

CMPM 148 – Assignment 9: Environment.Story

Narrative Events:

- Hundreds of years into the future, nearly all of the resources remaining on Earth have been nearly depleted and can no longer support the large human population that exists on the planet. In order to counter this, there are hundreds of large spaceships created to transport segments of the human population on Earth to a different planet in space that they may instead populate and continue to live on.
- There are several different missions, each with their own number of spaceships, that are all sent out in different directions in space in order to locate a new planet for humans to live on. These ships are operated primarily by robots, while the human passengers are put to sleep during the journey.
- The mission that the player character was a part of encounters a strange phenomenon while out in space, causing all of the spaceships to crash down on the nearest planet.
- A fair portion of the humans asleep on the ship did not manage to survive the crash, and some weren't even able to wake up from their slumber within the pods on the ships, and eventually died out as the ships started to lose power over time.
- The humans who manage to wake up on this new unfamiliar planet attempt to establish settlements that humans might live in in order to try and populate the planet.
- Unfortunately, the planet that these spaceships crashed on has a very harsh and unforgiving environment. The planet itself is incredibly cold, always covered in snow, so while it is not difficult to find sources of water, it is still extremely difficult to grow any crops on the planet, and thus is near impossible to grow any food to feed the new human population. The life which already exists on the planet, all strange animal-like creatures, are almost all hostile towards the human settlers, and so they often have to try and fend them off.
- The humans attempt to use fragments of the ship in order to build towns and settlements for them to survive in and to help defend themselves against the more aggressive alien species which try to hunt them down. They also continue to try and grow crops within the ruins of the spaceships, but most of these attempts are futile. The very few plants that do grow on the planet are almost all toxic for human consumption so they resort to trying to domesticate the less aggressive creatures on the planet in order to feed their populations.
- The human population quickly begins to fade out, with no real means of surviving on the planet, after they have depleted all of the resources that were brought with them on each of the spaceships that hadn't been destroyed.
- The player character is one of the remaining few survivors, the majority of the population left primarily only consisting of the robots that managed to survive the crash landing.
- The player character's primary goal is to explore the planet, to search for all of the other ships that crashed during the mission, to see if any of the human settlers still remain and have managed to form a way of surviving on the planet, and most importantly, to search for a means of communication to call for help from Earth or any of the other space missions to help the few survivors left of the planet.
- Through the narrative, it is implied that the player character is not actually human like one might initially assume from their appearance, and is instead an android model, and that quite a long period of time has passed since the humans first crashed on the planet.

Speculative Mechanics:

The speculative mechanics within which the player would experience this proposed narrative would be something akin to an action-adventure game, where the player explores through an open world environment as a means to uncover the aspects of the game's narrative by interacting with different elements that they discover within the game world, whether this be with objects in the environment itself or with characters that the player may engage in dialogue with, and/or by solving different types of puzzles or engaging in combat encounters that the player may engage when uncovering their story objectives within the open world.

Scenes:

1. Inside of the Player Character's Room/Office

One of the scenes within this narrative might take place within the player character's room or office, the place that they stay in when they aren't roaming around the planet searching for crashed spaceships. The room itself is made almost entirely of metal, including the floor, walls, and the furniture (desk, chair, bedframe, etc.), due to the lack of other material, like wood, that exists on the planet where the player character now resides, creating an overall more futuristic sci-fi sort of feeling to the space. The only aspects of the room which contrast this futuristic feeling are the blankets and pillows on the bed, which are tattered and nearly falling apart as they could not easily be replaced, as well as a large map spread across the wall, and an overflowing notebook on the desk. On the map, a rough sketch of the surrounding area has been sketched out, outlining the geography of the area, as well as specifically noting several key sites that the player character has uncovered, this including a few notable human settlements that are named on the map, as well as some nearby caves, mountains, and lakes. Most essentially on this map, marked with large stars, are the four crashed spaceships that the player character has already been able to locate, one of which is marked right next to the settlement within which the player character is currently staying, and thus the settlement that this room is located in as well, while the other three are also similarly marked nearby different settlements as well. On the top corner of the map, "4 / 8" is written, indicating that the two spaceships marked on the map are the only two out of a total ten that the player character has been able to locate thus far. On the desk below the map, there are also several pieces of scrap technology laid out, with tools set beside them, as if the player character had been attempting to fix these materials. Within the game itself, this space would likely be utilized as a sort of "hub" that the player could return to to check their story progression and their overall map of the world, as well as store and manage materials that they may have collected.

2. In One of the Remaining Occupied Human Settlements

This next scene would likely take place out in the human settlement that the player character resides within, and can explore and interact with the other characters that may be roaming the area, meaning this would likely be a scene directly after the previous opening one with the player character starting in their room/office. When the player first emerges out into the settlement, they primarily see a few robots milling about the town, a few of them clearing piles of snow from the main roads and walkways in the town. There are also a few robots carting machines carrying piles of stones through the settlement. The surrounding buildings are all made of metal, with a few smaller ones made of stone intermixed as well. The robots transporting these piles of stone appear to be moving them

in the direction of these smaller, half-completed stone buildings, as if to continue building them. If the player were to talk to any of these robots, they would likely only comment on trying to extend the settlement and build more places for people to live, despite there being no evidence of other people around. Many of these robots move and speak strangely, and are covered with an amalgamation of scratches or are missing parts, as if they weren't fully functional. Besides the ones that are still in operation, there might also be a few scattered throughout the settlement that have completely broken down. The buildings themselves don't appear to serve any particular purpose upon first glance, some not even having an apparent entrance, and all look extremely similar in design. There don't appear to be any other humans besides the player roaming around the settlement; either the other humans are all holed inside the other buildings, or there are none besides the player themselves. On one side of town, the player will be able to see the remains of the extremely large crashed spaceship that was marked on their map, which partially extends over the settlement itself, blocking some of the heavy snowfall in the area surrounding them. The destruction evident on the ship, while it shows evidence of a crash landing, also appears to be taken apart purposefully, with structured rectangular sections of the ship appearing to have been cut out, the metal of the ship being the same as the buildings surrounding them. In large letters, starting to fade, the words "Earth Colonization Project" are written on the side of the ship. On another side of town, there appears to be a fenced-off field of strangely glowing plants amongst the snow with animal-like creatures roaming around, none of which look quite like any animal that exists on Earth. Some of the robots are also over in this field, tending to the animals and strange glowing plants. If the player were to look up at the sky, besides the ruins of the spaceship they would also make out what appears to be several different suns. They might also make out the shape of other planets/moons in the sky as well. The entire town is also surrounded by tall metal walls, as a defense against the more hostile lifeforms on the planet. Within the game itself, this area would mark out one of the human settlements that exists within the narrative that is still somewhat operational, wherein the player has the opportunity to talk to other characters – the robots that work tirelessly on expanding and maintaining the settlement – to glean more information about the planet and what they are working on.

3. Inside one of the Crashed Spaceships

Whenever the player manages to find one of these spaceships when out exploring through the wilderness, they will have the opportunity to explore around the outside and inside of them, searching for any pieces of technology from the ship that may still be operational. At one such of these spaceship ruins, the player may encounter a more unfortunate fate for the humans that were aboard the ship. Around the destruction of the spaceship, the player may find scattered cryopods, within which the human passengers might have slept, covered with brutal scratch marks and surrounded by piles of broken glass partially covered by snow. Within some of these pods, or even just around the surrounding area, the player may uncover some human remains, either of those that were never able to escape from their frozen slumber within the cryopods as they eventually ran out of power, or those who were unfortunate enough to have encountered the more hostile alien creatures on the planet. The player may also encounter scattered and demolished fragments of the robots that may have operated this particular spacecraft, covered in similar claw and teeth marks, or are completely smashed into pieces. Unlike the ship near the settlement that the player is staying at, a human settlement was not

established near this particular spaceship, as the only destruction evident on the ship is from the crash itself, and not any intentional dismantling. Much like the spaceship from the first scene, although not fully visible, text that once read “Earth Colonization Project” can similarly be seen on this ship, but only partially, as a segment of it has been destroyed and broken off when the ship crashed. When exploring the inside of the ship, the player may find a few large partially intact chambers inside of the ship, within which a few of the cryopods initially found outside still remain, but which are all empty or merely contain human skeletons within them. The lower parts of the ship will be covered in snow after being exposed to the elements for some time and may even have some of that strange glowing foliage beginning to encroach upon parts of the ship as well, showing further signs of just how much time has passed since this ship originally crashed on the planet. The player may also encounter a few hostile enemy creatures inside that have begun to make their home inside of the wreckage which the player will have to fight off. While exploring through the wreckage of the ship, besides having to fight off a few alien enemies, the player will also be collecting some pieces of technology from the ship that haven’t been completely destroyed so that they might take it back to their room/office to attempt to repair. There will likely be a scene where the player character rushes towards the primary control room of the ship, which has been damaged from the crash, covered in burn marks and with exposed wiring, and starts pressing on different buttons, frantically searching for any evidence that there might still be some power left on the ship to try and communicate with other humans off of the planet, or even to try contacting other shipwrecks that the player character has not yet located where some humans might still be alive.

4. In One of the Failed Human Settlements

Alongside finding one of the crashed spaceships as discussed above, next to a different crashed spaceship, there might be another human settlement that was in the process of being built next to a different spaceship, but one that ultimately ended up failing and was abandoned with no remaining survivors due to inadequate resources and attacks from the alien creatures on the planet. In this scene, the player may explore through a half-finished settlement, one similar to the town from the second scene, but one that never managed to progress as far. Much like the settlement from the second scene, the spaceship near where this settlement resides will appear to show evidence of being deconstructed after the crash to be utilized in building up the settlement. Many of the buildings here will either be half-finished in the building process, or have started to collapse in on themselves, all covered in piles of snow that have built up over time without any survivors around to clear it. Besides just snow build up, much like the ship in scene three, those strange glowing plants will likely have taken root in the area, growing through and around the wreckage of the failed human settlement. Many of these buildings may also demonstrate some evidence of a fight, with scorch marks on the walls from gunfire, and deep scratches similar to those found in the third scene, as a result of an attack by alien wildlife in the area that the settlers were not able to fight back against. The player may even be able to uncover evidence of human remains buried under the snow, or even discarded wires and limbs from the robots that had been building the settlement alongside the humans from the ship. Surrounding the perimeter of this settlement would also be a wall, or what remains of it, with a large segment of it appearing to have been broken through, with large destroyed gate doors fallen to the ground near where this segment of the wall has been torn through.

Besides just the destroyed buildings and surrounding wall of the town, the player may also be able to uncover other segments of the settlement, like a fenced-in wide open field now covered in snow that had once been used in an attempt to grow crops for settlers to eat. In this field, some of those crops may even still be growing, all scattered and far apart in small patches, having difficulty staying alive in the harsh freezing environment of the planet. These plants are much different than the native plants on the planet, looking far more like the usual green plants that would be seen on Earth, likely indicating that these plants were brought over on the spaceships. Out of any of the plants still growing, the player would likely be unable to see any noticeable vegetables or flowering on any of these plants, rather they would mostly only be wilting leaves and twigs. Much like in the previous scene, the player would likely search the area for any remaining pieces of technology that they might be able to utilize or repair, but unlike the previous scene, they would not find these pieces within the remains of the ship itself, rather they would find them scattered in the crumbling buildings of the settlement. Where the player is able to find these pieces of technology, the player may also find tools similar to the ones seen in their room in the first scene, as if someone else had previously been attempting to repair them.

5. Inside of a Cave out in The Wilderness

Besides the remains of crashed spaceships and human settlements, the player will also have the chance to uncover different landmarks that exist within the planet's harsh, snowy environment, one of such might be a cave system not all too far from one of the failed human settlements on the planet wherein the humans who crashed nearby had at one point in time attempted to mine resources from the cave and expand their settlement. This cave would be located within one of the mountain ranges on the planet, and would be at a greater distance from the settlement that the player character resides within, instead lying a bit closer to the one from the previous scene that appeared to have been destroyed by the creatures which live on the planet. While exploring through the cave, the player may find it full of plant life, a bit different than what was growing in the snowy landscapes outside of the mountain throughout the ruins of the failed human civilizations, with veins of glowing and strangely colored ores and minerals embedded into the walls of the cave that further drive home the "alienness" of the planet, despite now the snowy landscapes outside may at first not appear all too different than Earth. Within this cave the player may also encounter some evidence of human involvement in the cave, with some of those robots, all destroyed and non-functional covered in different sorts of claw and teeth marks than were seen on the destroyed robots in the outside settlements, scattered throughout the interior of the cave, alongside some basic mining tools, like hammers and pickaxes that were brought from aboard the crashed spaceships. The player may even find the beginnings of some man-made tunnels throughout the cave, much different than the natural rocky interior of the rest of the cave. As the player explores deeper into the side of the mountain, they may start to instead find some of the alien life that make their homes within these caves, different in appearance to the other creatures which the player may have encountered out in the snowy plains while exploring through the game's environment. The player may also find some of these creatures' nests, and have to fight them off. Within these nests, the player may also find fragments of human bone which were dragged into the depths of the cave, providing further evidence to the hostility of the planet's life towards the human settlers and perhaps indicating that the alien lifeforms began to use these humans as their own source of food.

Narrative Inferences:

Inference	Evidence
The world that the player finds themselves in, despite at first appearing to be an apocalyptic future located on planet Earth, is instead located on an entirely different planet in space.	<ul style="list-style-type: none">➤ When the player looks up at the sky, they will see multiple different suns, rather than just a single one, as well as different planets. (Scene 2)➤ The plants that grow in the snowy fields in the environment don't appear to be anything like the plants on Earth, and even glow and produce light. (Scene 2, 3, 4, 5)➤ When exploring the environment, the player will encounter enemy creatures that they fight, which are alien in appearance, nothing like any animals that exist on Earth. (Scene 3, 5)➤ The landscape is full of crashed spaceships with the text "Earth Colonization Project" written on the sides of them, implying that this ships crashed here while traveling away from Earth (Scene 2, 3)
The primary goal of the player is to find the locations of 8 crashed spacecraft and uncover any technology at these sites that might still be functional.	<ul style="list-style-type: none">➤ In the player character's room, there is a large map displaying the locations of several crashed spaceship sights, marked with stars, highlighting the importance of these sites to the main character (Scene 1).➤ Also in the player character's room, there are fragments of what appears to be futuristic technology, with different sorts of tools lying next to them, implying that these tools were used in an attempt to repair or work on them in some way (Scene 1).➤ When exploring through the open world, the player's main objectives include finding these crashed spaceships, within which the player is able to collect any pieces of futuristic technology that they might be able to find (Scene 3, 4).
The purpose of these crashed spaceships was likely to carry large populations of human life	<ul style="list-style-type: none">➤ Among the wreckage of a few of the crashed spaceships the player will

<p>across space, but ended up crashing on this planet unexpectedly.</p>	<p>encounter large numbers of objects which appear to be “cryopods”, within which human passengers aboard the ship might have been put into a deep sleep during the trek across space. (Scene 3)</p> <ul style="list-style-type: none"> ➤ Within one of those crashed spaceships, the player will find the remains of an enormous corridor within which large numbers of these cryopods could be found. (Scene 3) ➤ The text written on these crashed spaceships “Earth Colonization Project”, further imply that these ships may have been used as a means to “colonize” other planets besides Earth by bringing over these human populations abroad the ships, (Scene 2, 3)
<p>The player character themselves appears to be the only living human that remains on the planet, with the majority, if not all, of the human population having already died out.</p>	<ul style="list-style-type: none"> ➤ In the first settlement, the one that the player character resides in, they find no evidence of any other humans living there. The only thing that they find are partially functioning robots going about automated tasks to expand the settlement. (Scene 2) ➤ When the player finds other crashed spaceships, even ones where nearby settlements had been constructed, they find them devoid of any other human life, and more often than not only find the remains of humans who had already died. (Scene 3, 4, 5)
<p>Those who crashed on this planet inside of these spaceships made multiple attempts to try and occupy and live on the planet but ultimately failed.</p>	<ul style="list-style-type: none"> ➤ When exploring the game’s environment the player will encounter built settlements oftentimes near where the spaceships crashed, made out of materials gathered from the remains of the ships themselves (Scene 2, 4). ➤ In some of the settlements, the player may find fenced off areas filled with wildlife native to the planet that are not hostile towards them, implying that humans attempted to domesticate life on the planet at some point in time. (Scene 2). ➤ In other settlements, there are also fields filled with planets that are different than the plants native to the planet and instead look more like plants

	<p>from Earth, demonstrating human attempts to cultivate food on the planet. (Scene 4)</p> <ul style="list-style-type: none"> ➤ In some of the caves that the player may find in the environment, it can be seen there were attempts to gather and mine materials from caves, with remains of human tools and robots littering some of the caves, and even the start of man-made tunnels. (Scene 5)
<p>Quite some time has passed since these spacecraft crashed on the planet and the occupants of these spacecraft attempted to occupy the planet.</p>	<ul style="list-style-type: none"> ➤ In the player's room, their blankets and pillows, the only sections of the room that aren't made from metal, are falling apart, showing evidence of time passing. (Scene 1) ➤ The robots that still remain operational, which are few and far between, appear to be broken down, and barely functional as is besides carrying out automated tasks, demonstrating the deterioration of this technology. (Scene 2) ➤ There is not really any other human life that can be seen on the planet, and the human remains that the player finds have already deteriorated into nothing but bones. (Scene 3, 4, 5) ➤ Alien plant life has become overgrown within the remains of some of the crashed spaceships and the destroyed human settlements. (Scene 3, 4)
<p>The environment of this alien planet is extremely harsh due to multiple different factors, like hostile alien life, the weather conditions themselves, and the lack of resources on the planet, making it difficult for any human life to remain here.</p>	<ul style="list-style-type: none"> ➤ The entire environment of the planet is extremely cold and snowy, no matter where the player explores in the game. (Scene 2-5) ➤ In some of the crashed spaceships and the destroyed human settlements, much of the ruins are covered in claw and teeth marks, as if having been attacked by the alien lifeforms on the planet. (Scene 3, 4, 5) ➤ As the player explores different environments in the game they will be attacked by nearly all of the lifeforms that they encounter. (Scene 3, 5) ➤ In some of the cave systems, the player may find human bones within the nests of some of the creatures, as if they had been dragged there and eaten (scene

	<p>5).</p> <ul style="list-style-type: none"> ➤ The planets from earth that have managed to grow in the harsh climate are wilting or do not produce any fruit/vegetables that humans may have been able to consume. (Scene 4)
<p>While the player character does appear to look human, because of just how much time appears to have already passed, it's very likely that they aren't actually human as they at first appear, or at the very least do not have a regular mortal lifespan.</p>	<ul style="list-style-type: none"> ➤ The player will encounter no other humans left alive on the planet. The only things they might interact with are the few robots brought from Earth which have greatly deteriorated. (Scene 2-5) ➤ The other human settlements they find have been destroyed and have been overgrown with native plantlife, demonstrating the great amount of time that has passed. (Scene 4) ➤ Based on how harsh the environment is and how little resources are available, it seems unlikely that the player character would be able to survive here, especially as all other humans have been lost. (Scene 2-5)