Game Pitch Document

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Title: *[Over the Horizon]*

Genre: *[Survival sandbox]*

Style: *[2D-cartoony]*

Platform: *[PC]*

Elevator Pitch: *[Gather resources, upgrade your gear, create your own spaceship, explore planets. All while surviving dangerous environment of infinite space]*

The Pitch

Introduction

Player starts game with limited resources and basic gear and has to explore nearby environment to gather resources in order to maintain life-support and upgrade his gear, including spaceships and vehicles.

Background

I was inspired by the dangerous environment of space where you have to manage multiple resources like oxygen, heat, food... and also where you have infinite space of planets to explore. Games of this theme are usually oriented only in few of these aspects and tend to be very complicated with its gameplay and controls (especially for 3D space). My goal is to make 2D game with these aspects that is simple to control easy to understand but hard to master with long grind and sandbox endgame.

Setting

Game will not have any heavy story narrative (mainly because it is placed in infinite inhabited space), but the world as whole will be placed in alternative future with its secrets and lore scattered in ruins, mysterious artifacts, gears, alien races, technology and unseen resources all around. There could also be game start scenarios like stranded ship, crashlanding or space explorer.

Features

Main genre of this game will be player survival by managing resources and sandbox exploration of planets. Life-support will be managed by your spacesuit or by your spaceships and exploration driven by need for missing resources.

One of the core mechanics will be building your own spaceship for purposes like exploration, resource gathering, combat or simple life-support.

Another mechanic will be combat system which combines spaceship combat and player combat with gadgets.

Gadgets and components will also be upgradable with varius options which player can choose from. Those upgrades will be available by exploring new blueprints and gathering new resources.
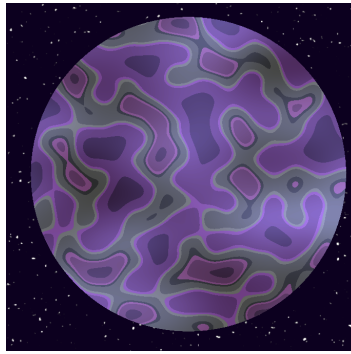
All these mechanics will be connected by crafting system, using resource like inventory system (not using stacks for items but rather dynamic storage with its shared maximum capacity).
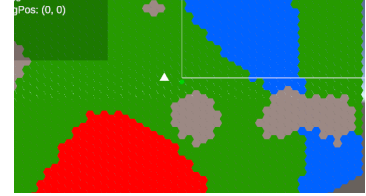
Style

Game will be made in 2D-carttony style with top-down look with chunk based generation for optimized gameplay.
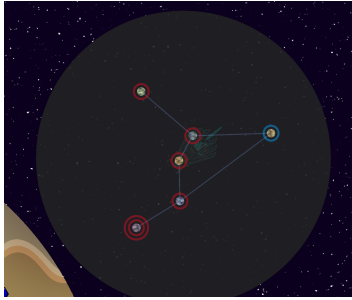
(a) Map of planets

(b) Look of planets from space

(c) Planet surface from demo