

CSCI4120 Project Phase 1 Report

Group 11

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Project Title: Project NS

1. Premise of the game

A robot trying to escape from the post-apocalyptic Earth in the year 21XX, involving collecting resources and defeating monsters.

2. Intended audience

Casual gamers that hard gaming skills are not required.

3. Genre

A third-person survival adventure game.

4. Target platform

Windows 10.

5. Storyboard

The setting is the year of 21XX. The Earth has been ruined by an apocalypse, humanity has escaped to Mars for a new home.

A robot with model number NS-20 was on a mission in space but accidentally crashed his spaceship onto the Earth, and tried to find settlement.

With no hopes of the encampment, NS-20 needed to return to Mars.

To repair his spaceship and collect sufficient materials, NS-20 defeated monsters with mutation by the nuclear contamination on the Earth.

Will NS-20 successfully repair his spaceship and go back home?

6. Purpose/goal:

The ultimate goal for NS-20 is to collect materials for his spaceship to leave.

During material collection, NS-20 needs to collect batteries to maintain functioning.

To locate batteries, NS-20 will gather batteries at the start to power up the battery scanner.

NS-20 will eventually explore the map to find sufficient materials.

A variety of areas to be explored: mutated grassland, city ruins, bounded by contaminated water regions.

NS-20 needs to fight against monsters and survive.

Some essential components for upgrading the spaceship are guarded by extremely powerful monsters(bosses).

7. Initial designs and concept art:

- Main character (Robot NS-20)

A humanoid robot created to search for habitable planets, its goal is to analyze the possibilities of resettlement of the Earth.

After concluding that the earth is not habitable, the android decided to leave Earth and report back to base.

Having many complex programs inside, the humanoid contains its own mind and consciousness, he can utilize tools for survival, craft advanced machines and weapons.



Fig 1 (Humanoid robot, “NS-20” stands for New Settlement- Model Number 20)

- Levels

The game mainly focuses on 2 levels, mutated grassland and city ruins.

Mutated grassland: At first it might seem the environment has returned to normal, but it is infested with monsters with malice intentions.

City ruins: Left in ruins for a hundred years, covered in sand in the barren land. Hunting ground for many dangerous monsters.

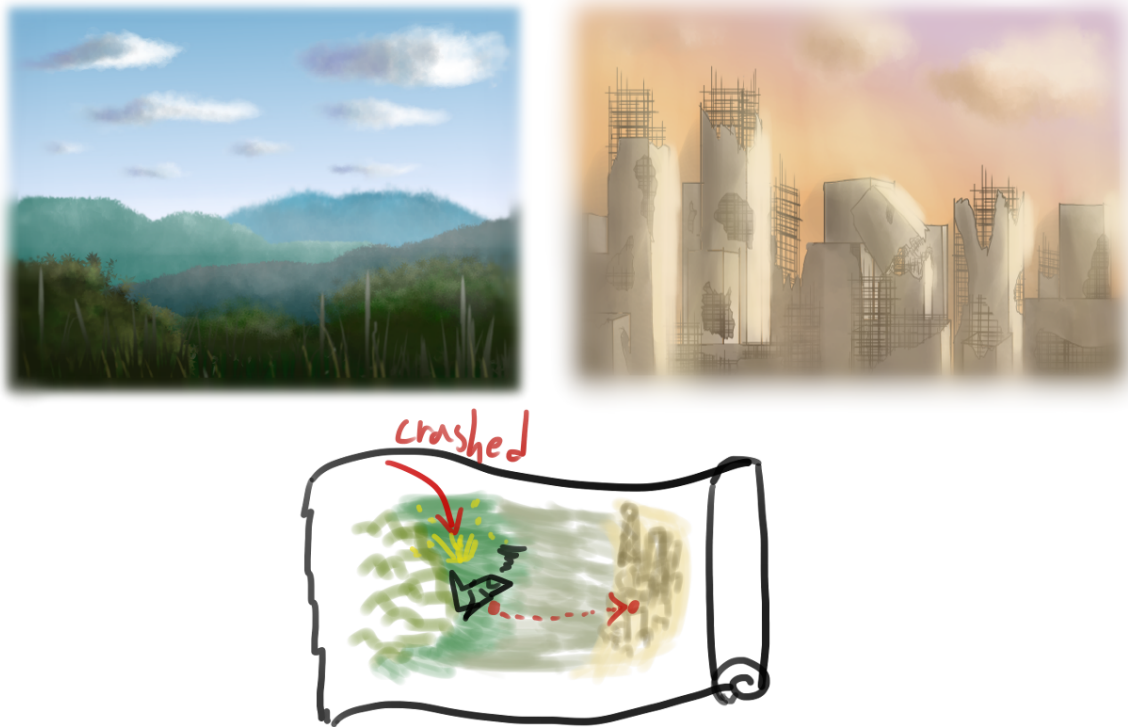


Fig 2 (Top-Left: Mutated Grassland, Bottom: World Map, Top-Right: City Ruins)

- Spaceship

A space carrier for the robot to escape from Earth. Need to be repaired after a hard impact with the ground. Can be upgraded to become more advanced and travel to another area.

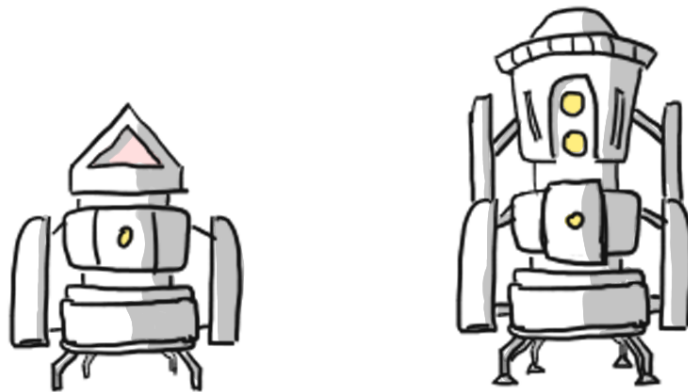


Fig 3 (Spaceship. Left: Before upgrade, Right: After upgrade)

(Disclaimer: The initial concept art may not represent the final product)