



N O M A N ' S S K Y

Design Document for:

No Man's Sky

-- An Endless Galaxy To Explore--

All work Copyright ©2018 by Hello Games

Written by Ryan Lebeau

Version # 1.00

Thursday, September 27 2018

Table of Contents

NAME OF GAME	ERROR! BOOKMARK NOT DEFINED.
GAME OVERVIEW	4
PHILOSOPHY	4
<i>Philosophical point #1</i>	4
<i>Philosophical point #2</i>	4
<i>Philosophical point #3</i>	4
COMMON QUESTIONS	4
<i>What is the game?</i>	4
<i>Why create this game?</i>	4
<i>Where does the game take place?</i>	4
<i>What do I control?</i>	5
<i>What is the main focus?</i>	5
<i>What's different?</i>	5
FEATURE SET	6
GENERAL FEATURES	6
GAME PLAY	6
THE GAME WORLD	7
OVERVIEW	7
PLANETS	7
STRUCTURES	7
THE PHYSICAL WORLD	7
<i>Key Locations</i>	7
<i>Travel</i>	7
<i>Scale</i>	7
<i>Objects</i>	7
<i>Weather</i>	8
<i>Day and Night</i>	8
<i>Time</i>	8
CAMERA	8
<i>Overview</i>	8
THE WORLD LAYOUT	9
OVERVIEW	9
GAME CHARACTERS	9
OVERVIEW	9
CREATING A CHARACTER	9
ENEMIES AND MONSTERS	9
USER INTERFACE	10
OVERVIEW	10
WEAPONS	10
OVERVIEW	10
THE MULTITOOL	10

MULTI-PLAYER GAME	11
OVERVIEW	11
MAX PLAYERS	11
SERVERS	11
INTERNET	11
HOURS OF GAMEPLAY	11
PERSISTENCE	11
SAVING AND LOADING	11

Game Overview

Philosophy

Philosophical point #1

This game was trying to and did achieve something that was groundbreaking. A procedurally generated universe that is theoretically infinite with dynamic worlds for users to explore together was never done before.

Philosophical point #2

This game tries to tackle platform discrimination by being available on main platforms such as playstation, xbox, and pc. It allows each user to experience a groundbreaking video game without having to break the bank by purchasing new systems for a single game.

Philosophical point #3

Not only does this game have groundbreaking technology, there is also a captivating story which urges the user to explore each star system. With the story guiding the player through an infinite universe the game is bound to never disappoint or bore.

Common Questions

What is the game?

No Man's Sky is a procedurally generated space exploration game in which the player embarks on a quest to not only explore but to learn. The player begins next to a crashed spaceship on a random planet in the middle of nowhere, with systems rebooting and you are forced to quickly repair your ship by gathering resources from the planet. Once the ship is fixed you can take to the skies to explore new planets for new resources and gather information about your past, present, and future. Meeting new NPC's you slowly learn about your position in the universe and that the answer might lie within the center. With plenty of events along the way and an option to put quests on the back burner and just explore, No Man's Sky offers countless hours of enjoyment.

Why create this game?

This game was created to fill the void in never ending exploration games that so many people love, not only that but with a captivating story that doesn't overpower the gameplay to keep interest when tasks inevitably become mundane.

Where does the game take place?

The game takes place in the universe, simple as that. Beginning in an initial solar system you begin to explore and scan objects, which can then be uploaded to the No Man's Sky database since each player is starting in their own solar system within the collective universe. The procedurally generated universe is so large it is very rare that a player stumbles upon a solar system already discovered.

What do I control?

You control a player that is customizable to your likings. You explore an endless universe in starships that can be found randomly on planets or by purchasing/trading in with another NPC. Then you can build your way up to having a starship freighter to store any ships you have obtained as well as explorers which can be sent on missions. You also control your interactions with each of the three NPC race's. Your actions towards NPC's and the quests you undertake may increase or decrease your standing with each race which, in turn, dictates how they treat you.

What is the main focus?

The focus of the story line is to learn what has happened to the universe in the past which has created your race called "The Travelers". Although it is not a simple feat since the other three race's have vague surfaces but deeply hidden pasts that throw the story for never ending twists.

What's different?

No Man's Sky is very different from all the other infinite procedurally generated explorers in the market. Many other games focus solely on the exploration with seemingly no storyline which is where No Man's Sky shines. Not only is this a full-scale universe of never-ending dynamic planets each with varying structures, bases, outposts, weather, elements, resources, and colour schemes; there is a captivating storyline to keep the interest of every user even if exploration isn't your thing.

Feature Set

General Features

- Procedurally generated universe
- Customizable player
- Dynamic worlds within each star system
- NPC interactions (communication, quests, trading, etc)
- 3D graphics
- Flying spaceships
- Driving vehicles to assist in planet exploration
- Storyline and side quests

Multiplayer Features

- Universe is constantly multiplayer
- You can join friends directly
- Large scale community events
- Community seasons with new events each week

Gameplay

- Planet exploration
- Discovering new items for money
- Combat against Sentinels (flying scanning drones)
- Combat against Atlas Dogs (robotic dogs)
- Tool upgrade progression
- Purchasing upgrades for inventory, tools, and ships
- Unlocking inventory upgrades
- Building bases
- Crafting technology
- Unlocking blueprints
- Searching for rare elements to upgrade or sell
- Mining elements
- Entirely destructible environments
- Improving rank among the three races
- Completing side quests to improve rank
- Flying ships between planets
- Mining asteroids
- Space combat between attacking NPC's
- Hunting NPC space ships for high valued items
- Jumping between galaxies
- Completing storyline missions
- Progressing story to access dynamic areas with Atlas Passes(v1,v2,and v3)

The Game World

Overview

The game world takes place mainly within planets and space with plenty to explore.

Planets

Planets are where the bulk of the game take place. These planets are procedurally generated, and each planet is dynamic with its own colour scheme, plants, wildlife, natural resources, rare earth elements, temperature, toxicity, Sentinel aggravation levels, and so much more. As you can already tell each planet has its entirely own feel alongside different general types of planets like extreme planets(very dangerous environment to survive in although usually with rarer minerals and items), ocean planets, and barren planets (low atmospheric with very low gravity, mainly just minerals).

Random Structures

Each planet contains random structures each with items or interactions to benefit the player. These structures can be stumbled upon in exploration or searched for using a Signal Booster. Some of these structures include drop pods (containing upgrades for the player), abandoned buildings (usually with resources or secret coordinates locked behind puzzles in a terminal), trade outposts (connects to the galactic trade store to sell or buy items), deep space communication towers (can find a rare outpost throughout the current or previously visited star systems), crashed freighter ships (usually accompanied by 4-8 cargo pods containing valuable resources buried around the crash site), and many more.

The Physical World

Key Locations

Key locations in the physical world include space stations, planets with the solar system, and structures within planets.

Travel

The player can traverse planets by running, sprinting, and driving around planets in All Terrain Vehicles. The player can travel through space using spaceships with advanced pulse engines for speed boosts and hyperdrives to jump between star systems.

Scale

The game scale is based off of real world scale.

Objects

There are plenty of objects to be found within the world. The main categories are fauna, flora, and resources. There are a plethora of random fauna and flora to be generated within each planet. Flora can be destroyed to provide different types of useable resources (scan each object to learn of its resources) and the planet itself can be mined to expose resources as well.

Weather

Each planet has dynamic weather systems. Planets can have high or low temperatures, extreme temperatures, toxic environments, and no atmosphere. Average planets have full climate scales within the realm of livable temperatures (may change during storms), and extreme planets have temperatures from below freezing to scorching hot which players must protect themselves from with life support systems. Also, toxic planets give off chemical toxicity or radiation in which the player must also protect themselves from with shields. A planet with no atmosphere has no weather system but low oxygen levels which the player must monitor their oxygen tanks much more carefully.

Day and Night

The game has day and night cycles that change frequently depending on your position on each planet.

Time

Time is mainly used to measure distances between planets because of the large scale. The in game time uses real world time measurements for quests and travel

Camera

Overview

The camera system is either first person or third person, the choice is completely up to the user (the choice also applies for flying and driving).

The World Layout

Overview

The world is designed by star systems each containing individual planets. The center of the universe is the goal for all players where one of the main parts of the storyline concludes.

Game Characters

Overview

Your character is what's called a "Traveler", a person who explores all star systems possible. As the game progresses more information about the Travelers is revealed.

Creating a Character

At the beginning of the game your character is created in a random space suit with random customized options (considering you have no memory of who you are or what you were doing). After leaving the first planet and reaching the first trading post in space there is a customize area where the user can now fully customize your space suit (colours, decals, and design objects like helmets and such). Your spacesuit can be customized at any trading post in any star system, with special customizations being unlocked or purchased during community events

Enemies and Monsters

The main enemies in this game are come from the Atlas Company in the form of Sentinel drones and attack dogs. The Sentinel drones are low damage high health enemies that populate planets scanning objects and keeping "peace". Most drones only become aggravated when encountering a player destroying part of the planet or objects on the planet (although some planets are high security with aggravation on site) and the aggravation state only can be forgiven after a 35 second timer of hiding from them. Much like "stars" from GTA when a drone is destroyed a player is immediately at 2 stars with reinforcement drones being spawned in; at 3 stars robotic attack dogs are sent that shoot lasers with high damage. The other enemies encountered are in space, bounty ships can scan your cargo and attack if high valued items are found (in turn you can also scan for ships with high valued items and attack).

User Interface

Overview

Each player has a HUD with data like planet details, health system levels, external temperatures, and a top bar with waypoints on it (much like skyrim). There is also an in-depth user interface for building bases and crafting. Along with an entire inventory system for each player and their starship and freighter ships.

Weapons

Overview

There are not many weapons in this game, the actual only weapon being the bolt caster and plasma grenade launcher (both can be heavily upgraded). Then you have mining lasers and terrain modifiers. Each weapon system is built on a players multitool.

The Multitool

Each player's beginning multitool has four upgrade slots and comes default with the search beacon and the mining laser. As the player progresses through the game multitools with much more upgrade slots become available for purchase from random structures or as gifts from NPC's. Each multitool houses your weapons, mining lasers, search beacons, and any upgrade packs you have obtained for the mentioned tech. Technologies become available as the player progresses through the game and by discovering the blueprints from crashed supply drops found randomly on planets.

Multiplayer Game

Overview

No Man's Sky is technically a multiplayer game although most of the features are single player that can be done with friends. On launch of the game there is two options: "Play Game" and "Join Game". The play game spawns you into a server with 15 other players who are viewable as orbs (which with the scale of the game you will probably never encounter) and you continue on your storyline in a single player-esque game. The join game feature allows you to join a friend or random player's party and spawn nearby in their star system. You can trade resources, see their avatar, and interact with all players in the party. Then while in this party you can load previous saves and continue your own storyline from your current star system with your ships and inventories.

Max Players

A general instance can hold 15 players, although for community events the cap is changed to an undisclosed amount.

Servers

The game uses a peer to peer connection.

Internet

You are connected to the internet within the game which allows a live updating economy and communication between players in your party.

Hours of Gameplay

The game has an estimated 50+ hours of storyline gameplay, with endless hours of exploration and multiplayer fun.

Persistence

The world is not persistent with procedurally generated random worlds that can be explored with friends in a party.

Saving and Loading

Quick saves take place whenever a player leaves their spaceship, but full manual saves can be done with craftable save points and random save towers found across the planets.