

OUTER FRINGES

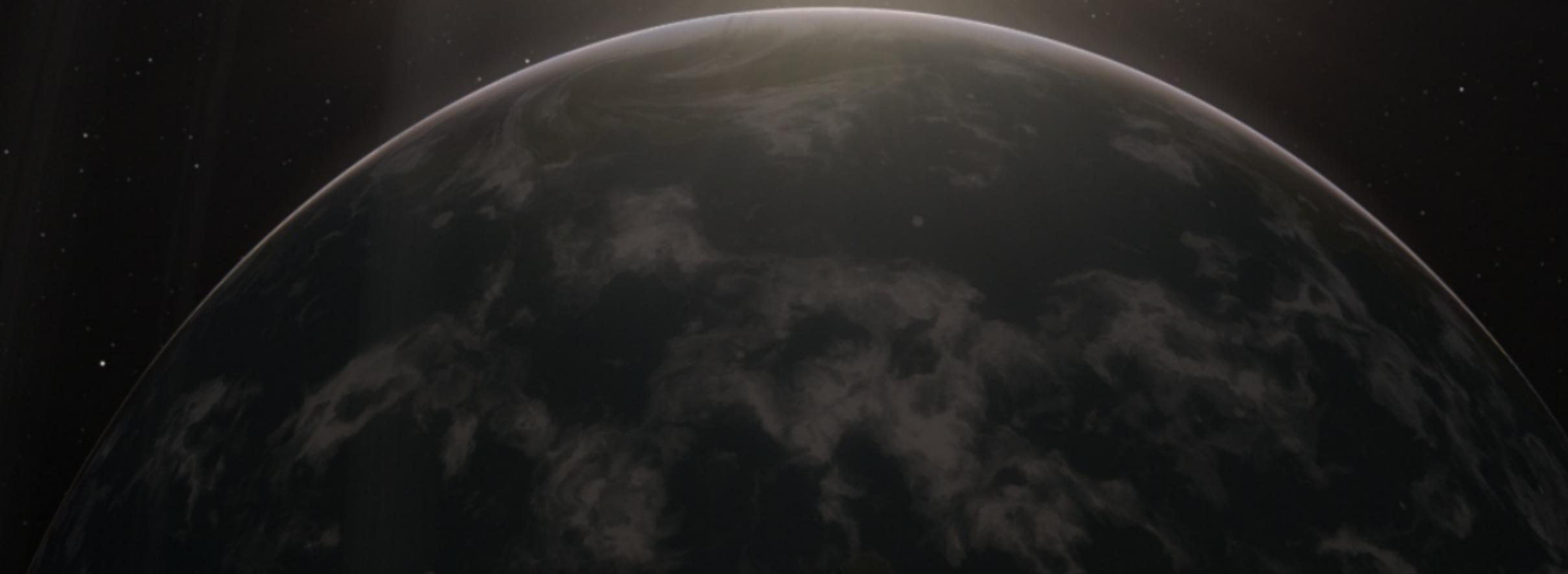


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Game Overview



Game Overview

Name: Outer Fringes

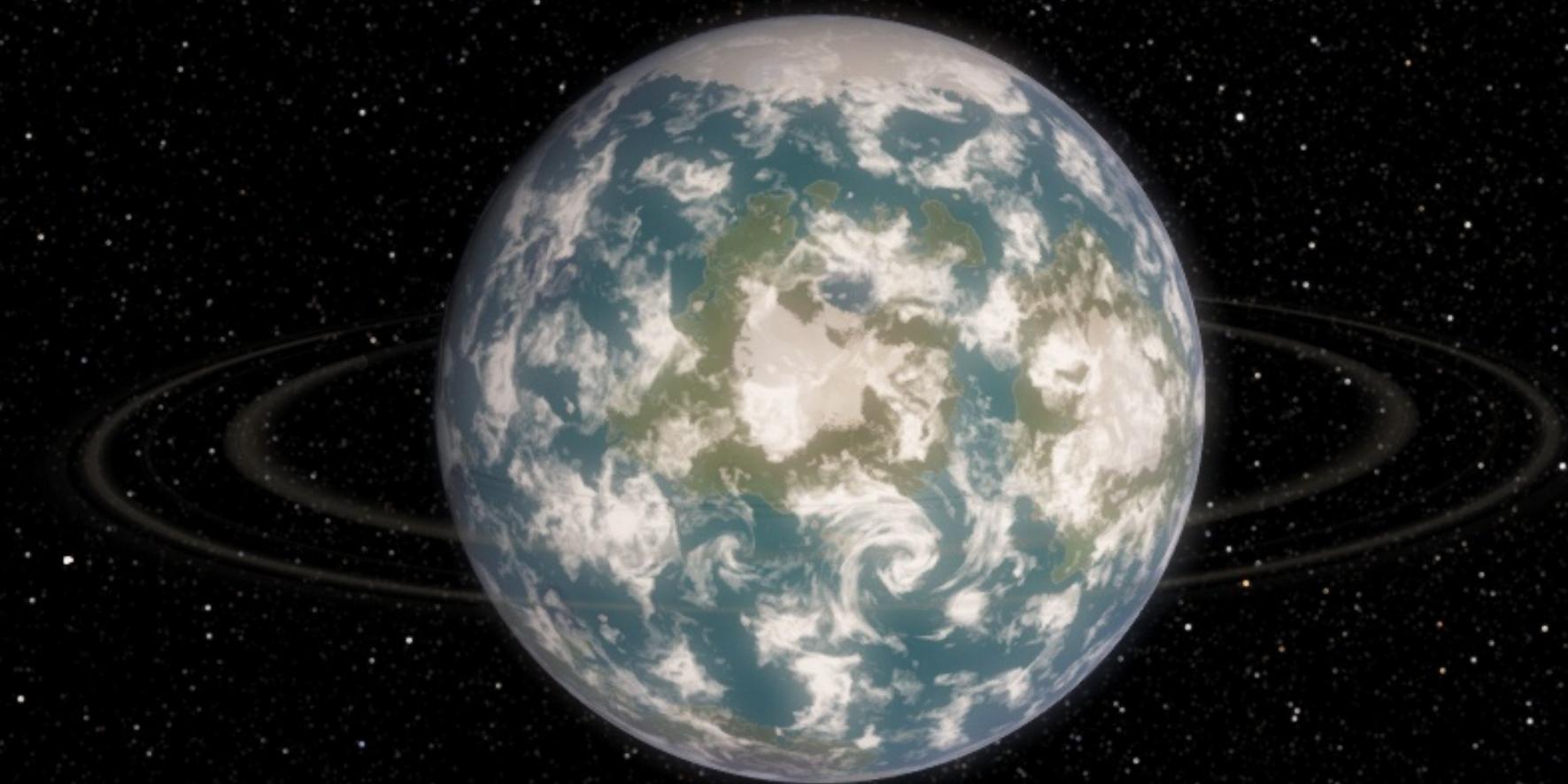
Platforms: iOS  Android 

Type: First/third person singleplayer story driven delivery game with multiplayer interaction and economy aspects.

Short description:

In Outer Fringes you play a former detective from Ceres in the year 2283 delivering cargo and people between colonies on New Terra. In between delivery, trading, racing, 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!

Story Overview



2.1 Background

New Terra



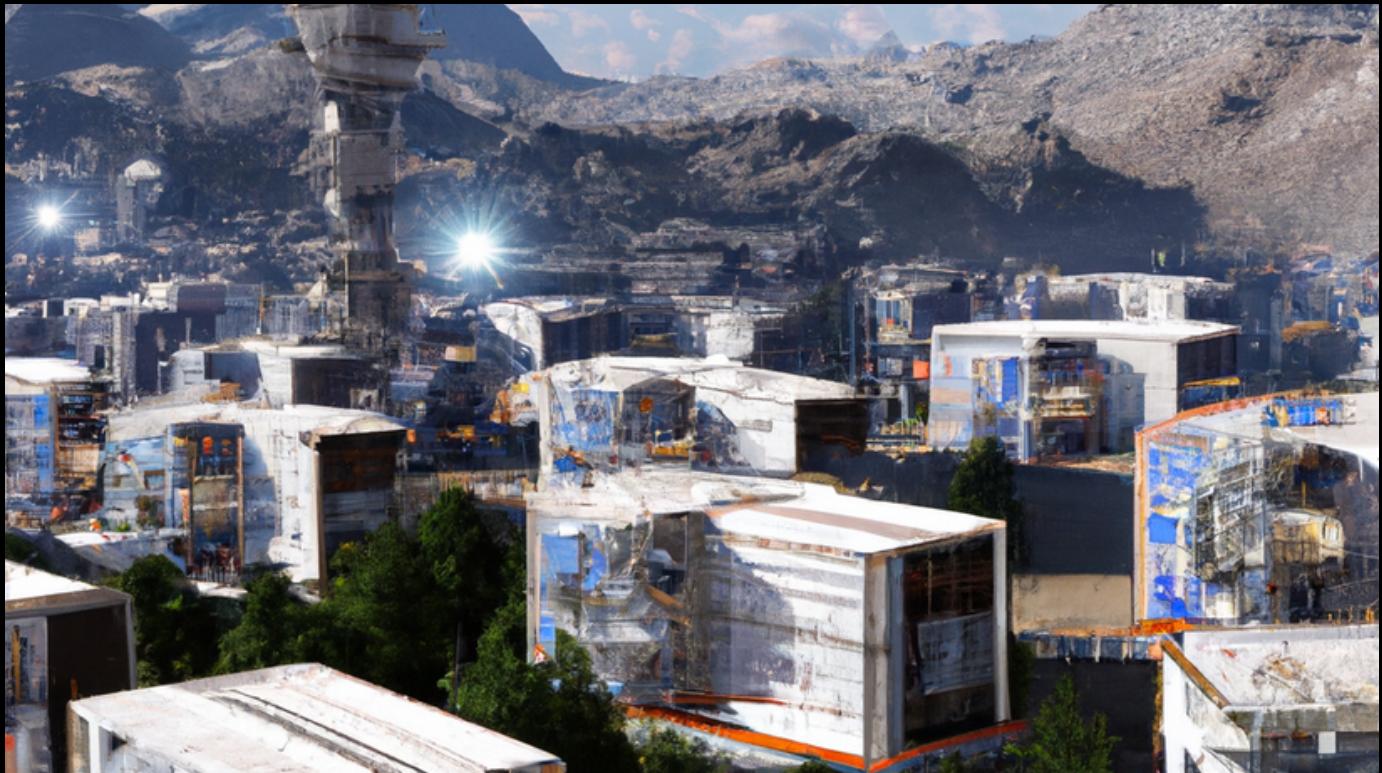
New Terra, originally named RS 8474-918-7-65905-410 A4, gained its name from its similar characteristics to Earth. It's a cold planet with an average temperature of 10 degrees Celsius, covered with snowy mountains, rich in rare metals, vast oceans, speculated to contain mineable lithium nodules and great green flat plains. New Terra's geography is not yet fully understood as its features are speculated to be impossible to have formed together naturally. Being a bit lighter than Earth, New Terra has reduced gravity on the surface at 0.7g, which allows people that grew up in low gravity the ability to live on the surface without any extra support and allows easier delivery of ore into orbit. The Atmosphere on New Terra mostly consists of nitrogen and oxygen giving it a blue tint. Curiously during winter, the analog of grass on New Terra recedes into the ground. Orbiting New Terra are a total of 10 moons, the largest, called Arakis, being 443km in diameter, but since it's quite far out, the most visible is Minerva, nicknamed "The jewel of New Terra" by the locals, at 130km in a low orbit. In addition, New Terra also supports a large planetary ring even visible during the day. At 20 hours a day, it's quite close to Earth and humans are able to adapt to the new rhythm with little to no issue. Due to the above-mentioned factors and especially, its abundance of mineable resources, New Terra was the first planet to be colonized outside the Sol system by humans.

Hermes and Perseus

Shortly after habitable worlds on the other side of the gates were discovered in 2262, a lot of colony ships were being created, either being built or retrofitted from existing ships. Among these new ships being built were the sister ships Hermes and Perseus, commissioned by Futura inc. Starting construction in 2273, Hermes and Perseus were designed to ferry hundreds of people and cargo to the new worlds, and bring resources back to be sold, keeping the ships profitable. The Perseus was completed early in 2276 and shortly after was ready for its maiden journey to New Terra to establish the colony Sierra, but the Hermes wasn't so lucky. Due to critical reactor issues during testing, Hermes was delayed and only completed by the end of 2278. During 2279 the Hermes underwent extensive testing and crew training, and in 2280 it was ready for its maiden flight to Sierra on New Terra.

2.1 Background

Sierra



Established in 2279 by the colony ship Perseus, Sierra is relatively young compared to other colonies. Located at an altitude of 1064 meters above sea level in a mountainous valley, and in the northern hemisphere near the equator, Sierra experiences a high variation in temperature and weather year-round. With only 281 people Sierra is barely able to sustain itself and relies on the profit from mining the unnaturally metal-rich mountain it is situated on to meet all of its needs. Luckily Sierra is located nearby multiple colonies and roads making trading and transport to nearby colonies a breeze. Not everything has gone according to plan in Sierra as just a few months after colonization, an unfortunate mining accident took the head of mining operations life. Soon 561 more colonists are scheduled to arrive aboard the Hermes and step foot in Sierra.

Futura inc.

Created in 2263 by Mars to spearhead colonization operations, Futura inc. has already helped to create multiple colonies. Backed by Mars they were the first to create a colony on New Terra in 2267. Since then they have primarily focused on colonizing New Terra, but have colonized 2 more planets. Futura inc. currently owns 11 colony ships, including the Hermes and Perseus, and this number is only expected to grow in the coming years as colonies are turning out to be profitable investments, especially mining.

Futura inc.
Bringing the future to you

2.2 Characters



Name: Miller
Age: 65
Occupation:
Retired detective

You play Miller, a well-known former detective from Ceres. Miller's childhood wasn't easy. Born into a poor family on Ceres in the upper slums, one of the least desirable places to live due to the strong Coriolis effect, Miller never knew luxury and had to learn how to survive on his own at a young age. At the age of 17, Miller decided to become a detective after his parents mysteriously disappeared. During Millers' career at the CSF (Ceres security force), he solved many great cases deemed unsolvable, including his own parents' disappearance, which turned out to be the work of a local gang on Ceres, now a part of history. During a well-earned vacation to Mars, Miller met Pascal in a local Chinese-owned bar. They got to talking, and they really hit it off, still being friends to this day. Miller retired 11 years ago at the age of 54. After he blew through his retirement plans, Miller lost all passion and direction in life and didn't know what to do. Miller had done everything, rock-hopping in a tea kettle, slingshot racing, sight-seeing on the moons of Saturn, drinking at almost every bar on Ceres, from the docks, to where the Coriolis effect becomes unbearable and watching an ungodly amount of every available entertainment feed. After Miller had done everything, he spent his days wandering around the docks looking for trouble or at least something to do. So when his long-time friend Pascal approached him with a once-in-a-lifetime opportunity to go through the Saturn gate to the new worlds, he was ecstatic, to say the least, to finally have some change in his dull life.



Name: Pascal
Age: 59
Occupation:
Engineer at MTA

With degrees in mechanical, electrical, and software engineering Pascal is one smart man. Coming from an Indian heritage in the Mariner valley on Mars Pascal's parents realized early in his life that he was no ordinary kid and pushed him to achieve extraordinary goals. As a teenager, Pascal loved to tinker with vehicles. After graduating high school Pascal enrolled in one of the best Universities on Mars - MTU (Mars technical university). At MTU Pascal pursued three degrees at the same time, barely sleeping and with no free time, but it paid off. Right after he graduated he got approached by the MTA (Mars Transit Authority) to design a modular vehicle for use in the tunnels of Mars, codenamed MATV (Modular autonomous transport vehicle). Pascal kept working at MTA his whole life, never having time for a family until the Saturn gate opened. When habitable worlds were discovered on the other side of the gate, the MTA relaunched the MATV project, but this time to create vehicles being able to adapt to any conditions, while still preserving their modularity for use on the new worlds, now codenamed NEV. Along with the NEV project, they developed a sort of garage, named the RAM (Rapid assembly and modification) workshop, so these vehicles could be built, repaired, and customized on these new worlds. After the first colonies were established and the first NEVs were in use a need arose for someone qualified to be on-site to maintain these vehicles. So Pascal was given a chance to move to New Terra with his family and make a new home on the largest colony outside Sol. Since Pascal didn't have a family member to bring but didn't want to waste the chance, he chose Miller to come with him.

2.2 Characters



Name: Grace

Age: 34

Occupation:

Head of medical on Hermes

Grace is a tall, light-skinned woman with dark hair, brown eyes, and freckles on her cheeks. Being very professional by nature she is strict and dependable, but when she is off the clock she lets loose and becomes a completely different woman. She was head of medical on the Hermes, but after the crash, plans changed, and now she is planet-side overseeing the colony clinic. Having many years of experience working at a clinic on Ganymede, Grace didn't have a hard time getting on the Hermes and got selected as head of medical. Alongside technicians, engineers, and flight crew, she was one of the few people who stayed awake during the three-year-long flight to New Terra. During the flight, she monitored and cared for the rest as they were in suspended animation. The original plan called for Hermes to stay in low orbit around New Terra for eight months, ferrying down supplies and bringing up anyone needing medical care the small colony couldn't provide. After the eight months passed Hermes would load up on ore and resources mined by the colony, return to Sol to pick up more supplies and colonists, and then return back. But as Hermes crash-landed, plans changed.



Name: Williams

Age: 45

Occupation:

Geologist in the Europa mines

Born on Earth, Williams was always fascinated with geology. After graduating high school William enrolled in the Paris Commercial Zone University (PCZU) to study science and geology. After graduating with a doctorate in geology, Williams received a lucrative job offer in the Europa ice mines as a geologist helping survey potential mining sites. Over the years, as William's expertise increased, he became head of surveying operations, overseeing all survey operations. When the gates opened William had a great interest in surveying these new planets but didn't have the means to do so, but when Hermes was being built things changed. Due to William's experience in surveying mining sites, Futura inc. offered him to be head of mining operations in Sierra, which he accepted.

2.2 Characters



Name: Serge

Age: 53

Occupation:

Professional miner

Commanding the room with a thick Australian accent and a golden beard, Serge's personality is just as explosive as the explosives he uses. Serge is a great drinking buddy and even an even greater miner. Born in the asteroid belt into a family of miners Serge was guaranteed to become a miner from the day he was born. He became semi-famous during his life for his mastery of mining with explosive charges and the countless bar stories involving him. So it is no wonder that after the unfortunate mining accident in Sierra, Futura was looking for a replacement who would also boost morale, and Serge was chosen.



Name: Eve

Age: 34

Occupation:

Security force

Coming from a relatively wealthy family on Ganymede, Eve is probably the most serious person you will ever meet, who doesn't take no for an answer. She has never been intimate in her life, and never plans on being since she says relationships are an exploitable weakness. Early on in her life, she was a closed-off kid who was fascinated with biology, but as she grew up her childhood fantasies faded and she started working in security. Now she is in the professional security sphere. Eve has worked all over Sol, from Luna to Neptune, wherever pays the most. In the past few years, she has worked security for Futura inc. on their colony ships heading to the new worlds, and between trips on the colonies themselves, since they are prime targets for piracy and sabotage. Her current assignment is aboard the ill-fated Hermes heading for New Terra.

2.2 Characters



Name: Calvin

Age: 31

Occupation:

Shuttle pilot

Coming from a military background you think Calvin would be dead serious, but he's the complete opposite. Calvin is a stout man, with piercing blue eyes who is the chattiest and friendliest man you'll ever meet. After an honorable discharge from a 10-year career in the Martian navy, Calvin was one of the better pilots around. For this exact reason, Futura invited him on to the Perseus heading out to establish Sierra. On Sierra, it was Calvin's duty to ferry all types of cargo and passengers down and up the gravity well of New Terra. In his spare time, he goes on sightseeing flights and is the most knowledgeable about the surrounding terrain of Sierra. The ship he flies, nicknamed "The screaming Firehawk", is a medium-sized ship capable of lifting multiple tonnes into low orbit and long-range atmospheric flights utilizing its wide body for lift.



Name: Rosie

Age: 27

Occupation:

Xenobiologist

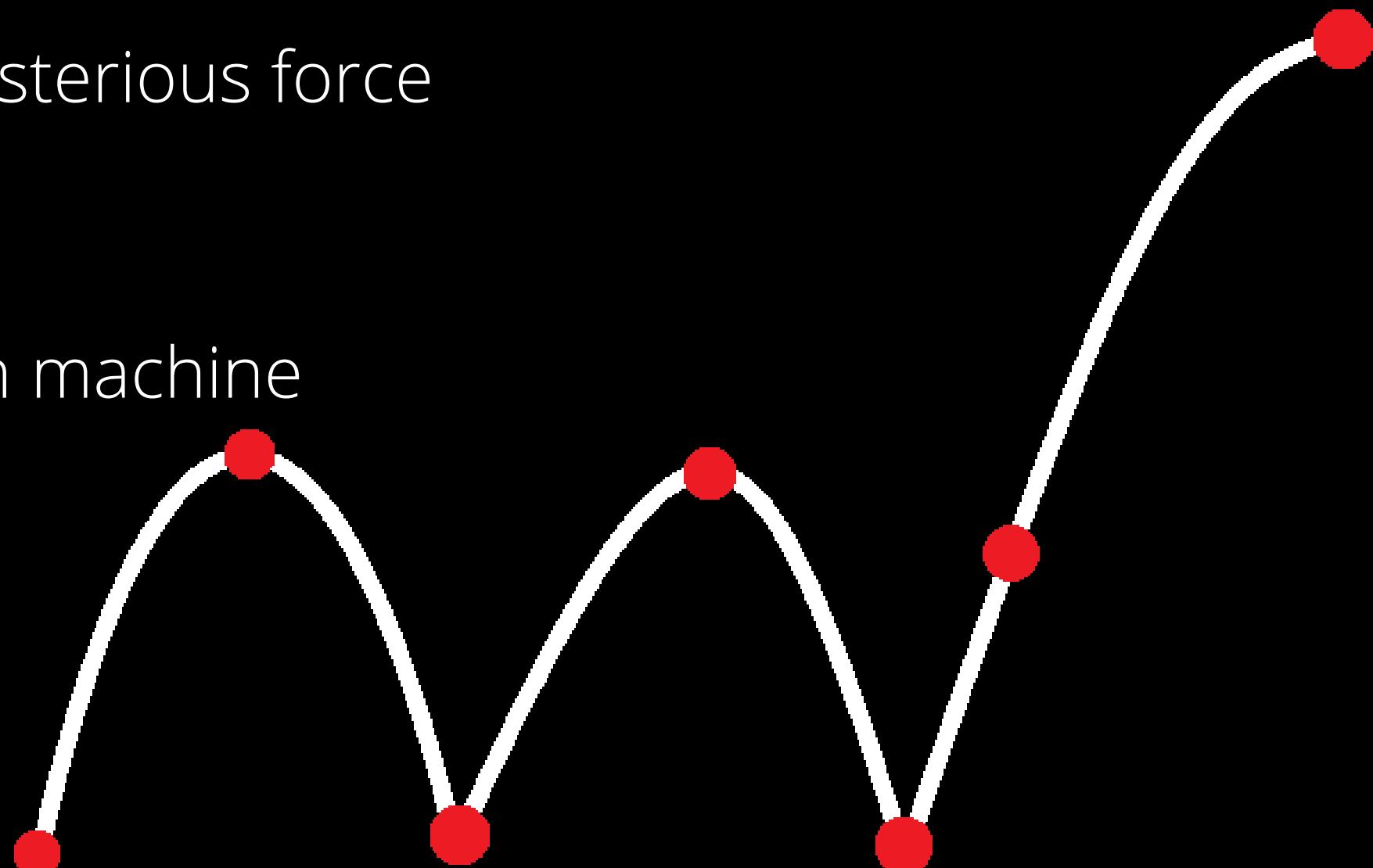
One of the younger colonists in Sierra at only 27 years old, Rosie is fascinated by anything alien and has the excitement to back it up. The Saturn gate opened when she was just 7 years old and ever since then she was sure of her future, she wanted to be a xenobiologist. Her childhood dream came true as she now is one of the first xenobiologists ever. Finding work after graduating was a breeze for her and even before she had graduated Futura approached her with the offer to board the Perseus. Beyond thrilled Rosie accepted the offer and now has been studying the local fauna for more than 4 years, categorizing, classifying, and naming the hundreds of new species she has discovered on New Terra.

2.3 Story Structure

Outer Fringes' story will follow the seven-point story structure as seen in the graph. The points from left to right are:

1. The Hook - Crash landing
2. Plot Turn 1 - Gain NEV and start delivering
3. Pinch 1 - Discover flight logs from crash
4. Midpoint - Calvin gets shot down by mysterious force
5. Pinch 2 - Futura issues curfew
6. Plot Turn 2 - Finds cave entrance
7. Resolution - Planet turns out to be alien machine

In the following pages each plot point will be shortly explained.



2.3 Story Structure

The Hook

With your new home in your sights, you board the colony ship, which will take you and hundreds of other people and supplies to build a new home away from home.

After 3 long years, the ship is finally arriving, but something is wrong, you are awoken from suspended animation with alarms blaring and an evacuation order issued. You scramble to get into an evacuation pod as the ship is being pulled down to the surface of New Terra. During the launch, your pod is severely damaged from impact with debris from the ship and barely slows down before impacting the surface.

2.3 Story Structure

Plot Turn 1

You awake weeks later 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.

2.3 Story Structure

Pinch 1

While driving around and delivering you find one of the ship's black boxes in critical condition. You manage to recover parts of the data and decrypt it which reveals some clues about what happened to the ship. The data reveals that during arrival to New Terra, the Hermes altered its course to swing by Minerva to alter its orbit and allow it to drop cargo by simply releasing and allowing it to fall to the surface with parachutes, saving fuel. However, during this low fly-by Hermes' sensors noticed Minerva starting to glow intensively in infrared, and then a few moments later a massive radiation spike hit the ship. The radiation spike caused an emergency reactor shutdown, ship-wide power grid failures, and possibly permanent damage to the reactor which rendered it unable to restart. Without its reactor, the Hermes was unable to change course and plunged straight into the atmosphere.

2.3 Story Structure

Midpoint

Calvin gets brought down by mysterious force. TBA

2.3 Story Structure

Pinch 2

In response to Calvin's shuttle crashing and the earthquake. Futura issues a mandatory curfew for the foreseeable future. Everyone non-essential must stay inside, mining operations are suspended, and communication outside of the colony is banned. Futura claims this is necessary to keep the colony safe and reduce panic, but there is another reason unknown to the colonists at the time. Futura knows of the numerous buried alien structures all around New Terra and doesn't want that information to become public, so they can keep mining the planet without restriction from governments. Since the earthquake may have unburied some structures nearby, they don't want anyone to see them.

2.3 Story Structure

Plot Turn 2

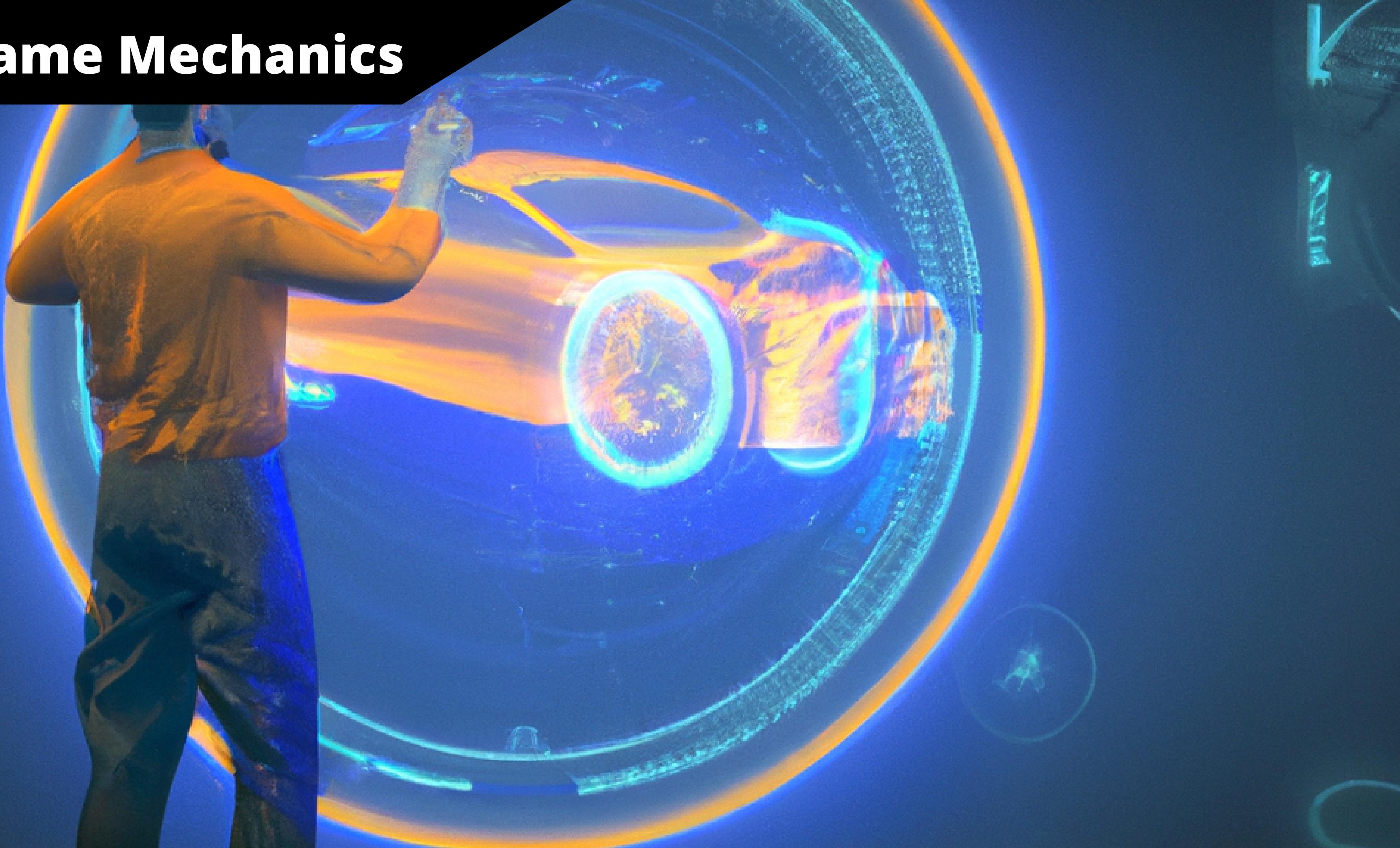
Finds cave enterance. TBA

2.3 Story Structure

Resolution

Planet turns out to be an alien machine. TBA

Game Mechanics



3.1 Main Game Loop

Outer Fringes main game loop boils down to a simple formula:

1

Pick up delivery

Check the job board for delivery tasks the NPCs have requested. You can see the destination, cargo / passenger specifics and rewards. When you find a delivery you wanna do, drive to the pickup location and collect it.

2

Transport cargo / passengers

After picking up the delivery drive to the destination while abiding to the cargo / passenger specifics.

On the way you may pick up other deliveries to maximise efficiency or explore the world.

3

Hand-off delivery

Arrive at your destination and hand off your cargo / passengers. If the cargo / passenger arrives on time and in good condition you will be rewarded and your reputation will increase.

3.2 NEV Customization

Outer Fringes offers a vast variety of vehicle customization. By acquiring resources, the player has the ability to fabricate parts in his garage for vehicle customization and upgrades. Players can also buy parts from an in-game market from NPCs and buy exclusive cosmetic upgrades from a multiplayer market. Players will have full access

to cosmetic and functional customization of the NEV. As for the upgrades, your quests, goals, and various terrain and environment specifics will affect the need for appropriate upgrades. For example, rougher terrain will require the player to adapt to the environment by changing the tire type, adjusting the suspension, and so

on. A quest with a tighter time limit will motivate the player to act accordingly by improving their NEV's characteristics such as speed and braking power to reach the destination faster. The NEVs can be upgraded in the following ways:

Functional

- Brakes
- Engine
- Suspension
- Tires
- Steering
- Drivetrain
- Sensors
- Battery

Body

- Liveries
- In-depth color customization
- Body kits
- Frame/shape
- Neon kits
- Lights

Interior

- Operating system
- Interior materials & color
- Lighting
- Steering wheel
- Seats
- Comfort & convenience

3.3 NEV Automation

Later in the game, you will be able to automate NEVs to complete deliveries for you. To automate a NEV you have to add the necessary hardware and software such as sensors, and a specific operating system. After those upgrades, you have to program the vehicle where to drive and what to do. These automated NEVs will only be able to complete specific deliveries from mines, greenhouses, and other facilities. These select facilities constantly produce resources and they need transporting to refineries, storage, and other places. If you're able to transport all the resources a facility is able to produce you can upgrade it by spending resources and money to increase its output. This mechanic allows the player to earn passive income and incentivizes them to design optimized vehicles for these tasks.

3.4 Story progression

There are 2 main ways of progressing the story in Outer Fringes, by completing quests or by in-game events. Completing quests is the main way of progressing the story, and it can happen in multiple ways. For instance, when starting or completing a quest you have to interact with a character who might chat with you about abnormal sightings they've seen. Another way is through rewards. As a reward for a quest, someone might give you a strange alien artifact they've found as a thank you. Lastly, your cargo might hold clues, albeit you are transporting an artifact or your passenger is particularly chatty. In-game events can also progress the story, for example, while delivering you stumble upon an alien artifact, facility, or other phenomena yourself. Other events include another ship crashing under the same mysterious circumstances as your ship, and world events uncovering never before seen artifacts and/or facilities.

3.5 In-Game Economics

Outer Fringes facilitates 2 currencies. One is an in-game, off-chain currency - Emnia ($\diamondsuit\text{EMA}$), and the other one is the native ecosystem token - Fringe Coin (\$FRNG).

Emnia ($\diamondsuit\text{EMA}$) is the fictional currency of New Terra, and it is solely used, spent, and earnt (with the exception of multiplayer racing wins) within the single-player story mode campaign.

Every finished quest, side quest, or completed delivery rewards the player with $\diamondsuit\text{EMA}$.

In between deliveries or other activities, the player can use their $\diamondsuit\text{EMA}$ balance to purchase vehicle upgrades ranging from functional to cosmetic or even start a passive income stream by aquiring multiple EVMs to open an autonomous delivery company.

3.6 Multiplayer aspects

After your first delivery in story mode, Pascal will introduce you to the New Terra Underground Racing Club, where all Outer Fringes online players can connect and participate in racing events. The player will be granted a brand new stock NEV as their racing NEV.

Multiplayer mode utilizes the game's ecosystem token - Fringe Coin (\$FRNG), which allows players to participate in racing tournaments as well as purchase/mint special NEV upgrades in the form of NFTs, which can later be traded.

Racing will contain multiple game modes, therefore plenty of play-to-earn opportunities:

Standard race

A race of 3 to 8 players where after each race the players current ranking updates in a leaderboard.

The ranked system contains multiple division and at the end of each season the best performing players get rewarded.

1v1 race

Where players can go through a quick race which includes the ability to bet \$FRNG on their race, where the winner takes all.

Tournaments

Where players will pay the tournament entrance fee and go head-to-head with each other for multiple rounds until the last race where the winner receives the entire entrance fee pot.

Moodboard and style

A moodboard featuring a dark background with a bright sunburst over Earth's horizon. The sunburst is composed of numerous thin, radial rays of light emanating from a central point near the horizon. The Earth's surface is visible at the bottom, showing clouds and landmasses. The overall composition is dramatic and atmospheric, suggesting a celestial or space-themed setting.

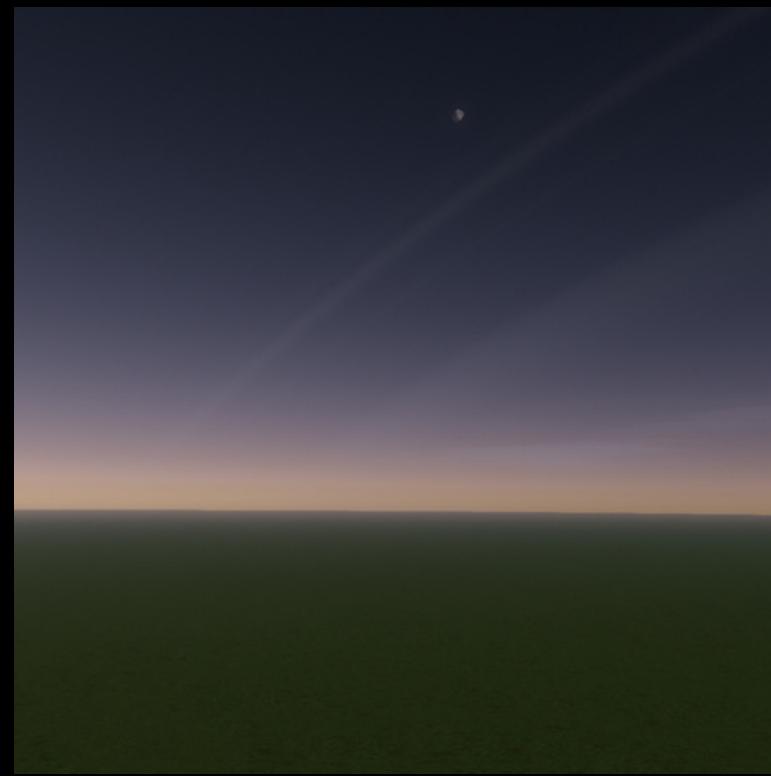
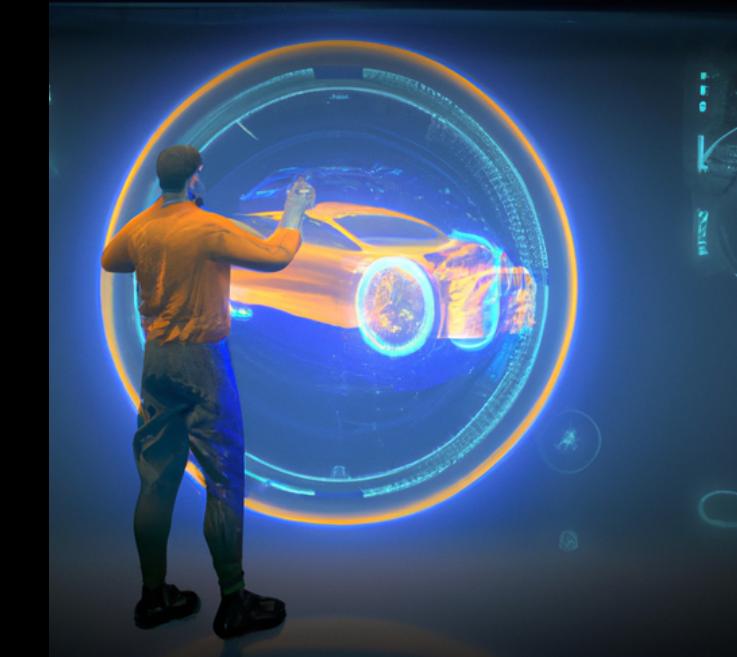
4.1 Game Style

Outer Fringes is set in the far future, in the 23rd century. The general design is highly functional industrial with modern tech mixed in (a modern equivalent would be retrofitting an old house with smart home tech). For instance, Sierra, the colony where the main story takes place, is built from shipping containers and truss segments (cheap, functional, and effective) but has modern tech retrofitted inside, such as communication, holographic displays, and more.

4.2 General setting moodboard



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



4.3 Art style moodboard



Feasability analysis

Development plan