Space Punk

A forward scout/colonizing mission goes sideways and your ship crashlands on a huge asteroid.

An asteroid hurtling towards the sun.

As panic sets in the crew and staff, you are democratically chosen to lead an attempt to escape this rock, but history won't be kind to your mistake. Here lady luck doesn’t favour the bold. She favours the calculating. With the life of remaining 680 humans depending on your decisions, you have no room for mistakes.

Gather the resources, balance the active population against the working population and repair your ship. All of that in 53 sols.

# Summary

* Target Audience :
  + - * Age : 12+
* Target Platform :
  + - * Android/ iOS
      * PC
      * consoles
* Genre : 3D city builder survival

# Plot

As earth and its colonies in the Solar System begin facing the ever present problem of overpopulation, a new mission to colonize a distant planet in Alpha Centauri is undertaken. Travelling the unknown, a malfunction and an unexpected outcome result in the ship crash landing on an asteroid heading towards theToliman of the binary star Alpha Centauri AB. With just 53 sol before the point of no return the player must lead the colonists and rebuild the ship to escape the asteroid.

# Gameplay

* The player starts out with a handful of crew and staff to begin the repairs to the ship.
* Facilities to collect or create resources like metal ores, electronics, electricity generation, O2, cybernetics, food and fuel.
* All these resources are limited and cannot be exploited.
* The player also has to manage the efficiency of these operations.
* The workforce available to the player will be in the form of a population system. The population in cryostasis has to be awakened with meticulous calculation. If more than required population is awakened it might lead to civil unrest and rise in disobedience. Shelter and food also play a major factor.
* A rules and regulations system will also contribute to efficiency,discipline,discontent and disobedience. The rules and regulations system will decide the values that are taken ahead into the new world.
* Rise in discontent will lead to suicides, protests and crimes.
* The player will also face environmental hazards such as solar storms, meteorite debris, radiation sickness, medical outbreaks.

Systems

Energy

Collection

Population

R & R

Buildings

Resources

Population

Tech Tree

# World Design

* An asteroid moving through space.
* 3D models that look like they were made from ship parts.
* Tram system for movement of goods and people
* Small humanoid figures in space suits for showing homeless peoples
* Minimalistic UI made to look like the hub of a space sip
* Effects for environmental hazards

