Theme: Ship ice breaker steam punk 1900s

Story outline: the ship gets stuck in the ice the crew has to free the ship from the ice with pick axes

Some of the crew dissapear and turn up as bloody messes blamed upon a wild animal attack. once the ship is at sea again parts of people start turning up onboard the crew has gone mad.

Player goal: fix the ship and get the hell home

How many voiced npcs? No more than 8 they wont all make it the whole way

Features: intercom built into the levels

Antagonist : crew members have succomed to an unknown infection and have become psychopathic

Scamper: affect the lights and can disappear and reappear closer and closer to the player causing instant death.

Sprinter: sprint directly at you in a mad rush when it hears you it cannot see and grabs hold incurring a movement penalty.

No health instant death and limited dangerouse checkpoints

Protagonist: passenger on the ship,

Mood boards for:

Environment – ice breaker – fantasy sci-fi – noise maker objects

Architecture -

- general citezens /. Npcs

- main characters / secondary characters

Assets

Art

Modular assets themed

intercom

Room clutter

Player hinding places

Portholes

Npcs

water

narrative:

theatrical script

player experience script

events script

first person controller

ai controllers

ambient controllers

sound controller / event script

loading sections with asyncronis loading

Design

Ship bluebrint room layout

# Rob:

Environment – ice breaker – fantasy sci-fi – noise maker objects

- general citezens /. Npcs

- main characters / secondary characters

Protagonist: Crew on the ship,

# Sam:

theatrical script

player experience script

events script

dialogue script

# Will:

Working with rob on blueprint

First two enemyu types ai

First person controller

Mechanics demonstration scene.

QUICK UPDATE : Take a look at this [Philadelphia Experiment](https://en.wikipedia.org/wiki/Philadelphia_Experiment)

<https://www.youtube.com/watch?v=kemY8kTqlDM&ab_channel=ConspiracyHour>

Maybe something linking to this?