



Survival | Exploration | Base building | Colonization

*“Could you Survive
against insurmountable odds...
from your very first Breath
on a Completely Unknown
& Undiscovered Alien Planet?”*

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Genre

Planet Z is a top-down Co-op Sci-fi Survival game.

Elevator Pitch

The spaceship has crash landed on an unknown alien planet. It is completely irreparable & non-functional. All of the other astronauts have been critically wounded. It is up to you to decide what actions to take. The surroundings appear completely desolate ...

You must use every item at your disposal & every advantage - in order to survive!

Unique Selling Points

Exploration through Experimentation:

The scientific method used under duress. To be able to grasp the predicament you find yourself in you will need to explore & test yourself & test the environment beyond the imagined safety of your confines.

Endless Randomly Generated Map:

Imagine the endless possibilities.

Emergency crises:

Dynamic emergencies with a flair. Survival at its core. Can you really hope to survive on Planet Z?

Colonization & Terraforming:

The biological & plant life have adapted to the harsh climate over millions of years - the human body however, has not. Thus, in order for the human race to survive for future generations you must begin the impossible... the process of terraforming the planet.

Inspiration

The Planet Z concept mostly came from inspiration from the book Miracle in the Andes & a mix of the below:

Miracle in the Andes:

Book based on the true story of a plane crash in the Andes mountains & how they managed to survive for 72 days with essentially no water, no food, in temperatures which routinely dropped to below -35 degrees celsius, and having no way of knowing where they were & yet rescuing all the remaining survivors. Raw survival at all costs & the human will to survive.

Lost In Space TV series:

The idea of being a small team of astronauts that are “lost in space” & some of the scenarios that could potentially occur.

Mars TV series:

How to create life on another planet.

SpaceX:

How to create life on another planet. Additionally, how far technology has come & what innovations can be made possible in the not-too distant future.

Intended Audience

12+ with mature survival themes. Anyone who looks up at the night sky in amazement. People who love survival films - particularly Lost in Space, The Mars TV series or anything to do with SpaceX. Any fans of Sci-Fi games - particularly related to surviving in space.

Art Mood Board

Daytime desolate landing site:



Daytime habitat:



Nighttime landing site (ignore color):



Nighttime color themes:

Inside potential surviving parts of the spaceship:



Inside irreparable parts of the spaceship:



Backstory

A small team of 4 astronauts are on an exploratory mission to colonize Proxima Centauri B - the closest planet which is most similar to Earth - when they run out of rocket fuel on their main fuel tank due to an asteroid collision. Due to lack of fuel (they only have the emergency tank left) they are forced to use a gravitational force of a nearby uninhabitable planet to force a trajectory back to what is believed to be a more habitable but still completely unknown planet.

This makes it impossible to turn back - they have no other choice than to land on the planet before they run out of emergency fuel.

In their attempt to land the team decides to use all of the emergency fuel trying to stabilise the landing. Despite these attempts the spaceship crash lands with a forceful impact.

Gameplay Description

You play as one of the astronauts that has crash landed. Slowly you regain consciousness & after momentarily wondering where you are & how you got here, vivid & intense flashbacks of the emergency crash landing strike repeatedly on screen; you immediately begin to recognize the gravity of the situation. However, there is no more time - you must suddenly handle one of the randomly generated terrifying emergency scenarios (ex. spaceship is on fire, oxygen leak, dangerous LZ, critical health emergency/s); & as if to remind you of your peril - a survival time GUI is displayed in seconds, minutes, hours & days.

If you survive any number of the above emergency scenario/s - you have a fleeting moment of stability - whereby it may be opportune to take stock of your resources.

Starting Resources

4 wounded astronauts (including the player) with jetpacks & oxygen tanks & an irreparable, non-functional ship.

Core Mechanics

Fighting for survival till your last living breath on an alien planet is no small task. You will have to be adaptable & resourceful in responding to a crisis of this magnitude. In a crisis situation you must immediately prioritize that which is the most critical situation to handle.

You have many choices at your disposal from gauging & controlling how much oxygen you have, attending to the wounded astronauts desperately in need of your help, exploring & understanding your surroundings, planning your next move, or simply trying to get a grasp on the emergency situation as a whole.

Controls

Inside

Moving around = WASD

Running = LShift

Interact = Ctrl

Experiment = TAB

Communications = C

GUI

Survived time

Physical Health - oxygen, water, food, sleep

Psychological Health

Temperature

Longitude & Latitude & Time

Outside

Moving around = WASD

Jetpack = LShift

Interact = Ctrl

Experiment = TAB

Communications = C

Survived time

Physical Health - oxygen, water, food, sleep

Psychological Health

Temperature

Longitude, Latitude & Time

GUI Pictures

Start Menu: Planet slowly rotating, Stars in background animated, Planet Z text flickering animation similar to low TV reception style from white to Red:



Gameplay GUI: (inside & outside) concept example:



Resource GUI (pop-up information menu whilst gameplay is active - inside or outside):

Oxygen level =	100%
Power level =	98%
Food storage =	64%
Water storage =	22%
Precious Metals =	3%
Ceramic minerals =	10%
Processed Sand =	33%
Silicon dioxide =	1%
Overall moral =	44%

Core Features

Survival:

Life support depends on your total health - divided into: oxygen, water, food, sleep, & psychological. Of the categories above psychological is less self-explanatory. It is affected by how you handle emergency situations, how you interact with fellow astronauts, your general health & whether or not things are proceeding in a positive way. Overall morale is a total of the psychological health of all the astronauts.

Shelter is also a significant factor especially when on an unknown planet with unknown temperature & weather fluctuations.

Exploration & Environment:

The spaceship is non-functional & irreparable but can be used as a short-term habitat & to scavenge vital resources. However, these resources are finite - you must go out & explore.

Although the initial surroundings are completely desolate, within a certain range they may become rather bountiful - plants & creatures have adapted to the atmosphere & weather conditions & instead of just surviving... they thrive.

The planet's extreme weather conditions are dynamic & time of day dependent - proceed with caution!

Resources:

Water for instance may be extracted from the soil - but in all its forms should be tested, purified & stored. Other minerals & compounds can be found on Planet Z such as: Precious metals, ceramic minerals, sand, & silicon dioxide. These can be mined using the interact button with a certain delay time, & are needed in certain quantities to be able to build different vital buildings for survival.

Base Building:

There is a base building element of the game which is central to survival, exploration, & eventually colonization. The spaceship can initially provide shelter from the weather, & provide oxygen among other things. However, more is needed in order to survive.

What needs to be built? Power generator. Habitat - for oxygen & shelter. Water extraction, purification & storage. Food production & storage.

Communications:

Communication with your team is a critical aspect to survival & includes asking for help, sending out a warning, or setting off an emergency alert.

Scientific Experiments:

You need to perform scientific experiments in order to “test” different aspects of the environment to find out how & whether or not you should interact with it. These include: Atmospheric, soil, water, biological, & mineral tests.

Endless Randomly Generated Map:

Endless possibilities, endless exploration - no game is ever the same.

Randomly generated emergencies:

There are a number of emergency situations that can arise from time to time which must be dealt with immediately otherwise your survival can be in jeopardy.

Terraforming:

The path to terraforming is certainly not an easy one - theoretically it could be possible when you have achieved a stable equilibrium (ie. less emergency occurrences), harmony in overall morale, & have enough resources & knowledge of the surrounding environment. How can you do it when it has never been done? Luckily it is you & not us that is in this predicament.

Sound

The Start Menu & Controls music will have a strange & frightening sci-fi theme.

As the introduction starts with vivid & intense flashbacks of the emergency crash landing striking repeatedly on screen - there will be appropriate sound effects such as spaceship rumbling, sections of the spaceship being torn apart, fire, screams etc.

There will also be GUI sound effects when starting the game with a sci-fi mission keyboard typing loudly theme as the following GUIs are typed upon the screen (not representative of actual numbers).



A dampened breathing sound effect when outside to heighten the tension.

Additional in game sound effects may come in the form of experimental test results - a voice over such as “Your atmospheric test has returned positive for small traces of oxygen”; similarly voice overs for any warnings or emergency alerts - for game design purposes if these are challenging these may be reduced & or replaced with text GUIs that flash on screen. Emergency sound effects will also be needed for any oxygen leaks, fires, & other hazards. Additionally, there will be sound effects for weather - such as gale-force winds, dust storms, unforeseen rain etc.

Win/Lose States

Win by surviving as long as you can. **Lose** by death.

Game Production Adaptability

The following are merely suggestions depending on how game production is progressing.

Scale-down suggestions: Co-op optional, jetpack optional, AI astronauts can be at another location whilst you assist at another, as stated above voice-over sounds can be minimised with a text GUI instead, base building could be assigned to AI units that are assigned this task instead & for instance you could be assigned more survival & exploration missions. Additionally, the scale of artistry can be minimised by minimising

the size of the crashed spaceship functional parts; whether or not you discover abundant alien life from the desolate landing site.

Scale-up suggestions: Robot AI, Rover, Fighting alien life, defenses, weapons, spaceship / flying capabilities.

Reference Games

Oxygen not included:

Similarities to Planet Z - Space survival game. Building a space colony. Oxygen as a health parameter. Psychological health. Sleeping. Balancing & gathering resources, power.

The Planet Z difference - Spaceship crash. Biological alien life - not just microbes. Unrivalled exploration. Dynamic themes & environment. Emergency crisis situations.

Subnautica:

Similarities to Planet Z - Space survival game. Spaceship crash landing. Biological alien life. Exploration.

The Planet Z Difference - Not underwater, resource collection & base-building, dynamic themes & environment. Emergency crisis situations. Psychological health.

Empyrion:

Similarities to Planet Z - Survival. Building. Trying to create a life on another planet. Exploration. Biological alien life. Crashed on an unknown planet.

The Planet Z Difference - Dynamic themes & environment, much greater flair on tactical survival & emergency crisis situations. Psychological health. Exploration & experiments synergized. Terraforming.