



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

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.

Introduction

The spaceship has crash landed on an unknown planet. It is completely irreparable & non-functional. The other astronauts can provide guidance - but 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!

Gameplay description

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

Controls

Inside

Moving around = WASD

Running = LShift

Interact = Ctrl

Experiment = TAB

Communications = C

GUI

Oxygen level

Power level

Physical Health - oxygen, water, food, sleep

Psychological Health

Storage - food, water, resources

Outside

Moving around = WASD

Jetpack = LShift

Interact = Ctrl

Experiment = TAB

Communications = C

Physical Health - oxygen, water, food, sleep

Psychological Health

Core features

Survival: Life support depends on your 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 and whether or not things are proceeding in a positive way. Note: Shelter is also a significant factor especially when on an unknown planet with unknown weather fluctuations.

Exploration, Resources & 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.

Water for instance may be extracted from the soil - but in all its forms should be tested, purified & stored.

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!

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.

Unique Features

Experiments: You need to perform 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. Hint: many of these events may be preempted with enough foresight & knowledge.

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 process of terraforming the planet. How can you do it when it has never been done? Luckily it is you and not us that is in this predicament.

Win/lose states

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

Inspirations

Miracle in the Andes - book. Lost In Space TV series. Mars TV series. SpaceX. The SIMs video game.