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Basic Story Outline

Our main character is an experienced sailor who made his career as a captain of a large tanker ship. He is a recent widower with no children who one day decided to take a solo adventure sailing his private boat across the Pacific Ocean. He planned to use this experience to find his true self and place in this world.

The journey went well for the first few days at sea. It was early morning when it happened. The rogue wave hit with an incredible force, capsizing his vessel before the reality of the situation had a chance to sink in. The sailor survived the initial chaos and clung to a large broken part of his ship, floating for hours before finally washing ashore on a nearby island. The island appears to be uninhabited, except the any native wildlife such as the birds he can hear singing in the breeze. Looking around the shore, he finds his survival knife, a bottle of water, and a few wooden sticks. He takes as many wooden sticks as he can carry, planning to use them to build a shelter a little further inland. Moving from the beach, to the grassy area that separates the beach from the dense forest ahead, he can see there is also a small mountain range behind the tree line. "How large is this island?" he thinks to himself as he makes his way through the sandy beach and into the grassy plain. Looking around he finds some small rocks. He decides that he should make a basic stone axe from the sticks and rocks he found. Using plant fibers from the tall grass, he can make a rope to tie fast one of the larger well shaped rocks to a strong stick. With this basic tool, he can now cut down small trees and chip away at larger rocks to gather materials. Next, he gathers more wood to build the shelter, rocks to build a campfire pit, and plant fibers for more rope. With a basic camp built, he now goes further inland to find a source of water. He also decides to make a primitive spear to hunt small game. In the distance, the sound of wolves howling sends shivers down his spine.

The chances of survival are very slim on this island, so our sailor makes his way deeper into the island. Hoping to find better shelter, more resources, or even a way to escape back to his life in the world. The threats are greater the deeper he ventures into the wilderness, but it is better than just waiting around to die. A new stronger shelter must be built to deal with the wolf packs at night. As he came across a small mountain range, he noticed a glimmer of sunlight shining from a metal object. As he nears, the object becomes clear and takes the shape of a crashed aircraft. "Did anyone survive? Did they find a way off the island, or maybe they are still here?", he thinks to himself. Checking around the crash site he does not find anything useful. Everything of use must have been destroyed in the wreck or picked clean by any survivors.

It was soon after that day that had his first encounter with the mysterious survivor shadowing him. It was the arrow flying by the sailor's head as he traveled through the forest. Quickly ducking behind a tree, he looked and saw the shadow survivor off in the distance. He was drawing his second arrow, staring straight into the eyes of the sailor with a cold glare. This man not only intended to kill the sailor, but he was also better prepared for a fight and the sailor knew it as he fled away. Now it was not only the wolves he feared, but this human threat as well. He must learn to make better defenses at camp and craft more powerful weapons now. He is resilient and resourceful, so this is only one more obstacle that he must overcome to survive. The days and nights go by and the sailor manages to fight off hunger, thirst, and the predators as he makes his way around the island.

Then one day, he sees off in the distance, up on a mountain, a glimmer of hope. It is an old cabin, looks abandoned, but possibly a way to contact the outside world lies within that building. He decides to make his way through the grueling terrain to find out. Battling through the unforgiving wilderness, he makes his way to the edge of the mountain. The snow-covered peaks are an indication of the conditions at that elevation. Now he must gather hide from animals to craft heavier clothing to survive the harsh temperatures. Eventually, our hero makes his way to the cabin. He can see that it is old and falling apart, obviously abandoned for many years. Looking around inside, he finds an old shortwave radio, but there is no power and no gas to fuel the old generator outside. He continues to search and eventually finds a set of old signal flares that may come in handy. As he exits the cabin, he can hear in the far distance the sounds of a plane engine. It is getting closer and soon the lights of the plane is visible in the darkening sky. This is probably his only chance, so he aims the flare gun to the sky, hoping that the flares are still usable after sitting so long. Luckily the flare lights and shoots off into the sky. The plane, having seen the signal, turns towards the island to check out the situation. The sailor feels a rush of relief as he sees the plane come his way. He will never forget this experience and the hard lessons learned along the way. He goes back to the world ready for anything life may throw his way, because nothing could compare to what he had just overcome to survive.

Player Characters

Along with the main scenario, the player may also choose to start from a more challenging plane crash starting scenario.

Sailor (Main scenario)

The **Sailor** character is a man, in his early 30's, who has made a successful career as the captain of a large tanker ship. He is a recent widower with no children who one day decided to take a solo adventure sailing his private boat across the Pacific Ocean. He planned to use this experience to find his true self and place in this world. A few days into the voyage a rogue wave impacts his vessel, he clings to part of the ship and washes up on a nearby island.

Pilot (Alternate scenario)

The **Pilot** character is a man, in his mid-20's, who recently acquired his pilot license. He works full-time as an auto mechanic, lives alone and for the most part keeps to himself. He decided to go on a long flight over the Pacific Ocean to prove to himself that he is a good pilot. Being an amateur, he seriously miscalculated the amount of fuel needed for his flight. This results in him crash-landing on a remote island.

Non-Player Characters

There will be one non-player character which will hunt down and sabotage the player's attempt to survive.

Shadow Survivor

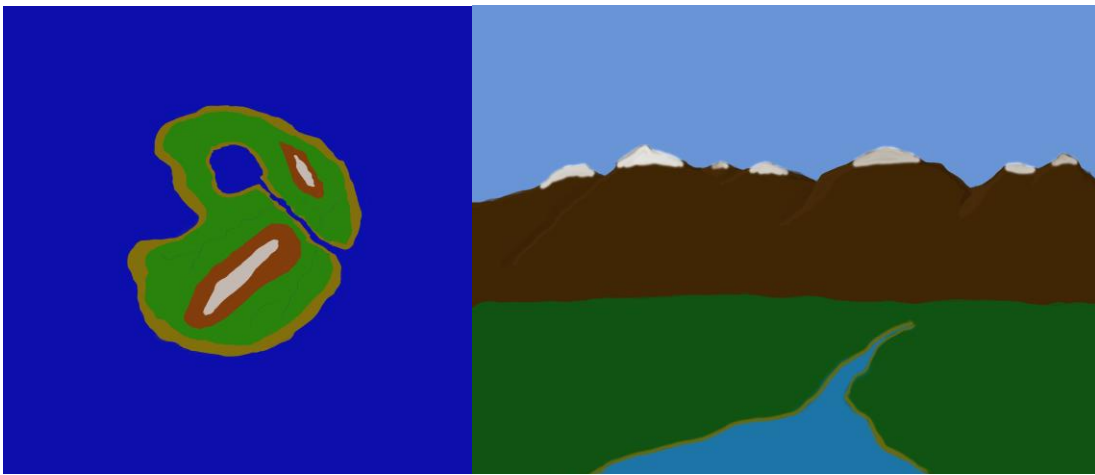
The **Shadow Survivor** character is the survivor from whichever scenario the player did not choose. The player meets this character soon after finding the wreckage of the alternate scenario. The Shadow has been living on this island for over two years and has made his home here. He is based in a small grassy plain between the forest and tall mountain on the opposite side of the island from the crash site. He has made a large base camp with solid defenses and a self-sustaining way of life on this island alone. He has a garden and water catchers within the walls of his compound, but he is not a vegetarian by any means, so he must venture out for wild game. He sets traps, and hunts with spears and bow. His only real threat now are the vicious packs of wolves that inhabit the island. The change in seasons can be extreme here. He has learned to make both light and heavy clothing to handle the harsh environment of the island. It is best for him to keep a set of lighter clothes for the summer months and heavier clothing for the colder months. He has also learned to make durable tools that can withstand more use than the simple tools he was able to make when first arriving on the island.

Shadow remembers the day he found the old abandoned cabin. He was hiking through the forest when he saw the cabin up on the mountain, close to snowy peaks. It was snow covered and for a second it reminded him of home, of Christmas, his childhood. But those days were gone, he had no one left in the world to go back to. And so, when he entered the cabin and saw the radio sitting on the table, he never even tried to see if it would work. He was not going back to that world again. This island was his new home now. He broke open the radio and scrapped it for the electrical components inside. As for the generators outside, he drained every drop of gasoline from the first and took the other along with him back home. Now he could experiment with electricity in his free time. He could learn how to make fuel out of the corn he grows to keep the generator running.

He was out hunting one afternoon when he saw the intruder on his island. "How can this be?!", he muttered to the wind. He was here alone, he knew it, he had not lost his mind! But right there in the mist of the forest, hunting on Shadow's game land, was this man holding a wooden spear with a stone tip. It reminded him of himself when he was first stuck here, before he learned how to make his bow and before he knew to be stealthy in the wilderness. There was not enough room for the both of them here on this island. Not enough resources to sustain them both for long. The wildlife would not reproduce fast enough, he thought to himself as he drew his bow. Glaring at this intruder as he released. The wind picked up and the arrow veered to the left of the man's head. This is the day that Shadow's new hunt begins.

Settings

The Pacific island our character finds themselves on is large with varying terrain. There is the beach along with grassy plains, dense forests, and mountain ranges. There is a wide river flowing rapidly from the ocean through the approximate center of the island into a large lake of freshwater. There are smaller creeks that stem from the river into the other areas of the island. The weather changes drastically with the change of seasons, but the snowy peaks of the mountains are always cold and only the strongest wildlife can survive there.



Environment Concept Art

Shipwreck Scenario

The shipwreck area is located on the northern beach of the island. The broken part of the ship that the character floated in on is the beach just behind where the player starts their adventure. A bottle of water lays in the sand just to the east of the wreckage and the sailor's survival knife is laying to the west. There are several wooden sticks laying around the wreckage that can be picked up and used to build with.

Plane Crash Scenario

The plane crash area is located along the northern mountain range, between the mountain and the beach. The character's plane can be seen crashed into the base of the mountain. The character's survival knife is in the wreckage. Looking around the character will find some rocks on the ground that can be used to build with.

Other Important Narrative Elements

Emergency Flare Gun

The flare gun is the one key item that the player must find to progress the game to the ending. The flare gun was left in the abandoned cabin by its previous occupants. The flares have been sitting for many years, but there is still a chance they will ignite.

Wolves

The wolves on this island are extremely territorial and there are several rivaling packs to deal with. The wolves are most active and dangerous at night, they hunt in packs and are attracted to campfires and loud noises. They have a great sense of smell and can detect their prey from great distance. This makes them the primary threat for any human survivors on this island.

Historical Lore

This island is in the middle of the largest ocean in the world. It has not yet been named or charted on any documented map known to man. The island has a history, unknown to mankind, of being a place where people find themselves lost and most never seen again. Artifacts and remains from those unlucky enough to have been trapped here can be found scattered around the island. There has never been a native population of humans on the island, but a large population of wildlife thrive there.