

Homebrew Pitch
Created by Kevin Santos
9/11/2024

1. Define Your Homebrew World:

World Name and Theme: The locale that'll be featured in the game will be a post-apocalyptic version of the City of Denver, Colorado. Denver is the main hub region and it shows through its organized power structure within a post apocalyptic world. Colorado is a state where the Northeast is covered with Radiation due to its use as a nuclear dumping ground, whilst the remaining regions of the state have slowly rebuilt themselves or remained in a state of chaos, looting, and gangs fighting for whatever scraps remain. Denver's location within the northern region makes it a tantalizing stop for any merchants, cross-country workers or a visitor to come by and rest up before continuing on their travels. Other cities such as Boulder, Colorado Springs, and Aspen will serve different services, with one being efficient in cooking and another being efficient with their blacksmith abilities.

Descriptive Vision: What I'd image Colorado to be is primarily inspired by the Fallout games, specifically Fallout New Vegas, Fallout 4 and the canceled Van Buren. Colorado as a choice for a playable locale is directly inspired from Van Buren, but the city of Denver, I'll be taking inspiration from Diamond City. Diamond City is the main part of Fallout 4's map that has a good enough sense of structure, rules, and normality within a wasteland of mutants and raiders. Most, if not all of the areas feature destroyed buildings and abandoned vehicles, because even if people are able to create a stable city, it's not easy to rebuild architecture before everything goes to hell.

2. Artistic Inspiration and References:

Art Style and Influences: Since I'm planning to make the time as an interactive visual novel, the artstyle would be of stylized 2D images of the characters, superimposed onto illustrated backgrounds of the current environment. It's the style that most western and japanese visual novels take, and the various hubs will feature characters and stores you can click on, either to obtain a quest by a character or get your gear repaired by the local blacksmith.

Color Palette and Mood: To start, the outskirts of Denver will feature New Vegas' style of deserts and mountains, but the colors of the atmosphere will be most reminiscent to the concept art that was planned for Van Buren's Denver Ruins. A rustic orange covers the sky and as you discover areas, the sky will become clearer or greener, showcasing how potentially radioactive the place will be. The city of Denver itself is one of those clean sky locals, which is joined by the cities of Colorado Springs, Aspen, and Boulder. Grand Springs, on the other hand, is the only locale with a green sky, due to its Northeast Colorado location.



(Denver Ruins concept art from Van Buren, 2003; Serves as an example of the Colorado Outskirts' atmosphere and colors)

3. Characters and Races:

Descriptive Concepts: For characters, the citizens of Denver are run of the mill humans, though with the power of post-apocalyptic science and logic, previously injured individuals have received working mechanical replacements for their missing limbs. The clothes of the townsfolk range from dusty to almost spotless, which is thanks to the people's ability to wash their clothes and send them to tailors which can fix up any patches. The state of their repairs range amongst the populace due to their status within Denver's working class. But outside of Denver, the apparel of gangs range from whatever clothes they're able to use to police and military armor, with certain enemies being equipped with bulletproof armor and riot shields.

Cultural and Visual Traits: For character traits

4. Environment and Locations:

Geographical Layout: The real life geographical layout of Denver will be incorporated into the game's map, but of course, it will be downsized to incorporate other cities and portions of Colorado, including cities such as Boulder, Aspen and Colorado Springs. The cities are connected through travel stations that the player can pay to fast travel from between towns, but you do have the option to travel by foot. If you travel by foot, you'll encounter enemies more often compared to fast traveling around the map. The locations are separated by loading screens

Artistic References: For weapons and gear, they'll be taking inspiration from Fallout New Vegas for the rustic designs. They're gonna be 2D illustrations but variations with a rusted element will be featured on the weapon as it wears down. For the player, they'll be shown with cowboy style clothing covering up the bottom of their face. Different outfits will be toggleable but will serve as a cosmetic choice, with armor being shown via the player's statistics instead.

Visual and Artistic Direction: Buildings, weapons, and items will be stylized to the look of the characters themselves. I don't want to go with a super realistic artstyle, but I also don't want to go the other direction with overtly cartoonish buildings and architecture. I can't talk much about this portion as if I would work on the project, then there's a chance I'll hire an artist with a distinct artstyle, with the environment being akin to that artist's style.

5. Items and Artifacts:

Design Inspiration: In terms of items, you'll be able to find a wide set of snacks, meats and ingredients that you'll be able to bring to a nearby chef to safely prepare the food. These will have negative radioactive traits due to them being from areas with low amounts of radiation. You'll be able to consume food from Denver's various kitchens, which have hired chefs to safely prepare meals without the risk of radiation infecting your meals. As well, you are able to find hazmat suits from military checkpoints and Grand Springs, an area of Colorado whose skies are filled with radioactive dumps and a radioactive sky to boot. Weapons will be obtainable, ranging from pistols to rifles to sniper rifles. Depending on where you find them, weapons such as rocket launchers and Img's may be obtainable by the player after completing a mission or raiding a police station.



(Boulder Dome concept art from Van Buren, 2003; Serves as the atmosphere example for Grand Springs.)

Descriptive Vision: Outside of Denver, you'll be able to find rusted weapons and armor, which will go along the turn based combat system and your abilities as a character. Enemies will hold similarly rusted weapons, ranging from the simple sidearm to sniper rifles and military grade rocket launchers. Depending on the enemies you encounter, weapons will have been cleaned, which connects to various weapon ideas I'd like to use for weapons. Armor such as bulletproof vests and military gear will have a similar system of rust vs cleanliness. Being able to bring armor from the outskirts to a main town blacksmith and the appropriate money will repair the armor, refurbishing enough that the piece will be combat ready. This will also apply to weapons and helmets. Rusted weapons can have side effects of not firing properly, randomly firing shots when holstered and not even work during your turn.



(Concept art of Leather Armor from Van Buren and a Revolver from New Vegas, 2003/2011; Serves as examples of armor and weaponry)

6. Art Elements and Predictions:

Basic Art Elements: In terms of art elements, weapons and general offensive gear will have various versions of that weapon, which changes depending on the condition of the gear. These will be shown off by a rusted texture being placed on the gear's icon and gear's name. To know how much health you have, an outline of your character will be placed on the hud with the color red and a white colored number percentage serving as your health indicator. For combat, a number will be near your name and as you take damage, the number will lower as expected. A radiation bar will work similarly to the health bar, but with the color being green and the number color being black. If the radiation reaches 50% or above, the player will start losing health over time, shown by the red bar being consumed by green.

Predictions for Development: For development, I know it will take a while for everything to get ready in-terms of art assets. I don't have a drawing tablet and unless I hire artists for the project, the rate of completed assets will take a while due to me not having a drawing digital tablet and as well, I feel that my art skills aren't up to the task for a visual novel title. As well, coding will take the bulk of my time, as it will take time to get used to something like Ren'py and make sure the code works correctly and any major bugs are stomped out before completion.