The game that I want to create is a continuation of the idea I had for my original one sheet (Nuked and Back). Focus would be on a lone survivor, trapped on an alien moon, attempting to collect bits of alien technology to repair a crippled spacecraft. In my original concept, I focused on a fellow survivor being the antagonist, with the potential for alien creatures to come into play. However, I think focusing on the aliens as the main enemies adds more dynamics/dangers/variability to the game play. There may be an opportunity to include another survivor as a guide/quest giver/etc. that could be explored.

High-level concept for the three levels would be an outdoor, daytime scene to begin the game. The second level would likely still be in an outdoor setting, but at night with additional enemies and obstacles. Final scene would (hopefully) take place in a type of underground setting, if I can figure out how to make that work. Quest objectives would be the straight forward collection of alien items, with an increase in difficulty to find/access as the levels increase.

I know that evolving my original concept does mean that most of my OSD is already complete, from the previous exercise. However, I really like the concept of this game and can visualize how to bring it to reality, versus trying to pursue a difference concept that I haven’t been thinking about for the past month-and-a-half!