

Beyond a Border

- Game title: Beyond a Border
- Game genre: Stealth Resource Management Survival

Introduction/Overview

The game follows the story of a family of four who due to some situation, were forced to leave their hometown and immigrate to an alien planet. The player will play as a child of this family, either the boy or the girl. The theme of the game is about the struggle of these two children when they are trying to adjust to their new life style.

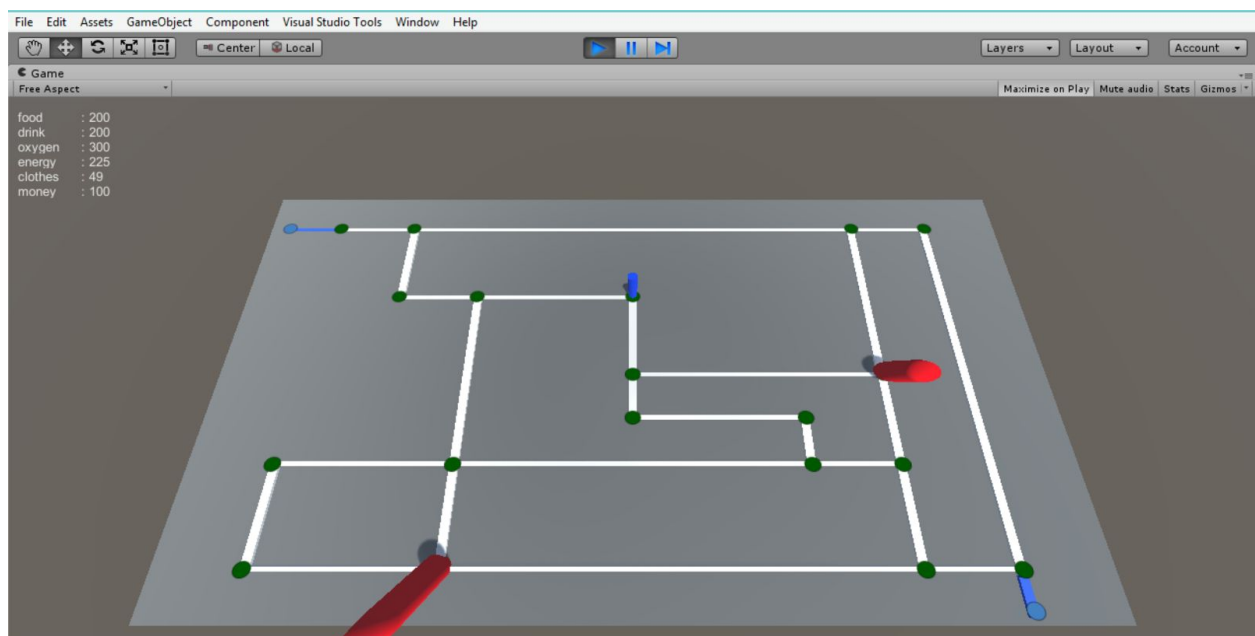
The protagonists are deliberately frail, to encourage the sense of co-existentialism between humans and alien species as oppose to the common notion of domination in video games. To emphasise that, there is no combat in the game and in occasions when the player encounters hostile aliens, the only solution is avoidance.

In order to survive in this new environment, player needs to gather some essential resources. These resources consist of but not limited to Food, Water, Air, Energy, Clothes, Money, etc. Some of these resources can convert into others; however, not all of them can be exchanged into other types. Player can gather these resources in any of the three ways provided by the game. First, by going through the turn-based, stealth levels. Second, by scavenging the environment and finally, by interacting with other non-hostile NPCs in the world.

The stealth levels will provide the player with intellectual challenges to overcome. The fact that each action has a cost associated to it will integrate an extra layer of resource management to the gameplay. Being able to scavenge some of the resources through the environment will encourage the player to explore the world while trading with NPCs and the dynamic economy that is present in the world, combined with the lack of certain resources will push players to interact with NPCs. All these facets combined together will provide a living universe to be explored and lived by the curious player.

Game Mechanics

The gameplay is divided into multiple subcategories. The first part is stealth section. The view of the game level will be isometric, similar to a chess player observing his/her game. The movements of the player and AI will be in turn-based style. There will be cost to enter the level and there is a cost associated with each action. For example, movement in each turn will cost 25 units of Energy and 1 unit of clothes. Player can combine 3 Food, 1 Water, and 5 Oxygen resources in order to get 1 units of Energy. Player can control the avatar with WASD keys, convert resources by pressing the 'C' key and end their turn by pressing Space. Upon making his/her move, AI characters move their turn and will walk to their new position. After spending enough resources in stealth levels, player will obtain the ability to understand aliens better. Consequently, by understanding the alien language, occasionally, random resources will be available on the level which will be rewarded to the player if he/she reach that way point on the level within certain number of movements. These different goals which seemingly are in opposition to each other will create an interesting problem for player to overcome. Reaching the end of the level is the main goal, and doing it with minimum number of movements would be desired; however, existence of these rewards will tempt the player to go out of his/her way to get these rewards. A view of stealth level can be seen below:



Another part of the game, is the open environment of the alien planet where player can scavenge some of the resources that he/she needs. The movement will be with WASD and interaction with object in the environment will be with the Space key. The wilderness will be procedurally generated with weighted resources scattered all around the environment. The view will be a top down view, similar to games like Don't Starve.

The other part of the game will be a town, called Earth Town where mainly consists of human NPCs who immigrated to this planet. This place primarily serves as a market for player to buy and sell the resources he/she might need. The economic of the market will change dynamically based on the resources the player needs and how much money and/or resources he/she spends in each particular shop. The movement will be similar to other parts of the game, controlled by WASD and interact with the Space key.

The only information available to player is the sign and a number associated with it to signifies the type and number of resources that he/she possessed and

Artificial Intelligence (Or Game World)

The enemy AI in stealth levels are more hostile compare to the AIs and NPCs in other parts of the game. If the player come in contact with them, it will be Game Over. By leveling up stealth abilities, player can interact differently with the AIs and it will turn them more friendly towards the player.

The environment where the player can grind for resources will consist of randomly generated resources scattered throughout the environment. The landscape is also, procedurally generated. There will be events and encounters manually planted throughout the universe to teach the player about the otherness of this alien planet. The game world being an alien planet set the stage for the player to be surprised and to evoke his/her sense of curiosity.

In the Earth Town, the interactions between the players and NPCs are divided in two main category: First, as merchants. The NPCs buy from and sell to the player. The more resources spent in Earth town, the more stores will be open. The NPCs have a limited number of resources available. Some of them might choose to not trade with player because of his/her decisions in

other parts of the game or his/her appearance. By trading with specific merchants, player might be able to get discount on some of the resources that he/she needs. Occasionally, player will stumbled upon aliens with pseudo human appearances who decided to live in Earth Town, among humans. These aliens behave somewhat similar to humans, they eat even though they don't need to. They are wearing human clothings and speak in human language.

Game Elements

- Characters

- Hostile AIs

- Stealth level AIs

- Patrolling back and forth between specific waypoints
 - Circling between waypoints
 - Stationary guards
 - Patrolling and Circling guards with limited number of movements who will stay stationary after specific number of turns
 - Guards who change their movements pattern after certain number of turns
 - Guards who wait specific number of turns at each waypoints

- Open Environment AIs

- Patrolling to prevent player from wandering into certain section of the game world since there is no combat system to defeat them

- Interactable NPCs

- Merchants

- NPCs who buy and sell food and water to player
 - NPCs who buy and sell human clothes to the player
 - NPCs who buy and sell clothes which give the player the ability to blend with aliens

- NPCs who buy and sell clothes which give player the ability to teleport or skip turns in stealth part of the game

■ Residences

- NPCs who teach the player about the history of the world
 - Some of these NPCs are aliens who are happy with their planets
 - Some alien NPCs are not satisfied with the life they have in this planet and are thinking about going to another planet
 - Some humans who immigrated to this planet are happy with their life and completely accept the alien culture
 - Some humans who immigrated to this planet are not satisfied with their life and thinking of ways to go back. They also refuse to be part of this new society and stubbornly try to keep their old customs and habits
 - Some humans were born here and only heard stories of their original planet. So, they are always dreaming of going back
 - Some aliens had human NPCs as ancestors; but generation after generation they've become more alien until completely merging with the alien race
- NPCs who behave like quest givers and have random task for the player to perform. They will reward the player with resources, stats boost or pieces of story
- NPC who acts as save points and keep track of players resources when he/she interacts with them

○ Non-interactable NPCs

■ Residences

- NPCs who occupied the town and live their own daily life while refusing to interact with the player
- Animals who were brought here by humans from Earth
- Animals who are indigenous to the alien planet

- Items
 - Consumables
 - Necessary for Survival
 - Food: to be consumed by the player to give him/her energy
 - Water: to be consumed by the player to give him/her energy
 - Air: to be consumed by the player to give him/her energy
 - Energy: required to give the player the ability to perform actions within the game world
 - Trading
 - Money: Everything except Energy can be converted to money
 - Ability
 - NPCs who sell and buy clothes that gives the player the abilities to teleport, skip turns or blend with aliens
- Objects/Mechanism
 - Portals that signify the beginning and end point of the level in stealth levels

Story Overview

The game will tell the story of a young child who is trying to adjust to his/her new lifestyle in a new environment. He/she left with his/her family to come and live in a new planet occupied by alien species. Space travel is common at this age and many other humans immigrated to this planet before. The player has the options to accept this new culture and try to blend with it or reject it. If the player choose to accept the culture, he/she will unlock abilities similar to aliens, he/she won't need as much resources for the actions performed by the character, and will get to learn more about the unique characteristics of the world and alien society. Consequently, he/she might not be as welcomed in Earth Town and even some human NPCs might refuse to do business with him/her. After showing interest in alien culture and spending time with aliens, the player gradually changes shape and turn into alien form from his/her original human form.

If the player choose to reject the new culture and spend more time with humans, he/she will learn about the story of lives of humans who are in this planet. He/she takes refuge in Earth Town and avoid interacting with alien-like NPCs. The costs to perform actions become higher and higher for him/her as he/she gradually grow up into a more mature human form. The people of

Earth Town will welcome him/her more, he/she will get much better deals from merchants and some stores even sell him/her unique reward packages which can consist of rare resources or story content regarding the human NPCs who he/she interacted with in the game.

Game Progression

● Resources:

- Entering stealth levels will cost 20 Money, 70 Energy and 5 clothes
- Each turn of movement costs 25 energy and 1 cloth
- Ability to blend in with aliens costs 15 Clothes and 2 Energy
- Skipping turn costs 10 Clothes
- Teleporting to different waypoints (cost 5 Clothes and 75 Energy) * the number of waypoints between two points
- Each 12 Food converts to 1 Money when buying
- Each 8 Food converts to 1 Money when selling
- Each 5 Water converts to 1 Money when buying
- Each 2 Water converts to 1 Money when selling
- Each 10 Air converts to 1 Money when buying or selling
- Each 5 Air, 1 Water and 3 Food converts to 1 Energy
- Outside of stealth levels, the only place that consumes resources are when scavenging in the open environment
- Every minute scavenging costs 20 Energy, 10 Air, and 5 Clothes

● Drop Rates

- Every 200 Energy spent in stealth levels will trigger a reward within the level
- Every 15 Energy spent in open world will trigger a resource drop randomly across the generated map.

Deck Of Lenses Questions

Here's the list of Deck of Lenses questions that have been answered throughout the documents.

Emotions:

1. what emotions do I like my player to experience and why?
2. what emotions are they experiencing
3. How can I bridge the gap between these two

Venue:

1. What type of venue best suit the game
2. Does my venue have special properties that influence my design
3. What elements of my game are in harmony with my venue and what are not

Surprise:

1. what will surprise players when they play my game
2. Does the story in my game have surprises? Game rules? Artwork?
3. Do your rules give players ways to surprise each other? How about themselves?

Curiosity:

1. What questions does my game put in player's mind
2. What am i doing to make them care about these questions?
3. What can i do to make them invent even more questions?

Problem Solving:

1. What problems does my game ask the players to solve?
2. Are there hidden problems to solve that arise as part of gameplay?
3. How can my game generate new problems so that players keep coming back?