# **highrescue**

Ein Bild, das dunkel enthält.

Automatisch generierte Beschreibung

## The story

After an explosion of block A7 of the ISS station, 5 astronauts have been ejected into space. Their supply of oxygen varies. Some astronauts have 10 minutes and some only 2 minutes of oxygen supply to think about. However, one astronaut, which is the player himself, has enough oxygen and a Jetstream glove that he can use to save the astronauts. He must fly to them, grab them and bring them to a blue capsule where there is enough oxygen. There the rescued astronauts can survive.

## The goal of the game

The player must decide where the biggest bottleneck is. If he will decide to rescue the astronauts one by one, probably one or more astronauts will run out of oxygen and die. Thus, the player must make lightning-fast decisions about how best to respond to this dramatic emergency so that he can save all the astronauts without dying first from lack of oxygen.

While the player must act quickly, he must also act cautiously. This is because if he is not careful, the astronaut to be rescued may be thrown off, which would result in the astronaut not being able to be rescued because he cannot be caught in zero gravity.

The goal of the game is to get all 5 astronauts to the safe area. If an astronaut dies from lack of oxygen during the rescue attempt, the mission is considered a failure, but the player can still bring the deceased astronauts to the safe area.

## Age rating

The game is suitable for children and adults 8 years and older.

## Target platforms

The game has been developed for the Oculus Quest 2. However, it can be ported to the PICO platform in the prescribed 30 days. We have relevant experience with it.

## Release

The game has not been publicly presented yet.

## Development in the near future

For the release in the PICO Store we would still recommend and also develop the following features:

1. Entry menu with a game instruction.

2. Floating oxygen tanks that could be provided to the astronauts by the player to keep them alive longer before the rescue. This would make rescuing the far astronauts easier and it increases the fun of the game.

3. The Jetstream should have a limited amount of fuel, which could be refilled at the ISS station. The tension in the game could be increased considerably in this way.

4. After the explosion, wreckage should also be visible and in motion, which could be dangerous for both the astronauts and the player. A piece of wreckage could kill both the player and the astronaut, so this added danger brings further tension to the game.

5. Leaderboard (to be able to compare yourself with other players).

## Contact

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