

OUTER FRINGES

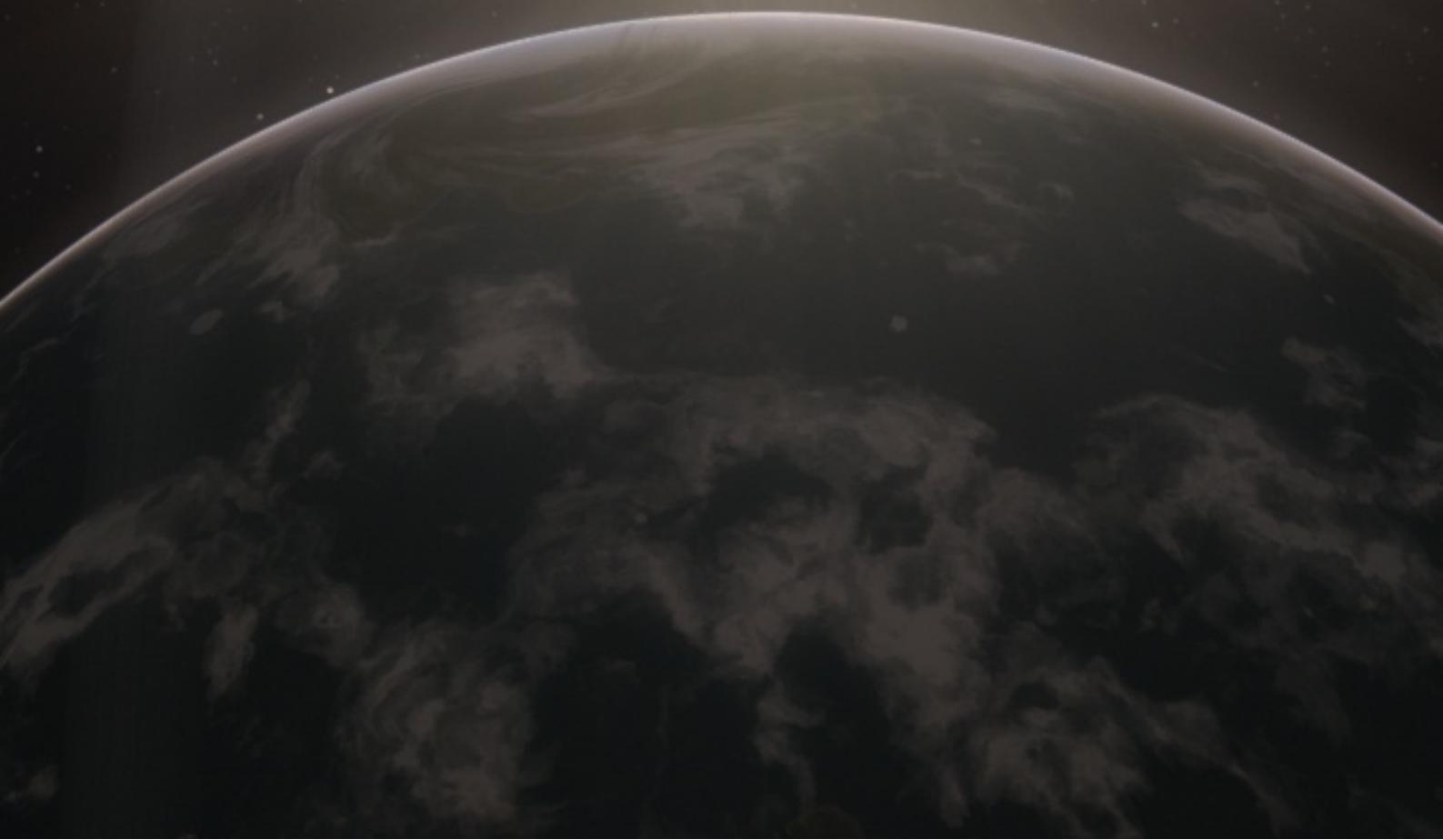


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1. Game Overview



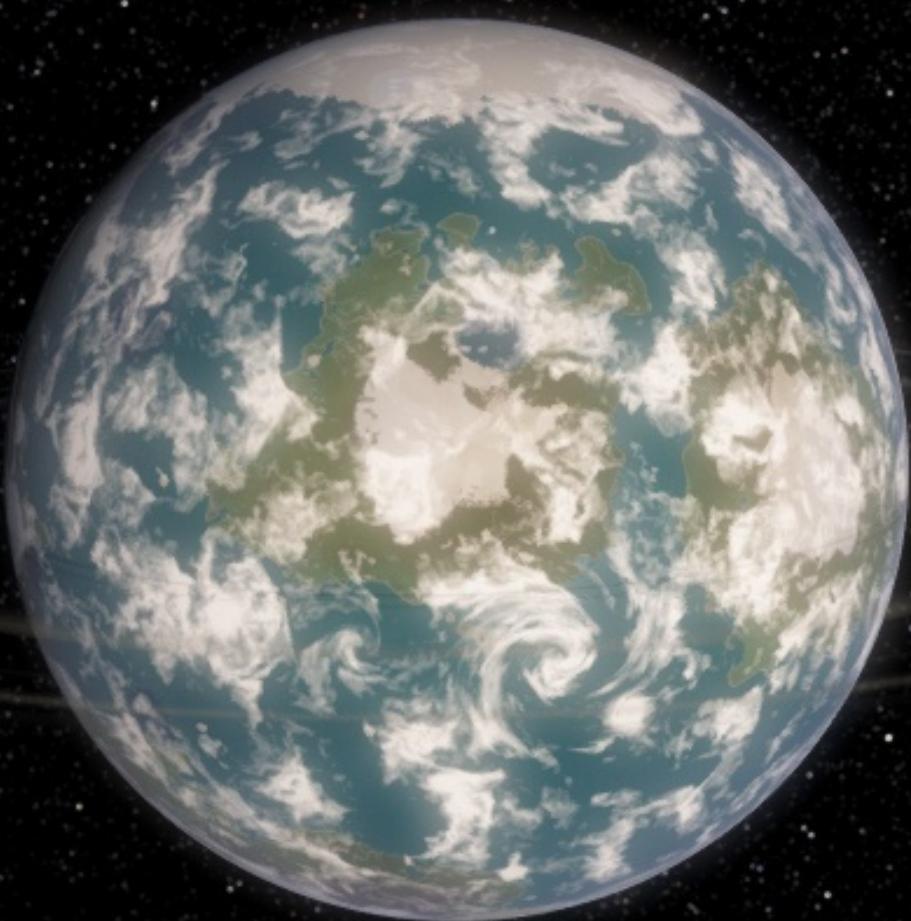
Name: Outer Fringes

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

Setting

The year is 2283. Humanity has colonized the entire solar system and perfected space travel with fusion-powered spacecraft, but 22 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 largest 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, due to its rich natural resources, gaining its name for its remarkable similarity to earth with blue oceans and skies, as well as grass, trees, and snow. Although it sounds very similar to Earth, it has its differences, such as sporting beautiful planetary rings, having two moons, and an average temperature of 10 degrees centigrade.

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.

2.1. Background

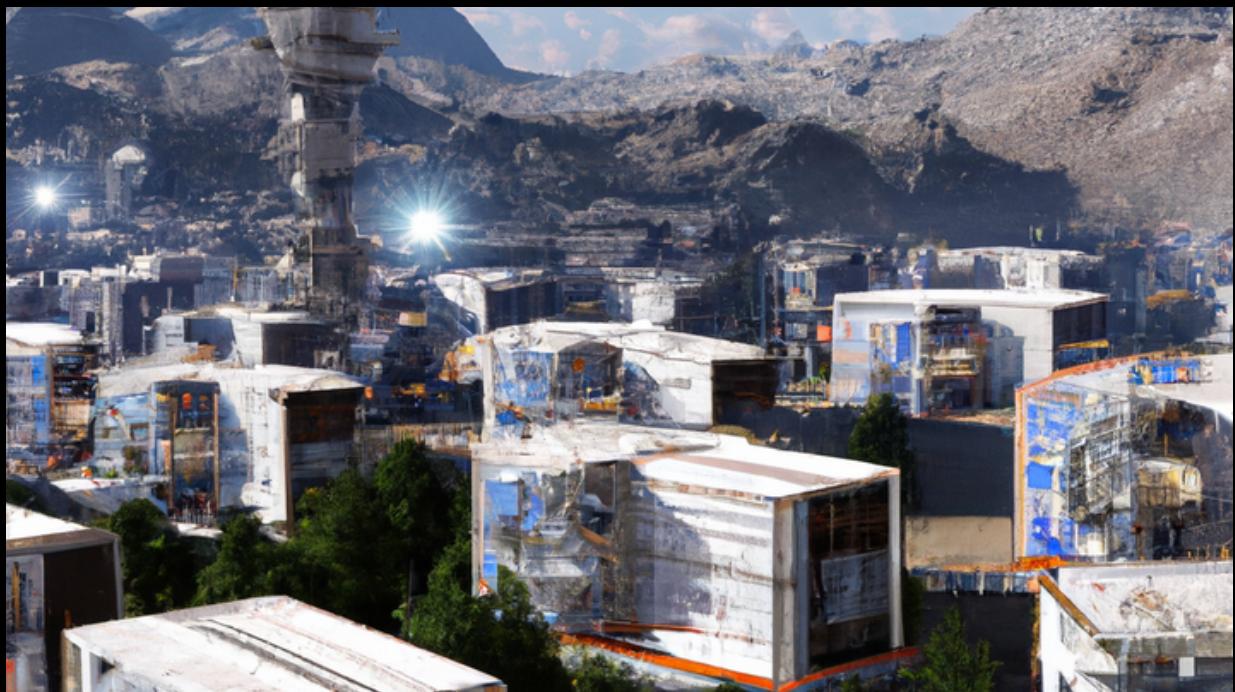
Hermes

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 was the Hermes, commissioned by Futura inc. Starting construction in 2273, Hermes was designed to ferry hundreds of people and cargo to the new worlds, and bring resources back to be sold, keeping the Hermes profitable. After numerous delays and cost overruns due to the increased demand for ship building, Hermes was 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 2281, 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. Soon 561 more colonists are scheduled to arrive aboard the Hermes and step foot in Sierra.



2.1. Background

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 this number is only expected to grow in the coming years as colonies are turning out to be profitable investments.



Futura inc.

Bringing the future to you

2.2. Plot

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.

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.

2.2. Plot

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 in need 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

Miller



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.

2.3. Characters

Pascal



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.

2.3. Characters

Grace



Name: Grace

Age: 59

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.

2.3. Characters

Williams



Name: Willaims

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.

2.3. Characters

Serge



Name: Serge

Age: 53

Occupation:

Professional miner

Commanding the room with a thick Australian accent, 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.

2.3. Characters

Eve



Name: Eve

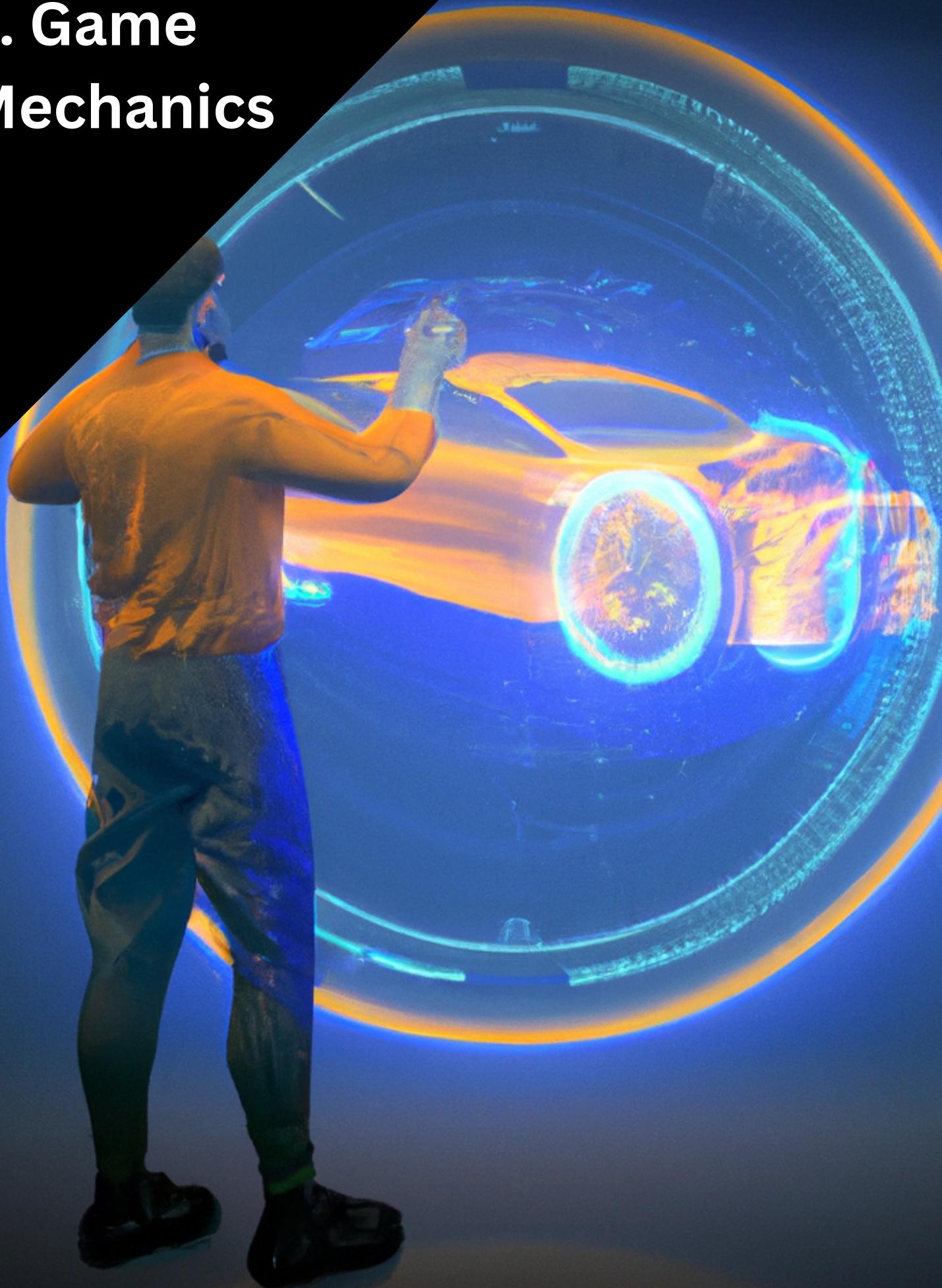
Age: 34

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.

3. Game Mechanics



3.1. In-game economy

Outer Fringes 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

Outer Fringes offers a vast variety of vehicle customization. By acquiring resources, the player has the ability to build parts for vehicle customization and upgrades. 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 goal more effectively.

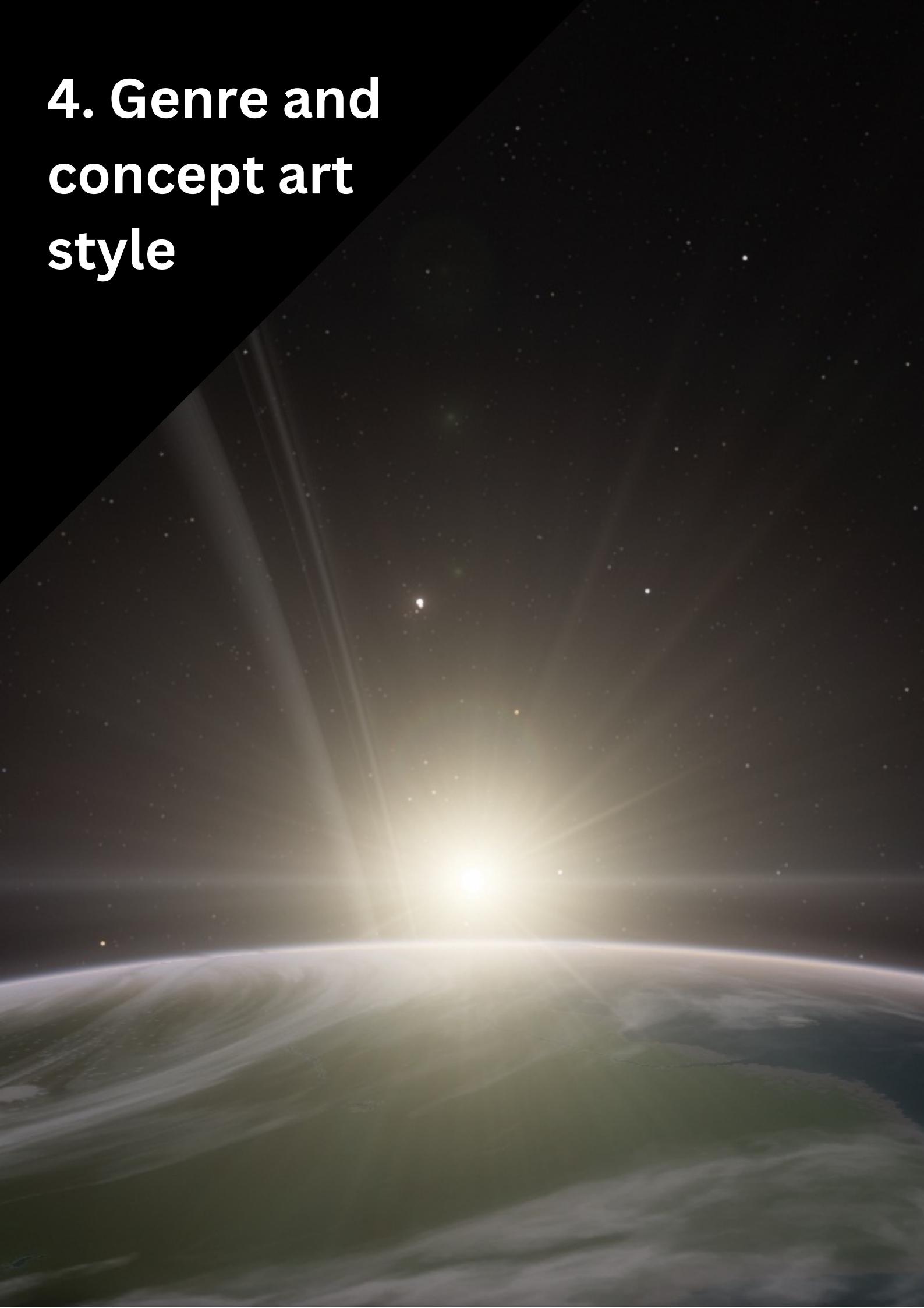
Car customization includes:

- Brakes
- Engine
- Suspension
- Drivetrain
- Interior
- Body
 - Liveries
 - In-depth color customization
 - Body kits
 - Neon kits
 - Spoilers
- Tires (road, dirt, off-road, etc.)
- And more...

3.4. Quests/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, this time a cargo shuttle, crashing under the same mysterious circumstances as your ship, and storms uncovering never before seen artifacts and/or facilities.

4. Genre and concept art style



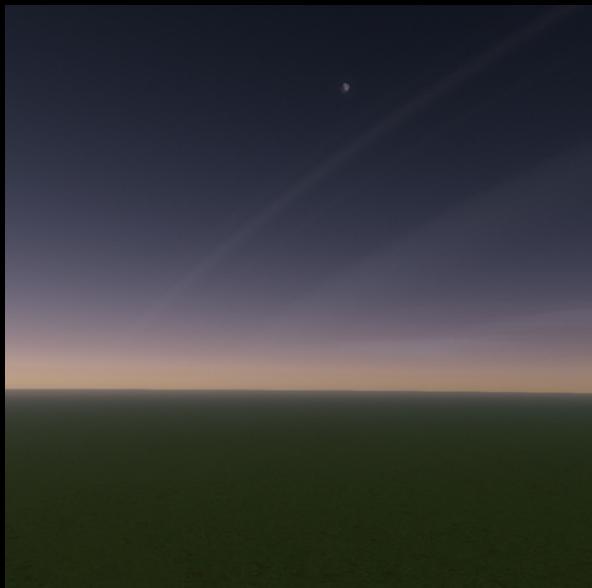
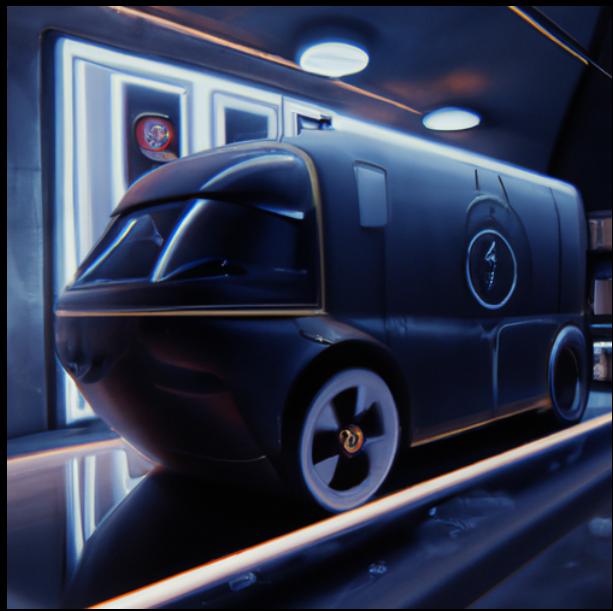
4.1. Game Genre

TBA

4.2. Mood Board (General setting)



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



4.2. Mood Board (Art Style)

