

Naive Game Pitch



“Untitled Generation Ship Game”

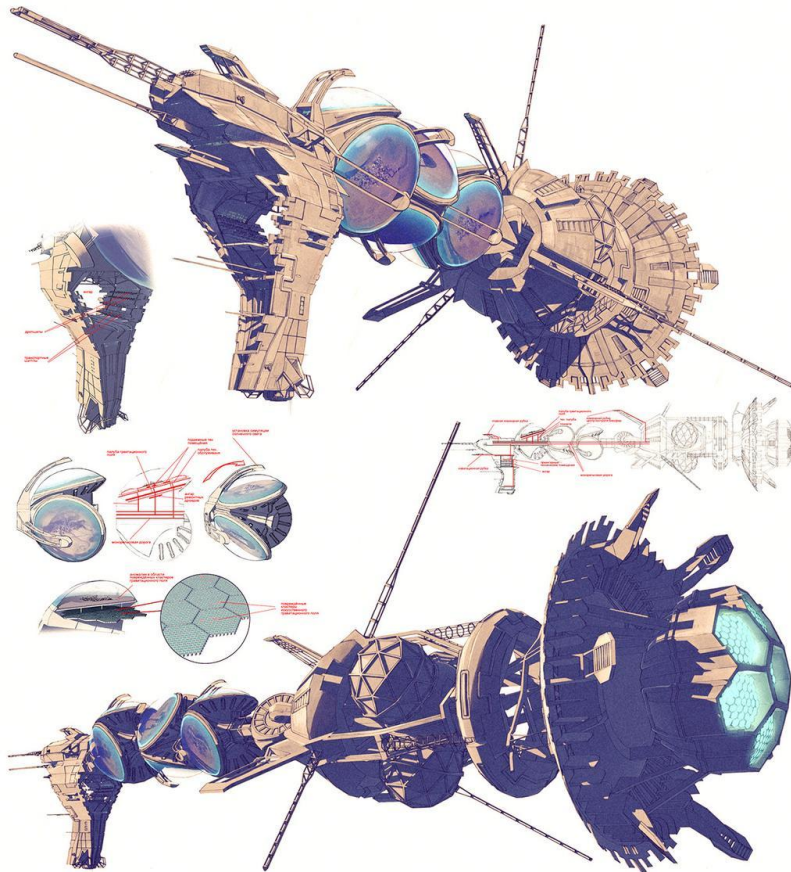
Setting

In the near future, players are junior crew of a generation ship traveling through space and reconnecting with other generation ships



Narrative

- Episodic structure that reveals pieces of story on a clear structure with ending goal.
- Classic SF themes with a modern socioecological twist
 - Anticolonialism
 - Ethics of Technology
 - Exploration/Unknown
- Mechanics
 - Character dialogue
 - Mission goals
 - Progress follows the Ship if multiple players



シニット

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Narrative

- Aesthetic: Oases
 - A non dystopian future
 - Ecology meets tech
 - Practical and engaging use of cobotics
 - Planets among stars
 - Ship in space
 - Player's space on ship
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- Tone: Hopeful. Exciting.

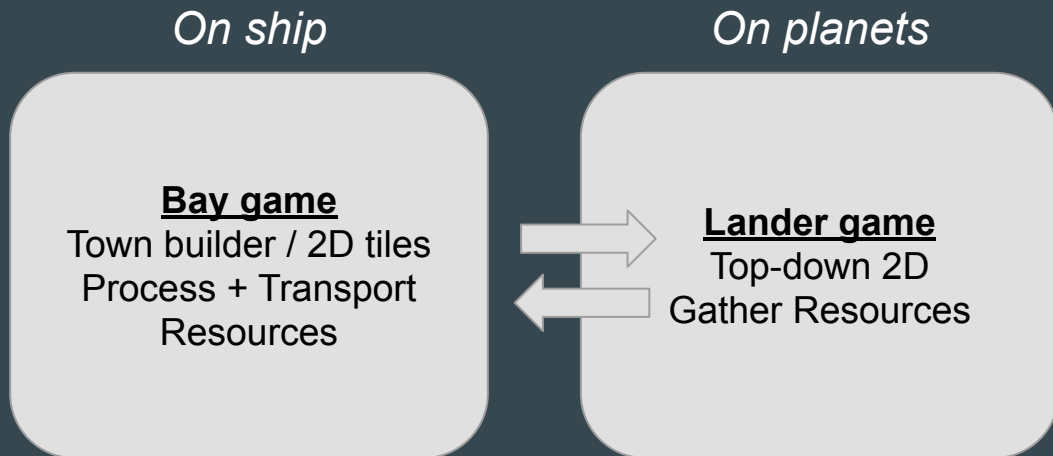
Even though space feels vast and cold, people matter, and our choices matter



Gameplay

High level structure:

- Two Main sections: The Bay and Lander
- Linked by resources that are needed to power the ships.



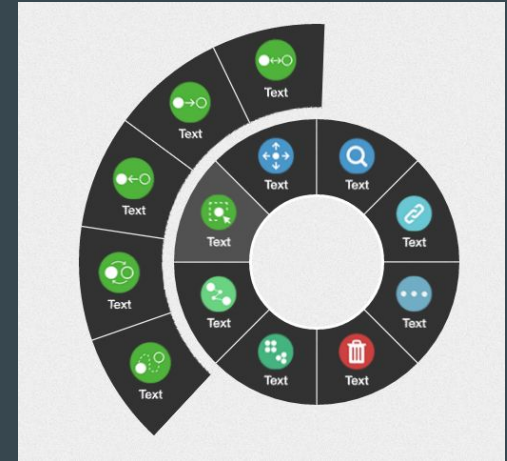
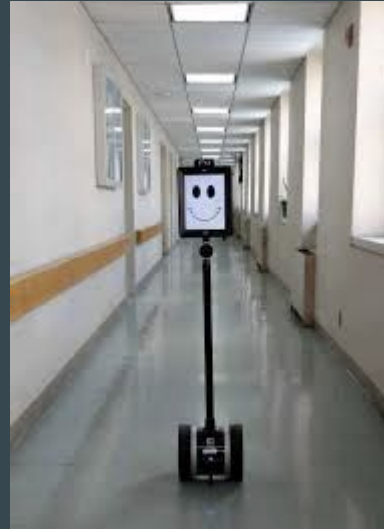
Bay Game

- Players build up a Bay on the ship
- Core loop:
 - Place building
 - Move materials to building site
 - Get building
 - Building makes new resources, unlocks more buildings etc.
- Change appearance any time



Bay Game

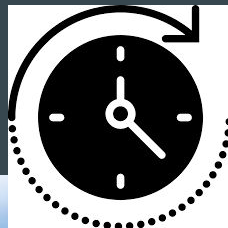
- Cobot Flow:
 - All tasks start manual
 - Build robots to start moving stuff for you
 - Issue high-level commands to robot fleet using radial menu
- Programming
 - Block-based
 - Event-based
- Cobot tension
 - Player and many robots share space and need to co-operate



WHEN (CARROT done growing at FARM x)
GO TO (FARM x)
PICK UP (CARROT)
GO TO (WAREHOUSE 9)
DROP OFF (CARROT)

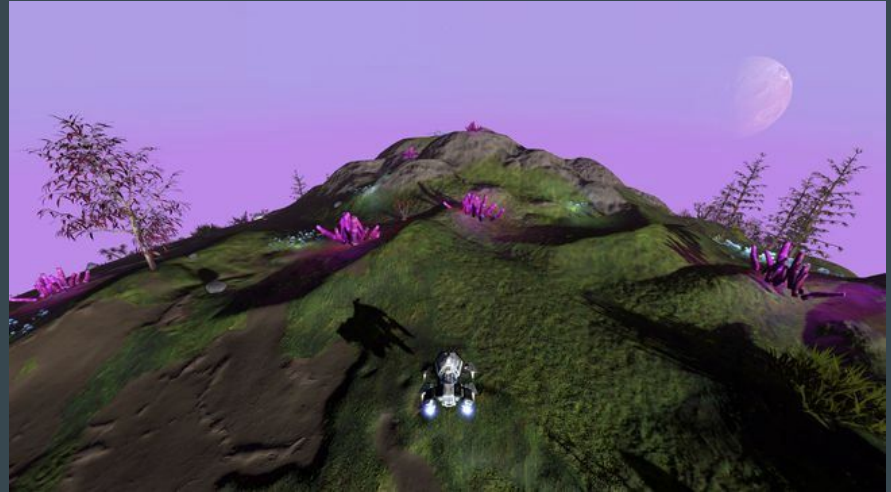
Bay Game

- The world continues to operate in real time whether the player is online or offline
- This includes robots!
 - Automation incentive
 - Short, irregular play sessions OK



Lander Game

- The ship is not a closed system
- When the ship is near a planet (certain times of real day), players can send a lander out to responsibly collect resources
- When narratively appropriate, also to make contact, etc.



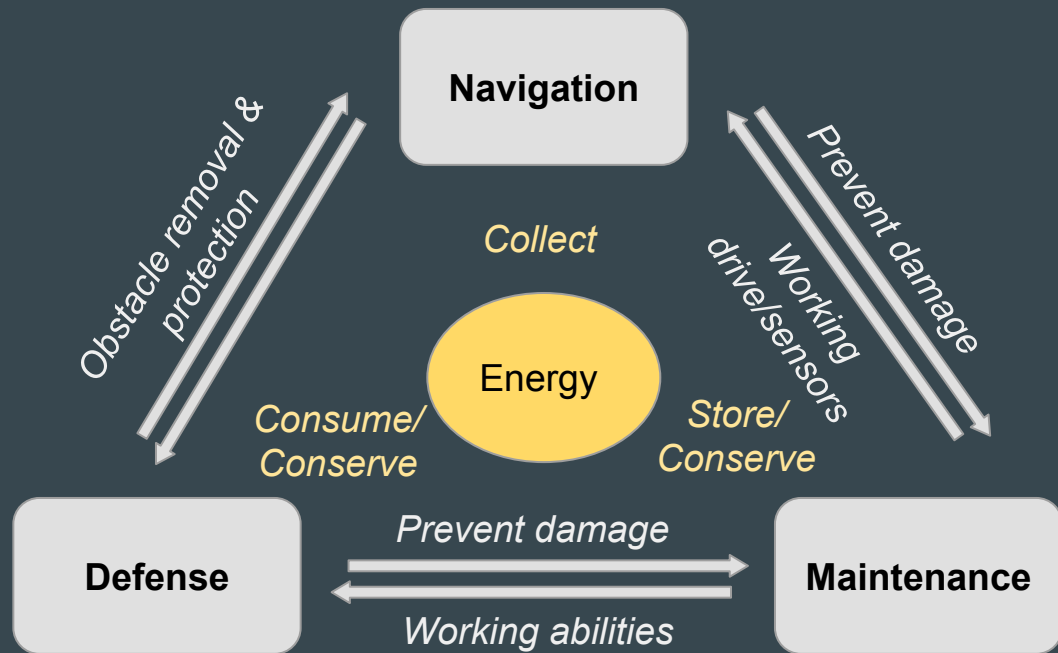
Lander Game

- 3 lander “subsystems”
 - Navigation: Choose course and drive
 - Top-down racer
 - Defense: Direct shields and abilities
 - Top-down shooter
 - Maintenance: Fix wear and damage
 - Kitchen/Diner timer juggler
- Player must juggle all initially
- Later, program robotic routines
 - Key: Coordinating actions between roles in arcade time!



Lander Game

- Shared resources and effects facilitate and necessitate **intent inference** between subsystems!
- Energy is a critical resource that the Ship needs; efficient operation should gather and return (and not use up!) as much as possible



Lander Game

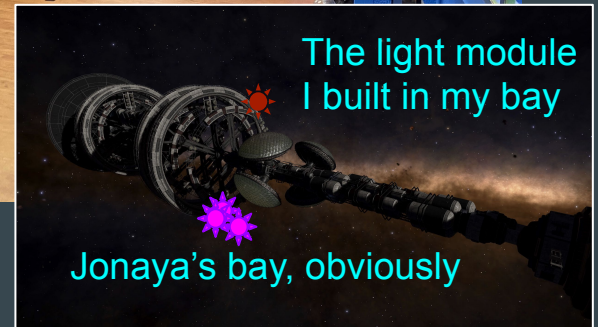
- Lander Programming
 - Each subsystem has a different program, with different “nouns” and “verbs” for its function
 - All subsystems use the same block-based, event-based interface as Bay programming
 - Lander programming is done pre-launch in the Bay, not on a mission
 - Starter programs are provided

```
WHEN (NEAREST OBJECT < 35m)
  //Driver is probably trying to ram through a wall
  IF (LANDER DISTANCE FRONT < 20m)
    ROTATE SHIELD (LANDER HEADING)
  ELSE
    ROTATE SHIELD (NEAREST ENEMY)
```

Clubships: For OST Organizations

OST Organizations like BGC can create a common Ship that all players' Bays are aboard.

- Additional building options
- Bays connect in a ring
 - Visiting
 - Resource donation
 - Share programs
- Ship system upgrades
 - Warp drive: Jump ahead to a planet so players can always get to one during program hours

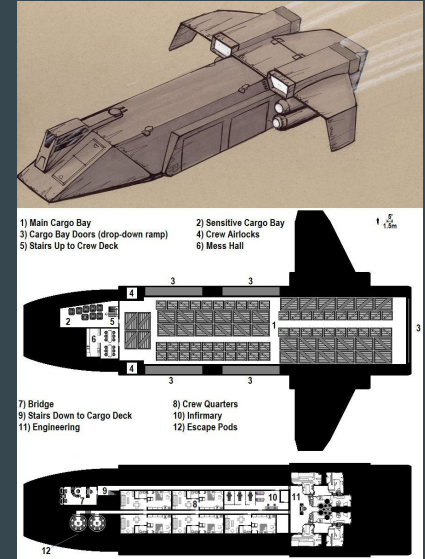


Additional features and ideas

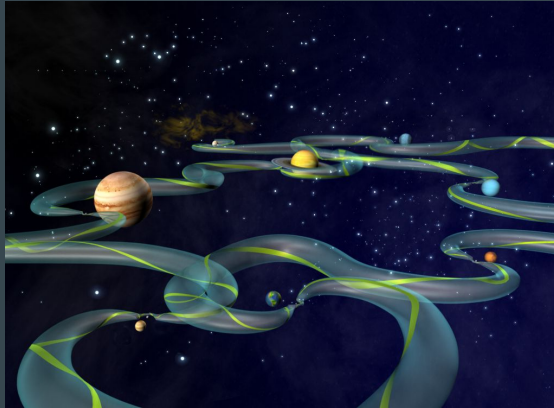
- Seasonal Campaigns
 - Additional story chapters
 - In-game ship specific holiday missions/modules/decorations
- Diplomacy missions
- Departments on board the ship to level up and get themed missions from Senior Members of the crew and the Captain.

Additional Assets

Images (Bay Area)



Images - Mother-ship



Lunar Lander

