
GAME CONCEPT – JUNE 14, 2014

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I. Game Premise

i. Synopsis

Note: Everything here is subject to change.

The game takes place in a futuristic setting, where humanity has started expanding out to other planets, and have discovered many new valuable resources. One of these resources is novontium, a highly corrosive alien fluid that, when refined, has been used to create cures to disease, and produce foods that can withstand alien conditions. However, obtaining this material is very difficult; the planet that produces novontium has an atmosphere that is toxic to humans, and is home to many hostile organisms. Therefore, criminals are used to collect novontium as a part of their sentence. They are equipped with a high tech grappling hook to traverse the terrain of the planet, an oxygen mask that provides breathable oxygen for a limited time, extractors that will aid in the collection of the novontium, a watch to provide environmental information, and a tracking device to keep them from going rogue. You play the role of one of these criminals.

ii. Game Mechanics

The primary mechanics of this game is the grappling hook. The terrain of the planet consists of floating platforms that would be impossible to jump to, so the grappling hook is the primary means of traversing the planet. The grappling hook is elastic, so it causes the player to be propelled in the direction of the anchor, as opposed to swinging on it like a normal grappling hook.

On many of these platforms are wells containing the novontium, where the player must place an extractor to collect it. The novontium takes a few moments to complete the collection, and the player starts with three extractors.

However there are various hostile creatures on the planet as well, that the player must avoid or kill using their collected novontium. The player must reach a quota of novontium as a part of the game progression. Each time the player turns in some novontium, or if they sells the spoils from killing the monsters, they receive a bit of money that they can use to upgrade their equipment to better aid them.

iii. Story Progression

[The game begins with the main character being transported in a truck with a guard.]

Guard: Man, what a shitty job. Having to ride in this truck, hauling prisoners back and forth on this god forsaken planet.

Thank goodness you're the last one for the day.

...

Hey, so what are you in for. You kill somebody?

Man: ...

Guard: So you're the quiet type. Well, HQ already has your crime on record, so trying to hide it from me isn't going to keep me from finding out.

Man: ...

It's been so many years, I don't even remember.

Guard: Ha! That's some fresh shit right there!

Whatever, we're here now.

You know, as much as I hate my job, I don't envy you. The job you're going to be doing makes mine seem like a paid vacation.

[Both characters get off the truck and into the base. The truck has the Prometheus BioTech logo on it]

Guard: Alright, so you need to go to Sergeant Gray next to the big tank of green stuff to check in.
He'll get you all equipped and debrief your job while you're here in the dome.
And remember your place. You're here because you're the scum of society, and you have to work off the damage you've done.
Now get out of my sight, my job is done.

[Guard gets in the truck and leaves]

[Player walks over to the Sergeant Gray]

Gray: You must be the new collector. 'Bout time you showed up. We're already behind schedule.
Our last collector had a...bit of an accident. Can't work no more, unless somebody can find the rest of him. Ha ha!
Anyways, here's the rundown...

[Gray gives player the instructions]

Gray: Alright, so get on out there, and bring me some slime!

The player now plays the game, collecting the quota, upgrading equipment as needed. Starts off on the first level. The mask can be upgraded to get to the second level. At some point there is a rockslide that damages the tracking device and uncovers an entrance to a secret base. The player returns to the base, where Sergeant Gray removes the tracker, pissed that the player broke it. As he's about to fix it, a guard calls Gray, saying he's urgently needed. Gray rushes away, leaving his identification card. The player goes up to the secret base, and finds a computer with list of personnel. Sees a picture of him, dated one month ago. He also finds classified information about human genetic experimentation with the novontium. He is then hit in the back of the head, and blacks out. Before he becomes completely unconscious, he can hear voices, discussing what they should do with him.

Game end.

II. Assets

i. Main Character

See attached PDF (game_character.pdf)

We will also need a shooting animation, and a standing, walking animation without the mask.

ii. Items

For most items, just a thumbnail is sufficient. Sprites will be very simple.

Grappling hook: Primary means of transportation. Potentially can upgrade.

Novontium extractors: The player is given three at a time to use.

Oxygen mask: Initially given a basic one. Can upgrade to last longer, and survive in level 2.

Novontium gun: The gun that uses novontium as ammo.

iii. NPCs

Guard, Sergeant Gray, Random other prisoner who doesn't really do any work, but is there to provide some story.

iv. Monsters

Probably three types of monsters for now; a weak land monster, a strong land monster, and a weak flying monster.

III. Map

i. Map Layout

See attached PDF (game_map.pdf)

ii. Tileset

Something space like. We'll also need some futuristic tilesets for the base and secret base, and some artwork for the truck as well.