

Beyond Event Horizon

Game Proposal by Victor LaJeunesse

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Overview

- Title
 - Beyond Event Horizon
- Premise
 - During a battle at the edge of the universe in the Gerson System the captain and second in command of your vessel were killed. Now the ship is heavily damaged and you are next in command. Unbeknownst to you and the rest of the fleet a black hole has just formed and will soon envelope your entire fleet. As fortune would have it you and your crew are preserved when the rare opportunity to cross over to another universe occurs. In an uncharted region of space and time you need to get your crew home or forever be lost.
- Overall Purpose
 - Navigate space, destroy enemies, and come home in one piece.
- Platform
 - PC
- Genre of Game
 - Action/Adventure
- Target demographic
 - Teen to young adult (13-30)
- Anticipate Rating
 - T
- Player Mode
 - 1 player (maybe a 2 player co-op)
- Goal
 - Get your crew home
- Role of player
 - New Leader
- Users POV
 - 3rd and 1st person
 - When flying your ship it will be in 1st person
 - When boarding other ships and landing on planets it will be 3rd person
- Setting
 - Deep space, unknown planets, inside various spacecraft
- Basic storyline
 - The United Galactic Alliance (UGA) and the Inter-Galactic Confederacy (IGC) have long been at war over who should control the Gerson system which is known for its abundance of rare and valuable resources. During the battle of Gerson your ship undertook heavy fire. The captain and first officer are killed in the attack. The ship is in critical condition and life support is ready to fail. As the next in command you devise a plan to siege an enemy vessel. With your last shield penetrator you take out the

enemies defenses long enough to transport the remainder of your crew on board. Your first task is to forcefully take control of their ship without destroying the ship on the inside.

- Once control of the ship has been established you are notified that a black hole has just formed a few thousand leagues away and approximate arrival for the point of no return, aka “event horizon”, is just minutes away. An initial attempt to escape is foiled when the warp drive fails to come online and you are sucked into the black hole unable to overcome its gravitational effects. With only minutes left until you and your crew are pulverized the warp drive comes partially online. Unfortunately it is not enough to break free of the gravitational pull. You are hoping that you can take advantage of the gravitational pull to accelerate your ship and kick in the warp drive at the last second to break free. As you do so a channel is opened up to another possibly parallel universe and you are pulled through to the other side in an instant with space and time closing its doors behind you.
- As you are scanning your surroundings you notice other ships are in the near vicinity. However, it turns out to be more of a graveyard than anything else. Ships are spread in disarray and there is no immediate sign of life. Maybe there is something you can salvage from the wreckages to aid you in learning how to get back home.
- A computer scan of the system around you indicates that there may be life in a nearby galaxy that may be able to help. On the planet Ondai within this galaxy you encounter a new race of beings who are not fond of diplomacy and don’t want to help. Hungry for blood they send you back to where you started.
- Another planet called Ciaphis is discovered closer to the center of this galaxy. With 5 suns in close proximity, it is light all the time and yet life is ever abundant. The inhabitants are much friendlier and give you a chart of their universe. The question remains, “Will this even help you get back home?”
- Major challenges player must overcome
 - Hostile aliens
 - Lack of knowledge of your surroundings
 - Navigation of ship controls
- Characters
 - You
 - Your remaining crew (15 people)
 - As the game progresses you enhance your character with new weapons and armor, and your ship with supplies and weaponry.
 - The computer will have control of the (IGC) characters and the alien races
- Structure
 - The game is organized into worlds and regions of space.

Game-play

- Scoring
 - Score is based on number of kills or completed tasks. The score really means nothing except as a way of keeping stats.
 - Currency is not used; it is kept for statistical purposes or player preference. Instead, the barter system is used to obtain needed items.
- Player's "verb set"
 - The player will be able to walk, run, jump, shoot, and fly a space ship.
- Core game-play
 - The player must stay alive during battles and must navigate space without crashing into other ships, meteors, or planets.
- Inventory
 - Med-kits, guns, ammo, ship upgrades, and tokens.
- Time
 - Time may be important in certain scenes but not in others.
- Lives and powers of main character
 - Your character has a given life meter (0-100).
 - Armor will lessen the damage caused to your character.
- Interface
 - Control devices
 - Keyboard
 - Mouse
 - (optional controller)
 - Navigation
 - Menus
 - Maps
 - Icons
 - (definition not finalized)
 - Locomotion
 - Characters will walk or run
 - Character can fly ship
- Levels
 - Organized into chapters
 - Characters are free to move about the universe within a chapter
- Time interval
 - Real time

Audio, video and tactile feedback

- Video
 - General look
 - 3D
 - Sci-Fi Fantasy
 - Lighting considerations
 - Something that gives it that deep space feel
- Audio
 - Audio cues
 - Yes, but not defined.

- Sound effects
 - There will be effects for shooting lasers and phasers, and for explosions.
 - Effects for traveling through space.
 - Voice over dialogue
 - Not necessary but may be a plus
 - Music
 - Has a theme song that runs throughout the game in different variations and tempos.
- Special elements
- Tactile feedback
 - none