

CONCEPT

Title

The Naturals' Descent

Premise

Yara (the protagonist) lives with her brother in a steampunk desert. Her brother fell sick with a strange deadly illness that can only be cured with expensive whale blood, owned only by the most powerful houses of the desert. Yara will do anything to save him.

Player Motivation

Raid powerful neighbouring fortresses to gather enough healing potions to cure her brother

Expected HW requirements

- **CPU:** Intel Core i5-7400 or AMD Ryzen 3 1200
- **GPU:** NVIDIA Geforce GTX 1050 or AMD Radeon RX 560
- **RAM:** 8GB
- **Storage:** 2GB of free space

Goals

Explore the desert and learn the story behind your brother's strange disease, while stealing rare whale blood to cure him.

Unique Selling Proposition

You can choose how to play. Raid stealthy (solving puzzles), or go in guns blazing. Your actions will have consequences on the story.

Target Market / Age

Teenagers/Adults and people who like action-adventure games

Genre

Action-Adventure First Person Shooter

Competitive Analysis

Dishonored: Ability to choose between multiple ways of playing;

Machinarium: Environment and Puzzles

Red Dead Redemption 2: Reputation System

Dusk: First person shooter mechanics

Sable & Zelda Breath of the Wild: Desert exploration with bike

Team

Catarina Crespo | Guilherme Figueira



PROPOSAL

Title, Hook, Goals

"*The Naturals' Descent*" is an action-adventure game with a strong narrative and multiple ways to complete goals. Players can preform *raids* stealthily, by finding secrete tunnels riddled with puzzles, or shoot their way to the vault. All of these choices will have an impact on both the story and the world.

Story Synopsis, Backstory, Characters

In a barren desert, there were people (dwellers) who scavenged old technology hidden away long ago in the caves of the desert mountains. The caves were deadly, and the few dwellers skilled enough to thrive there were called *The Naturals*. **Yara** and her young brother **Symon** are children of the last *Natural*, now orphans, *struggling to make ends meet*. Their friend **Adrik** helps them in what he can. After her brother fell ill with a strange deadly disease, prophetized by the ascetics, that can only be cured with very expensive whale blood, Yara has to do whatever it takes to save him.

Technology/Libraries/Algorithms

- Wave function collapse for procedurally generating indoor fortress combat arenas
- Procedural Generation of Fortresses
- AI algorithms with *NavMesh* for the enemies

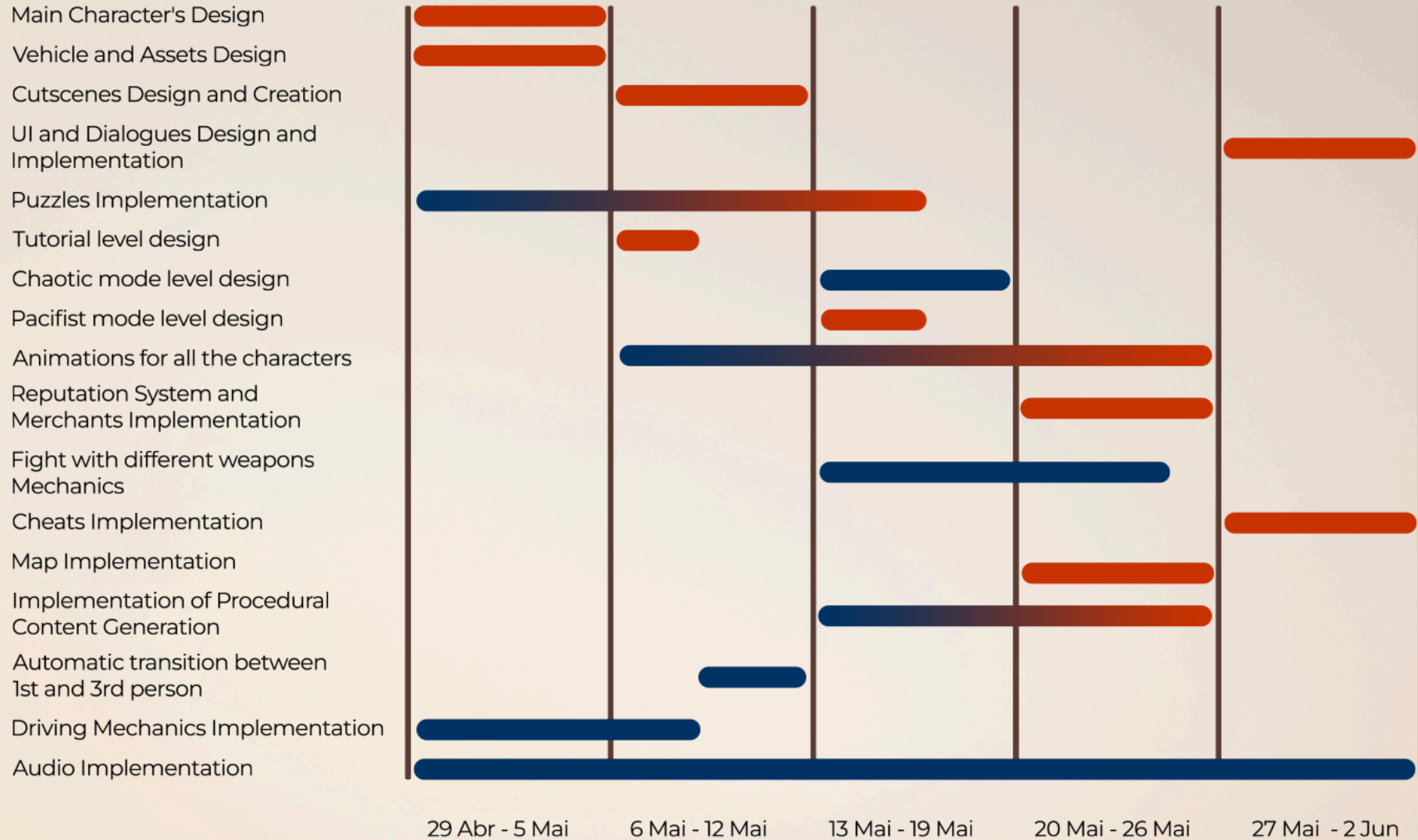
Risk Analysis



Procedural Content Generation, given that we'll have to learn the technique. We will also have to figure out the best way to handle the performance since we are planning to make the desert a small "open world". We are also aware that this is an ambitious project, and there is the risk that corners will have to be cut in order to meet the deadline.

Gameplay and main mechanics

- Explore the desert by driving your "sailing bike" and find artefacts to loot;
- Use multiple weapons to fight fortress guards in fast paced combat;
- Solve puzzles and use stealth when raiding in a pacifist way;

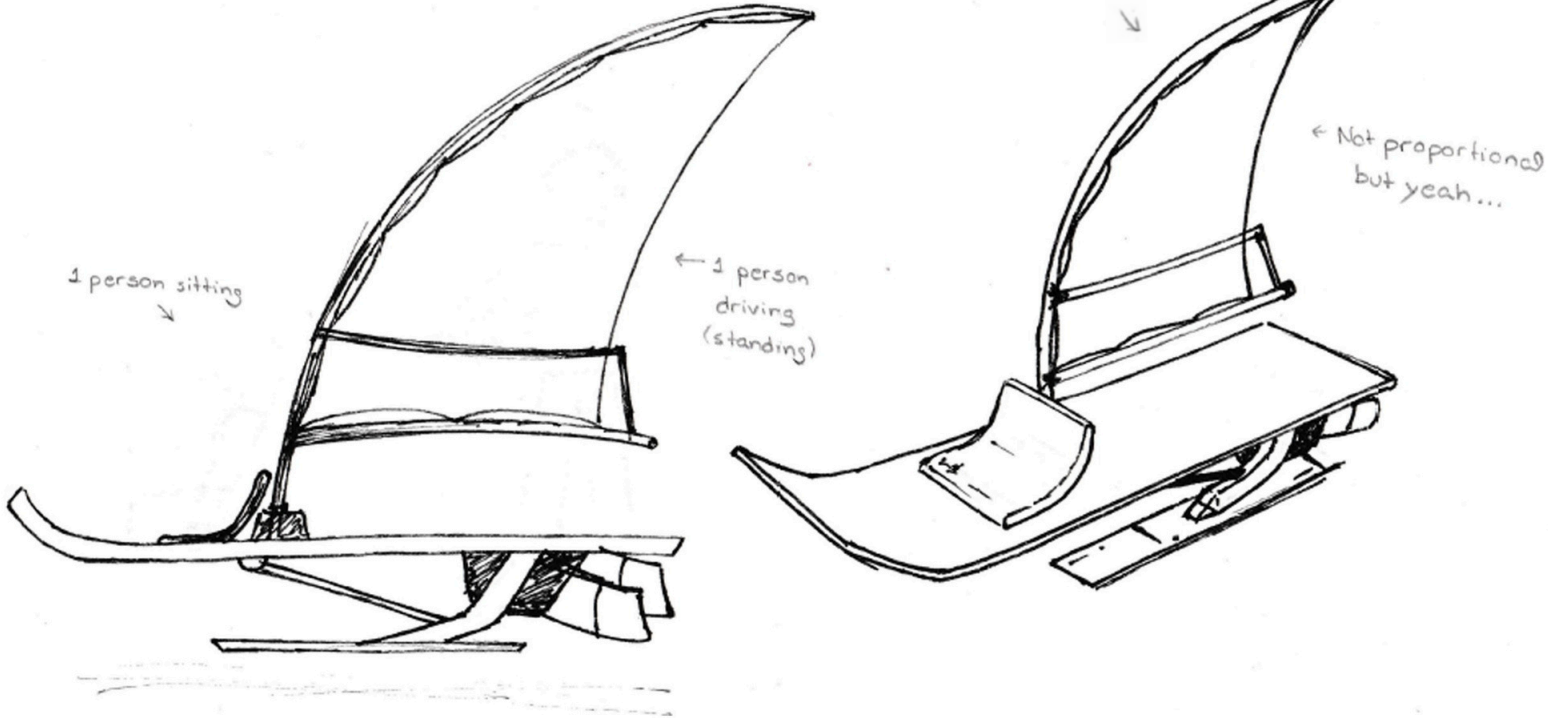
GANTT CHART



 Catarina Crespo
 Guilherme Figueira

ANNEXE A - CONCEPT ART

YARA'S SAILING BIKE



YARA



ADRIK



SYMON (YARA'S BROTHER)





Photoshoped sketch of the world.
Yara will drive her "sailing bike" across the desert.
In the distance we can see a fortress to raid.
In the sky, ships and zeppelins can be seen flying



@DAOTRONGLE

Aesthetic References

COULDN'T FIND CREDIT ORIGINAL ARTIST



@ALESSIARUFINO

THE NATURALS' DESCENT - START OF THE GAME

by

Catarina Crespo — Guilherme Figueira

Catarina Crespo — Guil-
herme Figueira
Project Group G2-11

INT. JUNKYARD CLOSE TO YARA'S SHELTER DAY

GAMEPLAY VIEW: YARA and her brother are scavenging for things to sell. Money is tight right now... The brother finds a gun in the middle of it and gets really excited about it

SYMON
Yara, Yara, look! It's so cool!
Can you teach me how to shoot
it?

YARA
Careful! That's not a toy.
Here, I'll show you.

Tutorial starts, to teach the player some game mechanics. Player has to walk up to a point, jump somewhere or over something to get to that point and then shoot a target

YARA gives the gun to her brother.
Then Adrik shows up and they start talking.

ADRIK
Guess who already got the money
from your last haul?

YARA
Hey! That's great! How much
this time?

ADRIK
A bit less than you were
expecting, things have been
chaotic in the city...

SYMON
Sis ...

ADRIK
People have been saving up
because they are getting worried

YARA
Why?

SYMON
Sis...I'm not feeling...

YARA
Just a second, just a second.

ADRIK
Seems like that disease the
naturals brought is somehow
coming back...the doctors still
have no clue where it really
comes from and how it works.
Seems like only whale blood can
cure it.

SYMON falls on the ground, with a tump

GAMEPLAY ENDS

FADE OUT:

In a black screen

YARA
SYMON!!!!!!

FADE IN:

CUTSCENE

Shot 1. Yara can be seen with the gun in her knees.
Shot 2. Yara close to her brother in bed, him with a cloth on his head. Adrik is there as well.

ADRIK
I'm really sorry, Yara, but it does look like the symptoms I've seen in the city.

YARA
Did any of us brought the disease here?

ADRIK
I'm not sure that's how it works. It seems that only boys, about his age are getting sick.

YARA
Please tell me how to cure this...

ADRIK
Yara, I'm afraid it's not that simple. There's not a cure for us.

YARA
What does that even mean? "For us"?

ADRIK
There is a cure...but not for people like us. Only whale blood seems to have any effect on the disease. We both know, even if we worked a thousand years we couldn't afford it.

Shot of Yara standing and looking angry at Adrik.

YARA

No! I'm not going to stand here
and wait for my brother
to...to...

Small pause

Shot of Yara more calm and sad

YARA

If he was your family, you would
also do anything to save him!

Shot of Symon or Adrik looking down

Adrik sighs

ADRIK

I...I heard there are a couple
of fortresses that keep samples
of it.

Cutscene ends
Gameplay starts

ADRIK

So...What's your plan?

YARA

I'm going to those places and
stealing the samples. Those
people who bought it, most
likely can buy them again.

ADRIK

Yeah, but...They are heavily
guarded - you could get killed,
Yara.

YARA

You and I both know I can handle
it.

ADRIK

Still...I won't let you do it
alone.

Dialog ends. Time to play the game