



# CS 247G P2: Checkpoint 1

Kalu Obasi (Individual Submission)



*Risk of Rain 2 (2020)*

Some time ago, our space station's intergalactic radars picked up a mysterious signal from a faraway star system.

The signal were sophisticated enough to indicate signs of life, but we knew not its origins, nor its senders, nor its meaning.

One day, the signal cut out.

I've been sent to find out why.

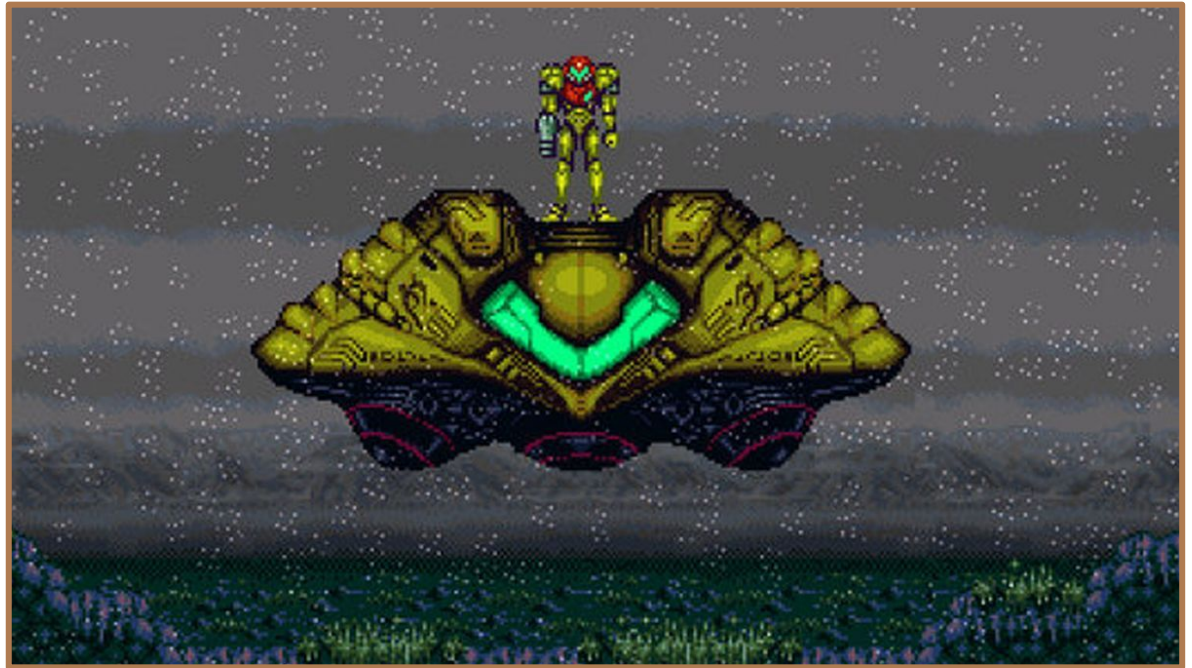


*Super Metroid (1994)*

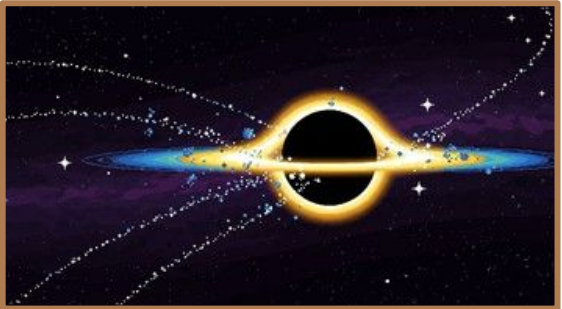
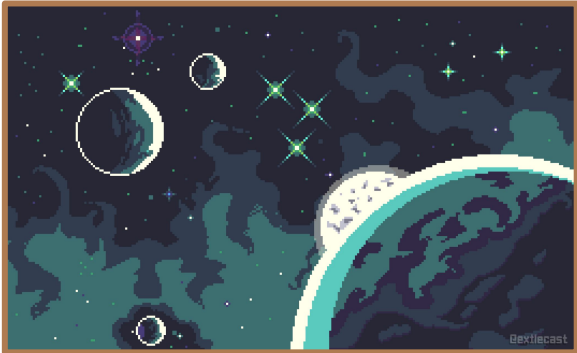
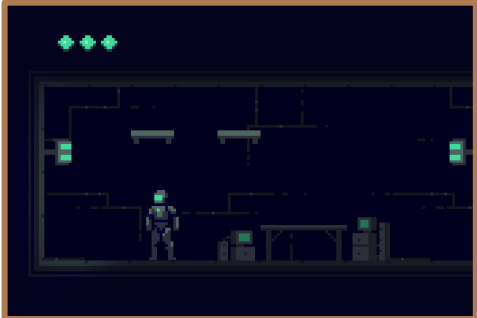
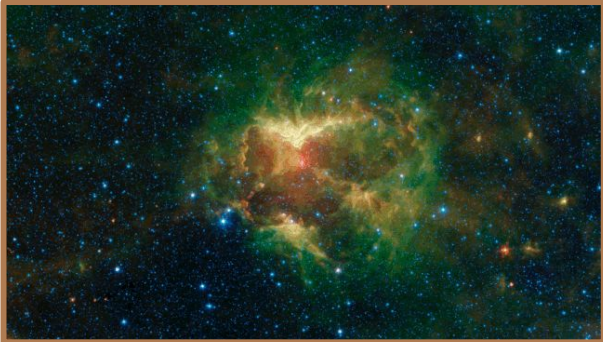
I'll travel from planet to planet in this star system, collecting relics and trying to piece together what happened here.

Once I have enough information, I'll report back to my home planet with what I've found.

My team is counting on me. I just hope I don't fail them...



# Mood Board



# Game Emotions + Spotify Playlist

My **three proposed emotions** for the game are all “tiers” on a spectrum of sorts.

- Full exploration: The planets aren't dangerous at all (anymore); players are free to run around each planet to investigate their histories, ecosystems, and inhabitants. Light, fun, curious.
- Half and half: Players can still run around, with some light danger here and there for variety. The primary focus remains on exploration. Adventurous and investigative.
- Full horror: The planets are STILL *highly* dangerous; players can be injured or even die. Less about exploration, more about survival. Tense, dark, and anxious.

The **Spotify playlist** I assembled can be found at the following link:

<https://open.spotify.com/playlist/3vidZEOKIFttTqKYODQ3oh?si=8345bf6b6b1648d3>