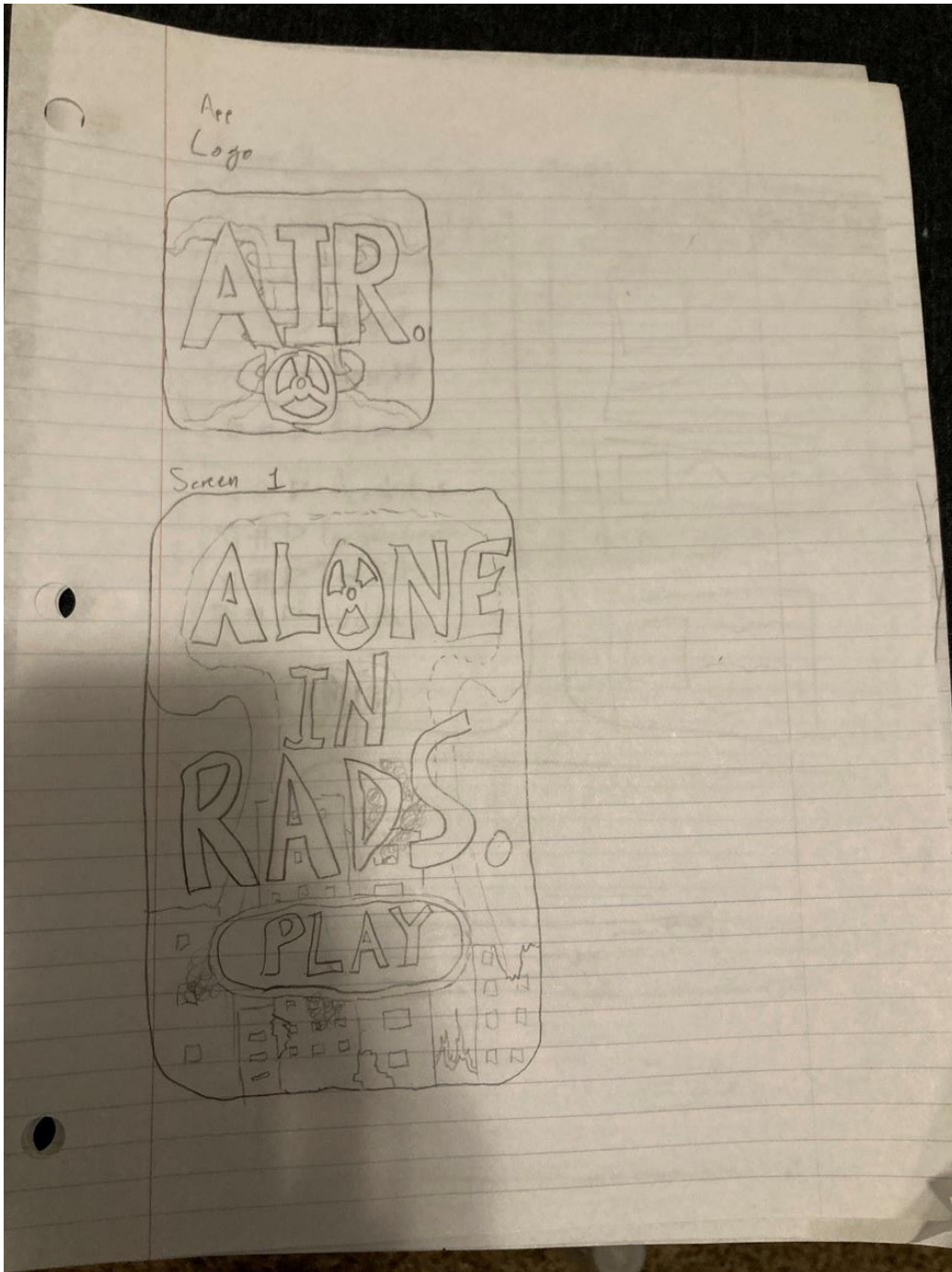


1. Alone in Rads
2. Can you survive alone in a radiated wasteland? Be the chosen wanderer destined to survive and unite all other survivors.
3. You are alone in radiation surviving in the post nuclear world. Do you have what it takes to survive the radiation filled landscape? In AIR (alone in rads) you will be tested and given choices that will test your humanity. Will you join a clan of raiders? Will you help a settlement with their biggest problem? The choice is yours when you decide to be alone in the radiation.



4.

Screen 2

CHARACTER

Name

▷ # ▷ Might

▷ # ▷ Insight

▷ # ▷ Stamina

▷ # ▷ Acrobatics

▷ # ▷ Persuasion

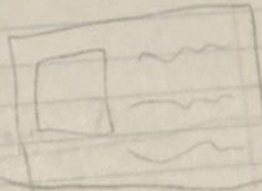
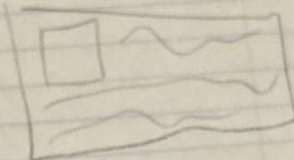
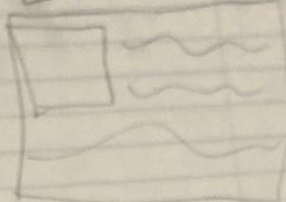
▷ # ▷ Intellect

▷ # ▷ Luck

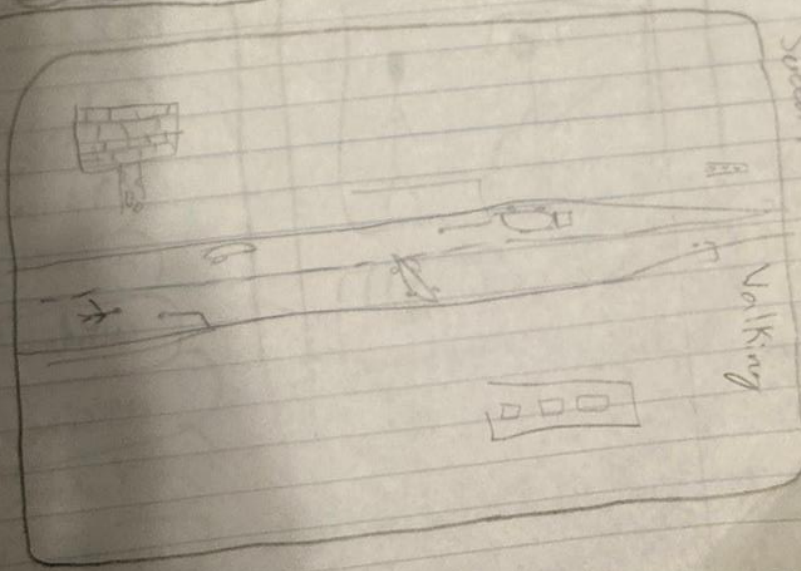
DONE

Screen 3



SCENARIO



Screen 4



Screen 5

Go towards *
Rest Run right 
Train 



end city?

food?

future
helpers

Screen 6

TRAIN

Might

Insight

Stamina

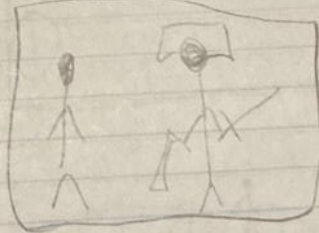
Acrobatics

Perseverance

Intellect

Luck

Screen 7



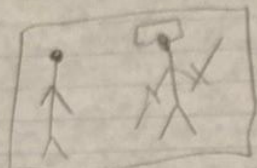
Hello I'm <Name>...

You wanna fight?

Wanna join us? [P: #]

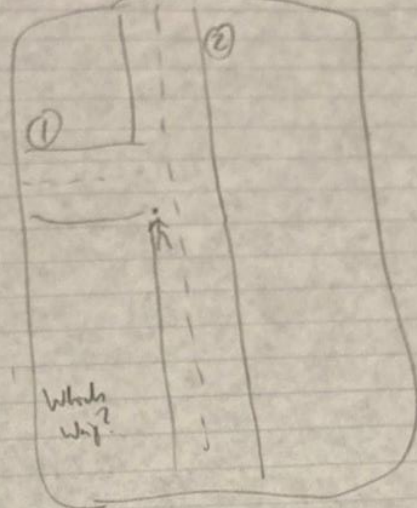
Screen 8

FIGHT



Strike Run
Dodge Block

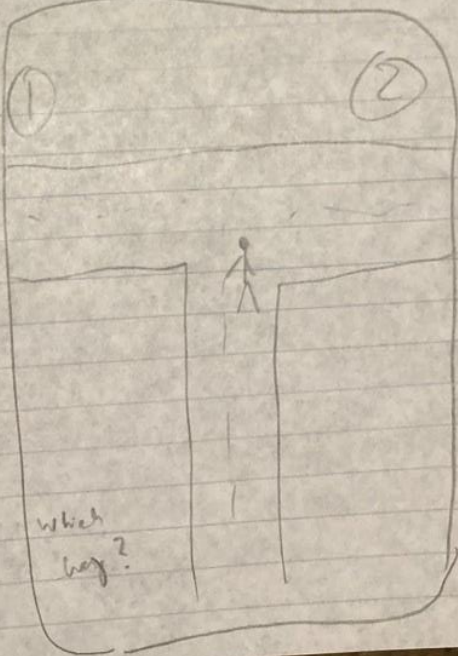
Screen 11



Screen 9



Screen 10



5. See top of #4
6. Games
7. DND fallout type game, alone in the dark, rouge like game, survival game, survival management app

Extra Notes:

Art Direction: notebook paper and stick figures/hand drawn everything. I may have to invest in a scanner since taking photos with my phone do not reap the best quality.

Game Design: I'm thinking of making this more of a decision-based game than story at first but once the core mechanics are implemented adding stories shouldn't be very difficult. The combat should be also dependent on choices than actual skills at first. I'm not sure if I'm going to make it randomly generated as to which action is successful or not, but I might also take the route of each decision matters and either takes you to the top or makes you lose.