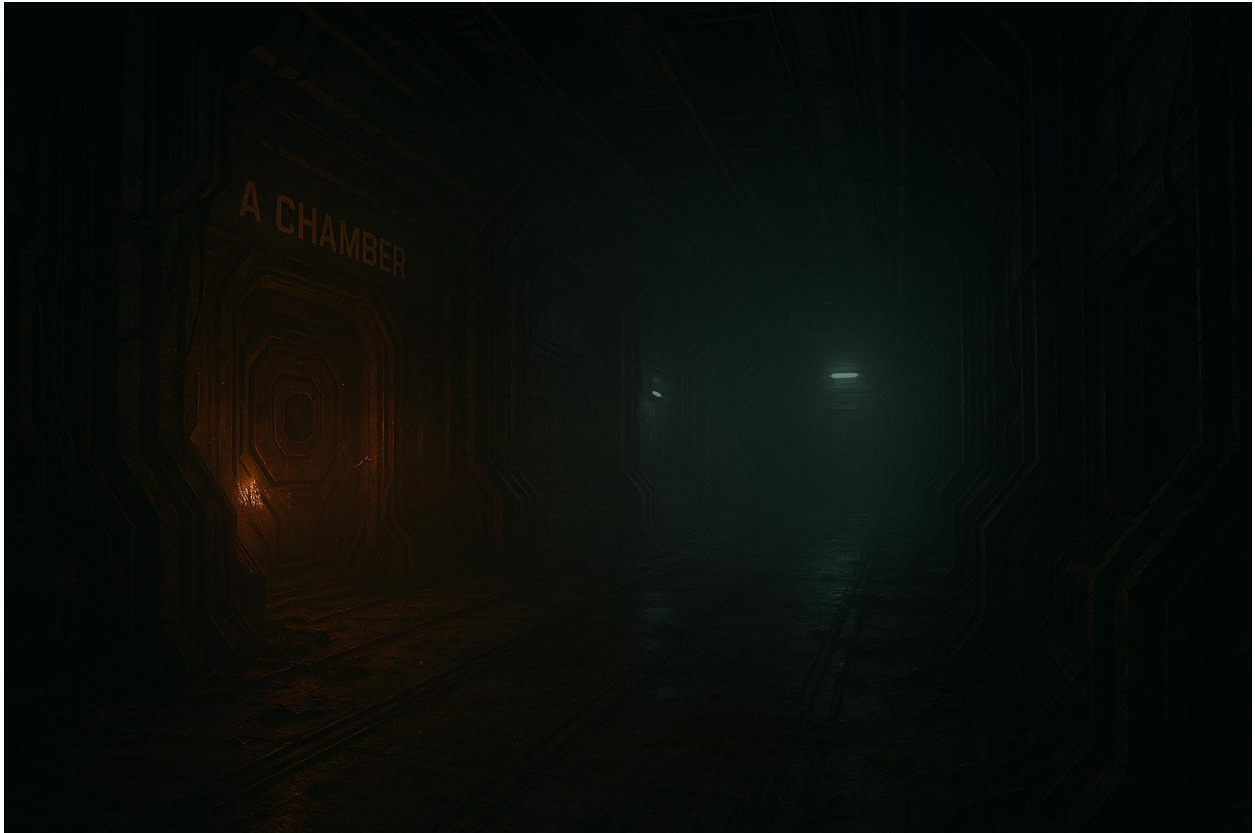


Signal Loss

A sci-fi exploration /Environmental puzzle game



Nathan Ashley

Mobile: 317-767-1149

Email: neashley0122@gmail.com

School Email: neashley@purdue.edu

Contents

Title Page..... **Error! Bookmark not defined.**

Level or Game Summary 3

Overhead Map/Game Example Screen..... 4

Gameplay Summary..... 5

Visual References..... 5

Game Overview

Your name is Henry you are an engineer who was placed on Andromida 4 for your service deployment. 1 of 7 ships scattered across the solar system. These ships are used as outposts for the UCHE (Universal Collective of Human Exploration) where they conduct trade and organize colonization missions for humans to populate the stars. You are tasked with bringing the ship back online after a series of raids from the Astral Zealots. A small group of pirates that worship the sun and make sacrifices by throwing ships into the sun with the crews still on board post raid. Do what you can to repair the ship before the Zealots decide your time has run out.

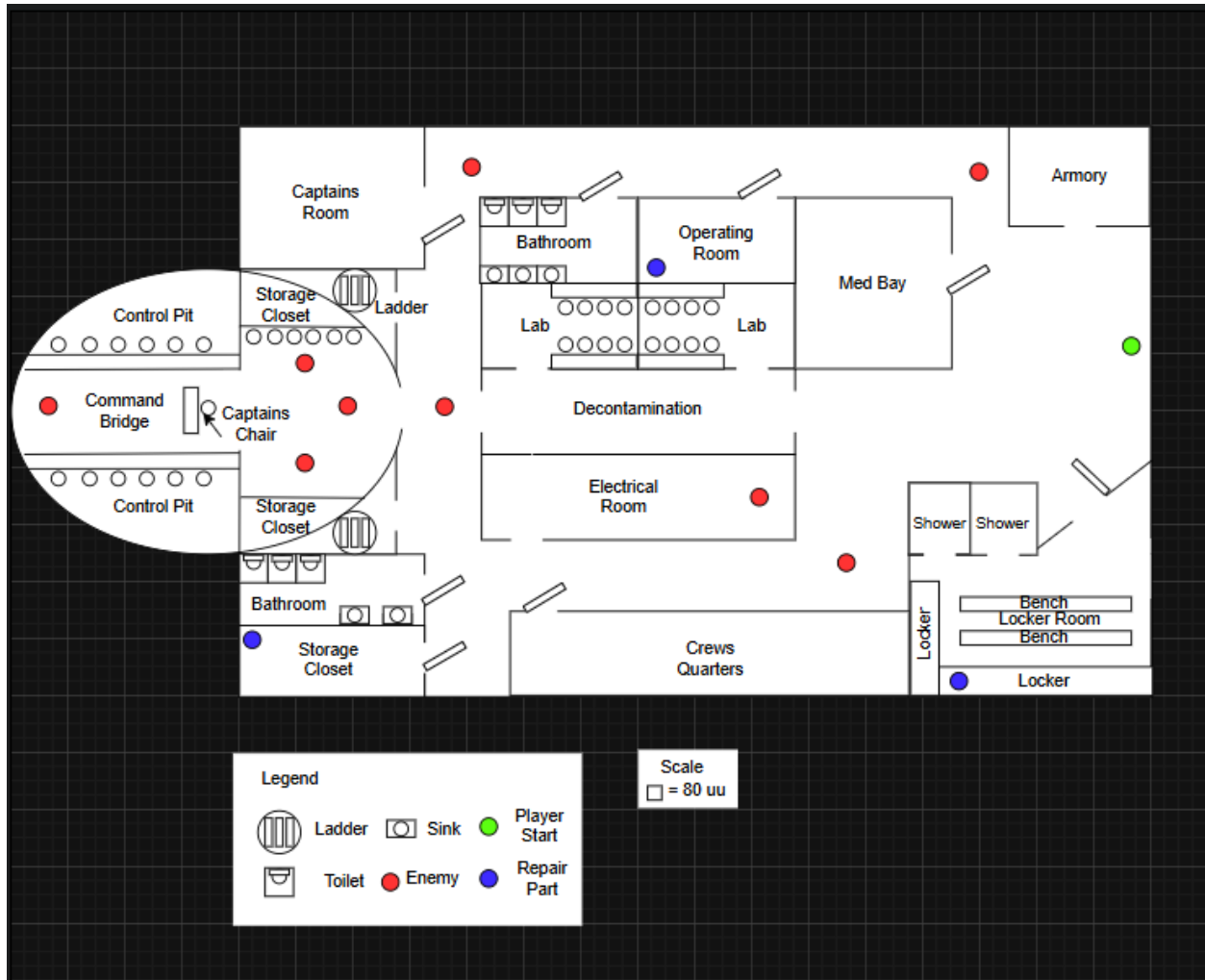
Summary of Story:

You play as Henry, an engineer stationed on Andromida 4, one of seven deep spaceships that is operated and owned by the Universal Collective of Human Exploration (UCHE). These ships are vital hubs for trade, communication, and colonization efforts across the solar system. These act as humanities foothold among the stars.

After a devastating series of raids by the Astral Zealots who are a fanatical sect of sun worshipping pirates. They offer captured ships as sacrifices to their burning god. Andromida 4 has gone dark. As the last survivor of the raids your mission is obvious. Restore power, repair critical systems, and survive long enough to send a distress signal to the UCHE before the Zealots return to finish their ritual.

You think you are alone in the void. Lights flickering and the station humming with the echoes of the dead. Do what you can before the sun claims another offering

Overhead/Orthographic Map



I tried to make the map as realistic as possible. I took inspiration from Star Citizen ships and wanted to give the feeling of scale with the ship. I think the scale is a little big but fits for the theme of the game as I need to make this ship feel big and atmospheric. See the gameplay summary for how the map plays.

Gameplay Summary

The gameplay focuses on environmental repair, combat, and tension driven exploration. The primary objective of the player is to restore power to Andromida 4 while surviving against the aftermath of Zealots raid. The main game loop would look like this:

1. Explore the ship to locate repair parts
2. Repair junction panels using an interactive puzzle that brings power online to the section of the ship
3. Survive the intermittent attacks from drones left behind by the Zealots
4. Unlock command deck
5. Call for support from the UCHE and win the game

Each restored section of the ship triggers environmental changes that help guide the player forward without explicit objectives/HUD markers. This game is designed to rely on visual storytelling and scripted elements rather than explicit instructions.

The atmosphere is based around the game series Dead Space. I would like the game to be dark and horror esque. There will be ranged robots that are on standby to attack any unknown entity on sight. These robots do not recognize you as a known entity for some reason and it's up to you to find out why. Along with a myriad of puzzles/environmental challenges these should provide the player with sufficient challenge and leave them in the flow state as well as following the story.

To begin the game the player starts and explores the ship looking for parts to repair the electrical room. The locations of these parts are in:

- Storage closet
- Operating room
- Locker room

You then take these parts to the electrical room where you complete a series of mini games where you repair the ship. Once that is completed, then the power has been restored leaving the player with the ability to go into the Command bridge where they will fight the last few drones and call for backup. Of course, there will be revisions and changes to the gameplay, but this is how I envision the game playing as time goes on but as of right now.

Visual References

