

Goal

To create a sci-fi text adventure game where the player will make choices that will decide their fate.

Final product

A story with images to help direct the players imagination.

What will be delivered

A web based game.

Target Audience

Anyone who loves a good sci-fi story, 13+ mainly because it has a dark and suspenseful theme.

Timeline

September 13- October 12th, 2020



Story

It's the year 2320. Aliens invade Earth and almost cause the extinction of the human race. In an attempt to flee, you (playing as a character) head up the mountain and find a series of caves, where you come across a portal to a parallel universe, discovering a planet with atmosphere similar to earth. During your time on this planet, you will discover different forms of life, some who can help you and others who will harm you.

Characters

You play as a rookie firefighter, who at the time of the invasion was stationed in a small town in Colorado.

Kinsley: a human being who finds a different way onto this planet, has the skillset to survive.

Scientist Dr. Markov: who arrived to this planet with the survivalist.

The Scavengers: Alien species that invaded earth: Earth has a resources they need and will do anything to get it.

Arkids (Dangerous alien species 1): less human like, more primal and wild. Will hunt and eat you.

Laziell (Dangerous alien species 2): More human-like, but think humans are valuable for trade and will sell you to other alien species.

Akrine (Helpful alien species): Take pity on the human race and wants to help save your planet and kill off the Scavengers for their own benefit.

Human Survivors that have refuged at the Akrine's city.

Gameplay

Text/image point and click game, make different choices that determine the player's fate and the fate of the human race.

Visual Art

The images used will give the player a feel for the terrain and what the aliens look like.



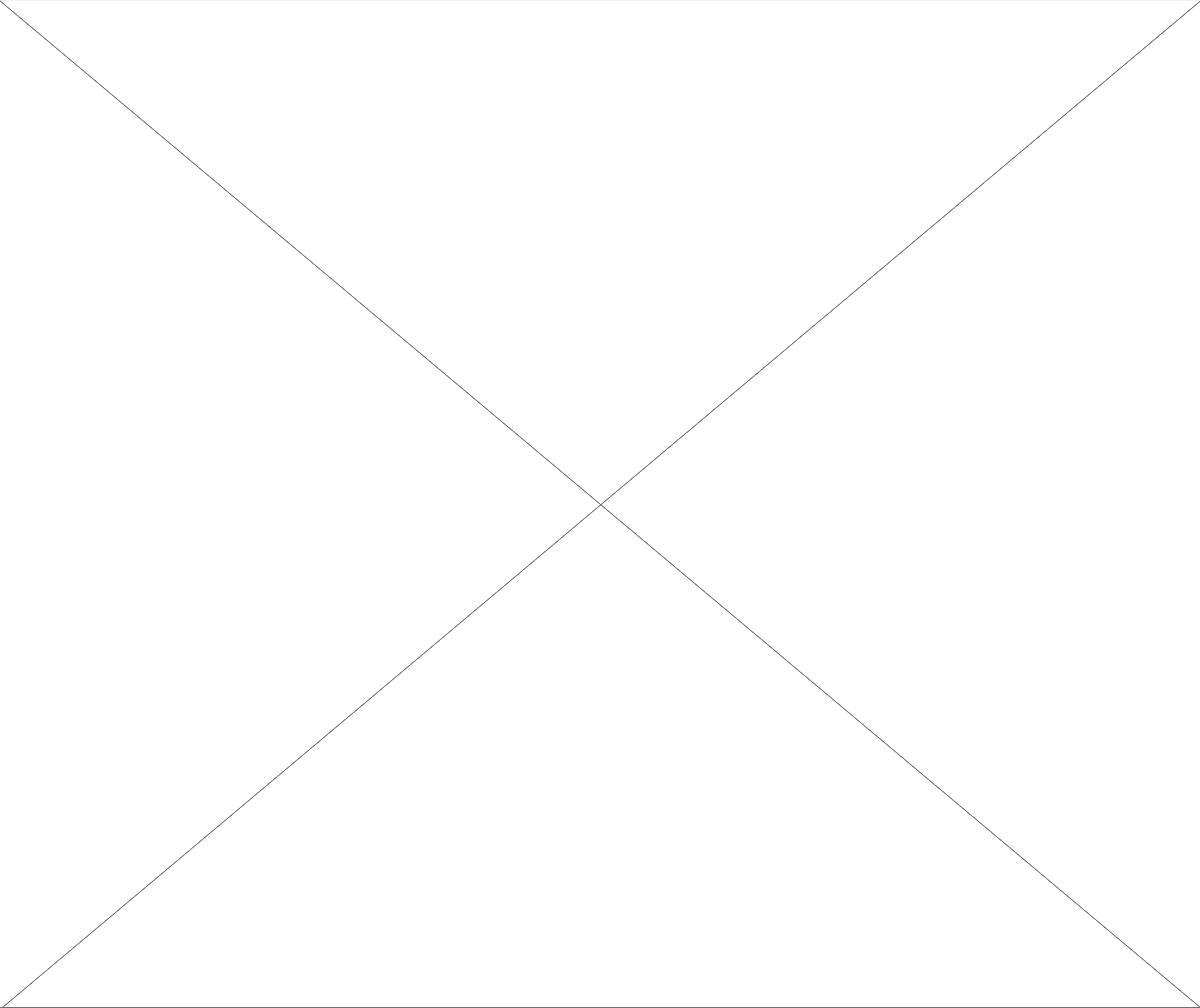
Title

Brief Description

[Placeholder text block consisting of three horizontal gray bars]

Enter

Credits





Restart

Credits

[Redacted text block containing approximately 15 lines of obscured content]

Option 1

Option 2

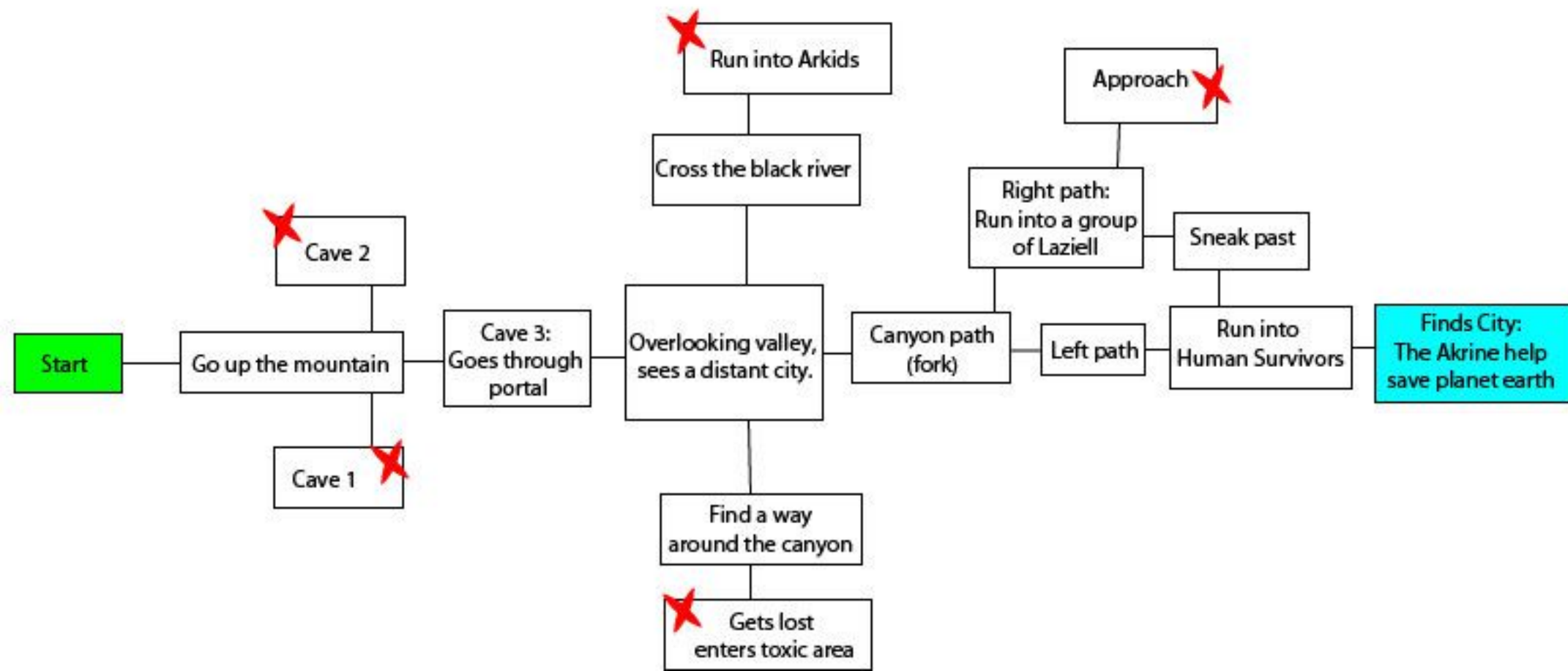
Story Map

Alex Leeds

Hurwich

Des 327

 Termination Condition



Becca Williams



Age 17
Gender Female

Visual Style

- futuristic
- high tech/sleek/metallic
- grunge/steampunk
- japanese culture/anime

Bio Becca is a senior highschool student. She is an introvert, but still enjoys hanging out with a few good friends. At school, she spends lunch in the computer room to get some homework done and to find games to play on the internet. Her grades are dropping a bit, because she is having major senioritis. Home life is not the best. Her parents split 6 years ago and she spent many years bouncing back and forth between parents who both try to “win her love” with competing against the other parent and buy her things. To escape the stress from school and home life she indulges in anything sci-fi and anime. She is looking forward to going to sac anime, which her dad bought her and her friends tickets to go as a graduation present.

Gamer type Likes a good story, but primarily an adventurer.

Devices used

- iPhone
- windows gaming laptop
- ps4 and nintendo switch

Preferred game elements Her favorite thing about games are how graphics have improved a lot, which in turn lets fantasy and sci-fi themed visuals look more realistic. She also enjoys open world games, since she is an explorer, it allows her to take her time with the game, which could lead to side-missions and new items.

Dislikes about games major glitches, bad graphics, sexist games that objectify women, and shooter games.