To get off the island, you need to locate and gather objects – ship debris and alien artifacts strewn about the island – that you will use to modify an alien structure into a communications array.

But when you activate the array, you do not send a distress call. Instead, you receive a transmission from what you’ve really been searching for all along.

\* The island is a metaphor for the place you go when you lose someone close. In this case, Anousheh lost a girl – could have been a daughter, niece, friend. The girl’s specific relationship to Anousheh is ambiguous so the player can fill in the gap and relate the girl to someone in their life, which should create an emotional response.

**Narrative notes**

Your ship is disabled, and you need to gather parts scattered across the island to modify an alien structure that you will interface with your ship’s communications system.

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You’ve crashed on a beautiful and mysterious alien island. Pieces of your ship, the USS Maria, lay scattered across the island.

The USS Maria has crashed on an alien world, a strange island floating in space. The interstellar science vessel sits disabled on the island’s surface. But the ship’s communication arra.

We’re a scientist from Earth searching for unknown elements in extra-solar star systems. Our ships is disabled but the ship’s artificial intelligence, XYZ, still works. XYZ acts as our in-game guide.

Pieces of our battered ship lie scattered across the island. We need to gather the right pieces from our ship and from alien debris to modify a piece of alien technology with which we will send a signal for help.

**Location**

Floating island in space in an alien star system.

**Background**

We’re from Earth

Crashed Alien planet

Astronauts

Miners

Space marines

Scientist

Crash landing

Ship

Broken tower

Hostile aliens

Strange foliage

Colors in sky

Searching

Purple

Gold

Minerals

We’re from Earth

**Objects/plants/animals**

Alien homes

Futuristic buildings

Glowing plants

Trees with glowing bits and glowing fruit

* For reference, look at Disney Infinity Toy Story In Space

Comet flying through the skybox

Space crabs crawling around

Hybrid of angler fish and snake, which slithers across island

Volcanos that spew neon goo

Pools neon goo in spots around island

Different-colored glowing crystals, which could be used as pieces to build the antenna

Craters in terrain from asteroids

Shallow streams of water

Cliffs

**Easter Eggs**

Neil Armstrong photo

Cup o Noodles

Dog in a space suit

Poster of ”Get Off My Lawn”

Broken down arcade dancing game

Cans of “Stellar Soda”

Bicycle with basket, like in “E.T.”

Astronaut doll of Ellen Anousheh

**Group ideas**

Coordinating space ships

Stranded in space

Rebuilding radio tower on desert

Maintaining/building communication network

Underwater transmission

Noise and obstacles

Moving between planets

Puzzle inside someone’s phone

Phone operator

Radio station changes game world

Future messages

VR puzzle game

Narrative-driven exploration

Radio station simulator

Maze

**Audio logs**

Pickup pieces on island

* Plays audio messages that tap into backstory
* Each of us records a message or two

**UI**