

Escape from Minerva

Single Player intro:

Greetings VST-7426. You are one of two brave astronauts, the core members of Operation Vesta, that have voyaged to examine the distant planet of Minerva, which shows great promise as a potential new home for the inhabitants of Earth. Unfortunately, due to a miscalculation in the navigation system of the Demeter (your ship), you have crash landed in an inhospitable region of Minerva, roughly 400 kilometers south of your initial destination. After running a systems check, you have found that there are four crucial systems on the Demeter that have been damaged by the crash. Your crewmate, VST-7427, has also suffered fatal injuries, leaving you completely alone. Given the current circumstances of your predicament, you have approximately 3 days to fix these systems before running out of oxygen. Luckily, however, this region of Minerva contains valuable minerals that may aid your fixing of these parts. Choose your path wisely, VST-7426, and good luck.

Multi Player intro:

Greetings VST-7426 and VST-7427. You are the two core members of Operation Vesta that have voyaged to examine the distant planet of Minerva, which shows great promise as a potential new home for the inhabitants of Earth. Unfortunately, due to a miscalculation in the navigation system of the Demeter (your ship), you have crash landed in an inhospitable region of Minerva, roughly 400 kilometers south of your initial destination. After running a systems check, you have found that there are four crucial systems on the Demeter that have been damaged by the crash. Given the current circumstances of your predicament, you have approximately 3 days to fix these systems before running out of oxygen. Luckily, however, this region of Minerva contains valuable minerals that may aid your fixing of these parts. Choose your path wisely, and good luck.

Damaged systems:

Reactor core

Navigation system

Left thruster (right thruster intact)

Oxidizer

Required material to fix:

Uranium

Copper

Hydrazine

Fluorine

Game functions:

Certain number of moves constitutes a day

Player has 3 days before oxygen runs out

Player must choose between item options

Items:

Pickaxe OR drill

Bucket OR flask

Knife OR gun

Lantern OR flashlight

Item balancing:

If player chooses drill: more efficient than pickaxe but loud (potentially attract enemies)

If player chooses bucket: can carry more fluid but will potentially contaminate Hydrazine

If player chooses gun: kill enemies quicker but loud (potentially attract more enemies)

If player chooses flashlight: better visibility but may run out faster

Player Health bar: 20 HP

Knife does 3 HP per hit

Gun does 5 HP per hit (2 clips, 10 rounds each, 1 round = 1 hit) (loud)

Three distinct enemy types for each location:

Small - 5 HP, Deals 2 HP per hit

Medium - 10 HP, Deals 4 HP per hit

Large - 15 HP, Deals 6 HP per hit

Small enemy probability of encounter: 15% per move (20% while using loud item)

Medium enemy probability of encounter: 10% per move (15% while using loud item)

Large enemy probability of encounter: 5% per move (10% while using loud item)

Small enemy encounter costs 1 move

Medium enemy encounter costs 2 moves

Large enemy encounter costs 3 moves

1 day = 20 - 30 moves ???? (will be refined once game is tested)

Oxygen tank: 3 days

Travel North to volcano: 4 moves

Travel East to cave: 3 moves

Travel South to streams: 6 moves

Travel West to clusters: 5 moves

Volcano:

As you walk over fields of rock, the clouds dissolve into a black overcast overhead. Ahead, you see the formidable peak, lava flowing down its slopes and smoke pluming from its summit. The heat becomes more intense as you approach. Eventually, you reach the mouth of the cave system that leads inside the volcanic mass. The environment is hostile, but luckily, your systems detect high quantities of Uranium. Do you wish to enter?

Enemies:

Small: Rock Crab (attack - pincer)

Medium: Magma Snake (attack - bite)

Large: Fire Golem (attack - club)

Mine Uranium:

Pickaxe - 4 moves

Drill - 2 moves (loud)

Cave:

You don't have to walk long before you see the looming entrance of an expansive cave system, carved out of a sheer rock face. The darkness is all-consuming; you won't be able to navigate without an illumination device. Standing at the entrance, you can hear distant echoes of creatures moving throughout the vast cave. Your systems detect high quantities of Copper. Do you wish to enter?

Enemies:

(when using flashlight, enemy encounter probability drops by 2%, but battery runs out after 10 moves)

Small: Glowing Worm (attack - nudge)

Medium: Cave Spider (attack - bite)

Large: Giant Centipede (attack - bite)

Mine Copper:

Pickaxe - 4 moves

Drill - 2 moves (loud)

Liquid Streams:

After trekking over rolling expanses of rock, you finally come upon a system of streams. Pale blue liquid flows over the rocks and for a brief moment, you feel a sense of peace as you recall sitting by the stream behind your childhood home. Your memories of Earth are soon overtaken, however, as these streams are not water. Life forms weave their way amongst the flowing liquid, which your systems detect is a mixture of various compounds, including Hydrazine. You must utilize the Demeter's liquid filtration system to extract the Hydrazine once the liquid is collected. Do you wish to approach the streams?

Enemies:

Small: Slug (attack - nudge)

Medium: Venom Eel (attack - bite)

Large: Giant Squid (attack - tentacles)

Collect Liquid:

Bucket - 2 moves (30% possibility of contamination, requiring liquid to be recollected)

Flask - 3 moves

Liquid must be filtered in Demeter to extract Hydrazine (1 move)

Rock Clusters:

Traveling over endless rock, you spot, in the distance, more rock. Except these rocks are large and staggered, creating a forest of spires, a biome unlike that which you've ever seen before. The closer you get, the more you realize how tremendously large this environment of pure rock is. Globular creatures float towards the tops of the spires, while smaller creatures scuttle on the ground. Your systems detect many minerals embedded in this rock forest, including Fluorine. Do you wish to enter?

Enemies:

Small: Rock Spider (attack - bite)

Medium: Floating Orb (attack - mind damage)

Large: Rock Golem (attack - club)

Mine Fluorine:

Pickaxe - 4 moves

Drill - 2 moves (loud)

4 paths per location

Stage Hazards: 3 HP each

Volcano - lava flow

Cave - falling rock

Streams - strong current

Rock Clusters - falling rock

Volcano:

Path 1 - 2 moves, 50% possibility uranium, baseline enemy encounter probability, 10% hazard

Path 2 - 1 move, 30% possibility uranium, enemy encounter +10% on all enemies, 12% hazard

Path 3 - 3 moves, 0% possibility uranium, enemy encounter +20% on all enemies, 7% hazard

Path 4 - 2 moves, 100% possibility uranium, enemy encounter +5% on all enemies, 15% hazard

Cave:

Path 1 - 1 move, 30% possibility uranium, enemy encounter +10% on all enemies, 12% hazard

Path 2 - 2 moves, 50% possibility uranium, baseline enemy encounter probability, 10% hazard

Path 3 - 2 moves, 100% possibility uranium, enemy encounter +5% on all enemies, 15% hazard

Path 4 - 3 moves, 0% possibility uranium, enemy encounter +20% on all enemies, 7% hazard

Streams:

Path 1 - 2 moves, 100% possibility uranium, enemy encounter +5% on all enemies, 15% hazard

Path 2 - 1 move, 30% possibility uranium, enemy encounter +10% on all enemies, 12% hazard

Path 3 - 2 moves, 50% possibility uranium, baseline enemy encounter probability, 10% hazard

Path 4 - 3 moves, 0% possibility uranium, enemy encounter +20% on all enemies, 7% hazard

Clusters:

Path 1 - 3 moves, 0% possibility uranium, enemy encounter +20% on all enemies, 7% hazard

Path 2 - 2 moves, 50% possibility uranium, baseline enemy encounter probability, 10% hazard

Path 3 - 1 move, 30% possibility uranium, enemy encounter +10% on all enemies, 12% hazard

Path 4 - 2 moves, 100% possibility uranium, enemy encounter +5% on all enemies, 15% hazard

Repairing the ship costs 1 move (per material)

Currently: costs 1 move to go from start of a location back to ship

Notes:

--The player's health bar will refill whenever the player retreats to the ship

--Oxygen bar never refills though

--Possibly have a med kit in the ship so there is a limited amount of healing times

--Enemy health bar while fighting them ?!?!?!?

--Yes, there will be an enemy health bar specified in the doc.

--Should the player's health bar be shown throughout the entire gameplay, or only during fight scenes?

--Throughout the entire gameplay

--Can the player move between locations (i.e. from the Volcano and then go to the cave?) Or do they have to go back to the ship first from each location?

--Player must report back to the ship after every path to drop off their findings and proceed to the next path. Player is not allowed to travel from one path to the next without reporting back to the ship first.

--Works with the med kit only being used (x3) when the player selects that.

--Are you able to change your chosen tools/weapons any time you go back to the ship, or only once at the start of the game?

--You can change your tool/weapon every time you report back to the ship.