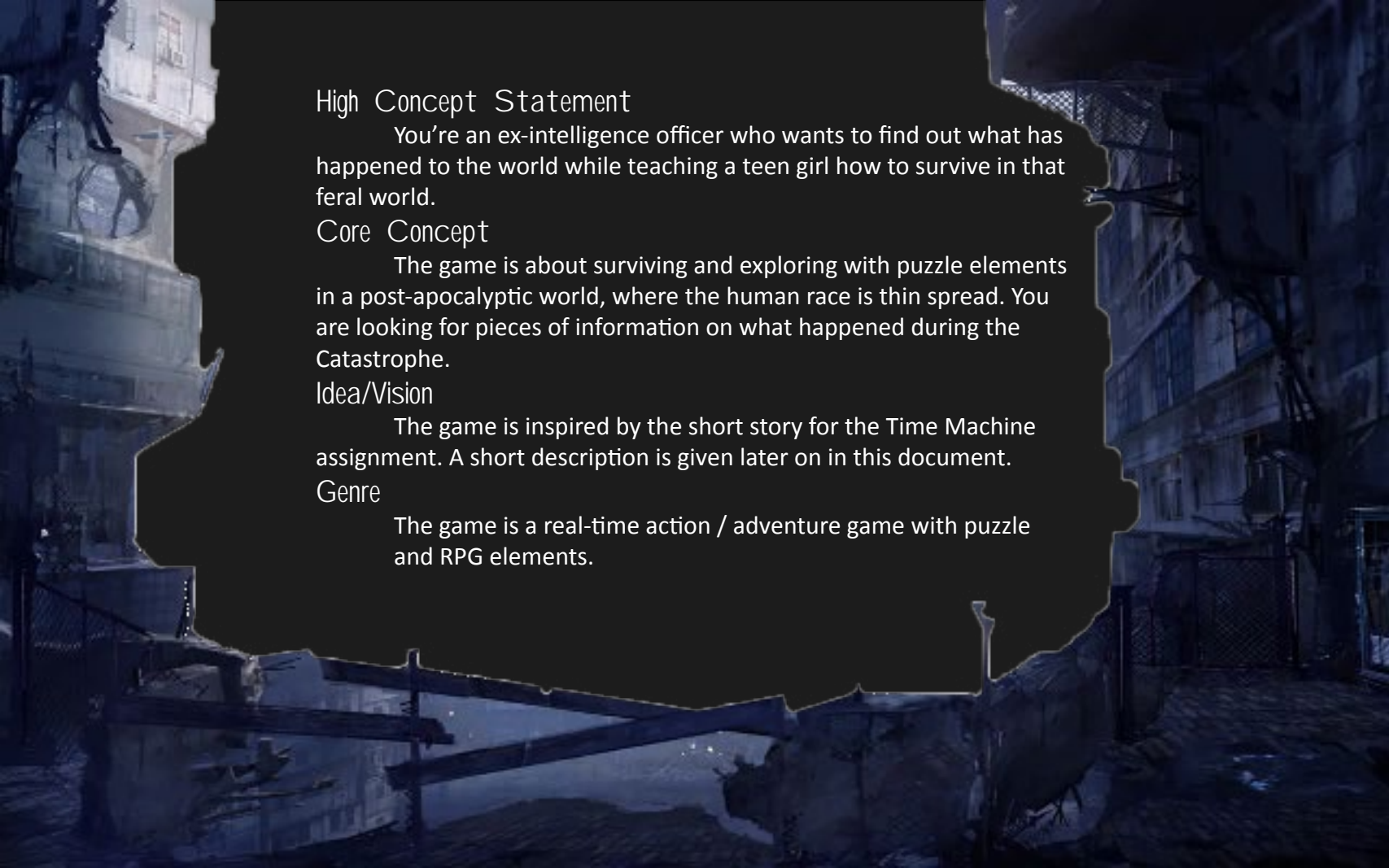


The image depicts a desolate, post-apocalyptic urban environment. The scene is dominated by a dark, monochromatic blue color palette. In the center, a large, irregular black void is cut out of the scene, serving as a backdrop for the text. The surrounding environment shows the skeletal remains of buildings, some with exposed structural elements and debris. A chain-link fence runs across the lower portion of the frame, and a few dark, leafless trees are visible on the right. The overall atmosphere is one of decay and abandonment.

Terra
Ferus



High Concept Statement

You're an ex-intelligence officer who wants to find out what has happened to the world while teaching a teen girl how to survive in that feral world.

Core Concept

The game is about surviving and exploring with puzzle elements in a post-apocalyptic world, where the human race is thin spread. You are looking for pieces of information on what happened during the Catastrophe.

Idea/Vision

The game is inspired by the short story for the Time Machine assignment. A short description is given later on in this document.

Genre

The game is a real-time action / adventure game with puzzle and RPG elements.



Gameplay / Features

- 3rd person and overhead view, player is allowed to switch between them. Overhead will give image of where both characters (Keyon and Hailey) are. (Demo level will not support this, only Keyon will appear in demo level)
- In-game control other character (not in demo level): send them to spots, make them wait, perform action etc. (Mass Effect)
- Standard and extended movement controls including: walking, running, swimming, jumping, climbing
- Solve puzzles to unravel mystery of catastrophe or to advance in the world
- No in-game currency, player & NPC's trade items and/or services
- Player can choose to sneak around, just go head first in or stealthily take down all enemies.
- Player progress system: able to spent points on skills or abilities
 - Includes, health, stamina, intelligence, observation i.e.

Gameplay / Features continued

- Combat system build on player skills (not on item stats) Player will unlock more/heavier weapons and/or techniques with each level.

Combat system is made of several categories:

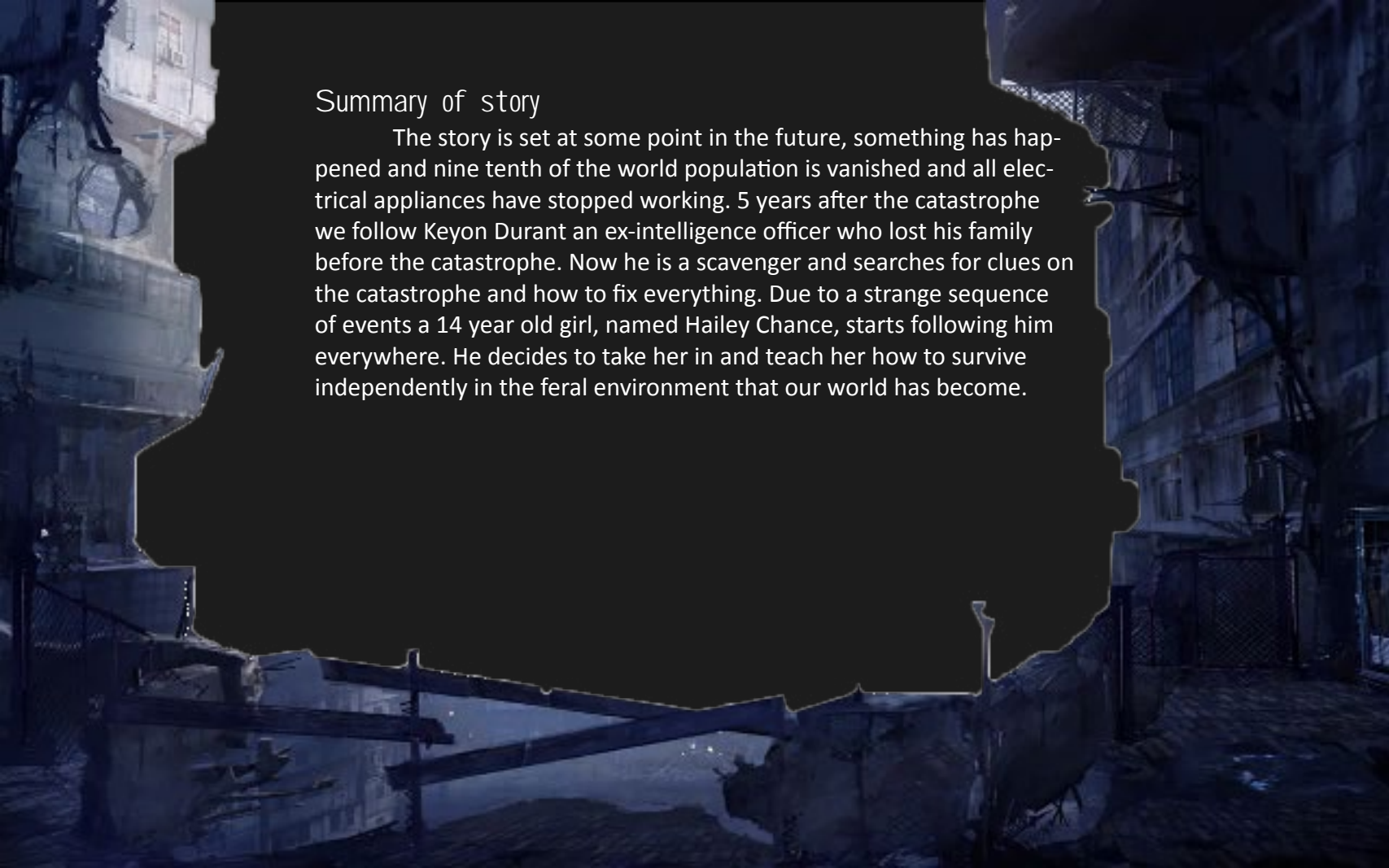
- Hand to hand: governs bare handed fighting
- Melee: governs skill of fighting with objects, these include rocks, crowbars i.e.
- Throwing: governs throwing weapons but also includes, throwing with shards of glass, rocks i.e.
- Pistols
- Rifles (includes sniper rifles
- (Sub) Machine Guns & shotguns

Instead on giving weapons damage stats and increasing these with each point assigned to a skill. The accuracy of the player will become better (like in Jagged Alliance 2, Fallout 3 and New Vegas), the recoil penalty will become less. Player will become better at maintaining firearms.

- One shot kills possible

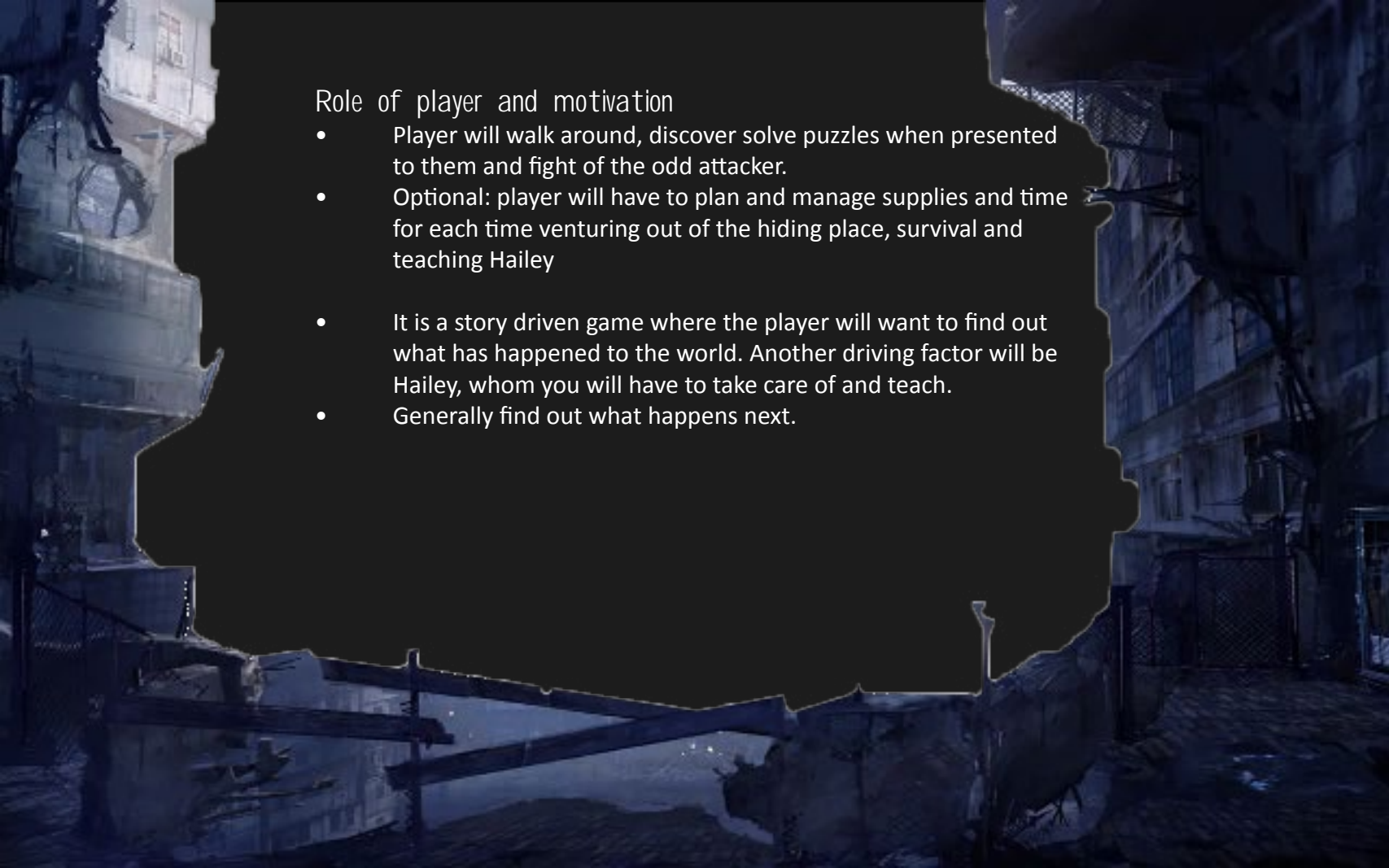
Gameplay / Features continued

- Player can take cover and jump over cover if low enough. During fights player can leap over gaps (between buildings i.e.) to outrun or lay trap for enemies.
- Items have no stats other than type and health.
 - Weapons: minimal skill needed to use.
- Some in-game items like glass shards, bricks and such can be used as weapons when player has enough skill
- Use environment in fights (topple walls over. i.e.)
- In city: crime system, where you will be arrested or addressed when starting to sneak or enter houses/buildings/rooms with out permission or at strange times (middle of the night or nobody at home) when seen or heard.
- Different tribes, some hostile, some not.
- You will play as the mentor and not the hero of the story.
- Use environment in fights different perspectives on the story.
- 2 background stories that can be found out



Summary of story

The story is set at some point in the future, something has happened and nine tenth of the world population is vanished and all electrical appliances have stopped working. 5 years after the catastrophe we follow Keyon Durant an ex-intelligence officer who lost his family before the catastrophe. Now he is a scavenger and searches for clues on the catastrophe and how to fix everything. Due to a strange sequence of events a 14 year old girl, named Hailey Chance, starts following him everywhere. He decides to take her in and teach her how to survive independently in the feral environment that our world has become.



Role of player and motivation

- Player will walk around, discover solve puzzles when presented to them and fight of the odd attacker.
- Optional: player will have to plan and manage supplies and time for each time venturing out of the hiding place, survival and teaching Hailey
- It is a story driven game where the player will want to find out what has happened to the world. Another driving factor will be Hailey, whom you will have to take care of and teach.
- Generally find out what happens next.

Game World

Takes places in Central Europe (Poland), Europe has become derelict after 5 years of absence of most people. Cities are empty and feel hollow. Tribes rule most of Europe and are usually a threat animals are loose everywhere, and a lot of times feral, including exotic animals from the zoos (lions, tigers etc.).





Unique selling points

- Not usual post-apocalyptic wasteland, but feral and overgrown world and cities.
- Player initially plays as mentor instead of hero
- Combat system not based on item stats, but player skill and abilities
- Skills focussing primarily on survival and secondary on combat
- Items have no stats other than health and class.

Target customer

Target group is young adults that are in their early- or mid-twenties, who like adventure and RPG games.

Console, Hardware, License, inspiration...



Inspirations: Time Machine assignment, Desert Punk

