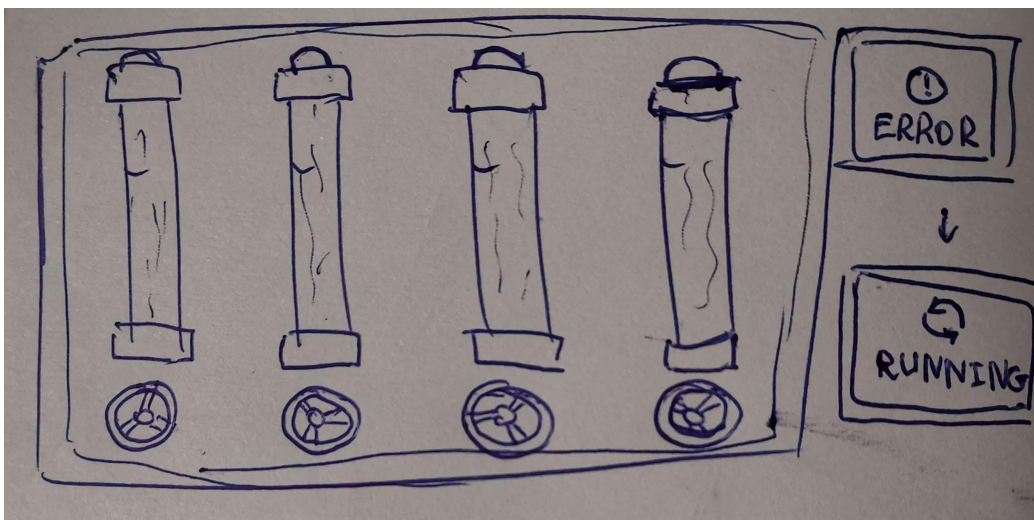
In this wagon the player will see the hydrogen engine. It is not working properly so the player will have to solve a puzzle of stabilizing the pressure in the pipes of the engine and open the door to the next wagon. However, one wheel is missing from the pipe and the player will have to find it first and put it in place. Here the player will see that the whole train is powered by the hydrogen engine.



Map outline:



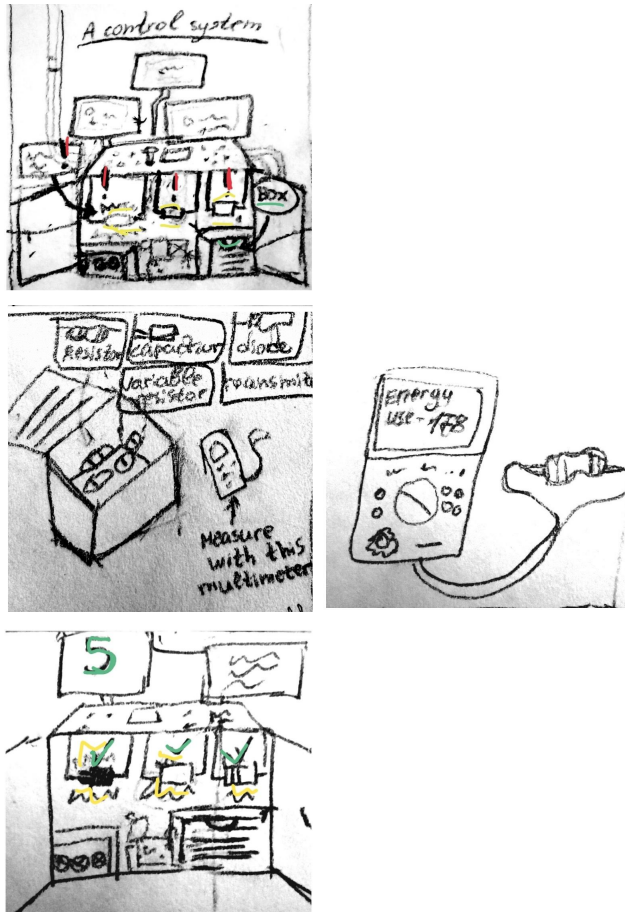
Pipes' pressure puzzle:



Third wagon:

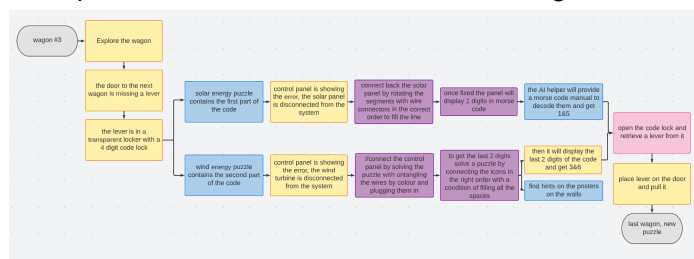
There is a problem with the speed of the train. The player needs to check the control panel so he can find a way to regulate the train's movement. The problem is the wrong use and configuration of the different electronic components. The player needs to find out the most

efficient way to make the train move and use the least possible amount of energy by measuring each of the electronic components and finding the three least consuming ones and once he does place them in order from least to most consuming one. When finished the code will appear on the control screens, which he will use to open the door to the next wagon. This will show the player the importance of proper energy consumption.



Forth wagon:

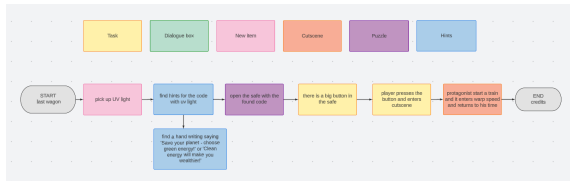
Here the player will see two control panels and a lever panel missing a lever. This lever is stored in the box with a lock, so he will have to find the code. This wagon's puzzles are slightly more difficult. The first two digits are hidden in the control panel with the lever box on it, where the player will have to decode morse code to get the digits. The second two digits of the code player will get from another control panel with six dials. There player will have to put components of ecological energy production in the right order (solar and wind energy). Once player finds full code he can proceed to open the lock, get the lever and put it in the lever panel next to the door to the next wagon.



Last wagon:

In the last wagon the player will see a closed safe and a torch with UV light. When he uses the torch he will be able to see numbers on the wall in different colours and some hand

written notes from previous scientists. Also, there will be small screens on the control panel with the right order of the colours. Player will have to put numbers in the right order according to the screens to open the safe, where he will find a big button. Once he presses it the final cutscene will start.



Final cutscene:

Player presses the button, train starts moving fast entering warp mode (or light speed). Protagonist falls backwards unconscious, screen flashes. When he wakes up he is back in his present time, he looks around, rushes to the exit door, looks outside with relief that there is still a chance to save the environment in the present, looks at the sky and the screen goes white, showing eco energy motto. Then there is credits scene.



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