Weather

Brief:

* **Setting**

Game events take place in 2059 after UN project of controlling weather was sabotaged. Humanity is close to its extinction and trying to survive in destroyed world. People live in small groups at upper floors because of extremely contaminated ground, gathering resources and crafting tools.

* **Main characters**

*Edmund Starnes* — high school science teacher, saves his mother, founder of survivors’ community. This guy will save the world.

*Lucy Starnes* — Edmund’s mother. Her legs are paralyzed, thus she moves in a wheelchair.

*Charlie Starnes* — Edmund’s father, has died in 2051.

*Dillan Worthington* — Weather and Climate Control Project scientist, saved by Edmund. Says the world can be saved.

*Howard Starnes* — Edmund’s brother, one of the insurgents.

* **Plotline**

Main character, Edmund Starnes, with his mother Lucy found a shelter at 17th floor of City Hotel. They are trying to unite survivors by creating a loyal community with others. After a while Edmund goes on an expedition and saves Dillan Worthington — Weather and Climate Control Project scientist, who declares that the world can be saved.



Setting:

* year **2050**: climate changes outperform prognoses.
* year **2057**: after years of researches UN finally introduces cure to all climate issues — firing up Weather and Climate Control Substances (WCCS) from special towers to the atmosphere, different compositions of which affects the weather differently. Institute of Weather and Climate Control Project is founded.
* year **2059**: after successful experiments, WCCS usage expands across the globe. WCCS factories and WCCP towers are built almost in every country to manage weather locally.
* year **2059**:insurgents decide to fire up contaminated WCCS to destroy humans as they already think of themselves as Gods. Sabotage was planned to be simultaneous, worldwide and pretend to be a normal fire up of WCCS. The outcome of these actions was going to be seen in 2-3 days. However, fortunately for humanity, Institute of Weather and Climate Control has noticed minor changes in the atmosphere and predicted dreadful consequences.
* Year **2060**: acid rains and heavy thunderstorms has become a common thing. Ground and upper floors are contaminated with acid, interior and dark spaces are dominated by dark mold, that is dangerous for any life form. People are trying to survive by gathering resources from debris, crafting tools, saving each other and creating communities. But is there any hope for humanity survival as a species?

Main characters:

* *Edmund Starnes* — a high school science teacher, a person with great ambitions of changing the world, though during last years his thoughts about irresponsibility and illegitimacy of weather control were ridiculed by authorities as anti-scientific and anti-progressive likewise he was an object of making laugh of.
* *Lucy Starnes* — Edmund’s mother, she was a military doctor until an accident in 2035 when her legs became paralyzed due to biological weapon usage at Near East occupied territories. Lucy is 61 and almost for 23 years she has been using a wheelchair.
* *Charlie Starnes* — Edmund’s father, has died in 2051 after rejection of printed heart that was a necessity as a result of spaceship malfunction and subsequent explosion during Moon-gathered resources transportation.
* *Dillan Worthington* — Weather and Climate Control Project scientist, was working in WCCP analyses team, subsequently created after sabotage. He was one of a few people, who precisely knows consequences of insurgents’ doings.
* *Howard Starnes* — Edmund’s brother, from childhood he has been behaving rebellious: fights with students, anti-humanistic thoughts, etc. In 2051 he has released all animals in City Zoo, and he was imprisoned for 5 years. After Howard went out, family vainly tried to contact him, but he decided to go dark.

Plotline:

* Edmund has predicted the failure of Weather and Climate Control Project as well as inability of national shelters to protect civilians from contamination humanity has never ever came across.

However, he hasn't seen this coming so soon, but he has already decided not to put his life in hands of authorities and to survive with his mother on their own.

* When civilian alarm has blown up, Edmund was at work. He asked his mother to prepare herself and some stuff to move out. On the way home he picks up hunting rifle with some ammunition from the cache which only he knew about.
* Edmund and Lucy drive to the City Hotel scraping the sky with its 20-store height. They threatened the security guard and settled in room 1705 on 17th floor. Edmund knew that acid rains will take place, thus upper floors will be contaminated as well as the lower ones.

*Next events do not depend on player’s activities and are going to happen anyway:*

* Day **1**: Settling the shelter.
* Day **4**: The most powerful storm covers the whole Earth, destroying all on their way.
* Day **5**: Electricity has gone.
* Day **7**: The first acid rain.
* Day **12**: Mega storm ends.
* Day **15**: Dark contaminated mold is discovered. Named after its ability to grow in dark. Burns under light (not only sunlight). Extremely dangerous to life.
* Day **17**: Contaminated animals are discovered. They live in dark areas and are exposed to light (like dark mold). Typical behavior is pursuing and killing humans. Their meet can be consumed but needs heretofore decontamination.

*Next events do depend on player’s activities and are going to happen after player does something:*

* Edmund finds and brings new survivals. 🡨 can be repeated if needed
* Edmund picks up Dillan Worthington.
* Community survives acid rain and subsequent power cut.
* Dillan says: “It is possible to save the world” and gives the location of factory, where WCCS remains may be located.
* Group of people with Edmund traverse to WCCS factory.
* Edmund finds a note by Howard Starnes about sabotage and his contribution in it.
* They collect WCCS and return to base.
* All community finds out Lucy is ill because of dark mold.
* Group of people with Edmund traverse to City Hospital, gather medicine and return to the base.
* Community finds Lucy dying, medicine does not help. ☹
* Edmund and group of people traverse to WCCP tower.
* They encounter Howard, talk to him and player should decide to kill him or to keep alive.
* They traverse to the top of the tower (aka, boss battle).
* Edmund fires up WCCS.
* Weather in this city becomes more friendly, people left their shelter and bases, new era in human history begins.
* Possible sequel where other characters will save their cities.

Game Mechanics:

* “Weather” is a post-apocalyptic survival-strategic game with metroidvania elements.
* Weather conditions can change objects player has built, cause damage to the player.
* Player takes a lot of damage when enters highly contaminated areas (lower floors, roofs etc.)
* Player has a system of abilities, that can be upgraded by doing connected things (like "Crafting" improves while crafting) and by reading Guidebooks found in game.
* Player can craft tools and build basic objects (farm, wind generator etc.).
* Paths between balconies or windows can be created.
* Player can explore only not contaminated areas. Due to absence of power player needs light to notice dark mold or contaminated animals.
* Areas, contaminated with dark mold, can be treated using special substances.
* Player can decide whether to accept survivors to community, reject or to kill them.
* While in community, survivors will do necessary stuff for the whole community to survive (farming, crafting, decontaminating etc.).