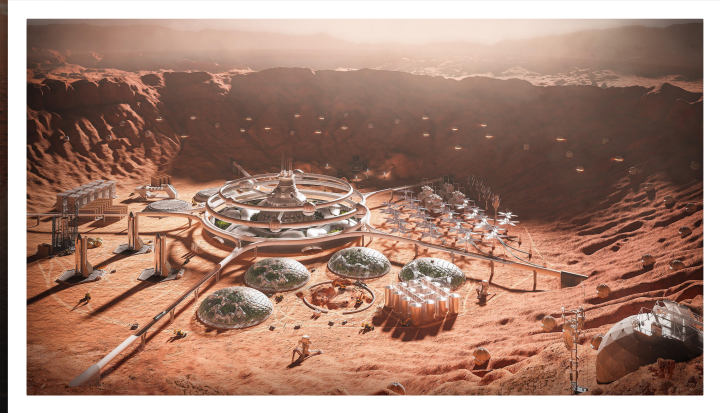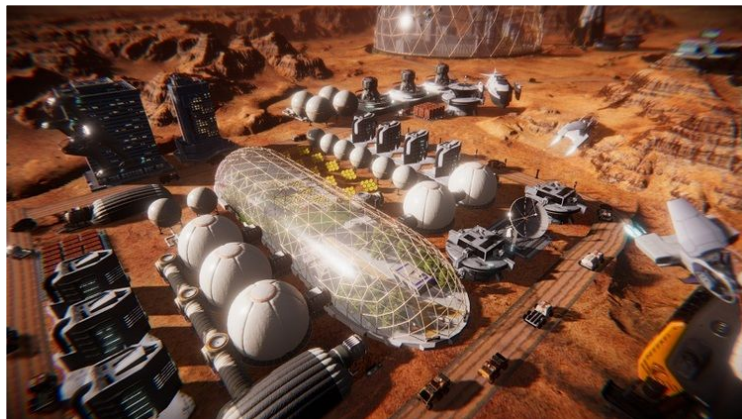# Mars Directive: Sentient Convergence

Mars Directive: Sentient Convergence is an
    action video game in which
    the player immerses themselves
    in the **hectic** contention of the first
    settlements on Mars.

Two sentient entities battle to gain the long
    term control over the first settlement on the
    Red Planet: *Humans* and *AGI agents*

The player, siding with the humans, faces non trivial challenges to overcome the **unpredictability** of the AGI strategy.

Mastering the mechanics of the game is essential to traverse your way to stopping the enemy.

How is the AGI **unpredictable**?
At first glance, their infrastructure and decision making manifests a clear purpose. When zoomed in, it is **not comprehensible** by the human intelligence.

One thing is astonishing:
The AGI agents manifest odd **synchronicity**
in their intent, ruling out glitches or bugs
in their core and raising **suspicions** on
what/who is really behind.

MVP - Minimum Viable Product

- Required mechanics to reach the win state.
- Puzzles manifest at the level layout layer, so a minimum set of levels such that all the required mechanics are used
- One weapon, infinite ammo, one enemy type, 25%/50%/100% healing equipment
- Vital parameters: oxygen and radiation levels, health, shield to allow fail states

These concepts will be discussed further in the pitch

# Gameplay

Player-centric approach

- Players will have to figure out the way to progress using mechanics, while neutralizing the enemies.
- The players will feel a sense of **control and power** mastering dynamics, as well as **relief** and **accomplishment** through problem solving.

Mechanics 1

- Basic:
    a. **Required** for traversal: <u>Running</u>, <u>Crouching</u>, <u>Crawling</u>
   b. Convenient in battle/traversal: Dashing, Vaulting, Melee

    Underlined are the mechanics expected in the Vertical Slice
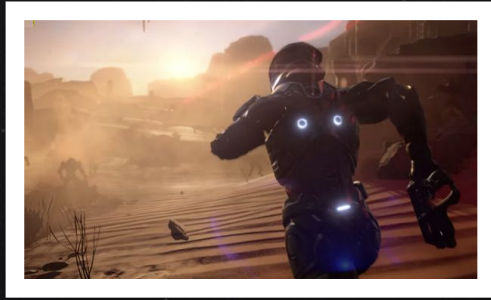
Mechanics 2

- Characteristic:
  a. <u>Small-Scale gravity manipulation</u> (e.g. to create platforms to jump to) - **Required** for traversal
  b. <u>Rocket belt technology</u> (aka, Jetpack) - **Required** for traversal
  c. Gravitational Waves (environmental)

Underlined are the mechanics expected in the Vertical Slice
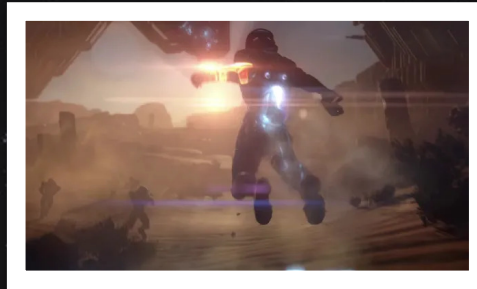
Core Loop

- Kill AGI agents
- Solve puzzles
- Reach POI

Win state

- The player reaches the end of the game by solving all the puzzles and killing the necessary enemies.
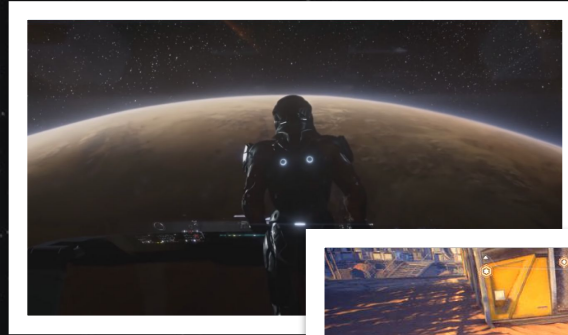
Fail states

- Player dies from environmental causes
- Player is killed by the enemy

Visual Target

- Accurate 3D representation of the Martian atmosphere

- Sci-Fi like under/above-ground settlements

Dramatic Elements 1

After a first failed attempt at colonizing Mars with a crew of humans, mission engineers decided to send a fleet of AGI agents cooperating with Crew α to lay the foundations for the first interplanetary exodus.

Crew α is in charge of directing the exodus as well as ensuring a successful inhabitancy. To their surprise, they realize that the AGI is plotting to claim the first settlement and using humans as slaves as they further self-perfect.

Super Story

Story & Plot

Dramatic Elements 2

The game is set among the first settlements on Mars, in the not-so-far future

- *Main Character: Captain Mellon*
- *Villain: Xenosyne Kronos*
- *... subject to develpment*

Setting

Characters

Target Audience

- Lookalike-audience analysis

	Age	Lifestyle	Location	Gender Id.	Player Type
Mass Effect	18-24 (55%)	Hardcore*	North America (59%)	Male (79%)	Explorers*
Half Life	18-24*	Hardcore*	Russia	Male (91%)	Killers*
Halo	18-24*	Hardcore*	North America*	Male*	Killers*

- Predicted Target Audience
  a. Age: 18-24
  b. Lifestyle: Hardcore
  c. Location: North America
  d. Gender Identity: Male
  e. Player Type: Killers

*This info was assumed and not backed by data