GAME CONCEPT DOCUMENT

TITLE: ASCENDANCE

// STORY & SETTING:

Ascendance is set in an alternative near future in the year 2052 on the 'Triumph' Military Research Facility located on an un-colonized planet known only as 'X-12' on the outer reaches of another solar system. A group of eight people combining of soldiers and scientists has been sent to explore 'X-12' in order to help the Human race spread beyond the reaches of its current solar system. You wake up as an unknown crewmember after a catastrophic event to realise that everyone has disappeared. You must start to uncover what has happened to everyone aboard and make your way off the facility alive.

// GOAL. PROBLEM. SOLUTION

The main goal of Ascendance is to make your way through the facility trying to find out what has happened and to see if there are any of your crewmembers left alive and call for an evac ship. The problem you face is that although you are the last member on the facility there is something following you around and you must make sure that you try to avoid it as you follow your main goal. The Solution to the problem is to make your way to the Docking Bay where an escape Pod is stationed and try to get there before whatever is lurking in the facility gets you.

// CONCEPTS

GAME LOGO
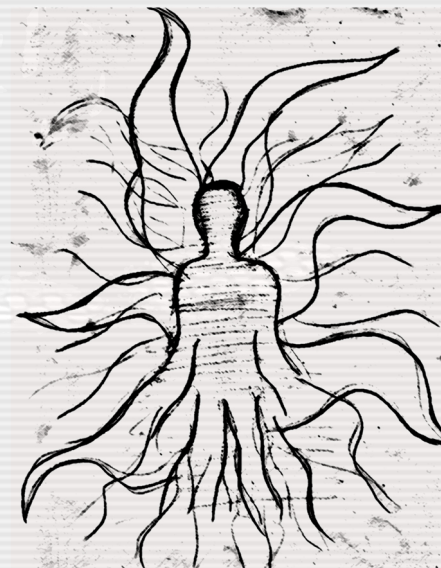

THE SHADOW

A LOGO

TRIUMPH LOGO

GAME CONCEPT DOCUMENT

// STRUCTURE & MECHANICS:

Ascendance is a first person narrative game that combines action survival horror with puzzle elements. Taking references from games such as 'Alien Isolation' and 'Amnesia', gameplay is based around the central character exploring an abandoned Research Facility, in search of missing fellow crewmembers. The player is able to acquire different equipment, audio logs, notes and CCTV footage throughout the levels, giving them information to piece together the sequence of events prior to the start of the story. These will also allow you to access and explore new areas of the facility. Players will be able to use a map in order to navigate, this will not display player location, instead they will need to use an on screen compass or direction signs within the facility. Stealth mechanics are also present, allowing the player to lean around objects or corners, checking where 'The Shadow' is. The player is also able to hide in certain objects, crouch and go prone to avoid 'The Shadow'.
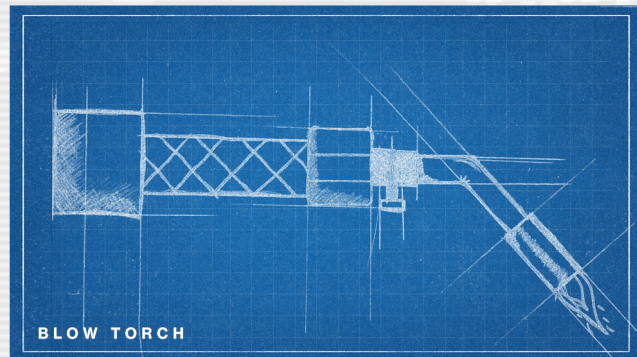
// KEY FEATURES:

• Detailed environments with freedom to explore.

• Intriguing single player narrative with hidden mysteries and puzzles to be solved.

• Intense gameplay situations that get you thinking.

• Hidden items that unravel the story including audio logs, notes and CCTV recordings.

• Ability to upgrade and craft equipment that will allow you to explore, access new areas, complete puzzles and help when avoiding 'The Shadow'.

• No way to injure or kill 'The Shadow' meaning you must use your environment to either hide, distract or slow it down.

• Equipment including, blow torch, distractor, compass, mirror, flash light, computer hacker and key cards

BLOW TORCH

FLASH LIGHT
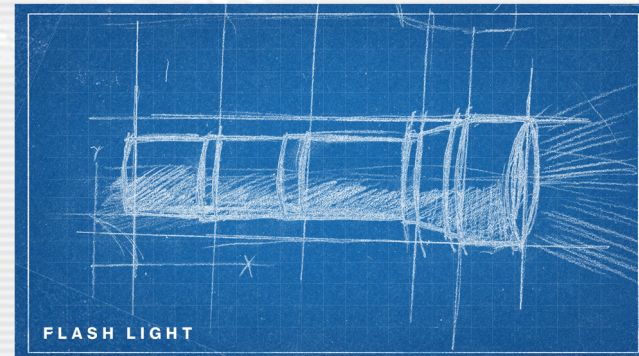
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// EXAMPLE SCENARIO:

After waking up sometime after the event and discovering everyone on the facility is missing you need to make your way to the power generator in order to get the everything up and running again. You must first search for a flashlight and then using your map you will need to make your way down dark eerie corridors till you reach the power generator. The player must then activate the power buy correctly turning on the correct generators in a specific order. Once done the power will then be restored to the facility but not for long as it quickly overloads and everything goes dark again.

// AI:

The only AI in Ascendance is 'The Shadow' which is the enemy the player will need to try and avoid at all costs. The Shadow has three states. Patrol, this is where The Shadow will just wander around not trying to go after you at all. Aware, this is where The Shadow has either heard the player or has been alerted in some way and will start searching for the player. Until it either find the player and goes into the Hunt State or giving up and going back to a Patrol State. Hunt, this is where the shadow knows exactly where you are and will start to chase you down you must then either hide.
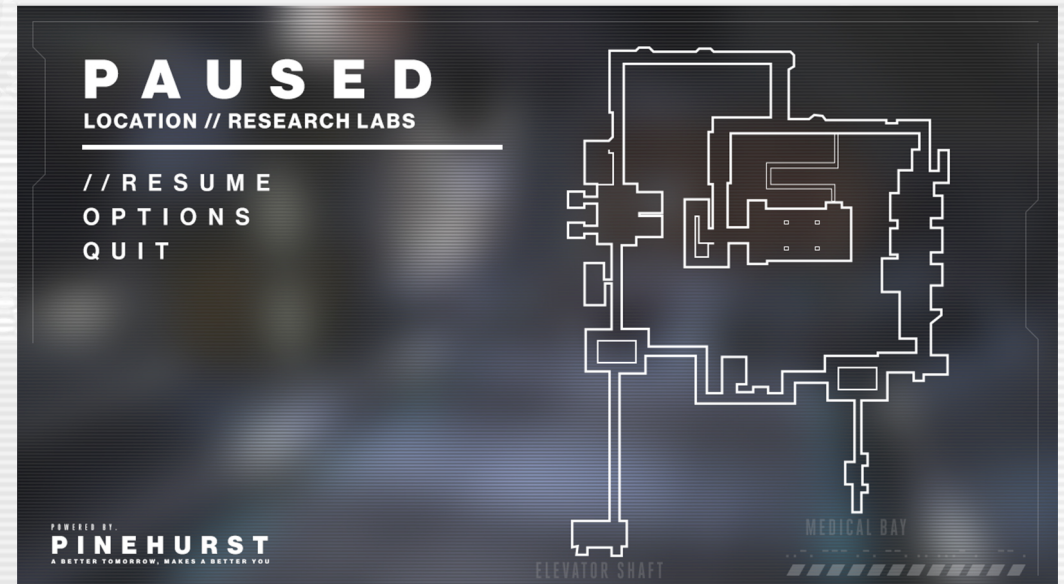
// MUSIC

The Music in Ascendance will be less of the typical Sci-fi sound but will be have more of a subtle piano vibe with an eeriness feel about it to add the affect of being alone.

// TARGET AUDIENCE:

The main target audience is players who are fans of Narrative Driven Single Player Games with Mystery, Puzzles and survival horror elements and are both Casual and Hardcore gamers. The target audience age will be 16+
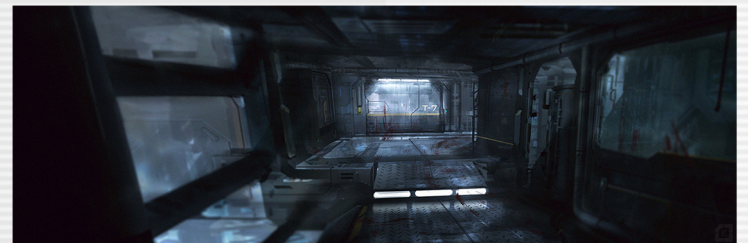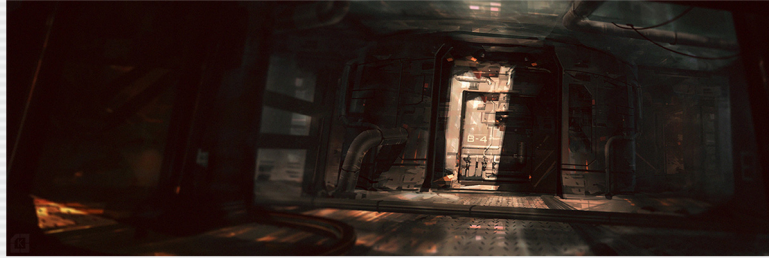
// PLATFORM:

PC

PAUSED
LOCATION // RESEARCH LABS

//RESUME
OPTIONS
QUIT

POWERED BY.
PINEHURST
A BETTER TOMORROW, MAKES A BETTER YOU

ELEVATOR SHAFT

MEDICAL BAY

PAUSE MENU/MAP

GAME CONCEPT DOCUMENT

// FAKE SCREEN:

Within the screen:

DATA LOG//

POWER_SYSTEMS_RESTORED/

POWER_SYSTEMS_FAILED/
BACKUP_GENERATORS_OFFLINE/

LOCATION//MEDICAL BAY
CHARLEMAGNE // EQPT // FLSH_LIGHT // ON

GAME CONCEPT DOCUMENT

// REFERENCES:

GAME CONCEPT DOCUMENT

// GAME ENVIRONMENT REFERENCES:

GAME CONCEPT DOCUMENT

// ASTRONAUT SUIT REFERENCES: