GAMEDEV IDEA

Concept

* You are a human agent that has infiltrated an enemy alien vessel, and found your way into the security control room. Your mission is to utilize your limited number of robot spy drones to make your way through the alien ship, and dismantle the reactor. But, the ship is crawling with alien scum! Some are on patrols, some are at their posts, and some are actively seeking you out … Use the maze-like environment, resources hidden around the ship, vents, and powerups, to make your way through the ship and dismantle the reactor. If you run out of robot drones, you lose the game.

Elements

* Shooting element
* Switch between robots
* Maps

**Formal elements**

Players

* Main character (player controllable, first person view)
* Robot drones (player controllable, third person view)
* Enemy alien AI

Objectives

* Dismantle the reactor to disable the power supply of the alien ship

Procedures

Rules

Resources

Conflict

Boundaries

Outcome

**Group assigned roles**

**Story**

In the year 2103, research ship *U.C.E Marie Celeste* was dispatched to Ganymede for a deep probe of the surface ice, after preliminary scans displayed unusual biometric readings. The ship only had a minimal security team, and staff was primarily composed of the brightest minds in biology, particularly xenobiology and genetic engineering. The scientific community on Earth watched with keen interest as the ship landed and began to extract samples of the biomatter and begin research on the strange molecular life forms frozen in time, from an era billions of years ago when the galaxy was young. Over the course of several months, the project was progressing as expected, with numerous groundbreaking scientific advances in the understanding of carbon based life continuously beamed back to Earth. Then, the day after the ship left Ganymede with its cryogenic chambers full of alien life, and petri dishes full of strange biomass, the ship went dark. No more communications or signals of any kind could be detected from the ship, save the subtle radiation from the fusion reactor as the vessel powered through the vacuum towards the cradle of human life.

Enter the main character, on a top priority mission from the United Confederation of Earth to uncover the fate of the *U.C.E Marie Celeste* before the ship reaches earth with an unknown alien payload.

**Game Progression**

The game starts with the player entering the ship and making their way to the security control room near the bridge of the ship, to review the system logs and uncover what went on. The player has a pistol with limited ammunition, 6 robotic drones for remote reconnaissance and surveillance of the vessel, and 5 emergency medical kits that will restore health fully.

The objectives of the game are twofold. First, the player must explore the entire ship to uncover all the ‘system logs’, which reveal step by step what happened to the ship. Once all logs are collected and it becomes clear what happened to the ship, it is revealed a scientist was working on an antibody to the alien parasite, which renders its ability to infect the host useless (but if you are already infected, too late!). Unfortunately, the player gets infected as they are searching for the logs, and the cure is useless for them! (but this is only revealed after they find the cure in the ship, with a small note next to it explaining it works only before the host has infected the victim). Then, knowing they will die, the player must destroy the ship by blowing up the reactor.

**Gameplay Stages**

Stage 1

* Focused on stealth, evasion and exploration. The player searches the ship for the system logs, which incrementally reveal what happened to the crew and how the virus spread throughout the ship (using the remote bots). Consequently, the more the player uncovers, the more they encounter infected crew.

Stage 2

* Focus balanced between stealth and combat. The player must find the research lab where the final scientist synthesized a cure. The player encounters crew members, some easy to kill, and some so mutated that the only option is to evade and run. These highly mutated crew members stalk the player throughout the circular, maze-like passageways of the vessels’ research compartment.

Stage 2

* Focused on combat and resource management (health, ammo, different guns, etc.) The player is infected, and has sent all the information on how to synthesize the cure to Earth. All that is left is to destroy the ship and ensure a breakout on earth does not happen. The player must fight their way through the corridors to the reactor chamber, overloading the nuclear core with their own hands.

**Schedule**

| Week 1 | Features to implement:   * Base prototype, workable game |
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| Week 2 |
| Week 3 |  |
| Week 4 |
| Week 5 | Polish game |