

A dense forest scene at sunset. The foreground is filled with tall, thin grass blades. A dirt path leads through the grass towards a dense stand of trees in the middle ground. The trees have light-colored trunks and dark green leaves. The sky is a warm orange and yellow, with some darker clouds on the left. The overall atmosphere is peaceful and natural.

The Island

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1 Team

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2 Story and Overview

2.1 Introduction

2.1.1 General Overview

It is the year 1942 during the midst of the 2nd world war. A Boeing B-17 Flying Fortress carrying six Allied soldiers crash land onto a mysterious island in the pacific ocean after an attack from a Japanese fighter aircraft. Now they have to defend themselves from the wildlife of the island as well as from the native inhabitants who doesn't seem very friendly towards the guests until they find a way to escape from the deathly claws of the island.

2.1.2 Basic Game Details

Genre

The Island is an adventure based survival game with co-op support.

Platform

The Island will be available on PC and will be limited to Windows 7/8/8.1/10 operating systems.

Target Demographic

Our target audience is between the range of ages 18-35. The game will contain some amount of gore and violence. We aim to hook the players who are interested in co-op gameplay. Co-op gameplay will be completely optional to the players who prefer single play. Additionally the game will feature an adventure based story with survival, which will cater to a wide demographic of users.

Perspective

The game is played from third person perspective.

2.2 Plot Points

Arrival

We can see a cinematic of 6 assigned soldiers flying in a Boeing B-17 Flying Fortress above the ocean. They are suddenly attacked from behind by an enemy Japanese Fighter aircraft. James who is piloting the aircraft frantically tries to control it. The aircraft gradually begins descending despite his best efforts and he suddenly sees an island. James orders the crew to jump and try to steer the aircraft towards what seems like somewhat even land covered with a very thick layer of trees. And the plane crashes few seconds after.

Awakening

James awakes on the cockpit of the plane. He is having a mild concussion and having a hard time remembering what exactly happened. He realize that the front end of the plane is stuck on a tree high above. He use a vine to get on the ground and then loose conscience.

Carter finds himself hanging in a tree by parachute. He manages to cut down his parachute and get to the ground. He then proceeds to search for the plane and finds the front half of the aircraft and the unconscious James near it.

Cheng and **Sally** manages to land in an even ground with their parachutes. After a long walk they arrive at the crash site to find their crew members sitting in a crate full of weapons near the frontal half of the plane.

Burial

The survivors find the other 2 members of the plane dead. They've had bad luck with landing and their bodies were gnawed at by some carnivores roaming the forest. They bury the comrades with saddened hearts.

Surviving

The crew try to survive in the tropical forest. They are having a hard time with so many life threatening elements in the forest.

Enemies One day when James get lost in the forest and on trying to find his way out, he accidentally arrives at the beach of the west side of the island. And he discovers

that the island is a secret base for the Axis power. German soldiers have camped in the beached and they are moving huge crates of weapons out from the caves.

Conflict It is inevitable that the patriotic crew getting engaged with the enemy soldiers in the other part of the island. Now apart from the usual deathly threats in the jungle, they have to fend off enemy soldiers too. After a number of gunfires and bombings at different places, the crew manages to kill most of the Germans in the island.

Boss battle Finally the crew manages to catch, Klaus Wolfgang, the enemy commander within their submarine. After a long fight, Carter manages to kill him by blowing part of the cabin room.

Departure The story ends when the crew finally depart from the island using the submarine, to go back to their homelands.

2.3 Environments

2.3.1 Descriptions

2.3.2 Concept Art

2.4 Non Interactive Sequences

2.4.1 Descriptions

2.4.2 Storyboard

3 Characters

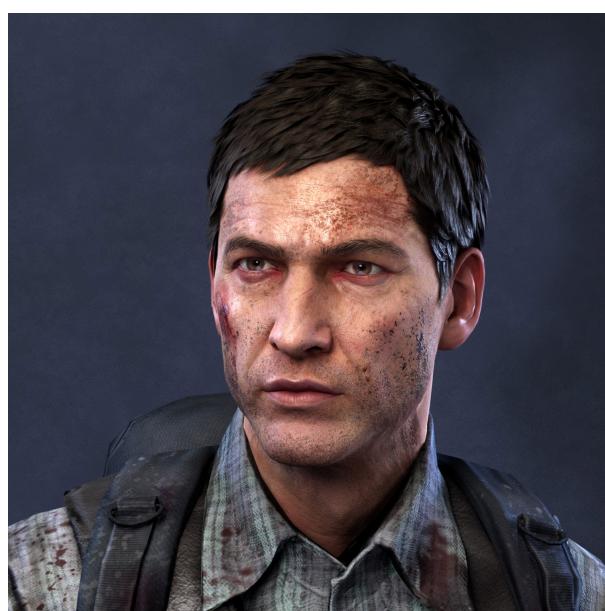
3.1 Playable Characters

3.1.1 James White - Pilot

Base Description

- First name - James
- Last name - James
- Age - 32
- Nationality - American
- Blood type - A+
- Eye color - Brown
- Height - 6' 2"
- Weight - 76 kg
- Likes - Singer, playboy
- Dislikes - Hates betrayal, hates animals

Visual / Concept Depiction



Abilities

- Excel in piloting air vehicles
- Driving
- Skilled quick fighter
- Provides extra speed boost when near other characters

Weaknesses

- Can't swim
- Can't handle heavy weapons

3.1.2 Daniel Carter - Gunner

Base Description

- First name - Daniel
- Last name - Carter
- Age - 34
- Nationality - British
- Blood type - B-
- Eye color - Blue
- Height - 6' 4"
- Weight - 82 kg
- Likes - Reader, Writer
- Dislikes - Mosquitoes, Crowded places

Visual / Concept Depiction



Abilities

- Marine
- Heavily trained skilled gunman and fighter
- Provides extra armor boost when near other characters

Weaknesses

- Healing
- Mechanics

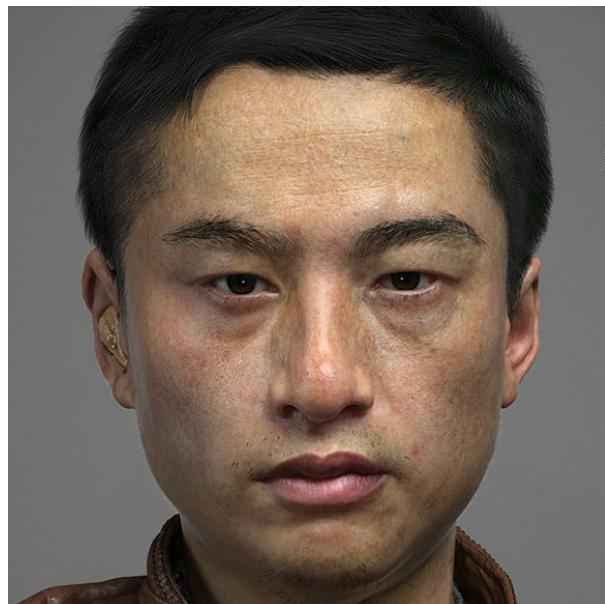
3.1.3 Qiang Cheng - Mechanic

Base Description

- First name - Qiang
- Last name - Cheng
- Age - 30
- Nationality - Chinese
- Blood type - AB+

- Eye color - Black
- Height - 5' 7"
- Weight - 63 kg
- Likes - Tattoos, meditation, Vehicles
- Dislikes - Crowded places, racist people

Visual / Concept Depiction



Abilities

- Mechanic
- Heavy training in Martial arts
- Stealth boost around characters near him

Weaknesses

- Low health level
- Can only use light weapons

3.1.4 Sally Fisher - Doctor

Base Description

- First name - Sally
- Last name - Fisher
- Age - 28
- Nationality - Australian
- Blood type - A-
- Eye color - Brown
- Height - 5' 5"
- Weight - 46 kg
- Likes - Dancing, Researching on plants and animals
- Dislikes - War

Visual / Concept Depiction



Abilities

- Healing

- Can handle a weapon
- Boost in health when near her

Weaknesses

- Heavy weapons
- Aiming
- Stamina

3.2 NPCs

3.2.1 Ally NPC Details

3.2.2 Neutral NPC Details

3.2.3 Enemy NPC Details

4 Inventory

4.1 Combat-oriented Items

4.2 Key Event Items

4.3 Support-oriented Items