

PROTOTYPING 5 - DESIGN LOOPS

Solarscape

Story: Beyond distant stars, in an ancient galaxy, lives the curious and ingenious alien Dash. Dash spends their day tinkering with bits and pieces in their home, crafting engines and plates for their rocket-ship "The Indomitable Bolter", and stealing glances at the sky of their home.

For millennia, the sun has blazed and warmed the homely galaxy, keeping the environment rich for harvest and living. But Dash is wary, as the last few decades has seen a development of unstable fluctuation and solar flares. It might not be long before Dash must set off for new galaxies to call home. But not until he has his ship primed and prepared, and escaped his doomed world...

Player(s): 1

Objective: Escape the dying galaxy before the sun consumes you.

Core Loop: Narratively speaking, the core loop of Solarscape is to escape the galaxy. There is limited time, as a bright, all-consuming solarflare is chasing your tail. The narrative of the game says, that the player must first collect all the rocket-ship pieces and build a functioning ship. Thus, the current 3 game scenes are part of the Core Loop.

Secondary Loops: At present, secondary loops of the game are collecting rocket-ship pieces, and putting these pieces together. All the scenes of Solarscape can be played separately, so arguably, even the escape by rocket-ship from planet to planet, throughout the galaxy, is its own secondary loop.

For the future of the game, we aim to implement more planets you can visit along the journey. This does nothing to change the Core Loop of the game, but does add more variety and fun ways to complete and play the game. On these future planets, you would be able to collect pieces for your rocket-ship, that upgrades different functions:

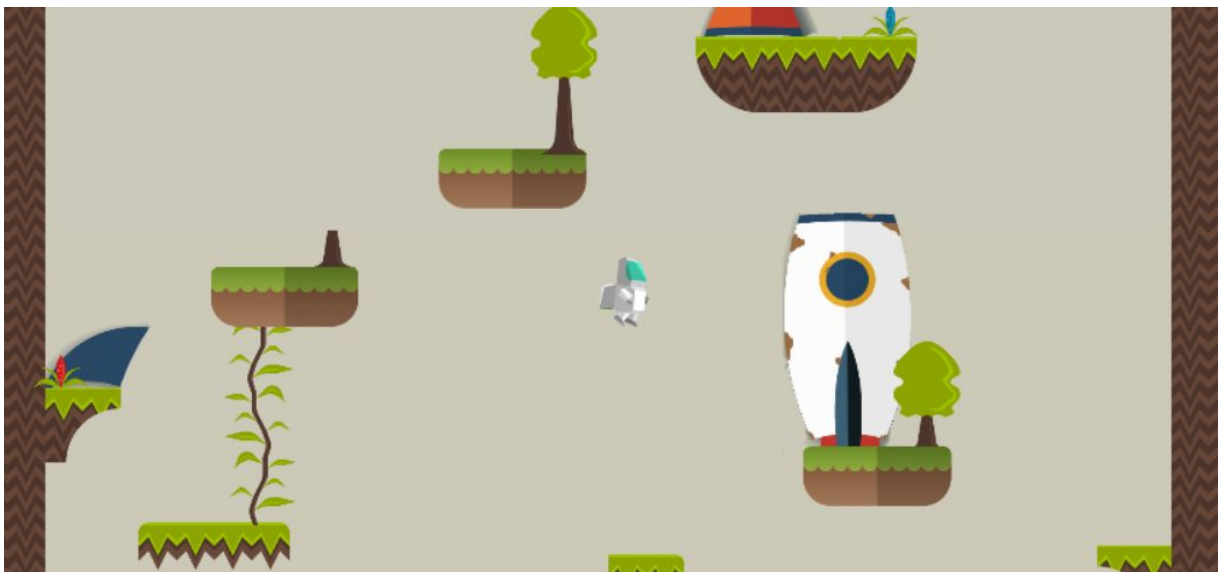
- Hyper-jumping (makes the ship take a long distance jump in space)
- Ultra.shield (makes the ship's shield extra tough, in case the solar-flare reaches you. Thus, you get a second attempt at escape, before you die)

Level 1: Collect pieces for Rocket-ship with rocket-pack

The first part of Solarscape is about exploring the world in order to collect pieces for the rocket-ship. Equipped with a rocket-pack, you must navigate your way from platform to platform, from down to up, and collect all collectables to proceed to the next level.



Above is shown an early mock-up of what the level might look and feel like, which later was iterated into a level that felt larger - and the player smaller - as seen below in a screenshot from the level.



Level 2: Craft ship frequency

In the second level, the player must assemble his or her ship, using the collected pieces from the previous level. The player decides how their ship should look, and then drags the desired piece onto the blueprint. As soon as the ship is operable for flight in space, a launch button is displayed. Below is seen a screenshot of the assembly in action.



Level 3: escape the dying galaxy

The final level sees the player escaping their home planet via newly-assembled rocket-ship, A race against time, this level has the goal of reaching the ends of the known galaxy, to rescue themselves from being absorbed by the dying sun.

Below, on the left, is seen an early mock-up of how the level might work, as a jumping sequence from planet to planet, collecting "space-gasoline" on the way. On the right is a screenshot of the level, as it functions now.

