**Apogee Spec**

**Synopsis:**

You play SA-216, a salvaging android roaming the collapsed remains of an abandoned Earth with your dog, Nova. During routine operation, the planet suddenly enters a final collapse and blows apart. The event scatters all the things you’ve collected over the years, including your powerful ExoSuit – leaving the planet as nothing more than a loosely collected pile of rubble. All is not lost, however. The moon is still intact and a path of debris has aligned itself in such a way that you can reach our celestial neighbor granted you’re able to find the ExoSuit you’ve lost.

Collect pieces of your suit as well as relics from a lost world as you attempt to rebuild a life for you and your pup on the moon.

**Characters:**

**SA-216**:

A scavenging android whose sole purpose is to collect junk from Earth

**Nova**:

A genetically modified space puppy that can turn into pure energy and save SA-216 from danger

**Core Gameplay:**

Obtain the three pieces of your lost ExoSuit (legs, arms and helmet) in addition to knickknacks blown away from the Earth (optional) in a platforming adventure to reach the Moon.

**Progression:**

Different parts of the suit allow SA-216 to perform different maneuvers:

* Arms – Grappling hook
* Legs - Double jump, increased speed
* Helmet - Used to unlock shoot lasers to clear debris, navigate toxic gas pockets

**Locations:**

* Near Earth
* Space
* Near Moon
* Moon

**Story Arc:**

* Show SA-216 salvaging things and being comfortable with Nova (big pile of junk)
* Planet suddenly collapses (Screen shaking/SA-216 running back and forth/Nova barking)
* Earth blows apart, scattering items everywhere
* SA-216 wakes up – has to get to Nova on another platform
* Reunite – SA says something about exosuit – Nova says you need to find it
* 1st Area (Near Earth) – Find legs at end of level
* 2nd Area (Sub Space) – Can perform double jumps/speed boosts – Find arms at end
* 3rd Area (Space) – Can grapple and double jump – Find helmet at end
* 4th Area (Near Moon) – Can Laser, grapple and DJ – Make it to moon at end
* Moon – Once on moon, see that there is a company of androids there that have been salvaging in the solar system. They are happy to see you and thought you didn’t make it off the Earth. Here the player is evaluated and a completion rating is given based on how many Earth relics were collected during the ascent to the Moon. The company decides to let you keep your collection and you and Nova go off and hang out by the junk pile – the same scene witnessed at the beginning of the game.