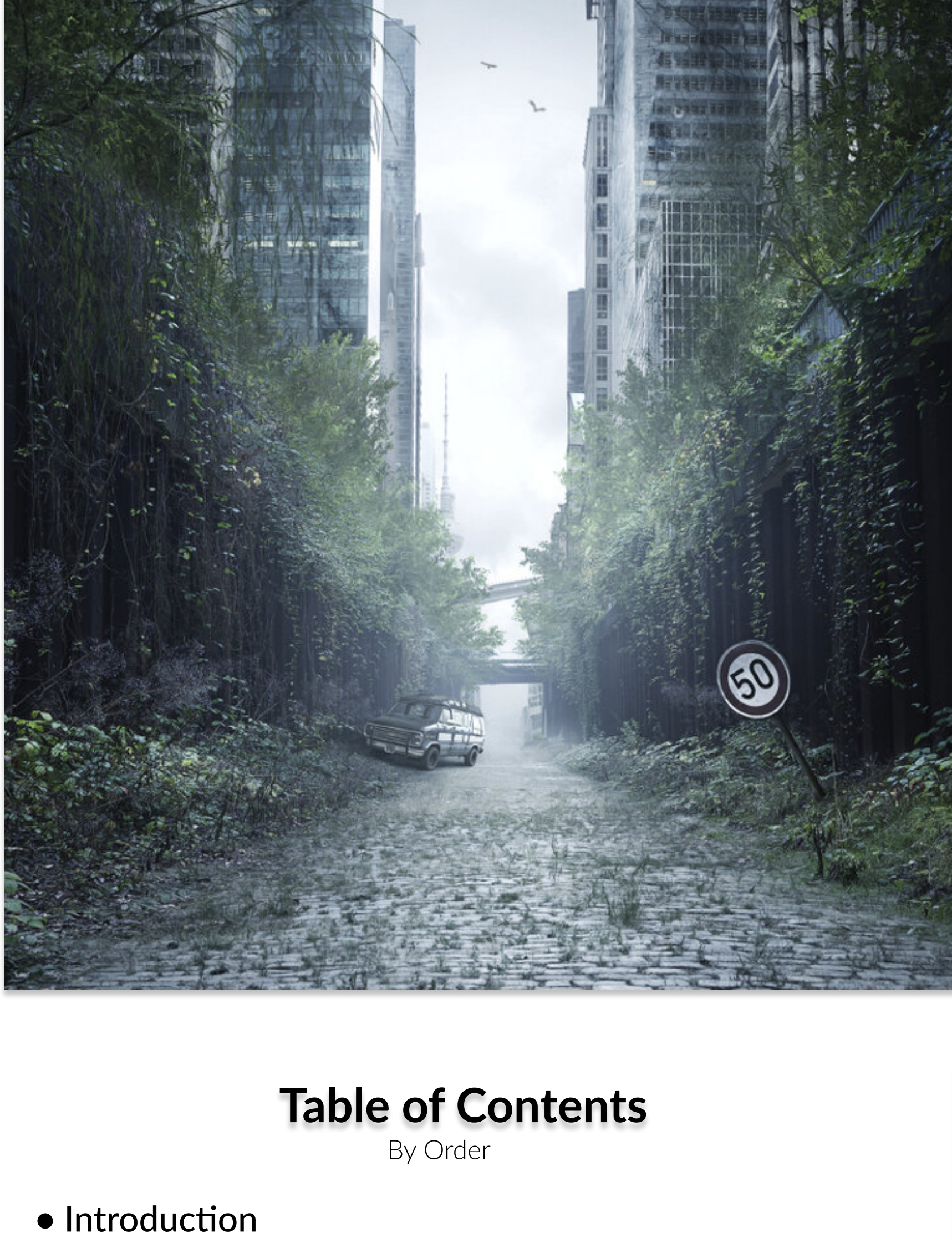


FUTURE UNKNOWN



Introduction

Brief Overview

FUTURE UNKNOWN is a Dystopian themed action-adventure game. This game will be marketed toward a mature audience and will be released, both, on the PS5, and PC.

The world of **FUTURE UNKNOWN** is dark, and unforgiving. This game's narrative is to give the player a view of the 'what if's' of Earth's future. Future Unknown will dive into the ideas of pollution, nuclear warfare, and even alien invasion. This game's narrative is to explore the what ifs of tomorrow and how humanity in today's world might perceive apocalyptic events.

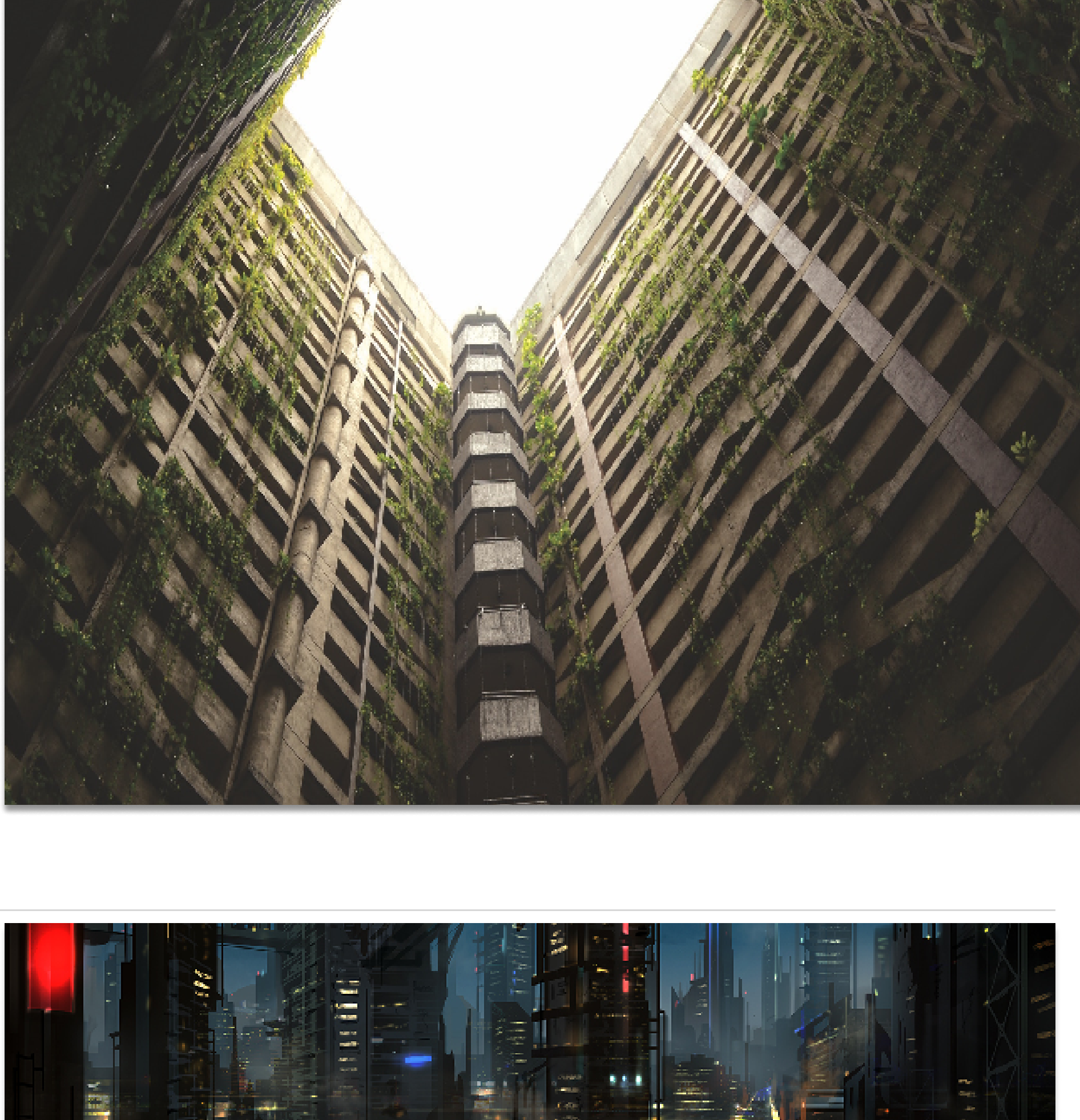
"In the year 2025, the best men don't run for president, they run for their lives.."

-- Stephen King, *The Running Man*

Table of Contents

By Order

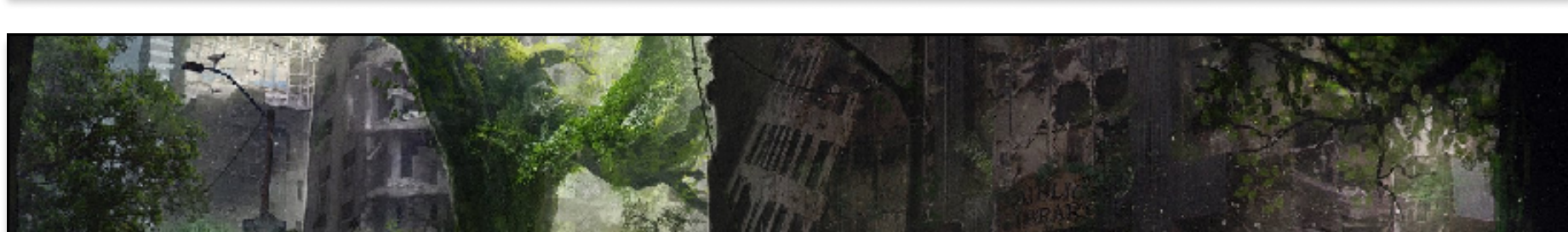
- **Introduction**
Genre, Rating, Platform
- **About the World**
Game world overview
- **Reference Art**
Reference & concept art
- **Characters**
Protagonist, NPC types
- **Core Mechanics**
General gameplay
- **Moodboard**
Color Palette, Environment and Interaction
- **Weapons**
Weapon types & abilities
- **Game Lenses**
Game overview
- **Items**
Documents, notes, records, ammunition
- **Level Walkthrough**
Brief Level walkthrough
- **Page 2**



FUTURE UNKNOWN'S WORLD

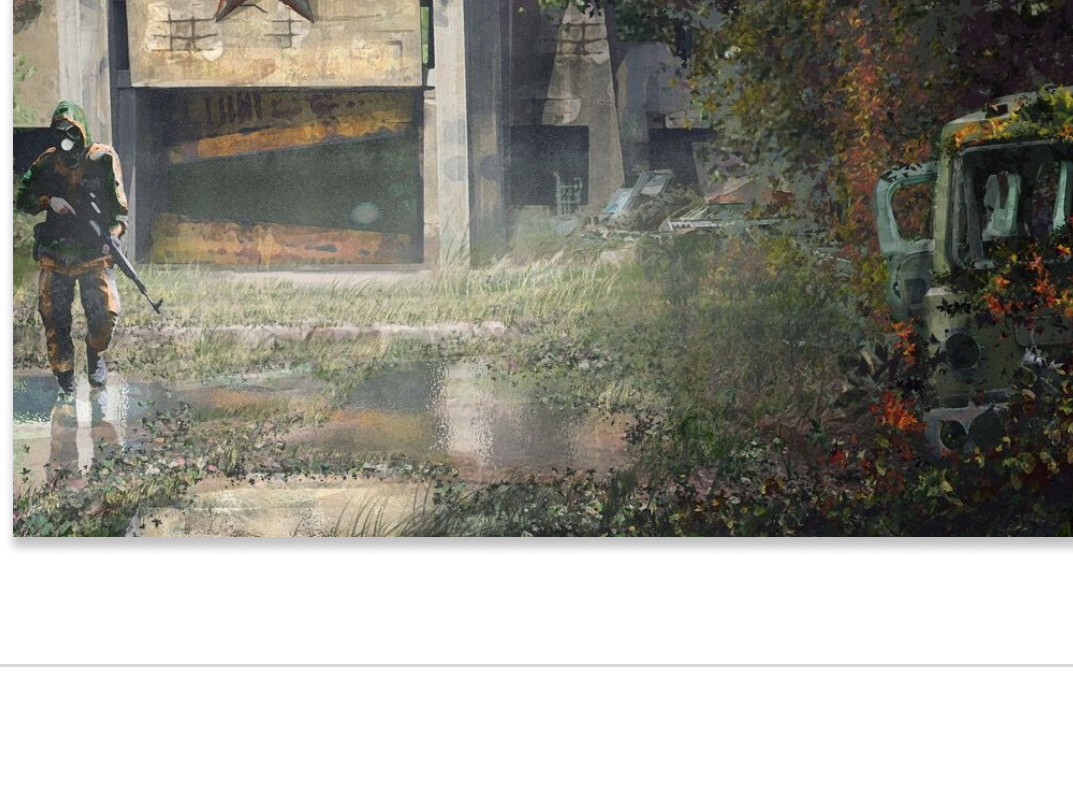
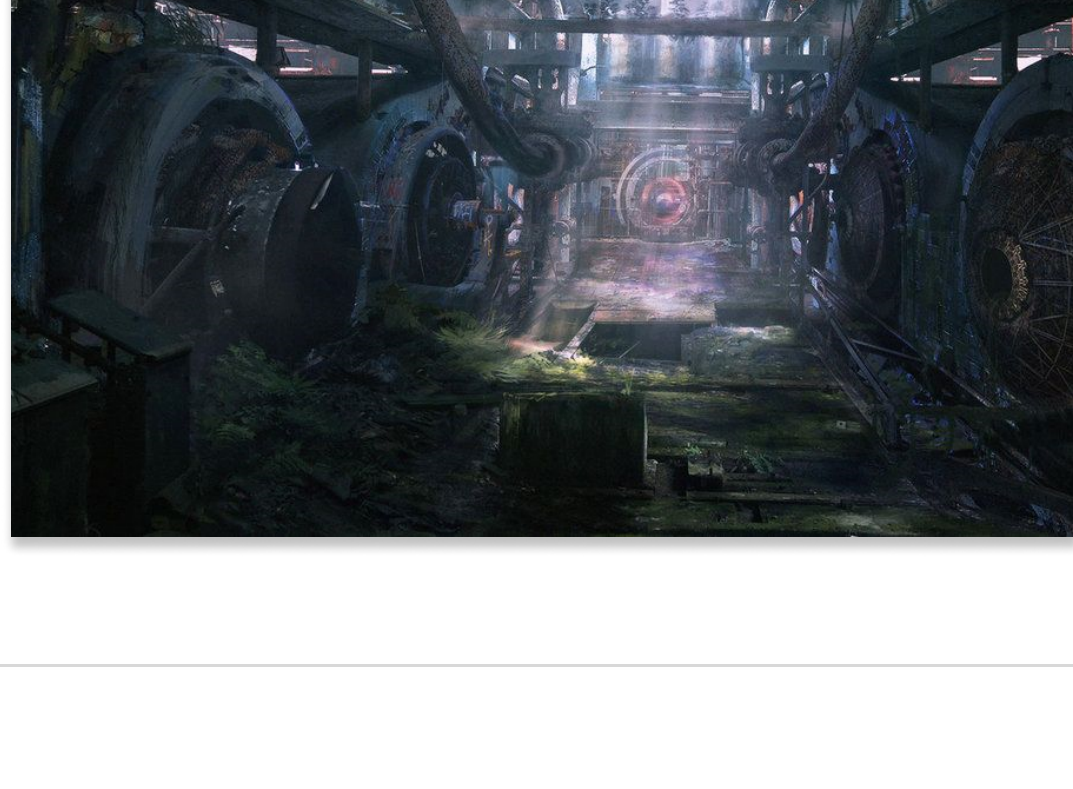
Humanity has long since abandoned Earth's surface. The modern world of which we (the player) have known are now only seen through old research documents and articles. You were one of few to survive the experiment of Cryofreeze.

You awake in a world drastically different than from what you remember. A world where humankind lives in bunkers deep beneath Earth's surface . On the other hand, the surface is described a nightmare beyond all reason. Wanting to understand this new world, you offer yourself to leave the safety of the bunker to further understand what happened to the world you once knew. How you survive depends on you.



Reference & Concepts

Reference and concepts chosen to enable shock, fear, and curiosity in the player. The nature of a world that has become silent, uncanny, and alien to the player. Shown references hold a style of realism to allow player immersion.



Character Types

Player

The protagonist of the game. The player will be responsible in moving themselves through this journey. How they decide to do it is on them.

Enemies

Mutants

Humans that were left behind on Earth's surface. The few that survived continued to strive on the surface despite Earth's conditions. Visible mutations.

Aliens

Parasitic lifeforms that made their home on Earth.

Neutral

Mutants

Most are hostile, but some will be in neutral standing with the player.

Civilians

People living in the underground bunkers beneath Earth's surface.

Wildlife

Wildlife that can be found all over may be friendly or hostile dependant on the animal.

Wildlife are also prone to having visible mutations.

"You may live to see man-made horrors beyond your comprehension."

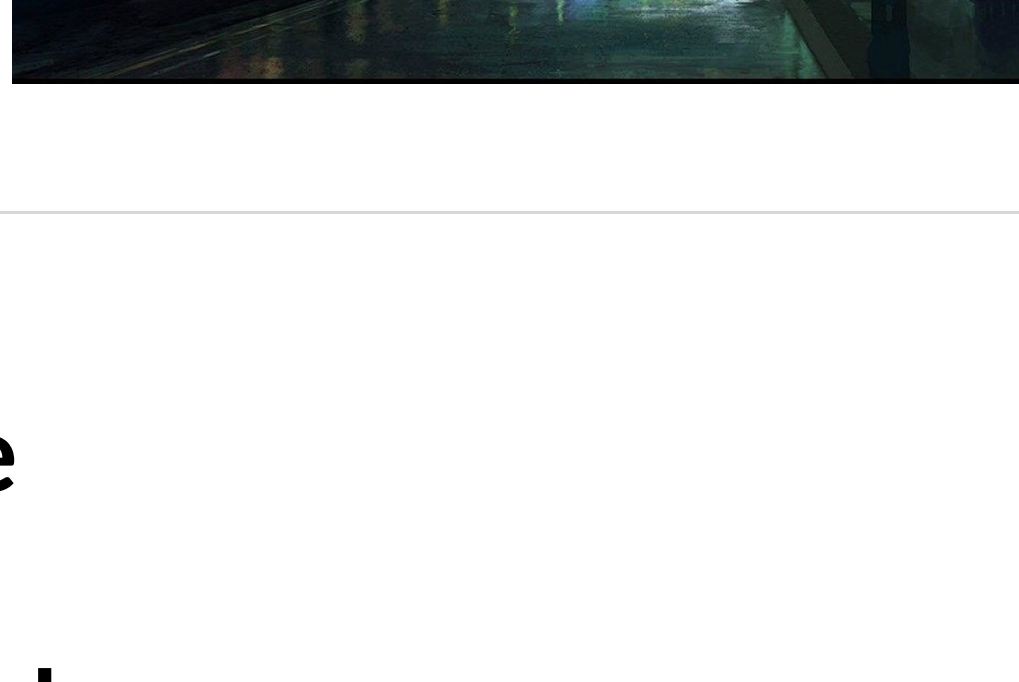
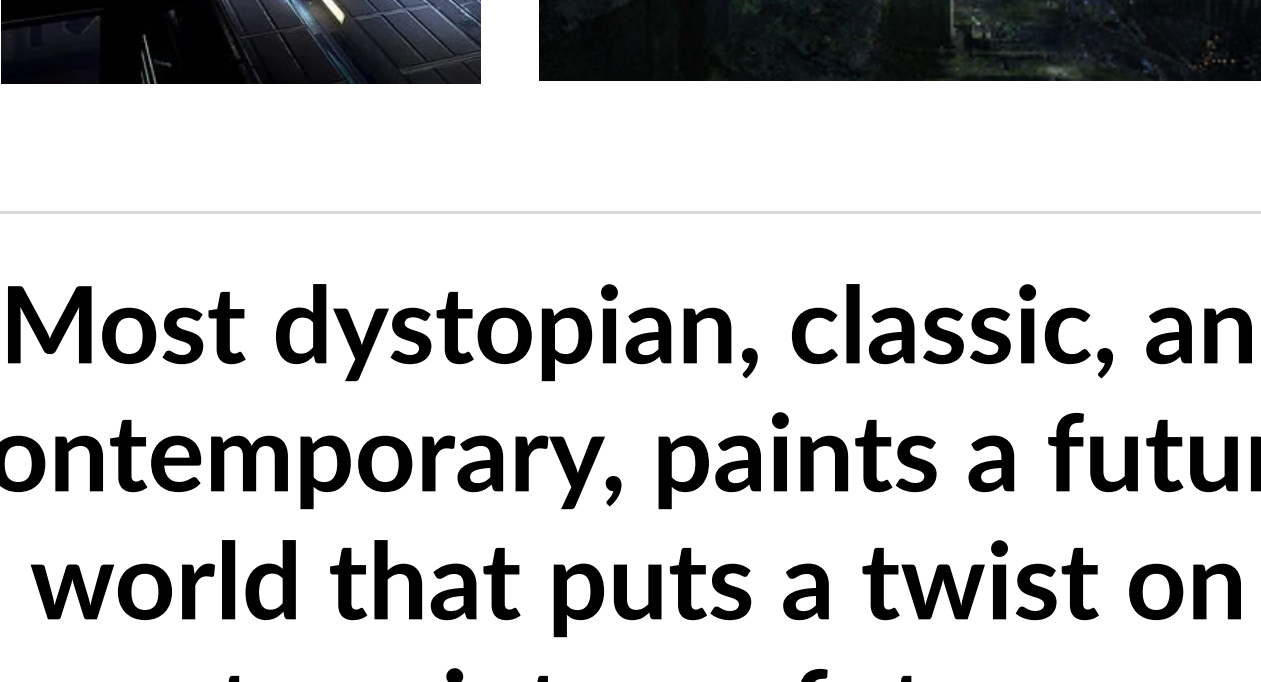
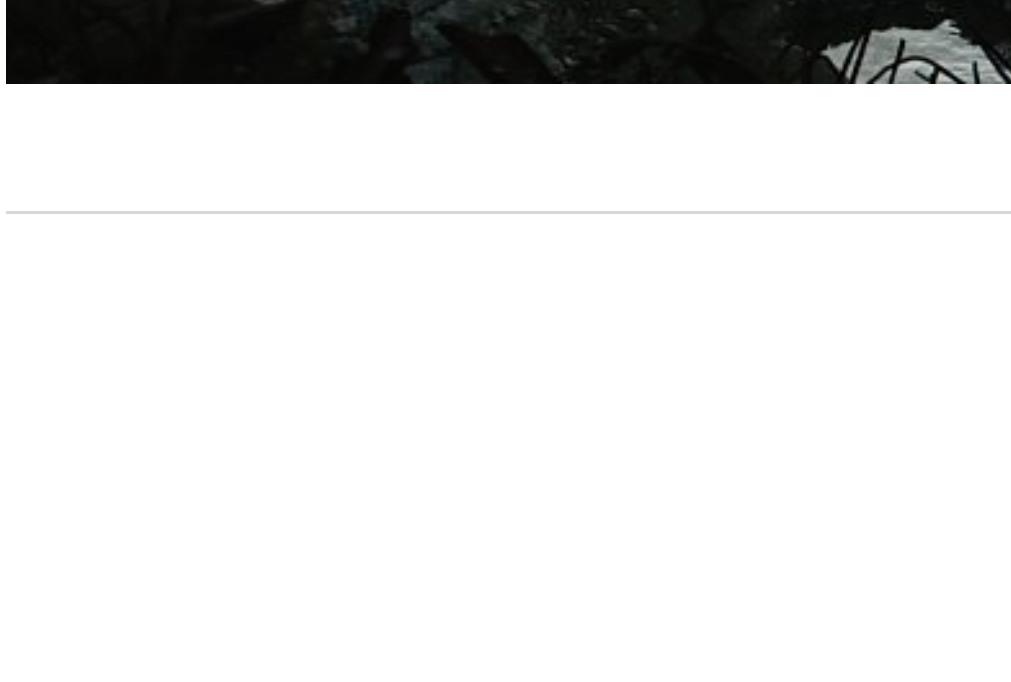
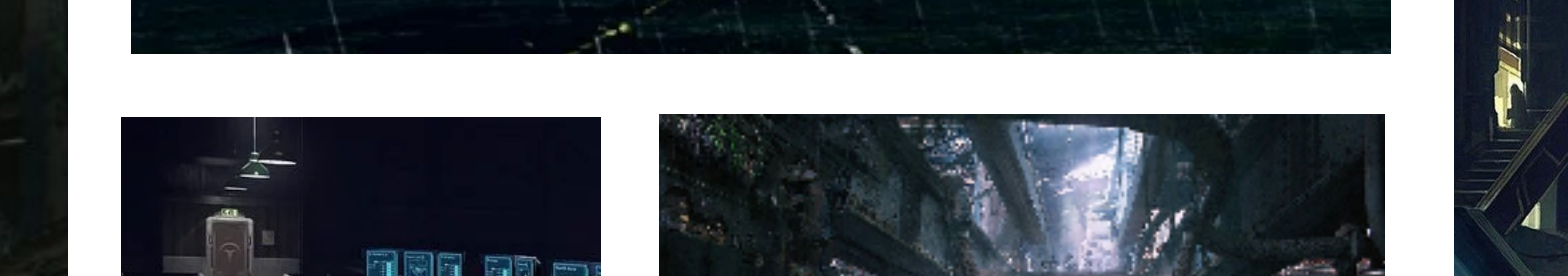
-- Nikola Tesla

Game Controls/Mechanics Explanation

Mechanic	Information	Input
Elemental Shift	Imbue yourself with the elements from leftover imbued ammunition shells. Allows player to harness element of choice for a short duration.	PC: E Key PS5: LI
Quick Time Event	Immersive cutscenes. Player must react quickly and press the correct button on their screen to continue.	PC: C, F, M1, M2 PS5: X, A, R1, R2
Dash	Quickly dash by enemies to avoid attacks. Dash can be used to avoid detection in certain scenarios.	PC: Shift Key PS5: Square
Jumping + Climbing	Take a chance and climb old buildings, houses, and cliffs to explore different areas for ammunition and other items.	PC: Spacebar PS5: X
Aim	Aim your preferred weapon for a better shot.	PC: M2 PS5: R1
Switch Weapons	Switch weapons quickly	PC: Scroll up or down PS5: Triangle

Color/Tone/Emotion

Calm and quiet colors that represent the eerie stillness of the game's world. Added green will further represent the overgrown wildlife taking over what once belonged to humanity (as shown in the images below).

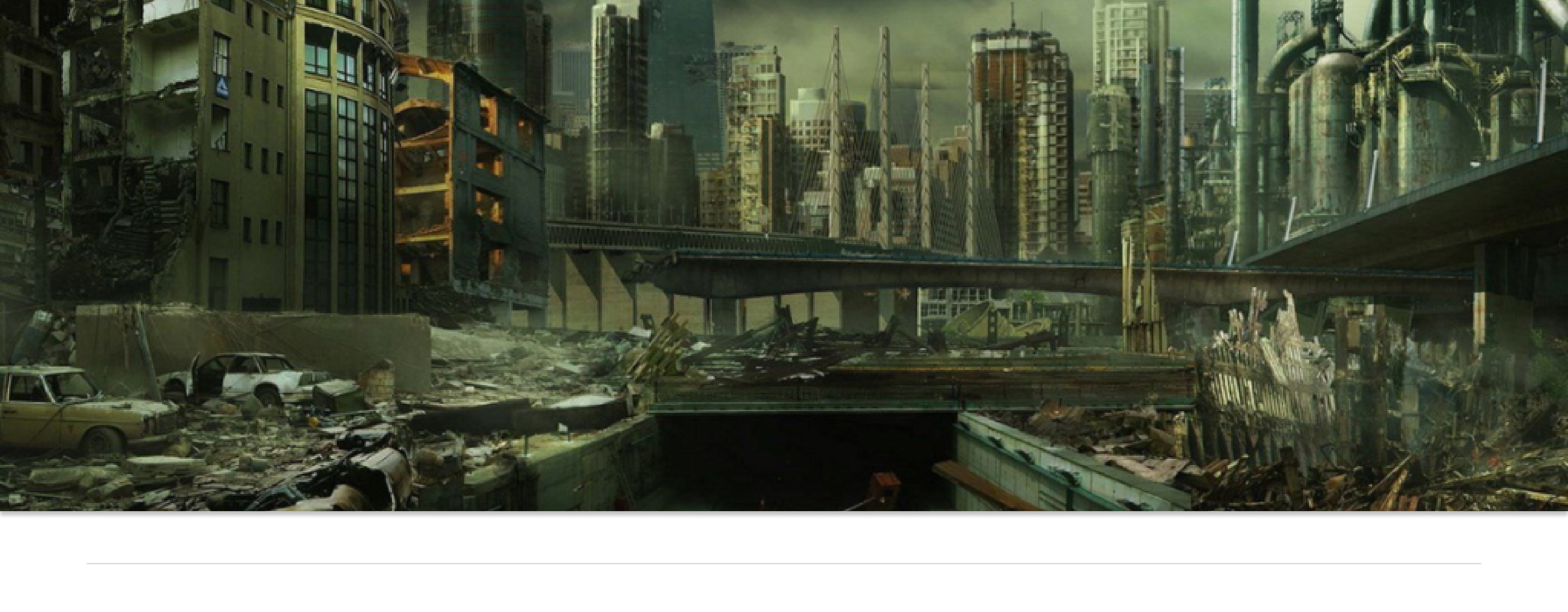


"Most dystopian, classic, and contemporary, paints a future world that puts a twist on present society - a future world that could plausibly happen."

-- Lauren DeStefano, *Wither*

Core Game Weapons/Abilities

Weapon/Skill	Type	Information
Bat	Physical melee	An implement with a handle and wooden or metal surface. Automatically used when out of ammunition.
Pistol	Physical long-range	Small firearm designed to be held in one hand.
Shotgun	Physical short-range	A smoothbore gun for firing small shots at short range
Rifle	Physical long -range	A gun with a long spirally grooved barrel intended to make a bullet spin -- having greater accuracy.
Pyrogenic	Elemental	Requires the use of Elemental Shift Gain the ability to harness fire at your will.
Wind Tunnel	Elemental	Requires the use of Elemental Shift Gain the ability to whisk anything away at your will.
Electrogenic	Elemental	Requires the use of Elemental Shift Gain the ability to harness electricity at your will.
Cyrogenic	Elemental	Requires the use of Elemental Shift Gain the ability to harness Ice at your will.



Game Design Lenses

Lens of Curiosity

The Lens of Curiosity helped me build a pitch that will entertain the player's curiosity. In this game, the player should constantly be reminded that this game is referencing many real-world disasters that could potentially happen. However, in a world where all disasters struck at once should allow the player to ask "why would this happen?."

In this games world, as they explore, the player will be able to view and enter buildings, and housing that hold stories by just seeing what had been left behind. This allows the player to invent more questions such as "What happened here?" and make them want to know more about this game's world, and story.



Lens of Action

The Lens of Action was used to determine how a player may take action within this game. I took the question of "What actions do players wish they could do in my game that they cannot?" from an old pitch document I wrote on a similar-type game. Originally, the player did not have the choice of exploration and in this -- I thought -- if I were the player, I would want to explore this world beyond the linear line the designer has created. So in this idea, I created the idea that this game would revolve around a form of open-world exploration. The open world exploration will connect to the games ending (see collectibles below).




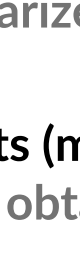
Lens of Flow

The Lens of Flow is highly important in FUTURE UNKNOWN as the progression of the story follows a certain path leading to a certain goal. While this game's intention is to explore outside it's intended pathway -- exploration still allows player's to gather important information regarding the game's end goal. The game's end goal being to answer this question: "How did the 'End of the World' occur?."

The game's exploring aspect also helps the player improve by gathering items such as ammunition and hostile enemies. The idea in this game is to gradually expand the difficulty level (regarding enemies and bosses) dependent on how much is explored, and what items have been collected so far.

Collectibles	Obtained through means of:	Contains
Personal Notes Newspaper Articles	Exploration	Game lore & tips on where to go next.
Audio & Video Recording	Level Completion	Gives visual & audio game lore.
Research Documents	Defeating Bosses & Mini-Bosses	Gives important information regarding advanced warfare. Allows player to upgrade weapons/abilities.

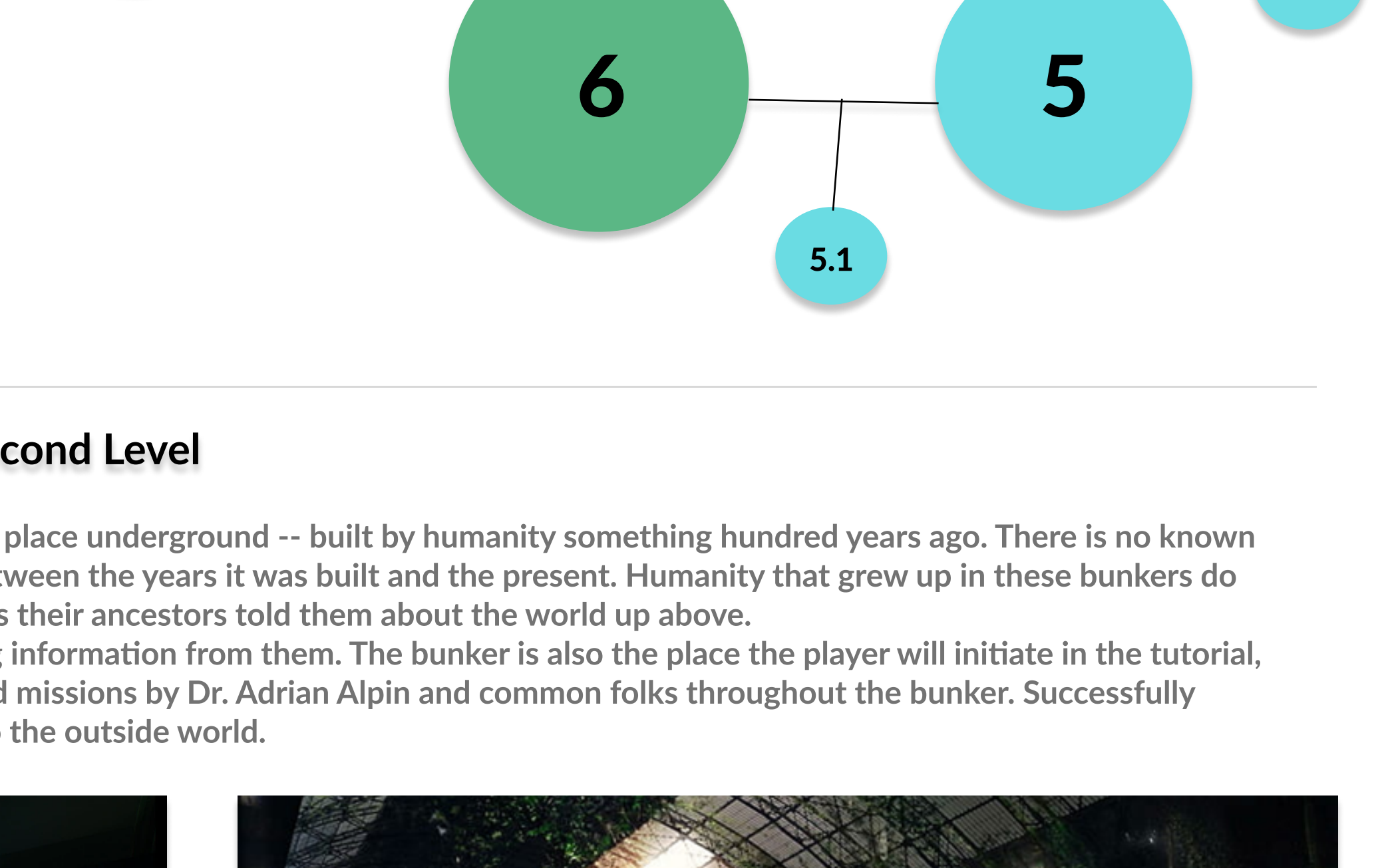
Ammunition	Obtained through means of:	Information
Basic	Exploration, Level Completion, Defeating Bosses & Mini-Bosses	Basic ammunition. Nothing special.
Imbued	Exploration, Level Completion, Defeating Bosses & Mini-Bosses	Ammunition imbued with the elements.

Pyro 	Explodes in a swarm of flames upon impact
Anemo 	Burst of air upon impact. May stun and knock over enemies
Electro 	Ranged electrical surge. May be used on enemies or to power up old technical equipment.
Cryo 	Freezes on impact.

Bubble Diagram -- Level One

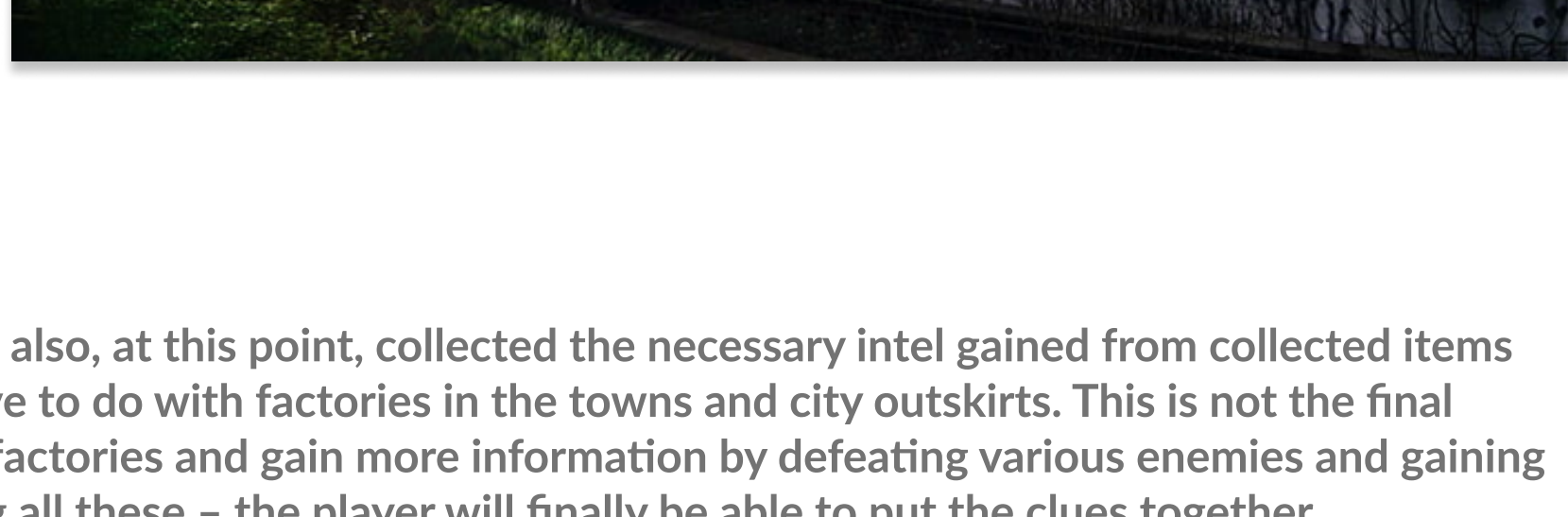
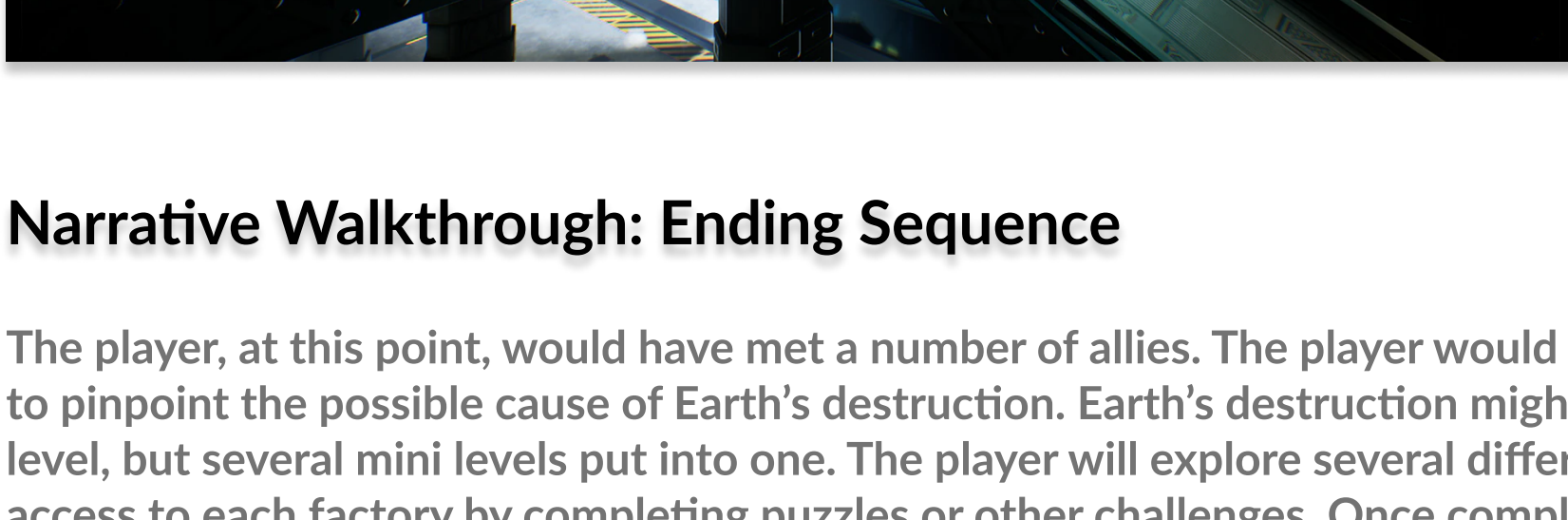
- Complete Character Creation**
Allows player to modify their character model.
1.1 Cutscene
- Interact with various NPCs and objects to gather information**
Allows player to familiarize themselves with basic movement controls.
- Complete NPC requests (missions) to obtain information.**
NPC requests must be obtained from Dr. Adrian Alpin.
3.1 Cutscene
- Award Breakdown**
Upon completion of NPC requests, players receive currency to spend on a weapon or ability.
4.1 Menu, upgrade, weapon screen tutorial
- Complete Basic Combat Tutorial**
Basic overview of different weapons, abilities, how to use them, how to obtain them, etc.
5.1 Cutscene
- Level 2 Access**
Once completing the above. The player will receive access to the next level.

Basic bubble diagram referencing the first level of FUTURE UNKNOWN. Exploring the Bunker.



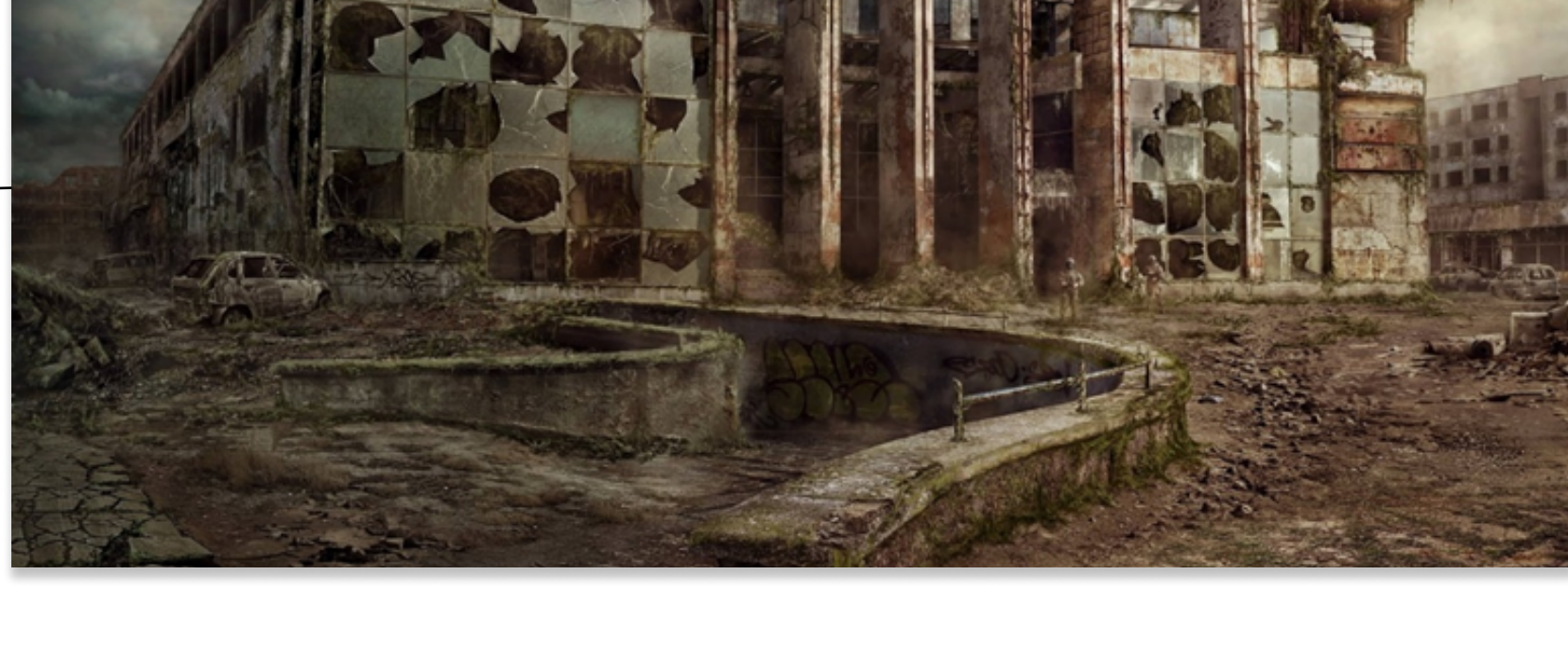
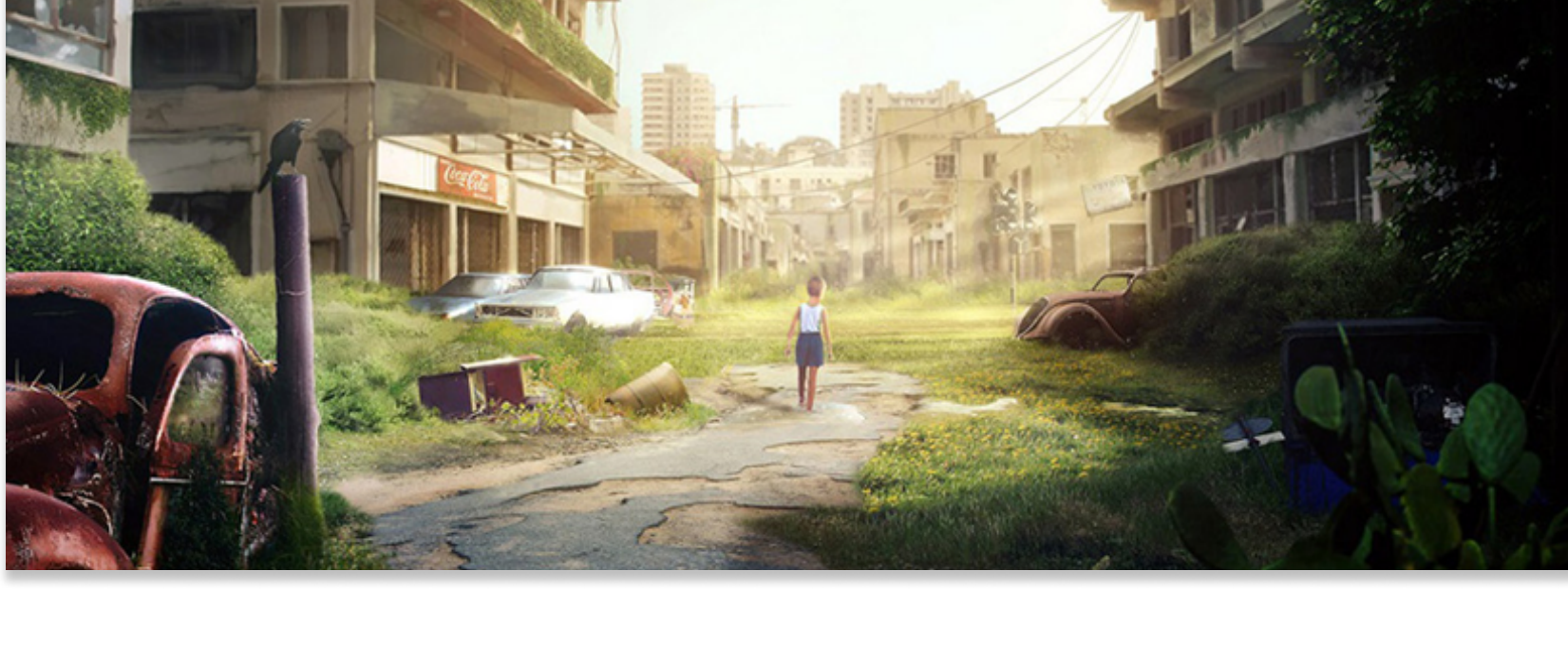
Narrative Walkthrough: Opening sequence --> Second Level

This is the first level the player will be exploring. The bunker takes place underground -- built by humanity something hundred years ago. There is no known reason why humanity hid underground as information was lost between the years it was built and the present. Humanity that grew up in these bunkers do not show concern, but often recount nightmares and horror stories their ancestors told them about the world up above. The player will spend their time speaking with civilians and getting information from them. The bunker is also the place the player will initiate in the tutorial, character modification, etc. In this level, the player will be assigned missions by Dr. Adrian Alpin and common folks throughout the bunker. Successfully completing the necessary missions will enable the player access to the outside world.



Narrative Walkthrough: Ending Sequence

The player, at this point, would have met a number of allies. The player would have also, at this point, collected the necessary intel gained from collected items to pinpoint the possible cause of Earth's destruction. Earth's destruction might have to do with factories in the towns and city outskirts. This is not the final level, but several mini levels put into one. The player will explore several different factories and gain more information by defeating various enemies and gaining access to each factory by completing puzzles or other challenges. Once completing all these -- the player will finally be able to put the clues together.



FUTURE UNKOWN



Table of Contents

By Order

- In-Depth Narrative

How, Why, When

- Game Inspiration

Looks, Feels, Plays Like

Background Information

The Bunkers, why were they built, and when?

The bunkers were prebuilt long before anyone ever knew about them. Some say they were built pre-dating the technological boom of the 1990's. The bunkers were built upon the intelligance of hidden government intel. It is unclear, to date, what this hidden intelligance was as those within the existing bunkers were never told. Years into the future, the common civilians are naive and often have lived their whole life under Earth's surface -- they have no need or want to know this information. This eventually led to steep decline on human history knowledge. Humanity eventually forgot the events of the past. However, little still retained some form as popular fictional story.

The bunkers were also built on 6 of the 7 continents. North America, South America, Europe, Africa, Asia, and Austrailia. Anarctica's frozen land proved too tough to build on.

The Main Protagonist -- Cyrofrozen?

The protagonist is a character that had been given the option to be cryogenically frozen long before Earth's disaster. At the time, this option was a new and unheard of procedure as it was only offered to those meeting a certain "requirement". In this case, according to our protagonist, it was with the fact of having been clincally diagnosed with stage 3 liver cancer. The option was to be frozen until a proper cure could be identified.

Despite this, our protagonist had no recollection of recieving proof of this diagonoses -- but in a panic, accepted the offer.

Eventually, the protagonist awakes to a world like any other -- hundreds of years into the futures.

The End of the World

The "End of the World" is a reference to the last day on Earth's surface -- before most of humanity was shut tight underground. In the coming days before Earth's "emergency broadcast" -- there were signs of an impending doom. The weather station often called states of emergency due to dangerous weather (tornados, tsunamis, etc). This eventually led to the eruption of Yellowstone Caldera (Yellowstone Supervolcano). This eruption sparked the beginning of many more catastrophes such as Earthquakes that rippled across the ocean (often causing many more earthquakes and tsunamis).

However, that was just the start as things that did not even relate to these events started to transpire. Meteors began to fall from space. Foreign entities roamed the sky. Nuclear Power Plants all around the world began to fail -- leeking radiation into the air. Every known disaster that was known to be the fall of humanity was coming to life -- all at once. Forcing humans underground to try and survive.

Political Figures & the Wealthy

Unaware politial and wealthy figures were the first to know about the bunkers. It is common knowledge that these figures often paid under the table to be the first ones noticed and relocated to these bunkers -- under the assumption a "world emergency" was ever broadcasted.

It was eventually assumed, by the majority of the population, that the bunkers were limited to only those who held a form of wealth under their belts. This caused complications during the "world emergency" that did eventually broadcast. Millions refused to leave their home and instead sat in awaiting doom. This ended with the world's population nearly being cut in half.

The Lucky Survivor(s)

In Earth's future, there were survivors. Our protagonist was one out of a dozen that survived the effects of being cryogenically frozen.

The other number of survivors are referring to those who survived Earth's destruction on the surface. Hundreds of years into the future, those survivors continued to have growing families. However, these families grew accustomed to their new world and often held 'mutant' characteristics upon their bodies. Often caused by the effects of radiation.

The Future of Earth's Surface

Hundreds years later, what is left of Earth's surface still remain. The crumbled remains of homes that once held loving families. Skyscrapers overrun by greenary and other wildlife. Nature slowly taking over what once belonged to a human society.

Game Inspiration

Looks Like ...

Destiny 2



Feels Like ...

NieR: Automata



Plays Like ...

Tomb Raider

