

OUTER FRINGES

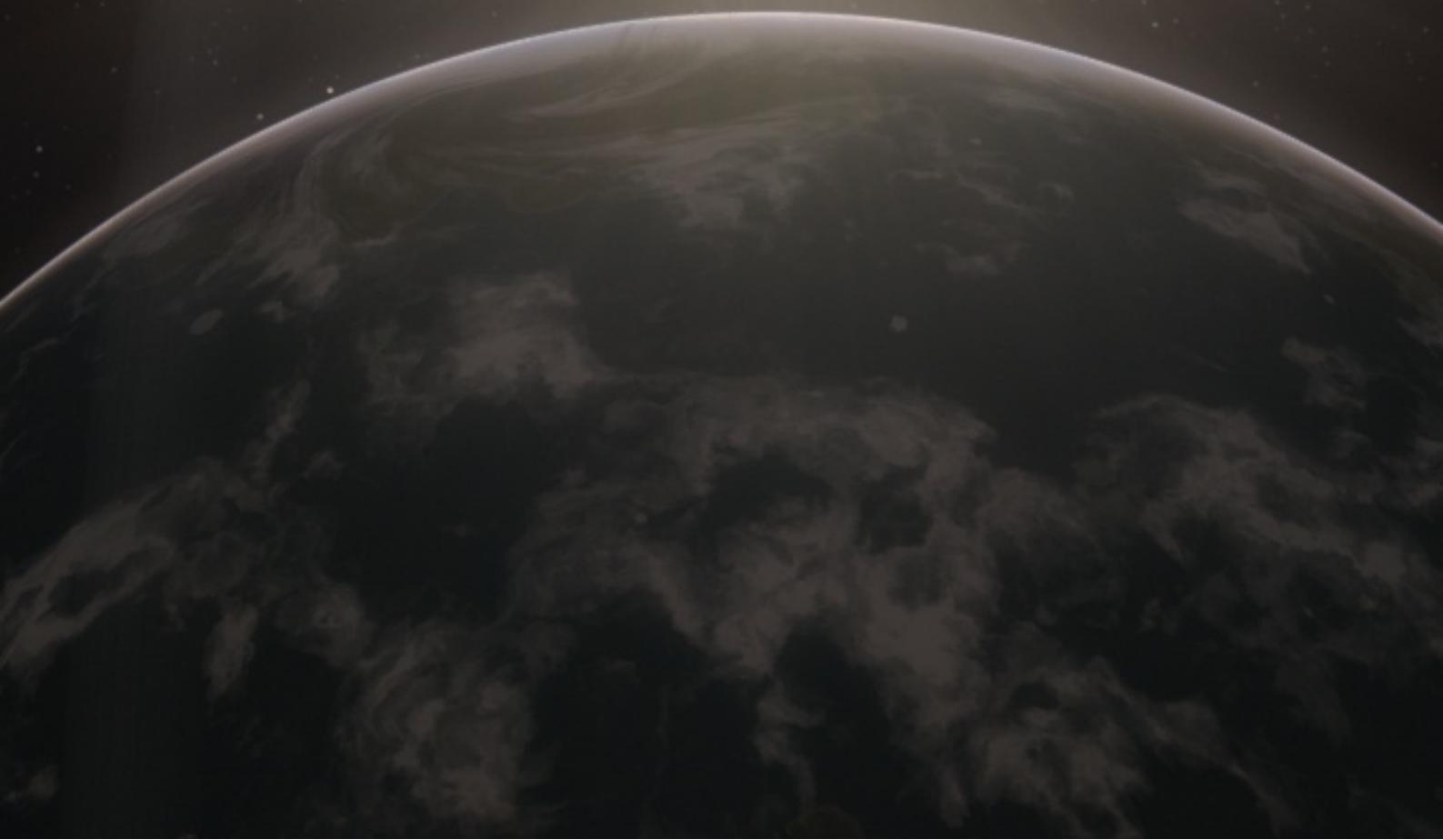


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1. Game Overview



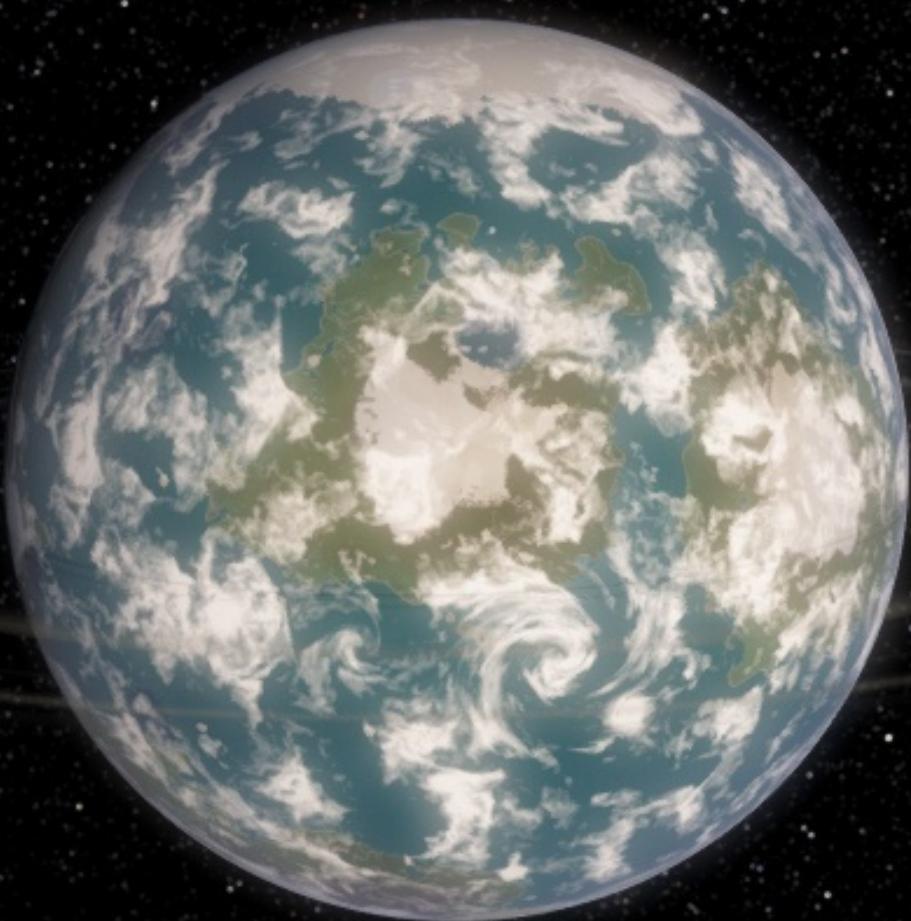
Name: Outer Fringes

Platform: iOS and Android

Type: First/third person story/economy driven delivery/quest game.

Short description: In Outer Fringes you play as a former detective from Ceres in the year 2283 delivering cargo and people between colonies on New Terra. In between delivery, trading, and customizing your NEV you try to find the answers to your colony ship crash, which took your friend's life. In addition to delivering cargo or people yourself, you can set up automated NEVs to deliver cargo for you and customize them to fit the task. Need the cargo to stay warm? Add a heated compartment or make the NEV go faster to reach the destination quicker. Are road conditions at the destination rough? Modify the wheels to have increased traction, add better suspension and increase engine and brake power. The choice is yours!

2. Story Overview



2.1. Background

The year is 2283. Humanity has colonized the entire solar system and perfected space travel with fusion-powered spacecraft, but 12 years ago, in a high orbit around Saturn, a mysterious gateway opened, extraterrestrial in origin. Who put it there? Nobody knows, but we know that behind this gate are hundreds of habitable systems, ideal for humanity. Now the most significant migration in the history of humanity is underway as everyone flocks to these new systems seeking new opportunities and wealth. Among these fortune-seekers is you, a former detective from Ceres traveling to New Terra with your long-time engineer friend Pascal. New Terra was one of the first new worlds to be colonized gaining its name for its remarkable similarity to earth with blue oceans and skies, as well as grass, trees, and snow. Although it sounds quite similar to earth, it has its quirks, such as sporting beautiful planetary rings, having 2 moons, and an average temperature of 10 degrees centigrade.

2.2. Plot

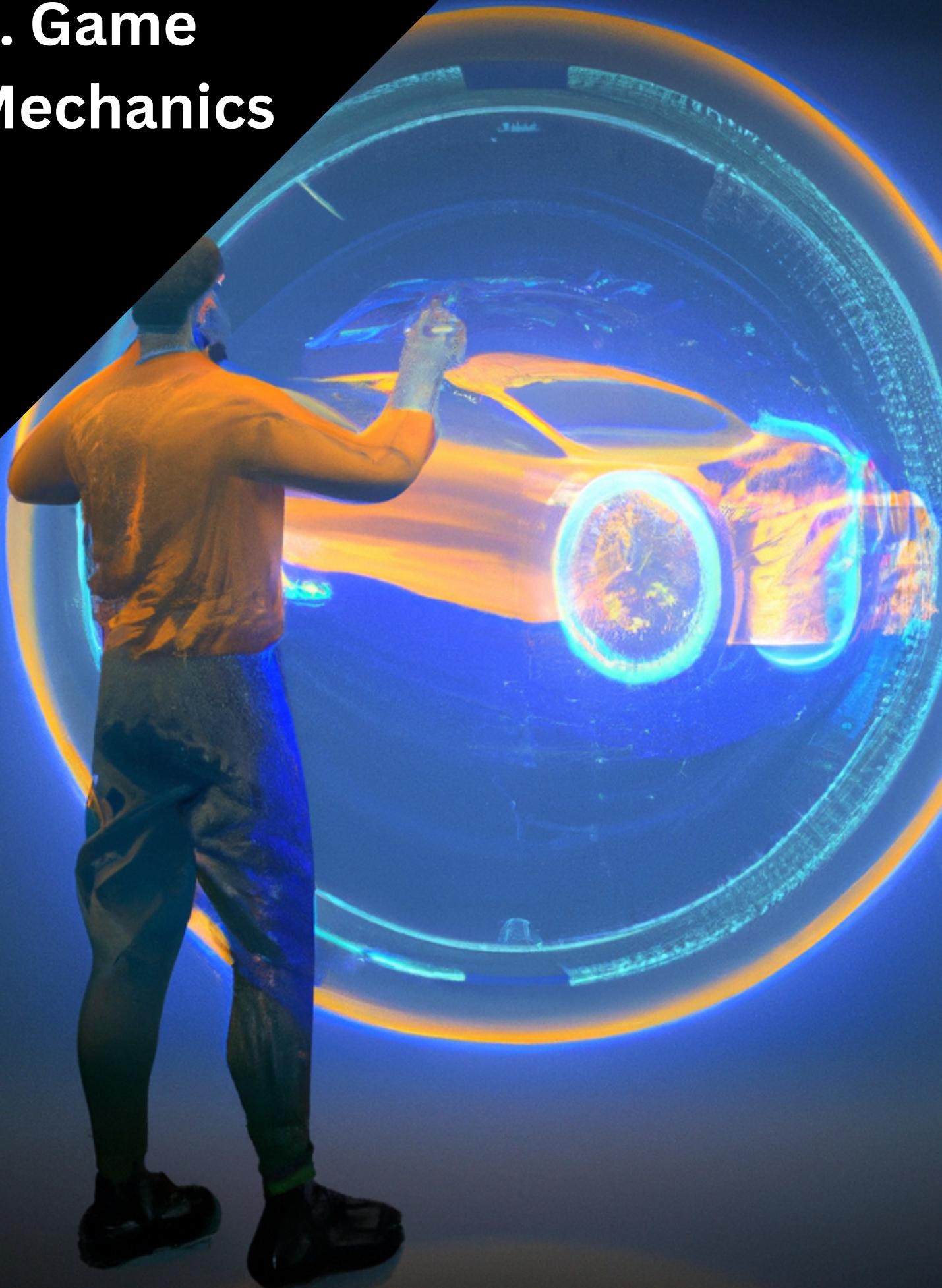
You awake in a makeshift hospital. The doctor says you're lucky to be alive and begins to explain the severity of the situation. The ship crashed, but luckily most supplies and new colonists were able to evacuate and make their way down to the surface safely. You exit the hospital into the hastily constructed outpost from the leftover supplies. In the distance, you spot Pascal's garage and rush over there. You enter the garage to find no one there, but a blinking terminal with the message "Protocol activated: In case of my death". Your stomach sinks to the floor as you press proceed. The screen flickers and a pre-recorded message from Pascal appears. "If you're listening to this for one reason or another I didn't make it, I'm blaming the suspended animation, never trusted that tech." He laughs. "On the bright side, my garage survived. I know you've always wanted your own NEV to tinker around with so now is your chance. I'm giving you full access to the systems so tinker all you want. I'll always be with you. I mean my AI will be here, in this garage, to guide you with customizing your NEV ". The message ends and the garage glows brightly as all the systems turn on, and in the middle, you see his NEV, now yours.

Your story begins now. Help out your colony by delivering resources and trading with other nearby colonies, upgrading your NEV, and most importantly, finding what caused your ship to go down. The locals must know something...

2.3. Characters

TBA

3. Game Mechanics



3.1. In-game economy

Outer Fringe's fictional world - New Terra offers a variety of options to earn, spend and manage its in-game currency - Emnia (❖EMA).

❖EMA is initially earned by completing deliveries. Earning the currency grants you the ability to participate in the online economy via the community marketplace.

The main components that drive the economy are resources, which can occasionally be found in the environment. They may vary in rarity, quality and building use-cases.

Resources are used to make, craft and customize vehicle parts with the goal to maximize your car's performance and aesthetics.

Players can trade, buy, sell and auction off resources in the online community marketplace.

❖EMA is primarily earned from completing deliveries hence it functions as an incentive to complete more of them since the player can accumulate ❖EMA to later interact and speculate with the potentially volatile resource market for car upgrades, which boosts the in-game economy. As time goes on, the resource prices will ultimately be decided by the community based on supply and demand.

3.2. Main Game Loop

TBA

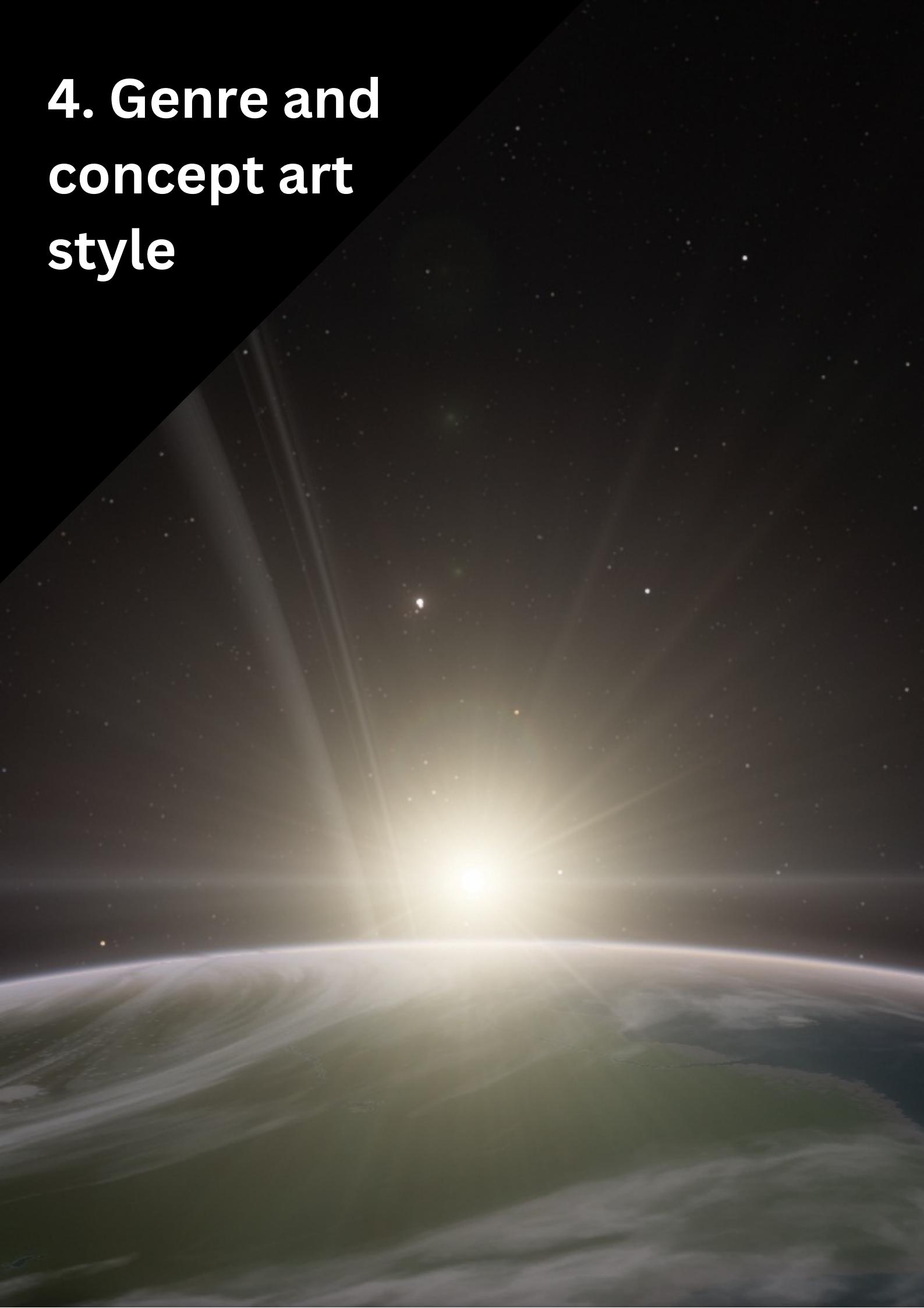
3.3. NEV Customization

TBA

3.3. Quests/Story progression

TBA

4. Genre and concept art style



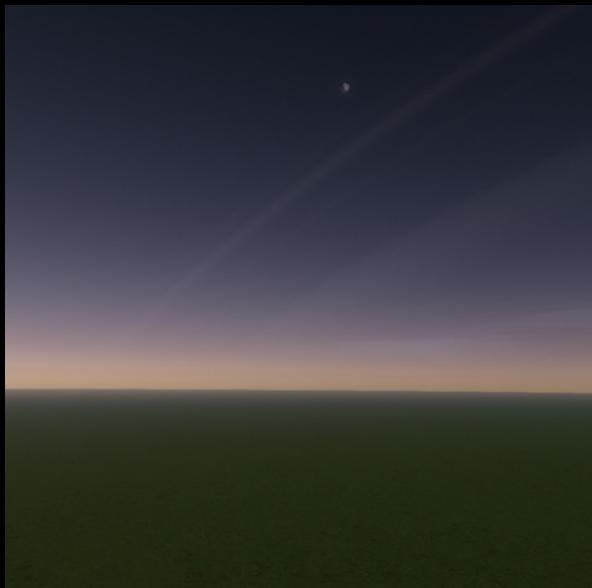
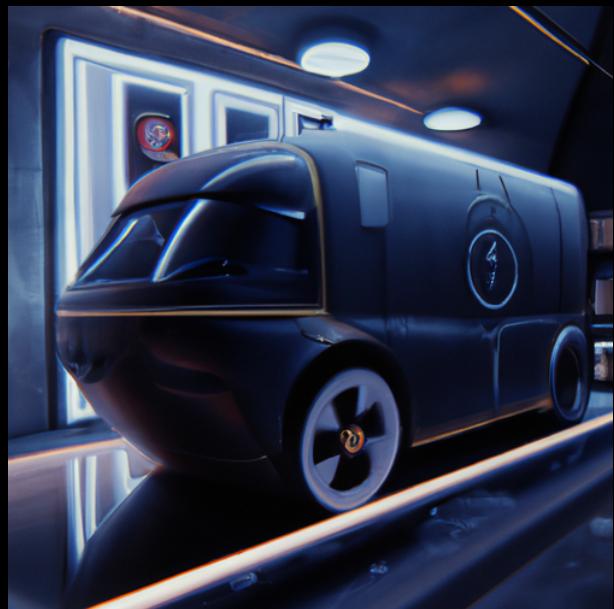
4.1. Game Genre

TBA

4.2. Mood Board (General setting)



<https://theexpanselives.com/the-expange-s4-review/>



4.2. Mood Board (Art Style)

