<u>**Genre**</u>:
- sci-fi tactical exploration RPG with survival mechanics
<u>**Core mechanics**</u>: (explore -> salvage -> trade -> survive) + dating
<u>**Feature Set**</u>:
- <u>map exploration</u> – I really liked the way **Highfleet** does it, I just want it little more intuitive and higher tech like thermovision, rather then decyphering messages and stuff. The map will be used to find places to explore/salvage or trade. You can also send drones to scout ahead and in emergencies fire missles (They are resource costly, so it doesn't turn into a shooter game)
You are always in the middle and with a sensor(radar, thermovision, or just map) you will be flying to places at a certain speed given by your ship.

- <u>salvaging</u> – I reaaaly loved the way **Duskers** did it, exploring ships full of potential dangers, controlling a droid to do it, then I thought if the droid gets stuck, the player has to risk it and go himself or abandon the supplies; player has to find and then land near a ship to salvage it's resources
Maybe I'll make the movement little simpler then Duskers did …
You basically controll stuff through a command line and a "console" giving orders to things, or you can switch to manual controll of the droids, it's really cool and atmospheric.

- <u>resource management and trading</u> – I enjoyed the way **StarSector** did this, you can influence economies and lives of people by providing or buying needed supplies, making the market crash (and stuff like this); trade with different settlements and influence it's needs

- <u>Shoping/ship customisation</u> – resupply and equip the ship with different surveying/salvaging equipment; will be done on "shop sites" on the map or settlement providing different stuff

- games will be played as campaigns (simmilar to **StarSector** or **Highfleet**) as it supports exploration == new map/events every time, salvaging==ships crashing and unexplored sites/building(like StarSector)

- there will be several events on the map that will move the campaing forward, changing the evironment and story, like explore this radioactive site, get rid of this infestation, supply this camp with supplies, ..

- <u>Interaction with NPCs</u> – I don't want to take more then I can handle (I might have to reduce the features already), so the interactions will be mostly linear, maybe just based on your kill count or something, like they are afraid or they are happy to talk to you.

Target Audience:
- NO IDEA

Player experience goals:
- strategic thinking
- dating story experience
- getting more and more influential (not powerful with weapon)

Gameworld:
- on a frozen planet humans are trying to survive (like **Frostpunk** with higher tech)
- humans are in settlements with heat from earth available, (hot springs, volcano)
- you play as scavenger and trader, a capitain of a ship with your most trusted partner you try to survive, grow and restore prosperity to humans

Goals:
- finish the campaign
- explore the map for story
- take care of settlements
- date

Main Characters:
- 2 customisable characters
- one is piloting the ship and the other will be scavenging
- they will interact with each other and date
- one will feel uneasy if you kill too many enemies, and if you go full murder hobo, then he might have a brekdown
- the other is cold and calculating, but cares about one

I actually like strategy, horror and romance games, but I'm not sure if it will mix together well…