

Silent Winter



Team Goon Squad

Patrick Russell

Edgar Lopez

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Joshua Pang

Silent Winter Overview

Game Genre:	Simulation
Platform:	Web Application Framework
Team Size:	4

Key Points:

- Play as the leader of a group of survivalists on post-apocalyptic eternal-winter Earth after the solar system is thrown out of loop
- Customize your character's persona
- Survive in a sharply hostile world
- Scavenging system for resources
- Random encounters with other survivors
- Craft things to reach self-sustainability
- Recruit experts to build items



Game Description:

The year is 2020. Things have changed. The Earth has been knocked out of its orbit of the sun. It is now drifting farther away from the warm, life giving rays every year. Chaos has turned major governments into powerless, bickering groups. You are a part of a small team of survivalists looking to live through the catastrophe. Manage your remaining resources as you hunt for the tools to ensure your future survival.

Team Bios

Patrick Russell

I am a junior, that is, three years into my game design major. I've loved video games since I played Super Mario Bros for the NES with my dad when I was a little kid. Writing for video games has been a dream of mine for a while, but there really isn't a degree for that yet. The best way for me to do what I love is to learn programming and build games that I write from the ground up.

I work well in teams, especially on projects like designing a video game. I have spent a lot of time getting along with people and I usually know how to handle problems that arise within groups.

Climate change is something I see on the news all the time, and I've always wondered what it would be like to live in a world where it made a more visible impact on our lives. The thought process behind *Silent Winter* is that it is a real problem that people are going to have real solutions to in the near future.

Josh Pang

"No challenge poses a greater threat to future generations than climate change." - President Obama, State of the Union 2015

Silent Winter uses climate change as the thematic basis. My work in the research field of climate change has included: an Environmental Studies minor from the University of Memphis; an in-depth reading of The Earth Policy Institute's *World on the Edge* as an intern for the Estate of Buckminster Fuller; an anthropology major with classes on anthropology and the environment; and, a developing graduate school relationship with The Harrison Studio with their Center for Force Majeure Studies who have a grant to create a Force Majeure game.

Beyond a strong focus on the thematic motif, I have played something on the order of thousands of hours of video games dating back to SNES *Super Mario*, Windows '98 *Everquest*, etc. and so on up until today with Mac OS X *League of Legends*. I also have a computer science minor from UofM, and I have recently taken a Game AI course. Finally, I have been meditating upon games as a vehicle for knowing for quite some time.

Edgar Lopez

I am currently a game design major. My passions for games has always been huge, I have been playing them since I was a kid. Strategy, puzzlers, adventurous games you name it I play and easily pass. I have always have a passion for art and love designing my own material. I am also a perfectionist so if the objects I'm creating don't look good I will dump them and start over. I like my artwork to look good and presentable. My coding background isn't the greatest but I know enough to help out the main programmers once the artwork is ready to go. My game history consist of a lot of Call of Duty and FIFA games, I would play

CoD for about 6 hours a day in some point of my life, I was at the point where I wanted to be one of the best. I am currently getting into League of Legends. I am not the best player but I am learning the ropes fast. I like to be the best at what i play/do and I go by the mentality of "If you're going to do something do it right or don't do it at all".

Nikolai Kallhovde

I am a senior majoring in Computer Science. This will be my first full game I have developed for a class, but I have experience with Javascript and jQuery through my forays into web development and have taken courses in Artificial Intelligence and Software Engineering that may prove useful. I have also made a few simple games as personal projects, including a music trivia game using jQuery and HTML, a space trading sim inspired by Gazillionaire in Processing, a blackjack game in Java, and some word games (Word Golf, Jotto, Ghost, etc.) in C.

I don't play computer games much anymore, but my favorite games used to be simulation games such as SimCity, racing games such as Midtown Madness, and strategy games such as Age of Empires II. Even though games aren't my main interest anymore, I'm passionate about creating projects that provide entertainment or utility to other people, which is why I chose to take this course. My previous projects have been very minimal in terms of graphics (save for some image manipulation in Photoshop), so I'm excited to be working with a design-savvy group and contributing my programming knowledge and other skills where I can.

Game, Goals, and Story

Goal

The goal of the game is to build one self-sustaining power source, and a greenhouse capable of growing enough food for one hundred people. Both of these goals require tools and expertise that are a rare find in the post-winter world. The player must recruit scientists to research into how to build things like generators and heat lamps, and the player must also go out and look for these important items during scavenging.

Story

Things started going downhill the moment the exoplanet known as “Colossus” came within a cosmic hair of hitting Earth. Despite the narrow escape, the planet’s orbit was completely thrown off. The planet went hurtling away from the sun (relatively speaking).

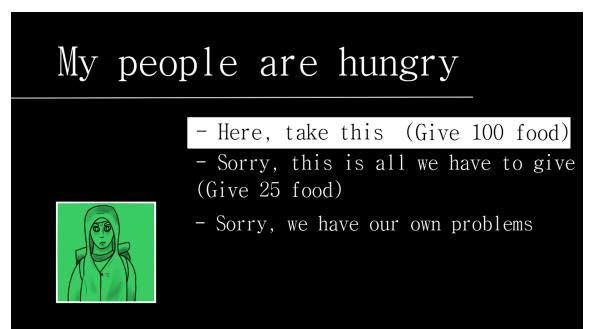
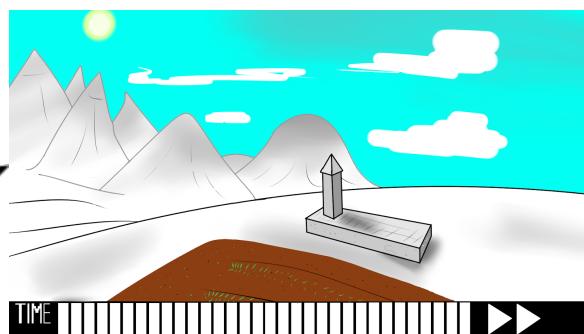
The game begins on day 1 after the disaster. The player (who picks their name and gender) and a band of survivalists have started a small settlement away from civilization in Siberia, originally as part of an oil prospecting team. There is a limited time to buy supplies from a nearby town before the residents pack up and head for warmer climates.

As time goes on, it becomes clear to the people of Earth that it’ll be too cold everywhere. The player must make choices when their group is stumbled upon by other disparate groups of people, either to help them or not. Wandering groups of people are the only way the player has access to new people, such as scientists or engineers, but they usually come at the price of taking in a larger group of (more useless) people.

The present question is always on the player’s mind: How are their people going to live through this endless winter? Do they choose to go with tried but true fossil fuels, or will they go green and only use geothermal or wind power? Will they scavenge off of dwindling city supplies, or will the player build a working greenhouse? It’s up to the player to ensure their people make it.

Game Loop

The loop of the game goes something like this: The player fast forwards in game time to the next event. They then have to make a decision, either a “random encounter” story choice or the need for supplies becomes an issue. Then they begin the scavenging minigame, where they go to a location to gather resources. Resources can be anything from necessities like food to components and parts needed to win the game. Finally, the player spends these resources back at the base in order to upgrade it and get it more self sustaining.



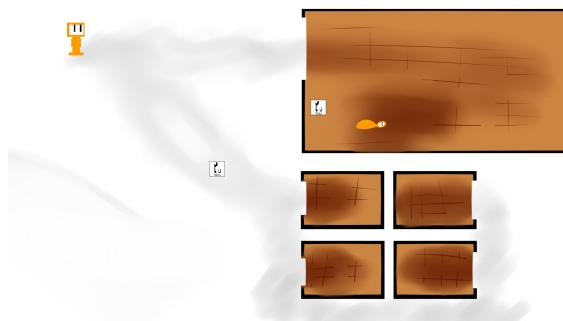
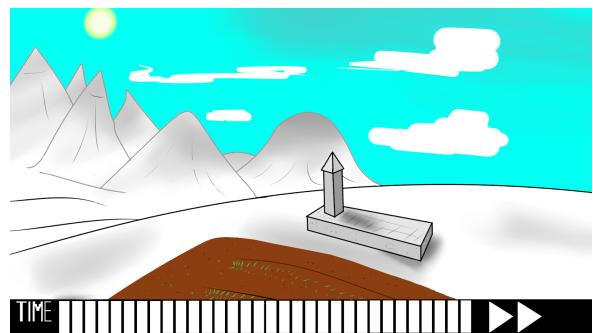
Main Background



Screens and Game Menu Concepts

My people are hungry

- Here, take this (Give 100 food)
- Sorry, this is all we have to give (Give 25 food)
- Sorry, we have our own problems



Food	Water	Power	Meds	Fun	To Do:
					- People don't have things to do.
					- Our food is running low.
					- We need a renewable energy source.
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Concept Art

