Apollo the 13th

(Apil Srivastava)

My brief Game Design document:~

Section 1: Game Overview

Game Genre:
RPG (Role-Playing-Game)

Game Perspective:
First Person

Game Mode:
Single Player

Target Audience:
- Age: 15-35
- Space fanatics

Core Idea:

Three Astronauts from NASA, are given the responsibility to go to a space mission which involves landing on the Moon. The mission is termed as Apollo-13. During their mission, due to an internal failure in their Spacecraft somehow, they have to abort the mission and return to the Earth back, as soon as possible, to save thier own lives. There are several people working their ass off to get them back safely. There is a lot of pressure and efforts to be put in. From controlling the Space Machine and coping up with the health issues, to complex arithmetic problems and calculations, the player, has to play the part of multiple people in this story, from some NASA staff members, to the engineers involved in the mission, including those Astronauts. This game would not just be like the movie, but could be a big thing, as to create a nice space simulation where we could teach the players practically about all the basic technical things about the Spacecraft and the space itself by giving our players to fulfil various tasks in the space with our game characters.

Goal of the game:

To land on Earth, back, instead of the Moon. Alive!

Topics/Subjects of the game:

Science and Survival.

Section 2: Game Flow

This game features 3 types of flow:

1. The Storyline (Animation) – The storyline of the game will be purely based on the movie itself (Apollo 13). In the game, we can show a little about some main characters' basic background story by animation while focusing on their character development. Rest of the story and facts can be given by voice-over, in-game talks and by on-screen labelling at the time of their introduction in the game, which can create more impact and give our game a great look as well.

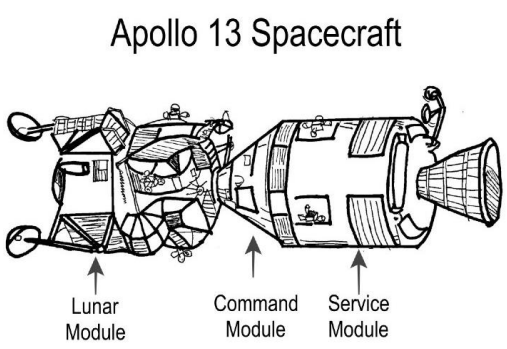
2. Decision making – The potrayal of the characters and environments can be done based on the real life events or as in the movie. According to the state of situation and conditions, many a times, our players would be given to choose between various options on the screen, ranging from 2 to 4, for the decisions which can be made to play the game in their own style and mindset and then from those decisions, the game will move further. Game decision also improves mental situation handling and also creates an interaction between the player and the game except just watching the animation, like a movie.

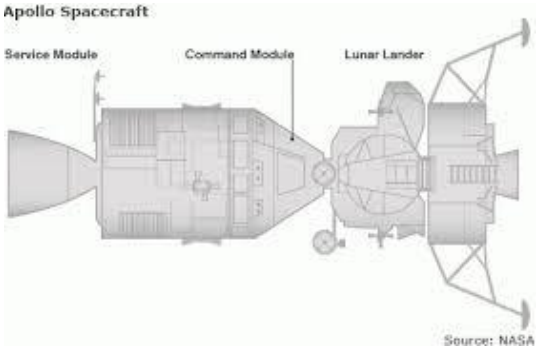
3. Tasks – Tasks can be simple, moderate to hard. Some tasks can take our player a lot of time to complete. They will usually include the switching of buttons and controlling the Spacecraft, checking the to-dos, taking measures for safety, doing the chores, handling the computer data and keeping the stats in mind, etc. etc. Our players will be tutored about these in the

visual format when they come across the scene the first time, and after that, if they still need help, they can read the textual tutorial unlocked in the "About-Mission" section of our game and from there, they can follow the instructions.

We can add more instances from the real world happenings of then and now – to the story and, to the visuals as well. And also, can state the differences for educational purpose, to define how far we have come.

[*There could be a "Task" section in the game (instead of having a multiplayer or survival mode which games usually have), which will be different from the storyline gameplay, and players when willing to, can learn and get familiar with the Space missions and the machine workings, practically. As we can build the space machine model just like the original ones or maybe close to those, and we can make the player experience a full simulator type experience. See the below images for reference.*]





Section 3: Game Mechanics

Character Movement and Controls:

PC in-game movement can be controlled by using the W-A-S-D, Space for jump, Shift for sprint, Enter to pick up or do the tasks, Y and N for nodding accordingly (as per Yes and No) in the conversations, Left mouse click for pursuing an object by selecting it, Right mouse click to zoom in or scope and, the arrow keys for choosing between the options for decision-making in the game.

In mobiles, it could be done as per the drag and touch options.

Dpads for usual controls in the other devices.

Navigation:

There will be a navigation bar and a map for the players when they are in the Spacecraft to guide them of its whereabouts.

See the side 2D figure for an idea. Of course the map would be labelled accordingly.

Section 4: Game Characters and Scenes

Main Characters and their signatures which can be highlighted in the animation:

Jim Lovell (His thumb technique of hiding the moon with it and seeing sliding on and off with one eye closed)

Fred Haise (His music tape which he enoyed playing with, in the less gravity up in the space)

Jack Swigert (Conserved, kinda distracted in the Spacecraft because of health issues)

Ken Mattingly (His calm attitude with the engineering capabilities)

Ed Harris (The boss himself. His composed personality and cooling everyone down but burning up when needed)

Main Scenes to be briefly covered in the storyline and animation (reference to the movie's timestamp):

"Why we are funding this space mission again?" (8:45 – 9:00)

"Slight change in destination" (10:10 – 10:17)

Preparations and working together before the mission (11:45 – 12:25) [*These preparations of them as included in the game, can be a tutorial for the player itself.*]

Conversation with his child explaining about the space and his mission (14:20 – 15:20)

Jim's decision and Jack's call (21:15 – 22:05)

Parting with byes (26:35 - 27:50)

The Launch (34:55)

Manual (41:15)

"Now that's a beautiful sight." (44:25 – 44:45)

The broadcast and gravity play (45:45)

O2 tanks, and the explosion… (50:15)

"Houston, we have a problem" (50:55)

"Bangs and Shimmies" (52:25)

"Wake up anybody you need, get them in here" (54:35)

Calculation check (1:00:50)

The shutdown in the spacecraft - [comupter off] (1:06:35)

The situation (1:07:45)

"We are not losing those men!" (1:09:35)

The scene in space (1:10:05)

"Look at that" (1:10:25)

Thumb technique + "I'd like to go home" (1:14:16)

The situation now (1:15:15)

"Failure is not an option" (1:16:55)

"Ken?" (1:17:15)

Eating upside down ("1:19:00)

Build a CO2 filter module (1:20:40)

The quarrel (1:26:00)

Instructing them about the filter (1:29:30)

Ken figuring out. "If they don't get one, I don't get one" (1:33:35)

The scene in space (1:37:34)

Burn the engine and Aim (1:42:15)

Power-up procedures (1:44:07)

The burst + “The world’s getting awfully big in the window” (1:47:30) + (1:47:55)

Four more amps. Reverse it. “I think we got it buddy” (1:48:38 – 1:50:50)

“Are the flowers blooming in Houston?” (1:51:45)

Instructions from Ken and setting up. (1:54:00)

“We are loose” (1:56:45)

Looking at each other from far away. (2:00:10)

“That’s good thinking”. (2:01:35)

Farewell Aquarius! (2:02:05)

“This is gonna be our finest hour” (2:04:00)

Gentlemen speech and entering the Earth (2:04:50)

“It’s good to see you again” (2:09:15)

Finally home (2:12:10)

--The End--