

As a player
I want to feel the
connection to the
characters
so that I care about
their fate and problems

As a player
I want a resource
management system
that is influenced
by narrative elements
so that I can play
a management game
without tedious guided

As a player
I want to have
meaningful choices
so that I do not
need to micromanage
but live the events
through

GOAL
(long-term ambition)
- chosen later in the
gameplay
- may be taxing the new
load and adapting
- may be enjoying the
world with building your
own rocket
- may be purging the Earth

CONFLICT
- balancing needs and
resources
- internal struggles
- external forces trying
to ~~take~~ seize your hard
work for themselves
- deny or invite more people

DESIRED OUTCOME
- sustaining camp through
many difficult
times
- choosing and fulfilling
the desired
path of survival

UNDESIRED OUTCOME
- failing to sustain the
survivor camp
- yielding to attackers
and hostile scavengers
- failing to push through
the obstacles and not
fulfilling long-term ambition

PURGE
- learn about the new
environment
- find a way to
protect it
- build tech that can
allow you to prosper
with Earth's climate resources

ADAPT
- learn about new
environment
- adapt your technology
to it
- create functioning
chain of "new flora tech"

RESOURCES
- citizens (make buildings
- scraps (build)
- tech (upgrade, build rocket)
- bio (make food, research
land)
- sec (make camp secure)

TECH SOLUTION
- learn about the
complexity of rocket
infrastructure
- build the rocket
with found tech
- escape to stars

Intricate storytelling
Captivating family dynamics
Apocalyptic survival
Narrative Management
Human experience