Game storyboarding

# Background:

* As a precursor to nuclear war during heightening tensions between (RED) and (BLU), secret group of military leaders and second-in-commands developed a failsafe to protect humanity; group of scientists, farmers, etc. selected and constantly prepared to launch into the sky on island ships, which in turn were developed for the sole purpose of isolation and removal from the ground world.
* Nuclear catastrophe occurs due to the megalomaniacal ego of the two leading super power figures; islands from around the world launch into the air
* Generations pass;
* Island in the sky: civilization similar to city of ember, population has no recollection of the world below which was largely destroyed during nuclear war
* Island communicates with other similar ones around the world, effectively creating a system of interconnected pockets of civilization. These pockets are all that are known by the people.
* Military island: a separate program from pre-war era, developed by RED
* Created to launch nuclear weapons at close range to enemy targets
* After the war, the station is abandoned and put into stasis to prevent decay

# Game

* Player is on a cargo balloon headed to the island of Columbia when it happens to come near the military island/stasis field/cloaking system. The island’s outer defenses don’t recognize the balloon and blow it out of the sky
* The player crash lands in a clearing in a forest near the airport, with the starting objective to get off the island. Captain is dead. Balloon is completely demolished.

**Airport**

* After exploring a bit, the player reaches the Airport and eventually makes it to the control tower. It’s revealed that all ships on the airport and military sections of the island are gone. A nearby radio, however, is playing a newscast; the radio signal is shown to originate near the airport, along the edge of the island to an outpost. The radio suggests a convoy will be arriving at the tower, to pick up any left-over military personnel. Player takes car, heads out.

**Outpost**

* At the radio tower, the convoy is clearly long gone. The tower has been left playing on repeat. In the distance, passing balloons can be seen, going by oblivious to the island.
* Can attempt to contact other ships; get frequency from destroyed/crashlanded original balloon and use the radio station to contact one of the passing cargo balloons. A ship will try to approach the player, but will inevitably get destroyed by the military defenses.
* The rocket stations show up on the map, leading the player to the weapons area and the pawn factory.