

Recursed

[working title, but we kinda like it lowkey haha]

P2 Checkpoint 1: Concept Doc

Team Bandicoot
(Elline, Jay, Kevin, Shuci, Kalu)

Synopsis

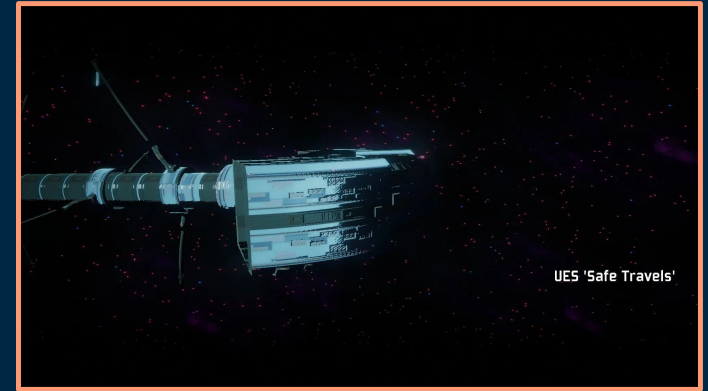
Your once-prosperous planet is running low on resources, due to a nature-born calamity your people cannot hope to avoid or prevent. Your only possible salvation is to seek out inhabitable planets elsewhere in the galaxy, so that you all may continue to thrive.

As one of your planet's leading researchers on exoplanetary biology, it is your mission to travel to the faraway star system Gerbloff, study its ecosystems and inhabitants, and deem it fit or unfit for your people's relocation.

The last signal your research team ever picked from Gerbloff was a cryptic warning telling others *not* to go there. This would suggest that the star system is not very hospitable, but your species is running out of time... and options.

Thus, it is up to you to summon courage and investigate. Your very way of life hangs in the balance. You must not fail.

Risk of Rain 2 (2020)



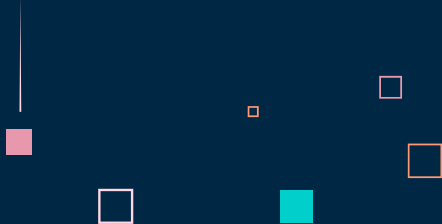
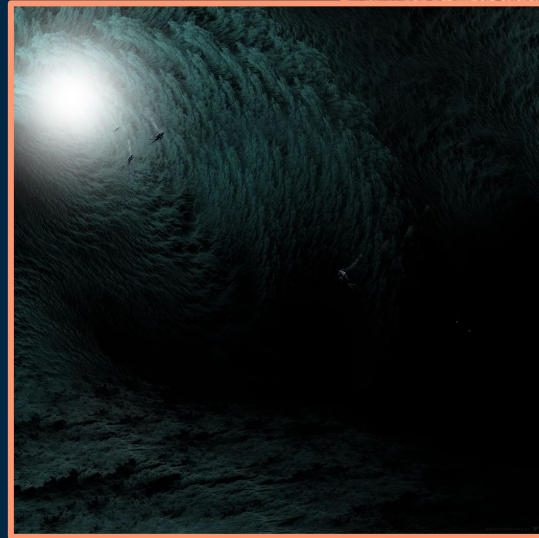
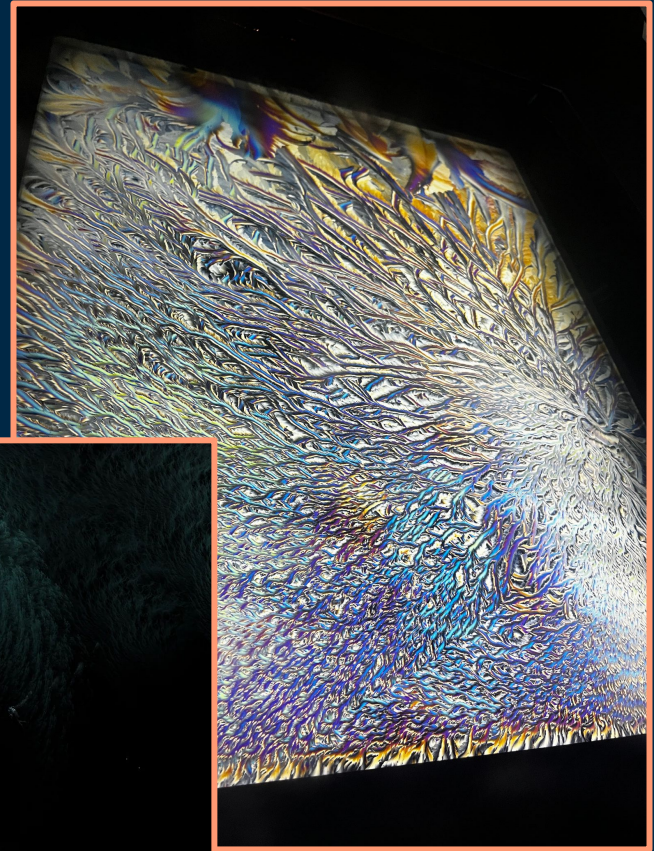
Metroid Fusion (2002)



Tone

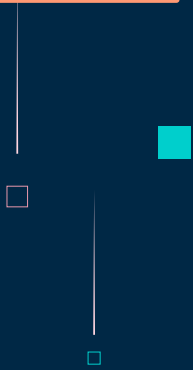
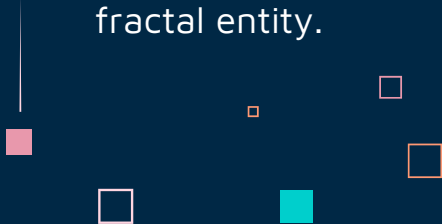
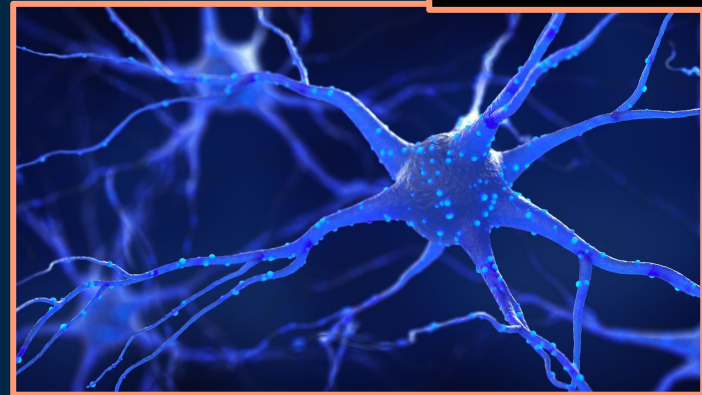
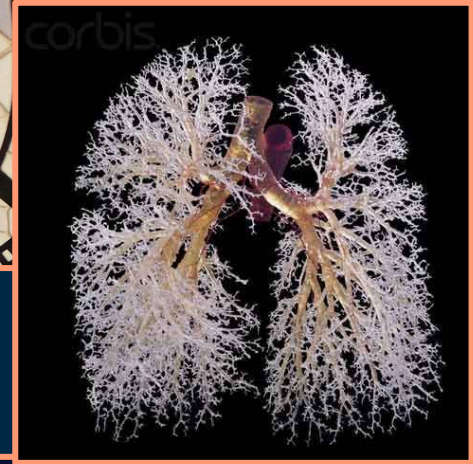
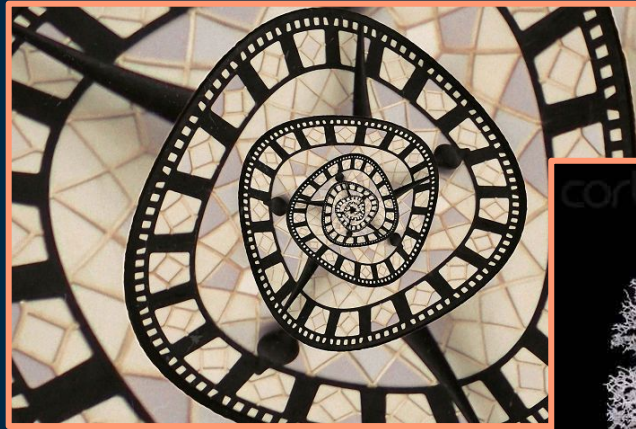
Eerie geometric Lovecraftian horror

Fear of the void and vastness of space
→ both external (the natural world,
space) and internal (the mind, body's
fractal-like systems)



Slice of the Cake

The nature planet is the first planet in the system, and also our slice of the game. The broader idea is that the other planets of the system would embody different fractal horrors that zoom in from the natural world to the human mind, evoking the idea of zooming into a fractal. After the natural planet, the protagonist will go to the architectural planet, the body horror planet, and the spiraling thoughts planet, as they get closer and closer to merging with the fractal entity.



Settings

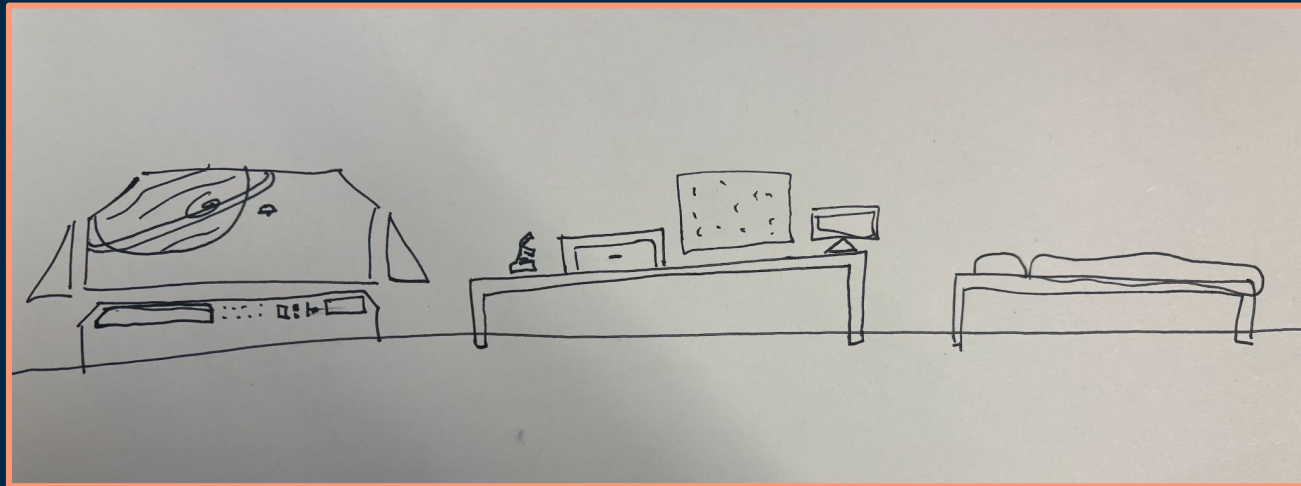
The game hinges on the fact that you are exploring various settings. For our slice in particular, the player can move freely between 4 settings, all on one planet. In the final game, the player will be able to navigate between planets within the Gerbloff system as they please. Each planet will contain 3 unique locations to explore. The planets include a nature-based planet (used in the slice), an architecture-based planet, a body horror-based planet, and an internal mind-based planet. Each planet will contribute a unique perspective to the terrors that have hit the Gerbloff system.



The Gerbloff system

Setting 1: Home Base

The home base is your **spaceship**. It acts as both a navigational center to reorient yourself and a place to analyze samples brought back from the planets in the lab. Below, you can see an example of what this may look like. The window at the front of the ship would serve as the **navigational** center. The player could walk up to the **dashboard** and select A to navigate through a map of the Gerbloff system (navigate from level to level). Next, there is a desk area that would serve as the **lab**. Here, the reader will analyze samples in their inventory and piece together the story of what happened on each planet and in the system as a whole.



An example of what the Home Base may look like

Setting 2: Mountains (Nature Planet)

The **mountain** is our first level, where you can collect the key object of **snowflake**. The shapes of the mountain and the snowflakes are both fractals.



Setting 3: Coastline (Nature Planet)

The **coastline** is our second level, where you can collect the key object of **shell**. The shapes of the coastline and the shell are both fractals.



Gameplay

This game is primarily an **embedded narrative**. It will be played as a **platformer** game, where the player can move the protagonist across the screen and interact with objects around them. For the most part, they will be **collecting objects** to bring back to their lab for analysis.

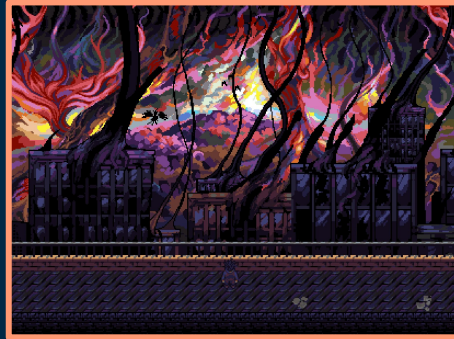
Players can explore different planets and locations by navigating through the map. Each planet serves as a level, but they don't have to be completed in a particular order. Allowing the player the **freedom** to explore planets and locations in whichever order they please give the player the impression that they are actually a space explorer themselves, discovering the secrets of the Gerbloff system to save your people.



An example of the perspective we plan to use, from *Celeste* (2018)

Audience

This is a game for people who like **exploration** and **mysteries**, and like an exciting **thematic story**. It has a bit of creepy and **horror** elements as the game progresses, so fans of that genre will likely enjoy the game more. Other than that, the game is meant to be **simple** enough in mechanics and **intuitive** enough in gameplay that anyone can pick it up and enjoy it.



Some of the art/game inspo for this game
(*Look Outside* and *Uzumaki*)

Appendix

Individual Concept Doc Links:

Elline's: [LINK](#)

Jay's: [LINK](#)

Kalu's: [LINK](#)

Shuci's: [LINK](#)

Kevin's: [LINK](#)

