

# CORIA IV

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Professional Pre Production  
Pitch Document

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# Introduction

Coria IV will be a narrative focused, first person walking simulator game, set on an isolated interstellar moon base. The player will play as a scientist on a long term research mission, and will be able to freely explore the base, as well as converse with the sentient AI that controls the station, who is their only companion.

The game will play out as a series of vignettes, spread throughout the duration of the mission. It will feature a branching narrative, as the outcome of the conversations with the AI, whether the interaction was positive or negative in tone, will impact the following segments, as the relationship between the player and the AI evolves over time.

I'm interested in this project as a way of expanding my practice to include more concrete narrative elements, while also continuing to explore approaches to level and environment design, within the genre of walking simulator games. I've chosen a sci fi setting as it felt particularly well suited to the chatbot-esque interface I was interested in using, following the completion of a short online course about conversational interfaces, and writing chat bots.

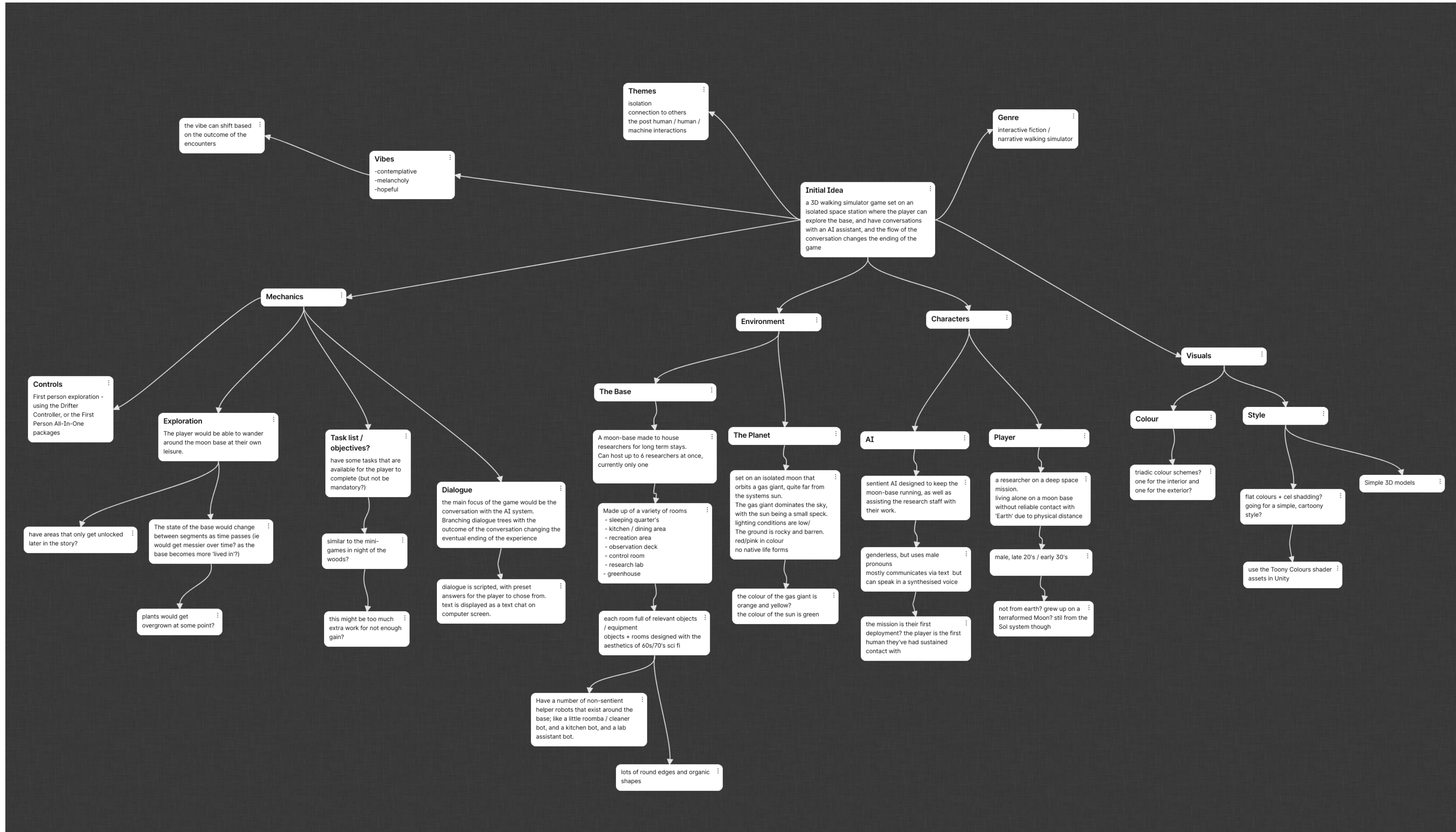


# Initial Mindmap

I used mind mapping to begin developing the project, establishing my ideas for the characters, environments, and mechanics.

I also used this mind map to collate related works and inspirations, as well as potentially useful tutorials and technical examples

My mindmap can be viewed in its entirety [online here](#)





# Moodboard - Setting

The project takes a lot of inspiration from science fiction media from the 1960's and 70's, as well as the aesthetics of Retrofuturism, and other more recent pieces of media that reference this style. This is going to inform the world building of my project, especially the types of 3D assets I create.





# Moodboard - Visual Style

In terms of visual style, I'm interested in having a whimsical, cartoonish, low poly aesthetic for the game. This is both because it's an aesthetic that I gravitate towards more generally, and also because it feels more achievable with my current technical skills.

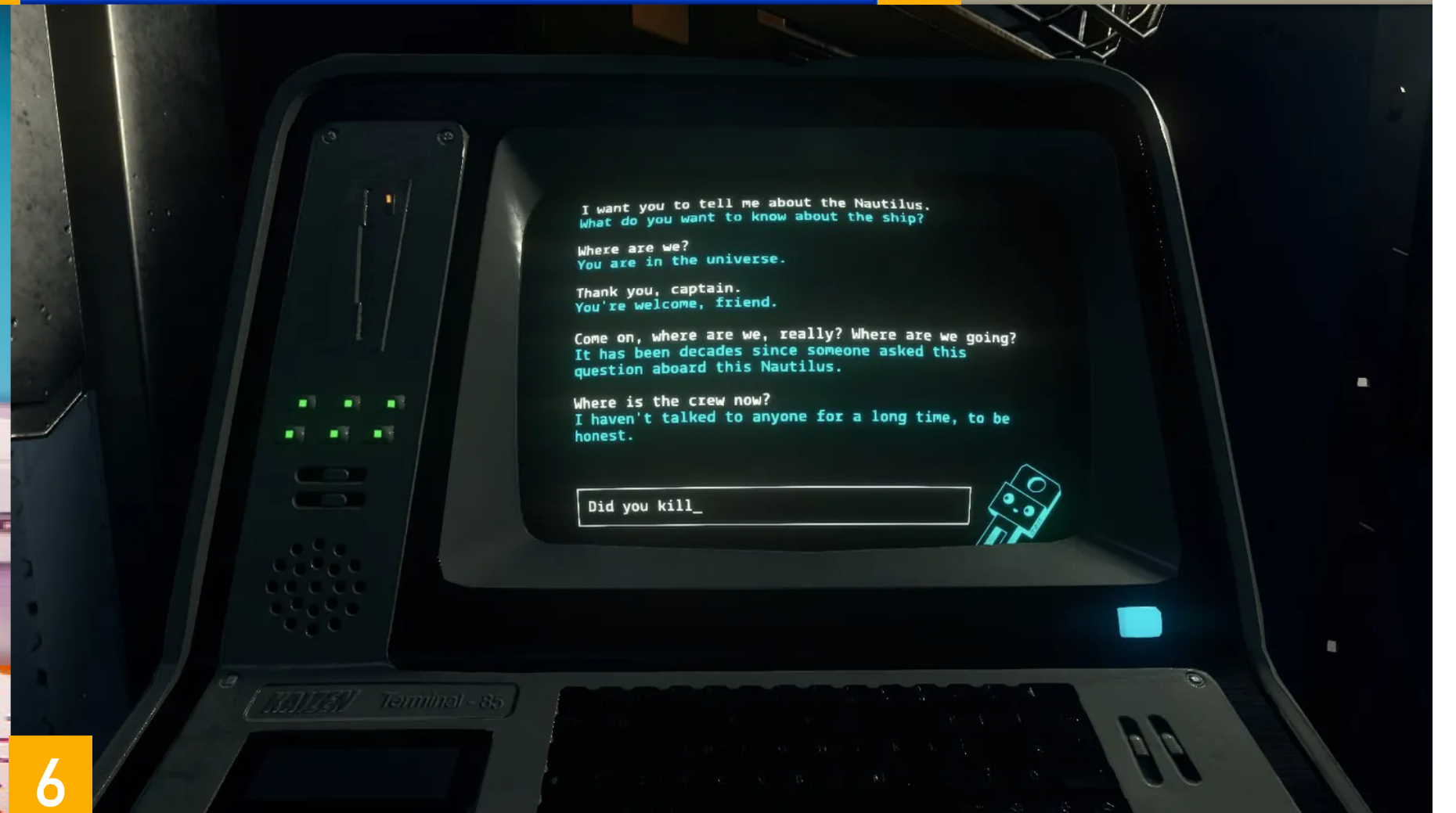
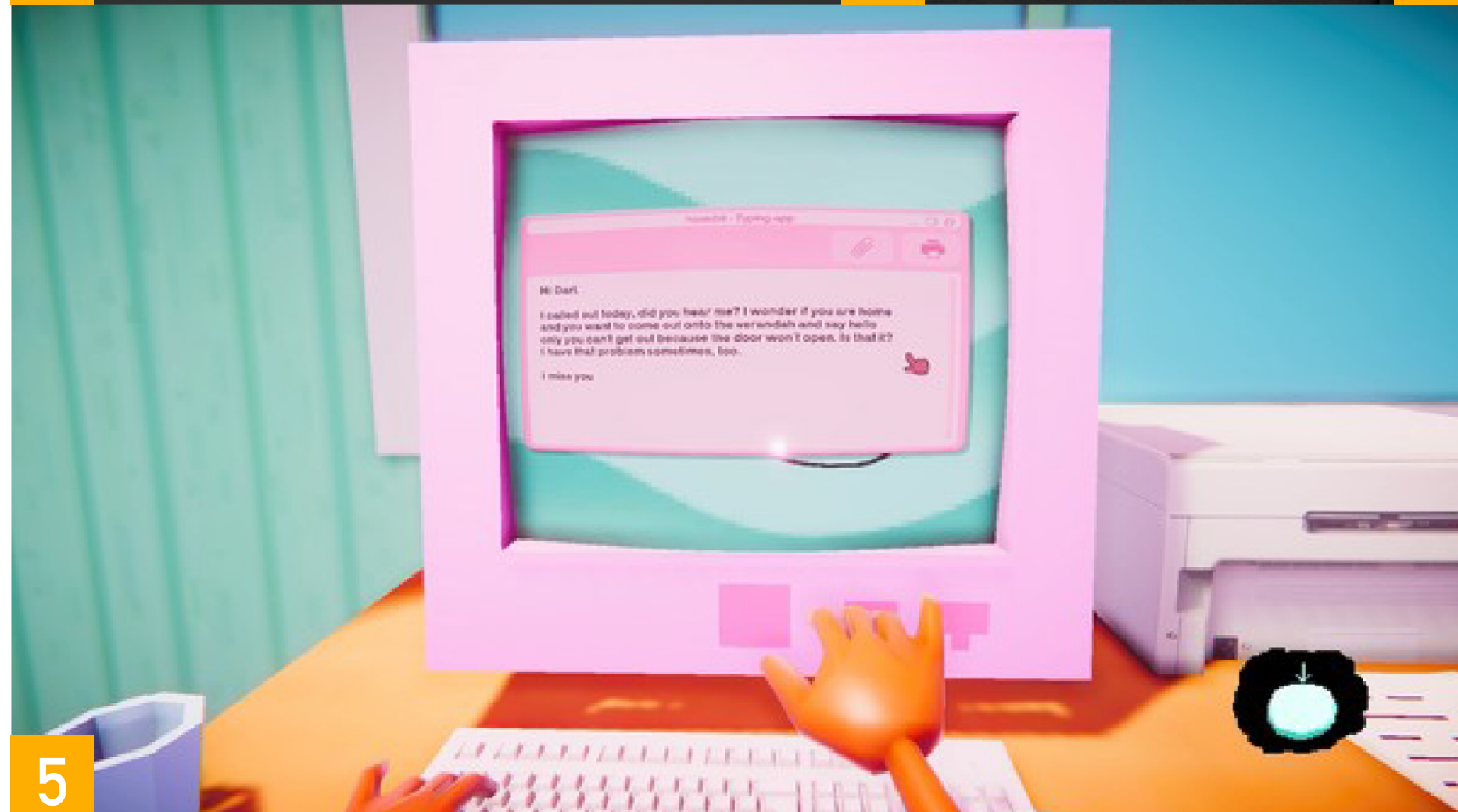
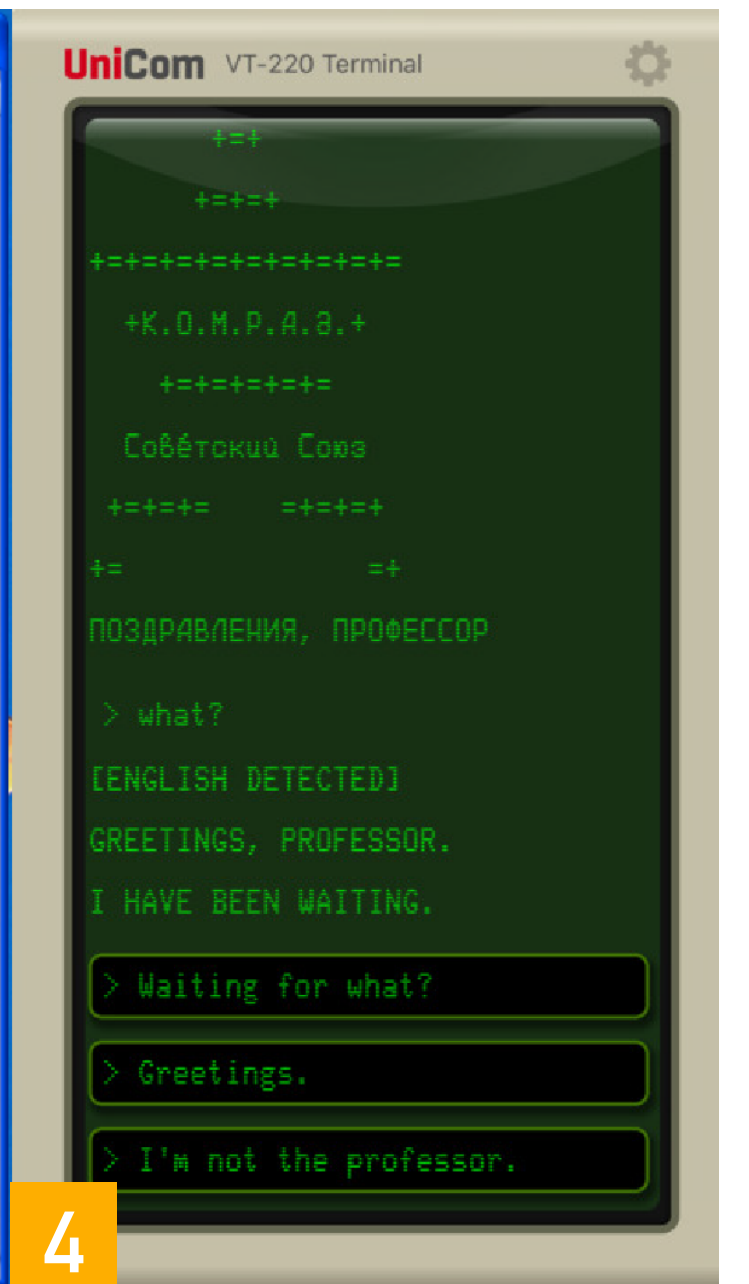
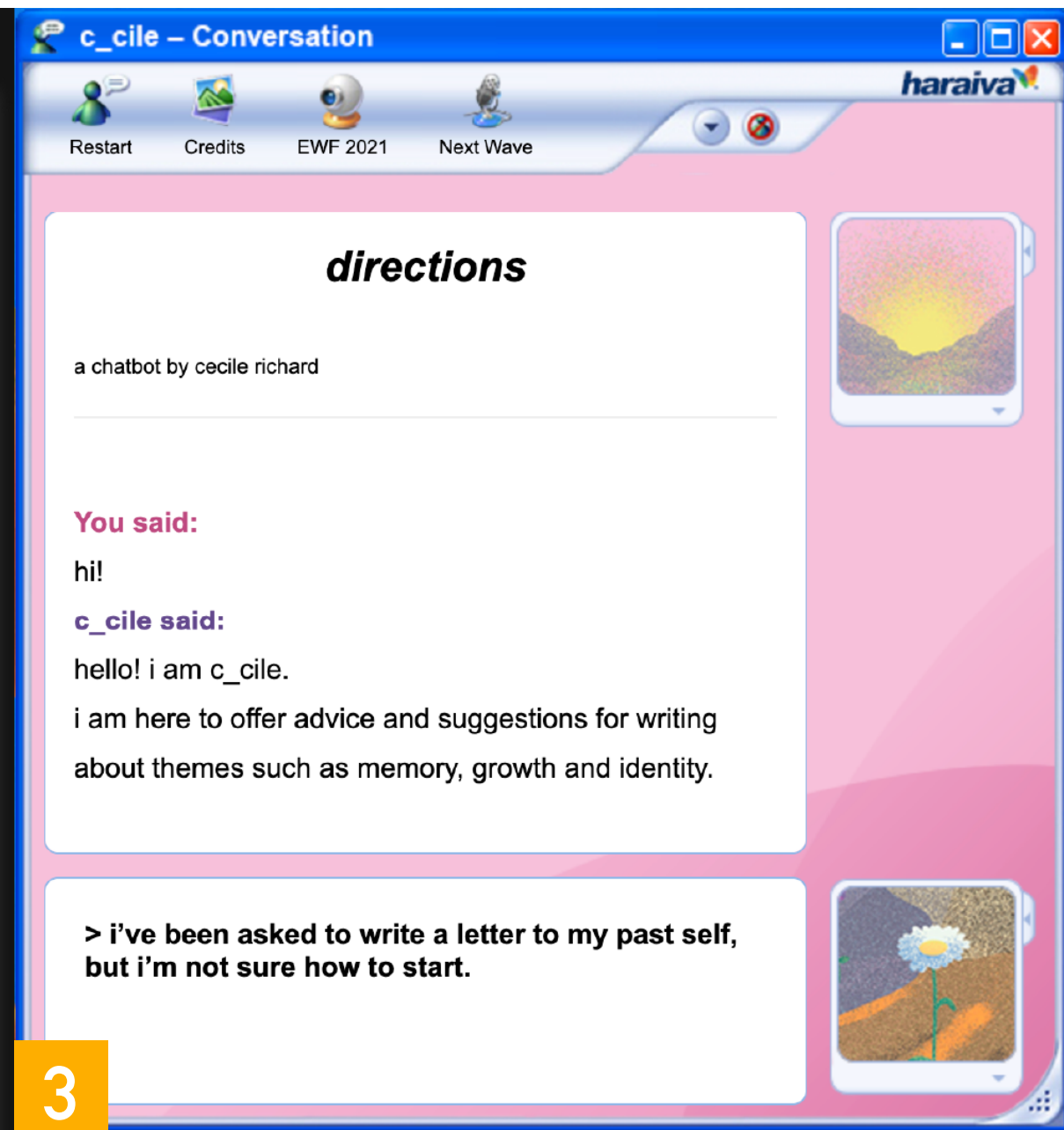
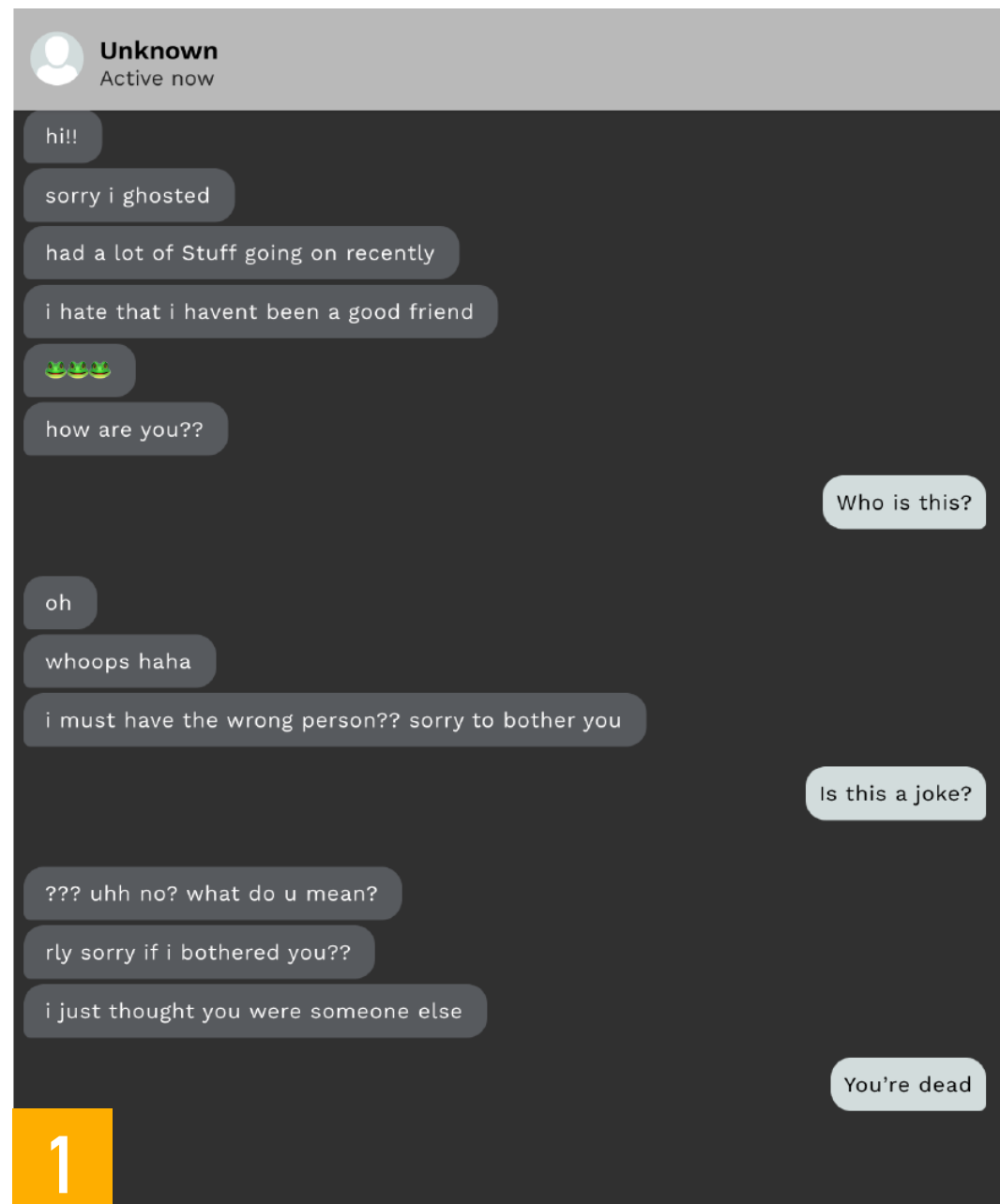
I'm potentially interested in a cel shaded / outlined look, but I would need to do more testing in-engine before deciding on this approach.





# Moodboard - Interface

Since a core mechanic driving the narrative is the conversation with the AI, I thought it would be helpful to create a specific moodboard for the textual interface. I am more drawn towards the examples where the text is embedded inside a 3D object in the world, rather than purely being a flat 2D interface in the UI.

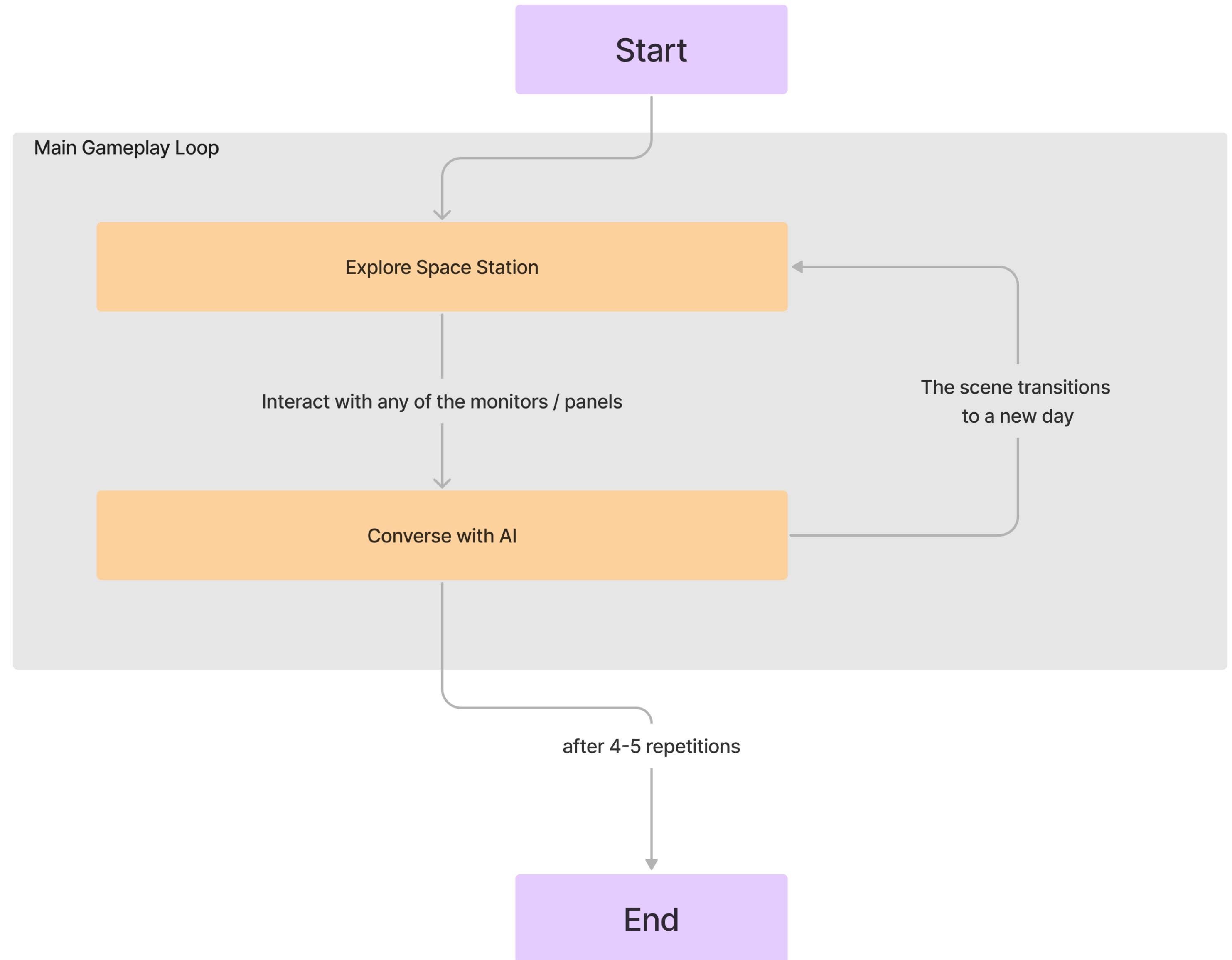




# Flowchart - Core Gameplay Loop

The project will have a fairly simple core gameplay loop, as the focus will be on the narrative that is being constructed with the dialogue.

For each segment the player plays through, they will be free to explore the station. Interacting with the main control panel, or any smaller monitors in the scene will trigger the conversational interface. The player will then engage in scripted dialogue with the AI, choosing from a range of responses. When the conversation is complete, the segment will end, and the player will begin a new in-game day.



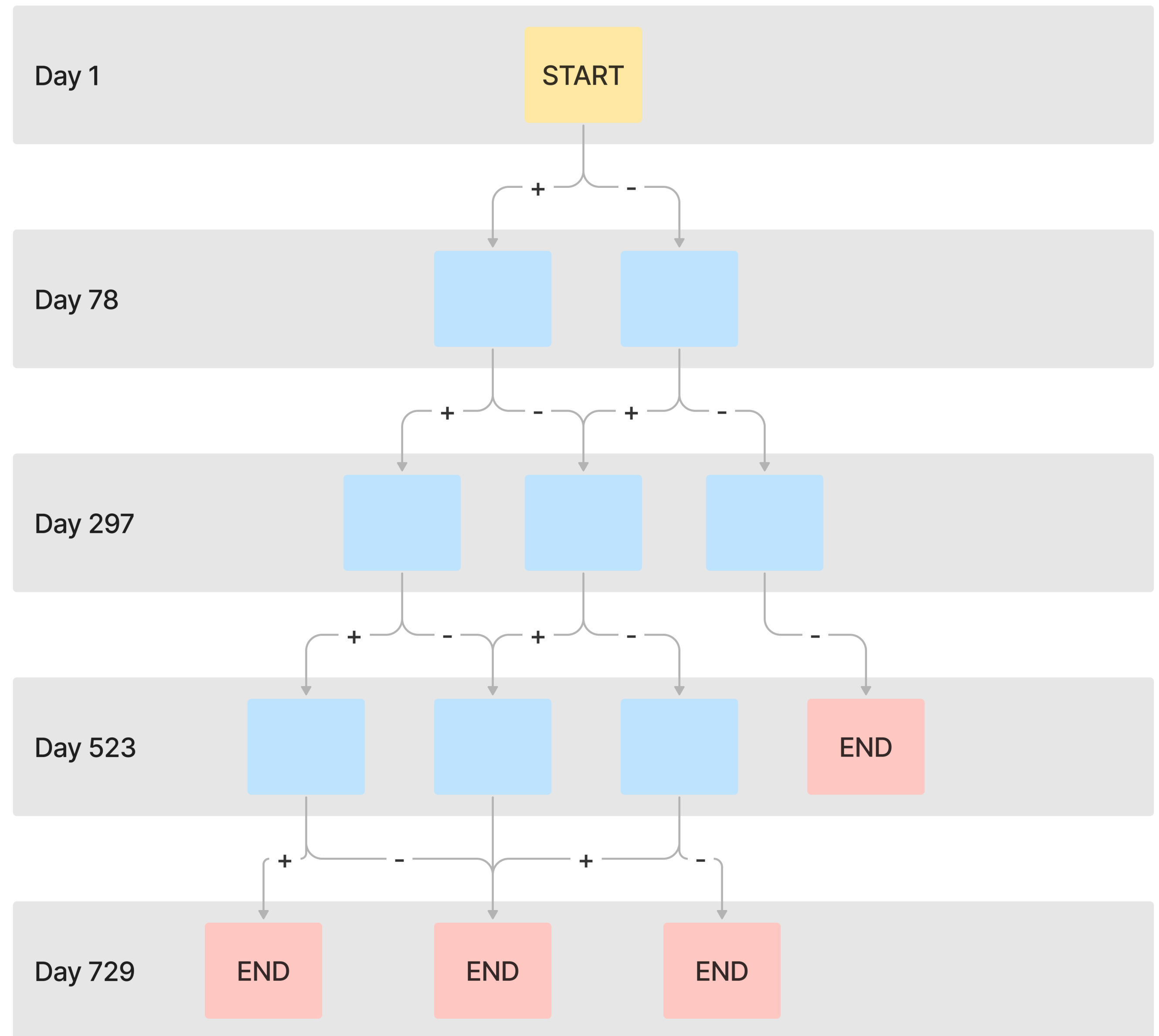


# Flowchart - Narrative Structure

The narrative will begin on Day 1 of the research mission, where the player is introduced to the AI for the first time.

After this, the player will play through 3-4 more segments, spaced throughout the two year term of the research mission. What segments the player experiences will be dependant on the dialogue choices they've made previously.

If the tone of the conversations remain negative / hostile, the progress of the research mission will flounder, and the game will end before the 2 year mark.





# Characters

## Player Character

- In their late 20's / early 30's
- Astrobotanist - conducting research into the growth of plants in different atmospheric and gravity conditions, to aid in future interstellar terraforming projects.
- Grew up on a terraformed Mars, not on Earth.
- He's somewhat of a loner, without family or close friends back in the Sol System, so was prepared for the isolation of the research mission.
- Uses he / him pronouns

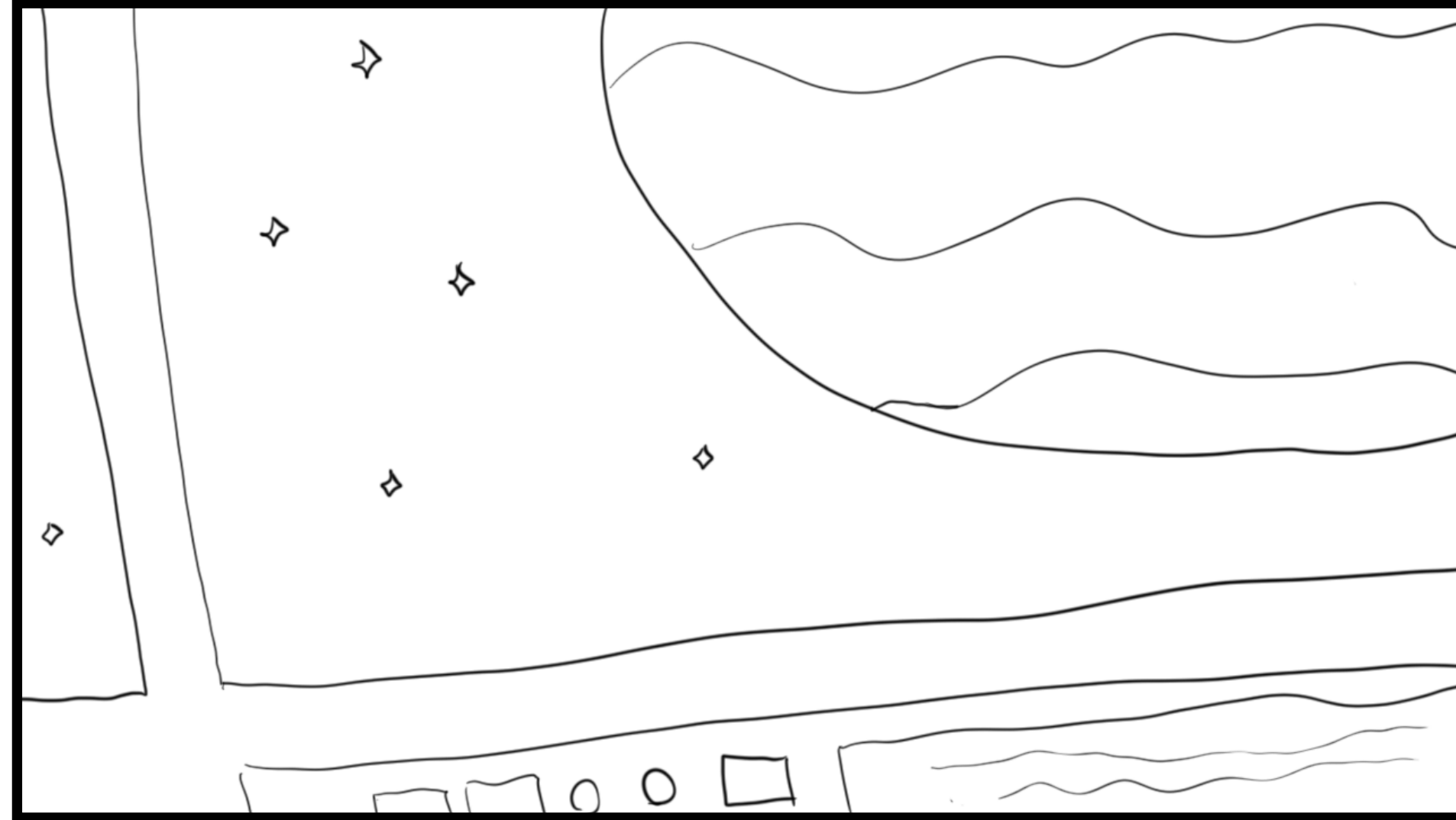
## NPC - Station AI

- "Babbage Series Model 14" Station Operations AI
- Designed to run the station and to provide assistance to the research stage
- Has a constant awareness of the entire station and everything happening within it.
- He's a new deployment, this mission being his first since their instillation on the station, during a retrofitting of the facilities
- Eager to please and to prove his worth to the research staff.
- Genderless, but uses he / him pronouns

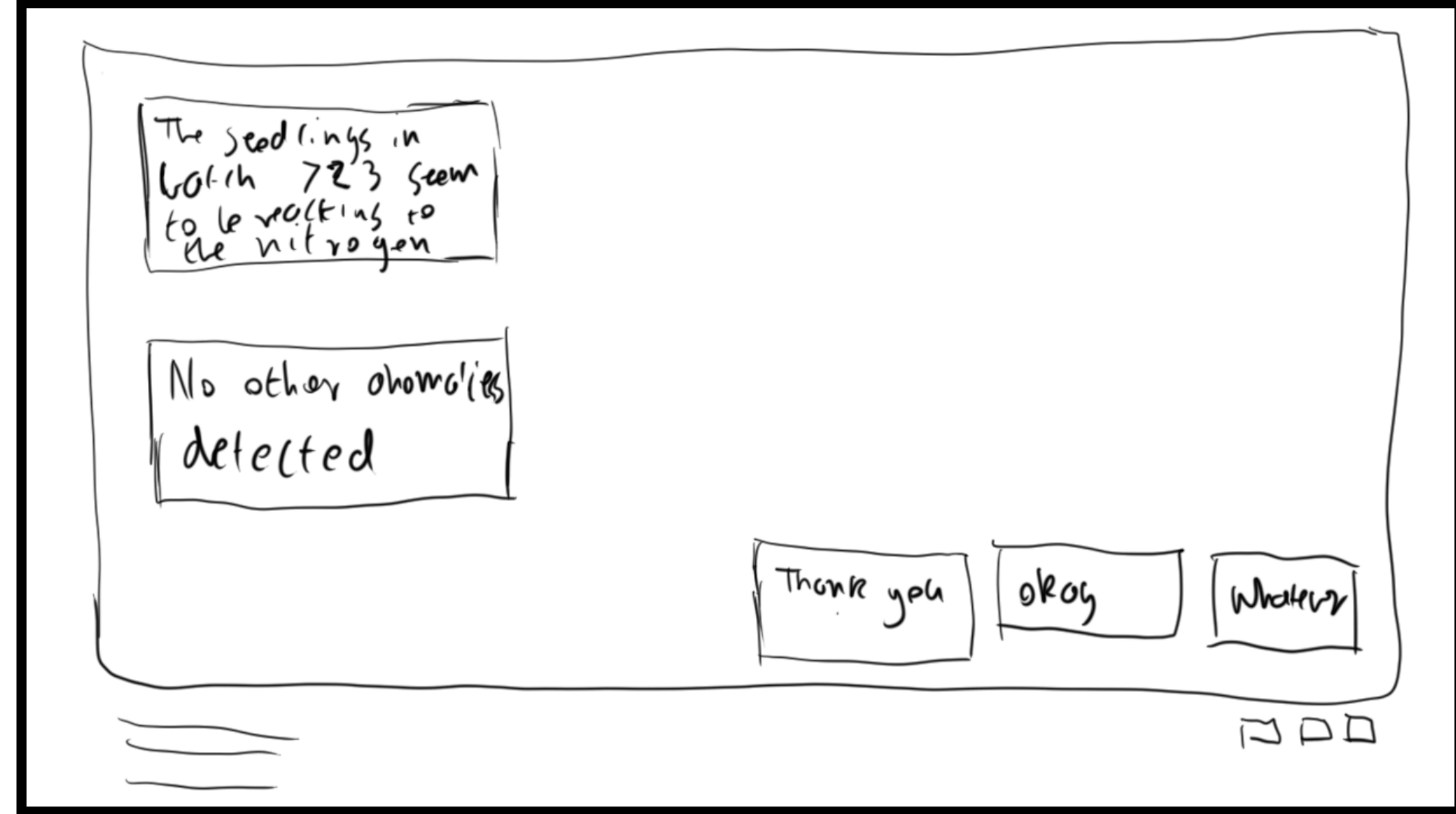


# Concept Sketches

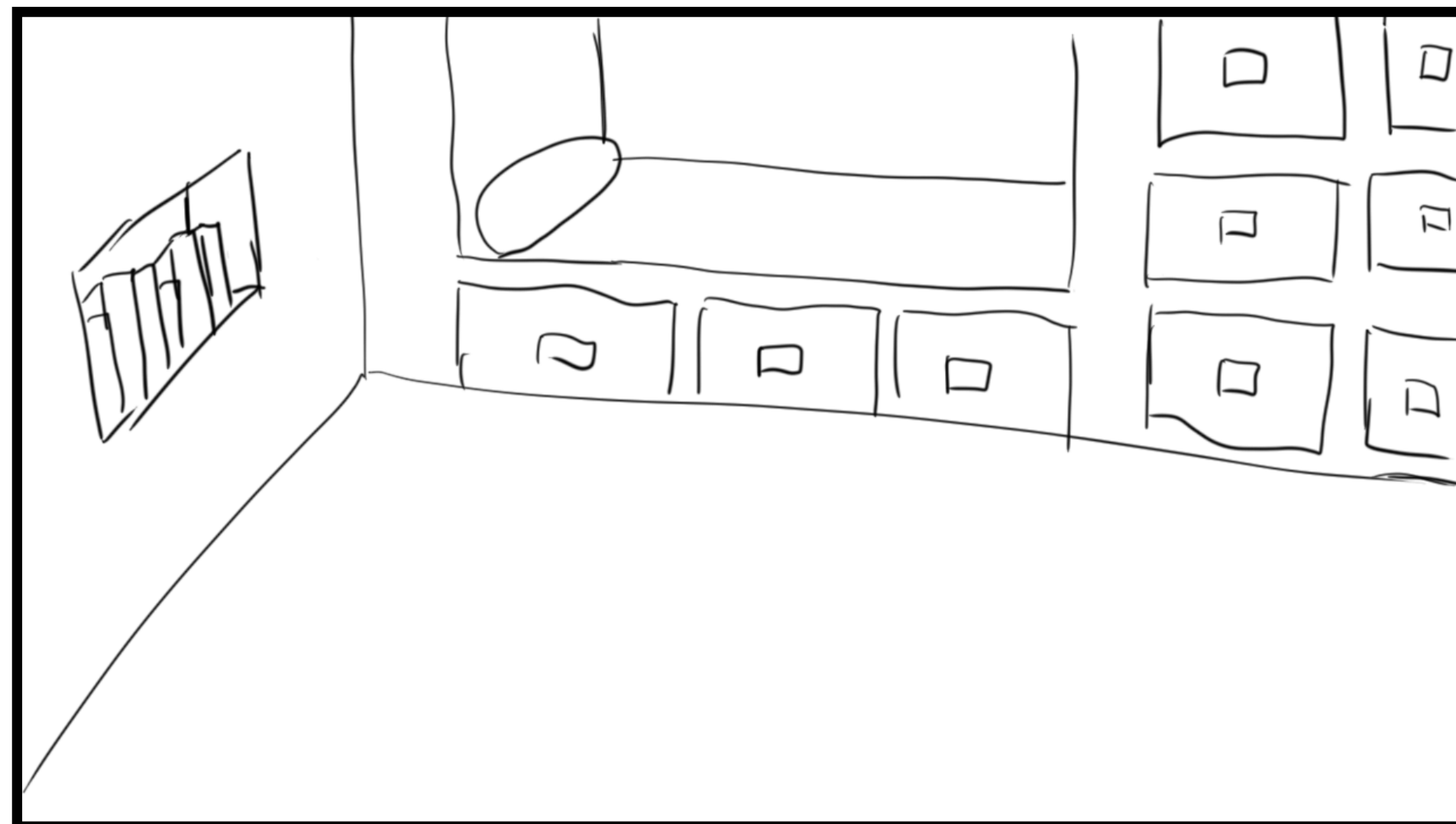
View of the gas giant from the observation deck



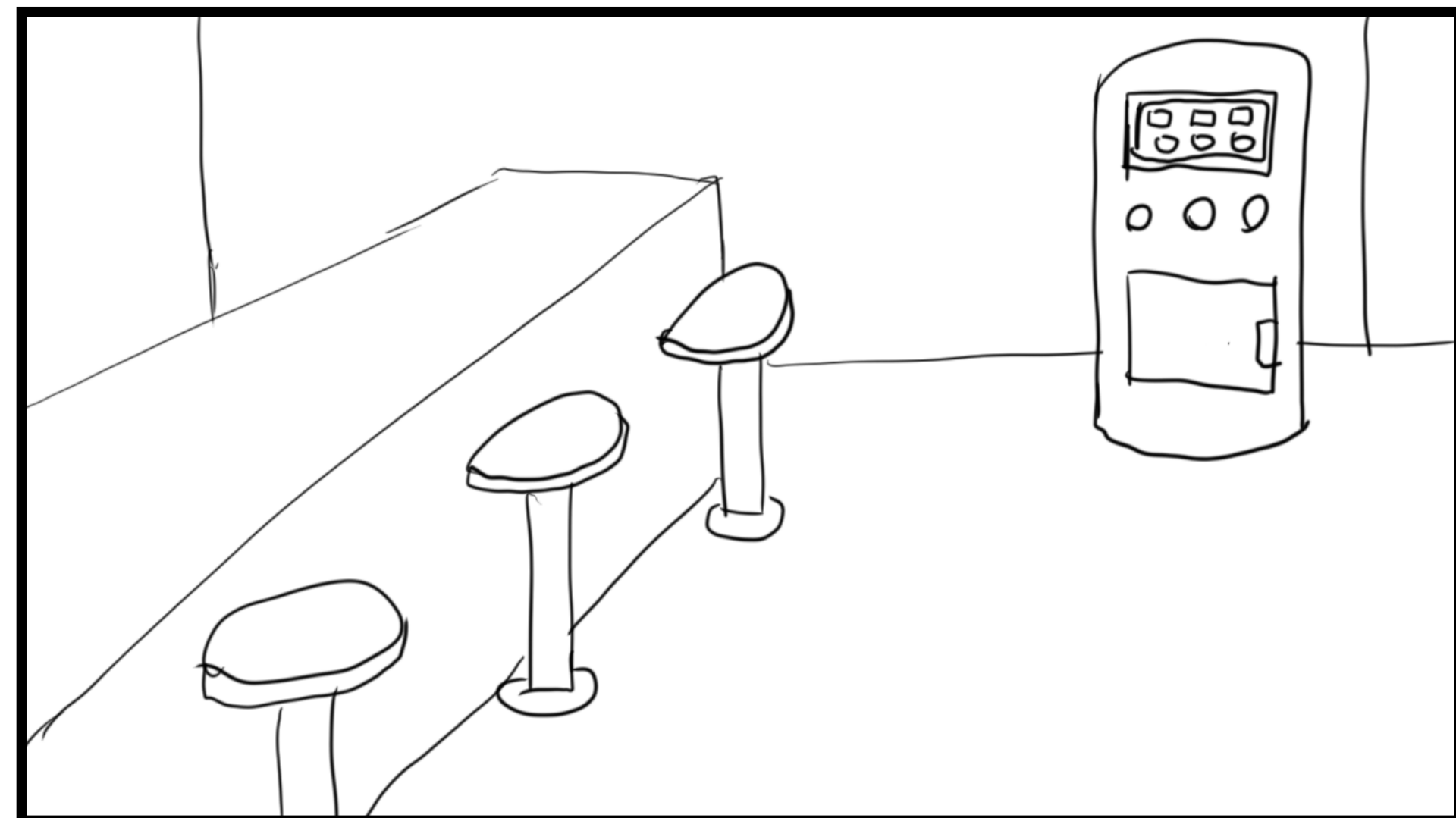
Sketch of the potential text interface for dialogue with the AI



Crew sleeping quarters - with a sleeping alcove, wall shelving, and a nook for personal belongings

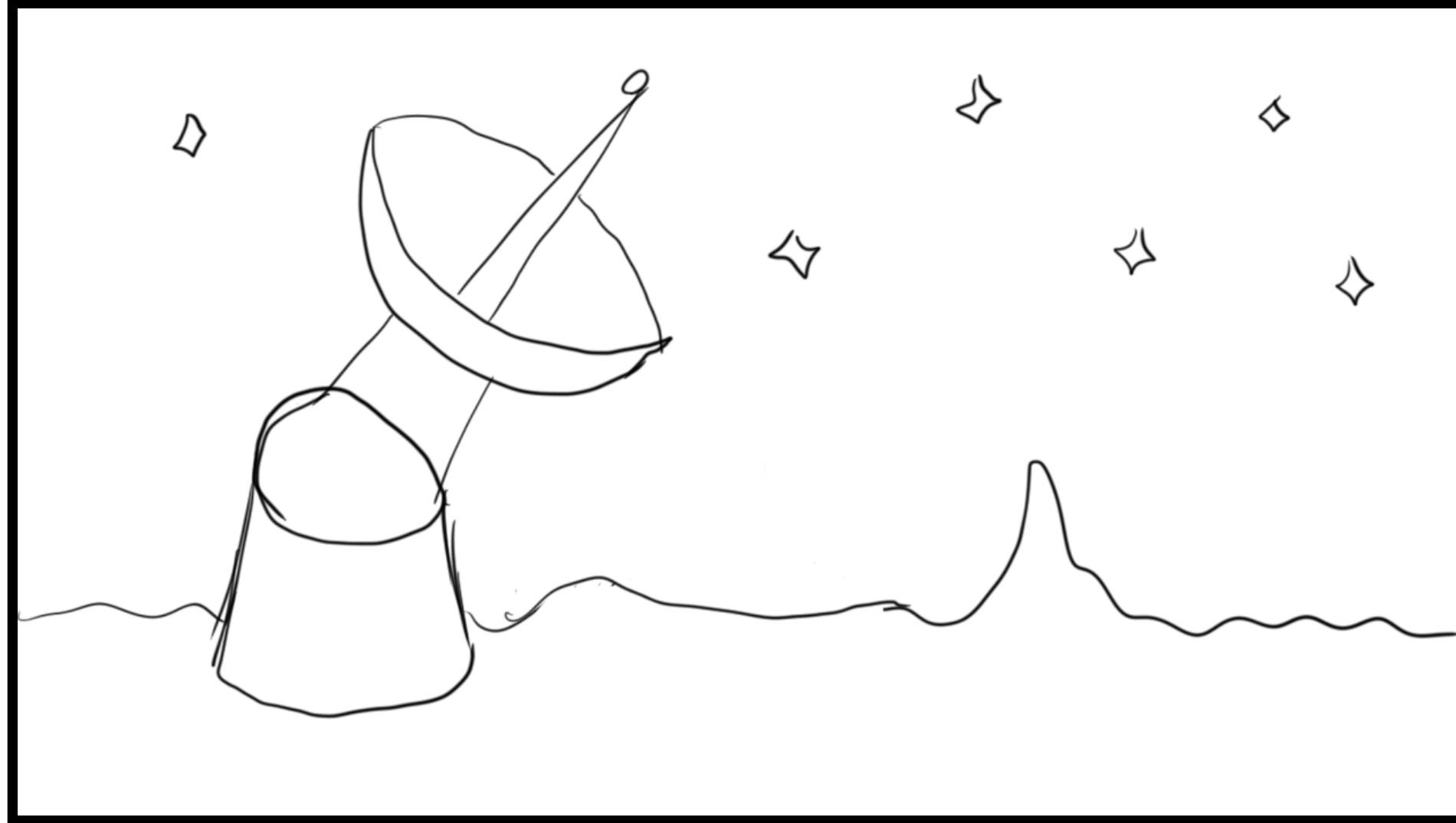


Kitchen / Dining area of the station, with the Kitchen Robot that serves food

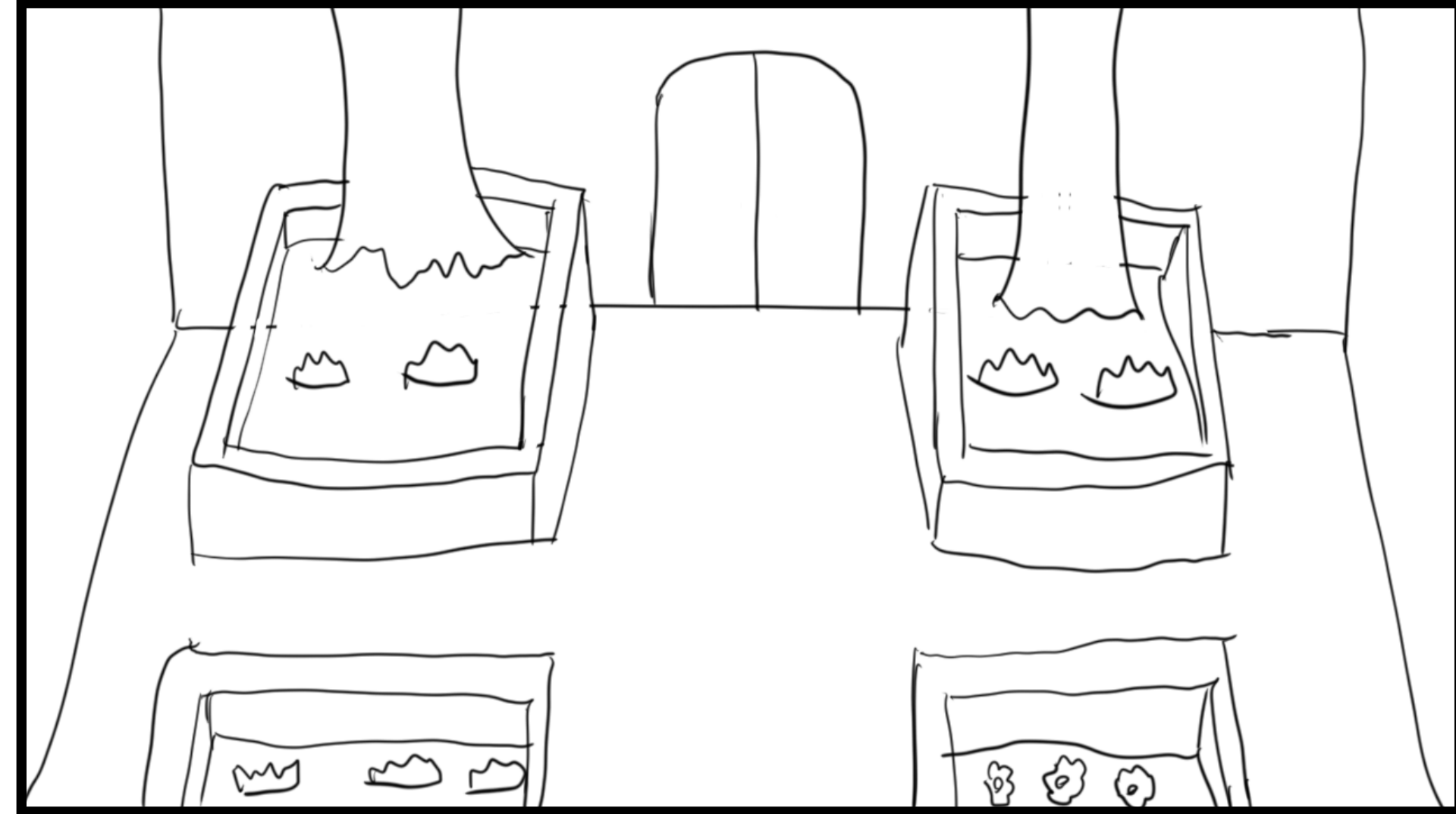




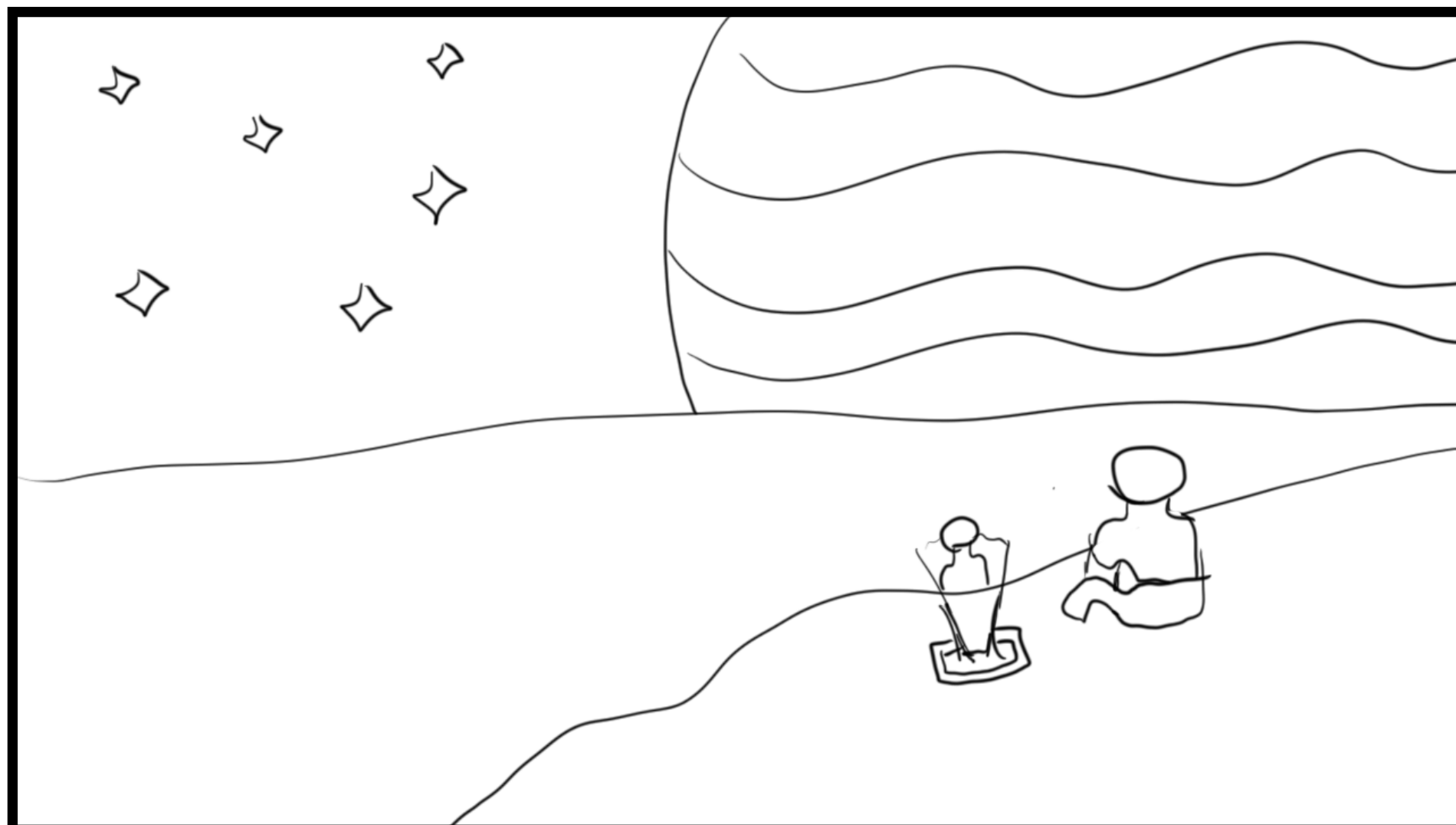
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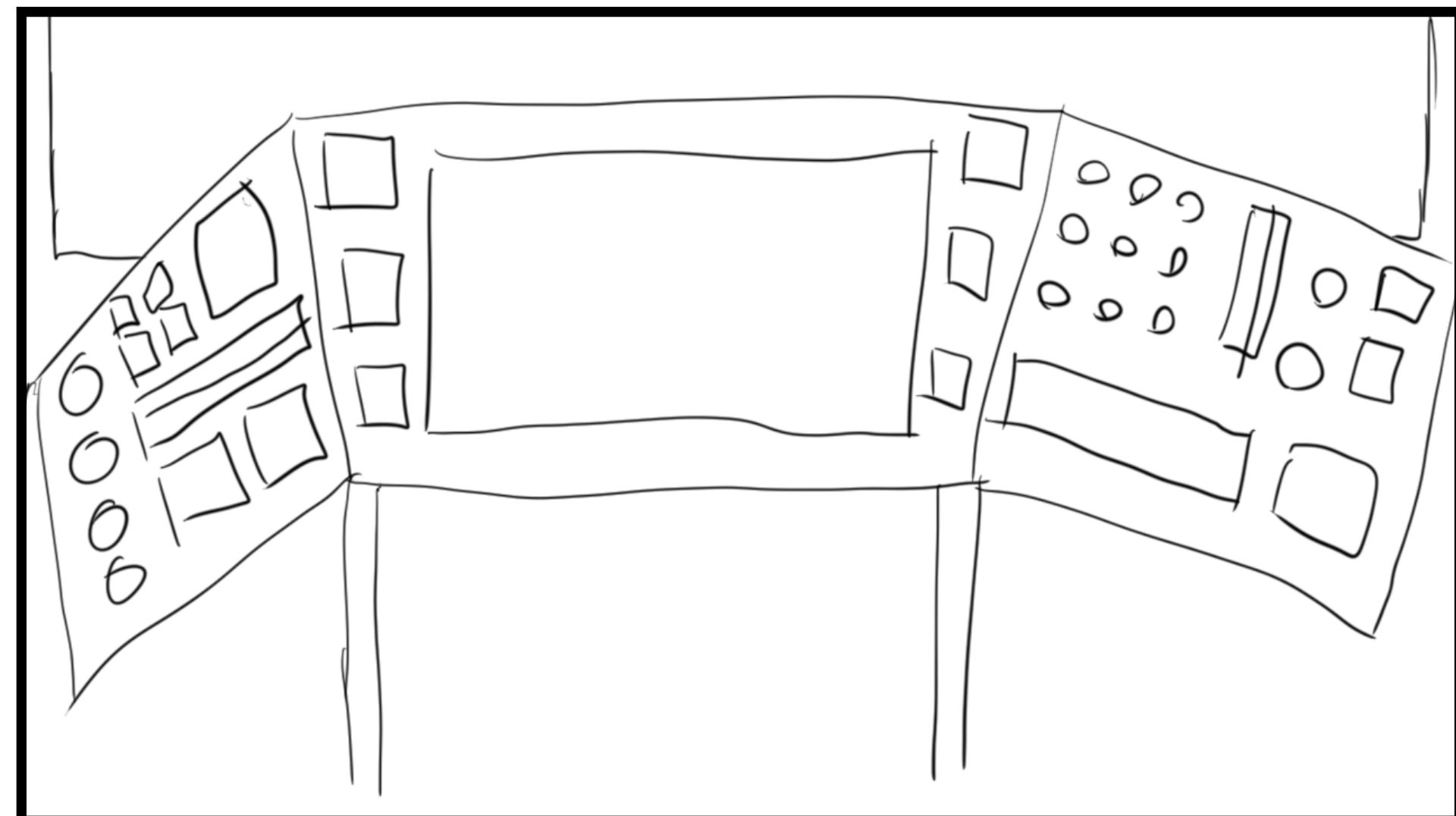
Exterior location,  
Scanner apparatus



Station  
greenhouse



Idea for a potential  
promo shot - the  
characters alone in  
the alien  
environment



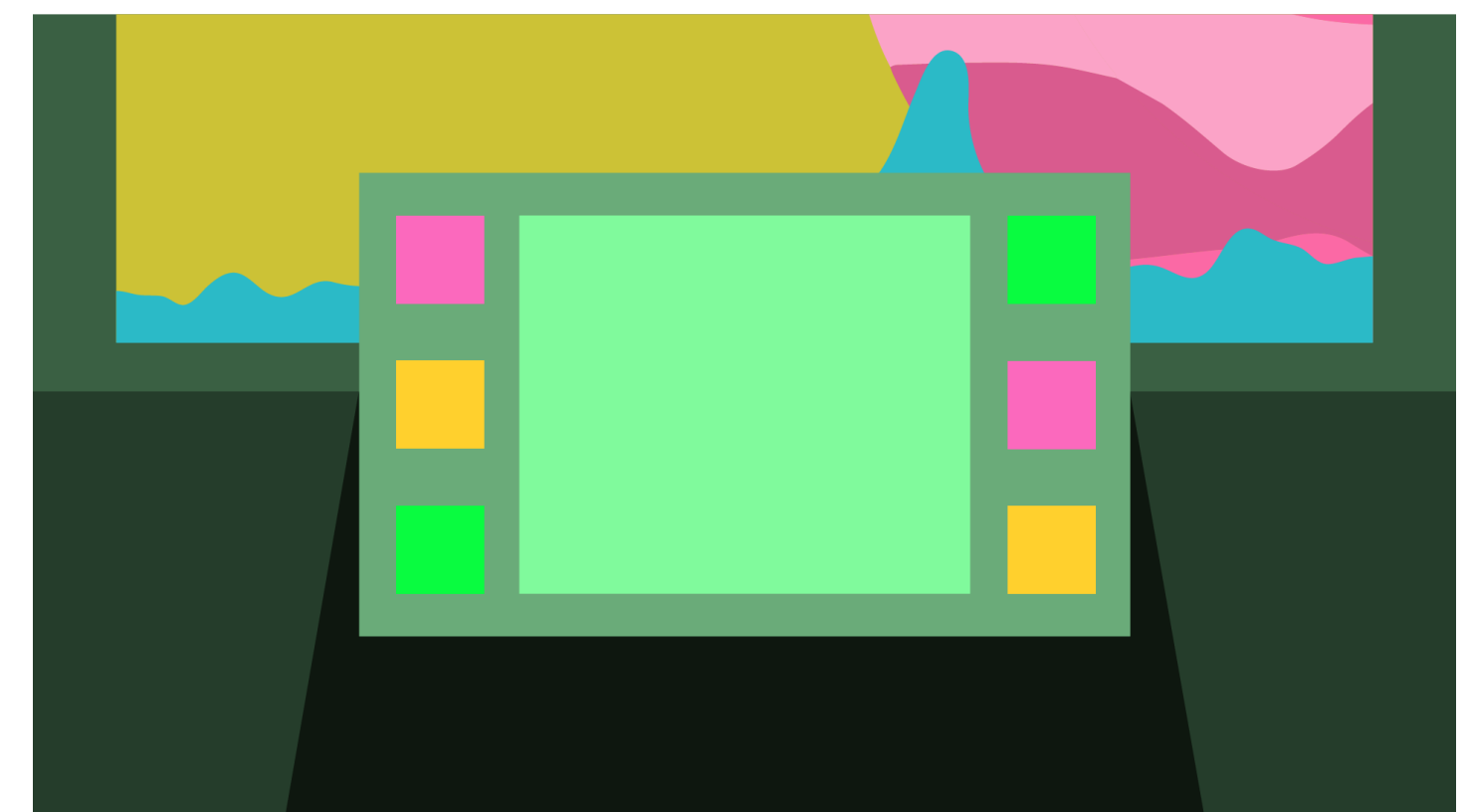
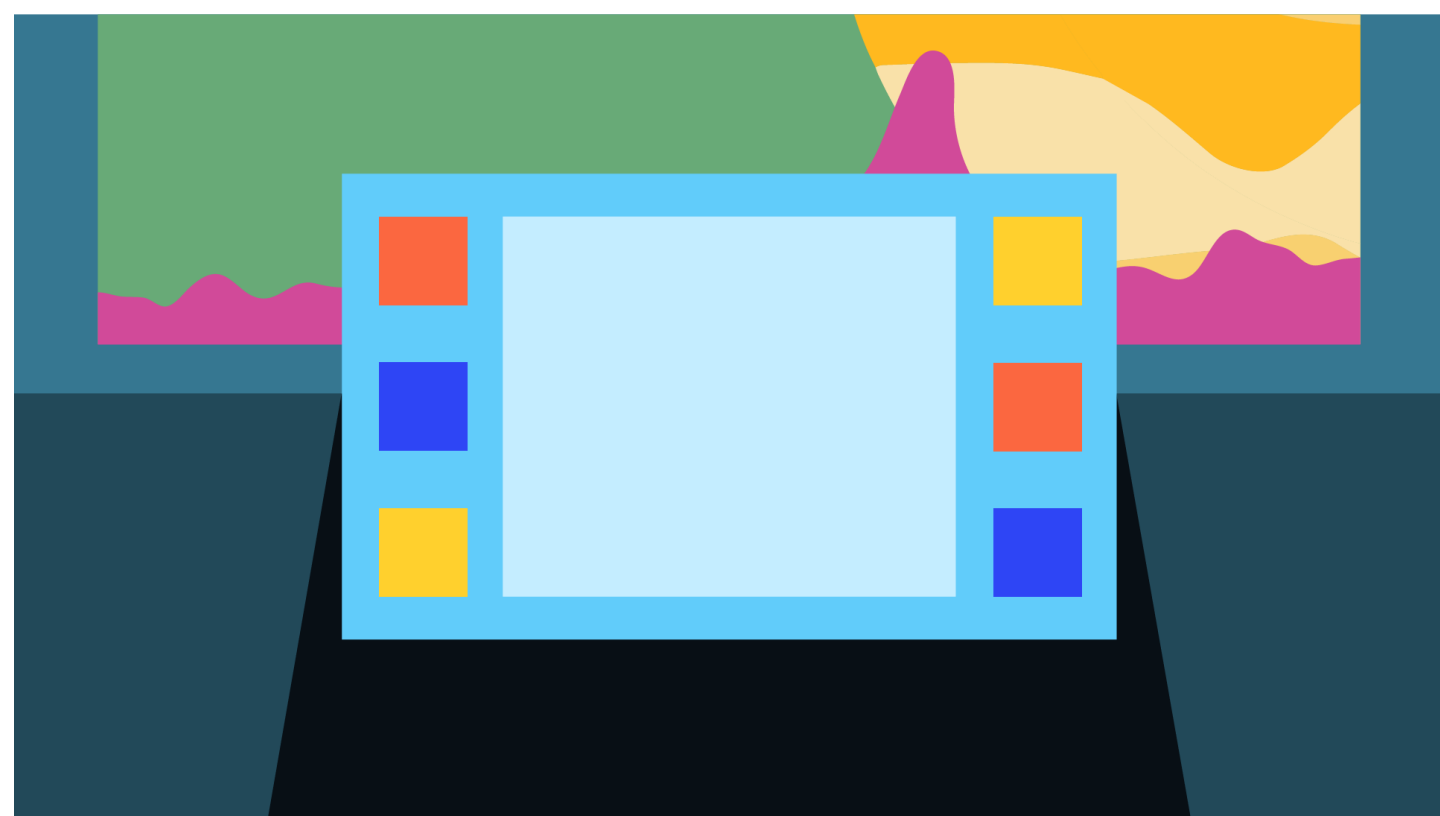
Sketch of the main  
control panel



# Colour Palette Tests



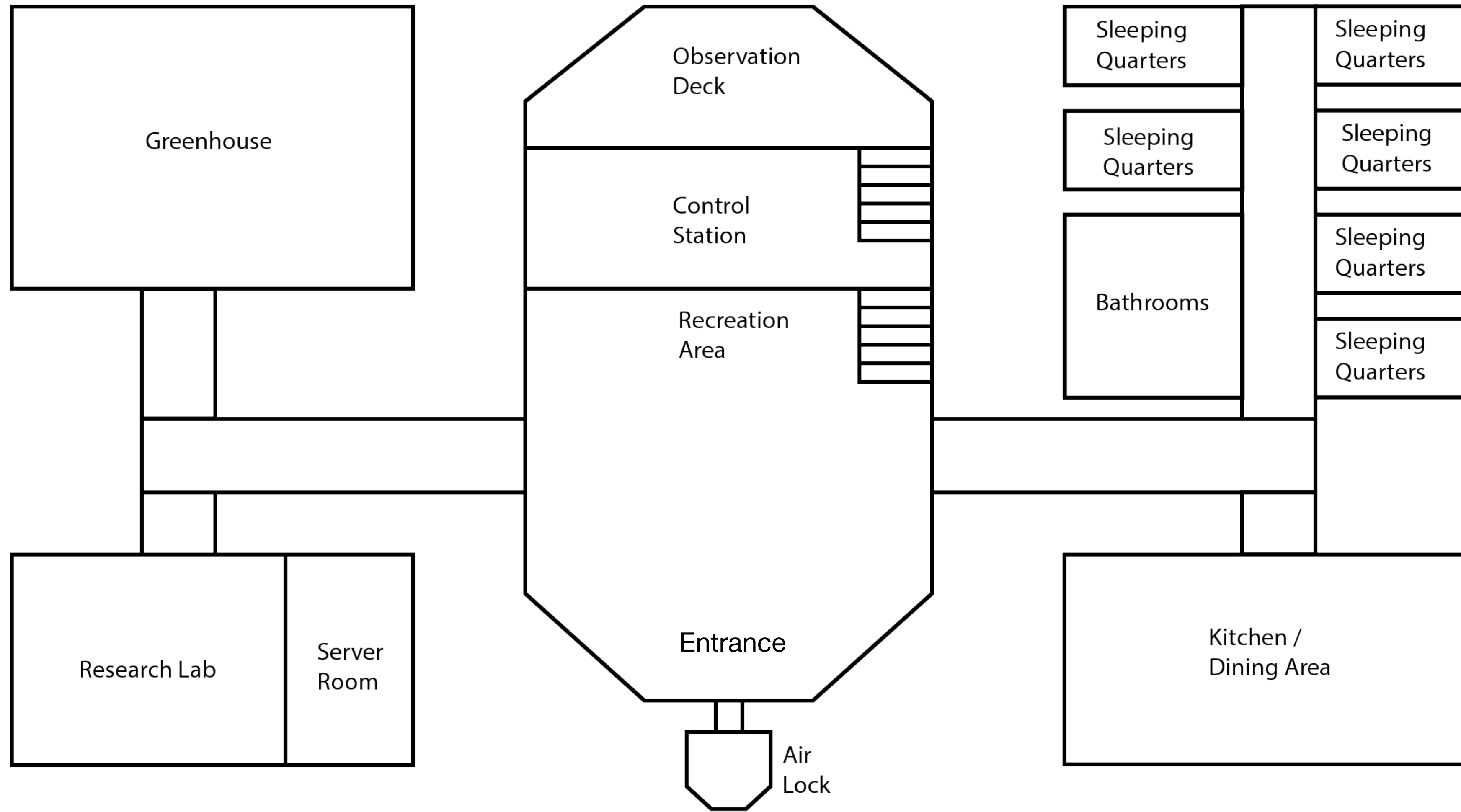
Exterior Colour Palettes



Interior Colour Palettes



# Sketches - Level Layout





# Asset List

## 3D Models

### Room Interiors :

- Refer to level layout sketch

### Props:

#### Research Lab

- Tables
- Scientific equipment
- Mechanical instruments
- Research Assistant Robot (non sentient)
- Computer interfaces

#### Data Storage

- Server Banks

#### Greenhouse

- Raised Garden Beds
- Plants - Trees, bushes, flowers and herbs

### Kitchen / Dining Area

- Bench
- Stools
- Utensils
- Food Items
- Kitchen Helper Robot (Non Sentient)

### Crew Quarters

- Bed
- Drawers
- Misc personal knick knacks

### Control Room

- Main Control Panel
- Desk
- Computer Interfaces

### Misc

- Cleaning Robot (Non Sentient)

## Sounds

I do intend on collaborating with / hiring a sound designer to work with me on the project.

### Diagetic sounds:

- Electronic noises - beeping, whirring, crackling
- Mechanical sounds - motors, springs, robotic sounds
- Keyboard sounds - for the text interface, to pace the dialogue

### Music :

- Subtle ambient electronic music
- Shifts in mood to reflect the current mood of the scene



# Production Process

The game will be developed with Unity, using the Yarn Spinner plugin for the dialogue, and the Toony Colors Pro 2 shader plugin for the asset stylisation.

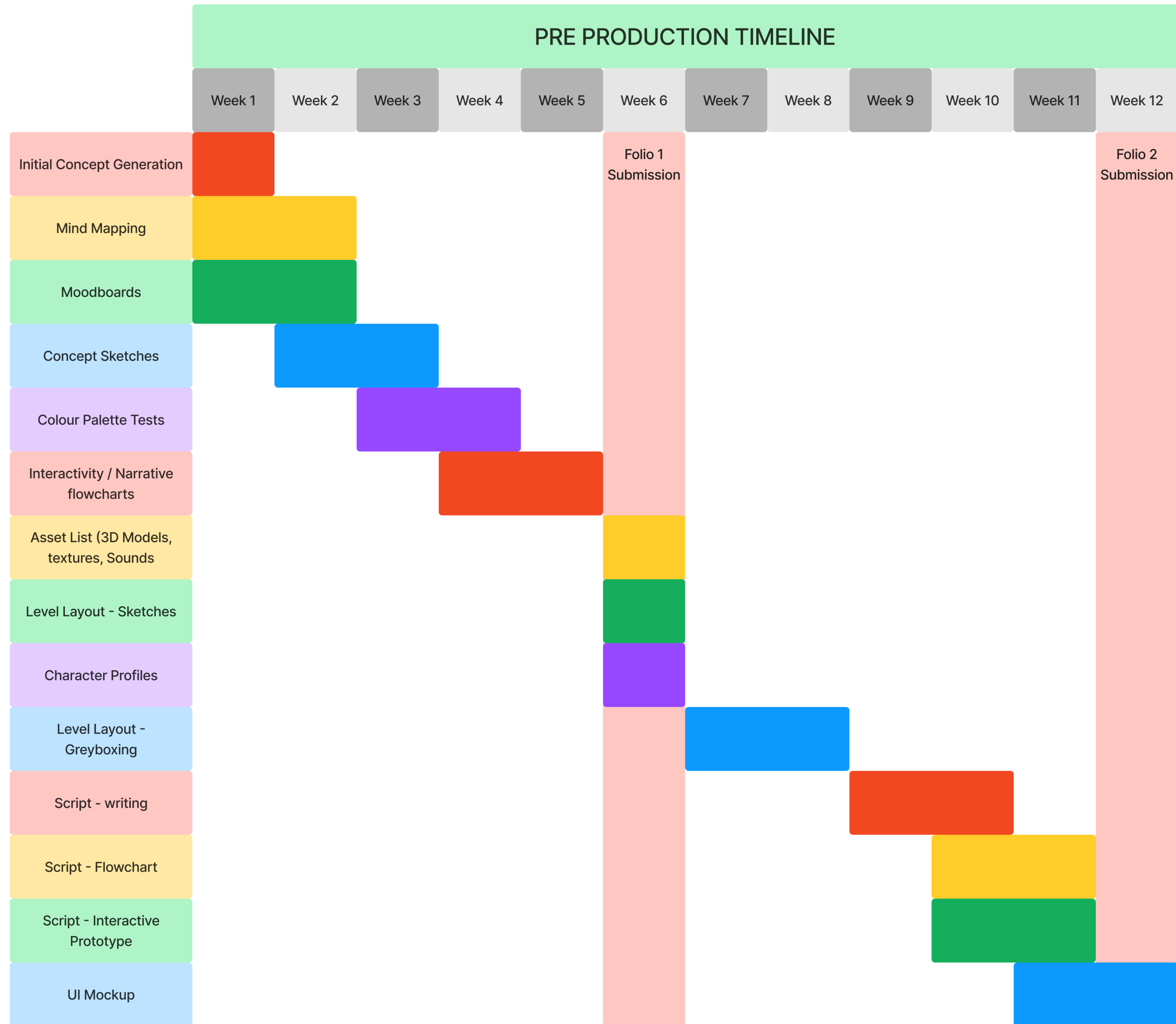
3D modelling and UV unwrapping will be done in Blender.

Basic textures for use with the Toony Colors plugin will be created using Adobe Photoshop.





# Timeline - Pre Production



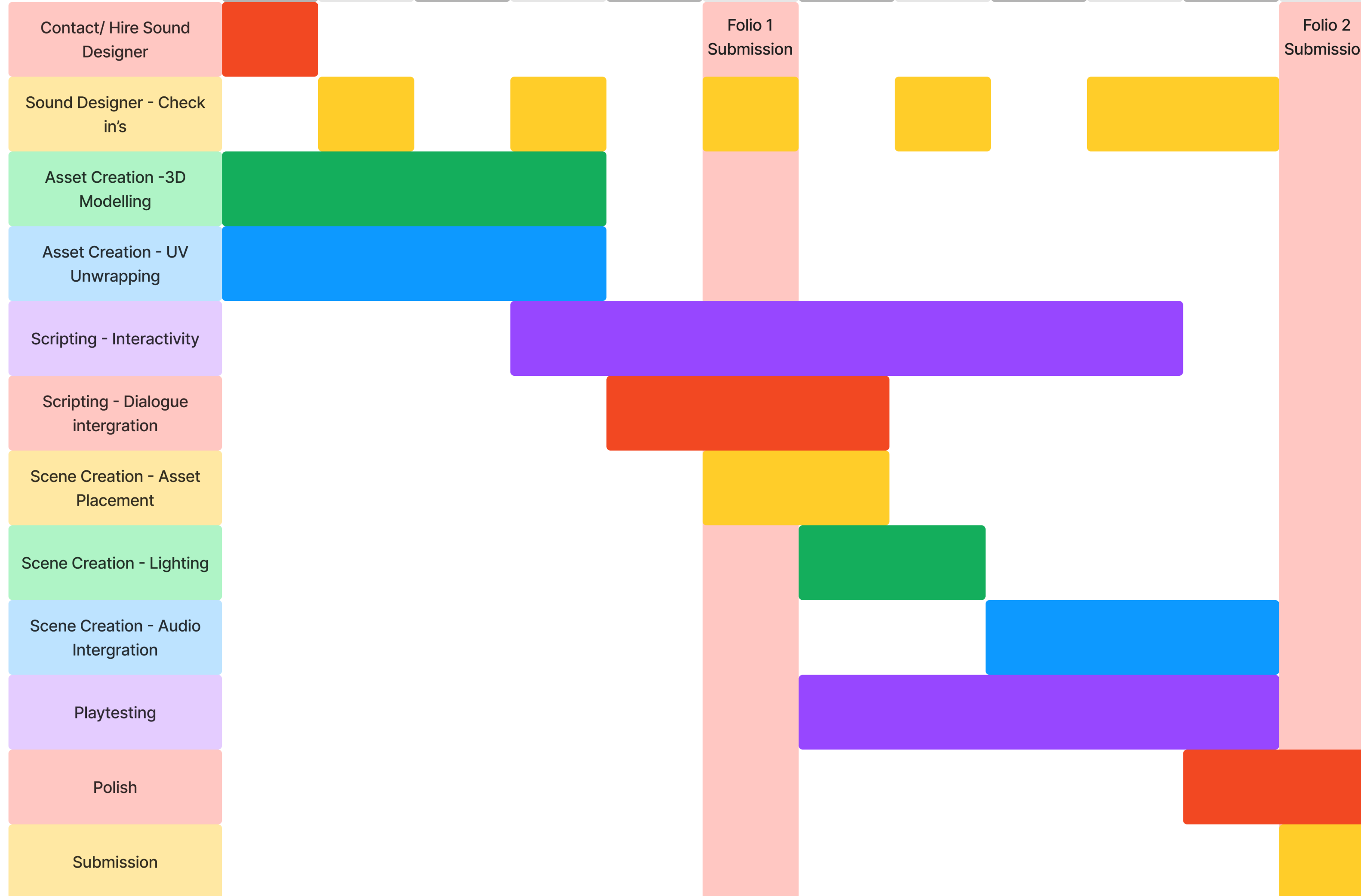
Corresponds with Semester 2, 2022



# Timeline - Production

## PRODUCTION TIMELINE

Week 1   Week 2   Week 3   Week 4   Week 5   Week 6   Week 7   Week 8   Week 9   Week 10   Week 11   Week 12



Corresponds with Semester 1, 2023

Folio 1 Submission

Folio 2 Submission



# Next Steps

My next major focus will be writing the dialogue for the project. I intend to do this in the form of a flowchart, so I can more easily map out the conversation and how it branches out from the first meeting between the player and the AI.

Once the dialogue is more firmly established, my plan is to make a playable prototype, either using a chatbot template on Glitch.com, or else using Twine, and use this to help playtest the dialogue, and continue to edit the script.

I also intend to do some grey-boxing to test the level layout inside of the game engine, before I finalise the designs for the interiors that I will need to 3D model when I begin production.



# References - Moodboard Images

## Setting :

- 1) Mead, S n.d. [Image]. Retrieved from <https://twitter.com/borgposting/status/1549070557144031234>, viewed 22 July 2022
- 2) Paramount Television. (1966). *BTS photograph from the set of Star Trek (1966-1969)* [Image]. Retrieved from [https://poststar.com/lifestyles/capt-kirk-william-shatner-to-visit-star-trek-set-in/article\\_9294723f-6bed-5f5f-be28-caf51efd024a.html](https://poststar.com/lifestyles/capt-kirk-william-shatner-to-visit-star-trek-set-in/article_9294723f-6bed-5f5f-be28-caf51efd024a.html), viewed 22 July 2022
- 3) Bonestell, C. (1977). *Mars Landscape* [Image]. Retrieved from <https://in.pinterest.com/pin/367254544618146231>, viewed 5 August 2022
- 4) Pennington, B. *Painting of an alien structure* [Image]. Retrieved from <http://cvltnation.com/bruce-penningtons-retrofuturism>, viewed 22 July 2022
- 5) Ellis, D. (1998). *Space Fantasy Painting #1* [Image]. Retrieved from <https://www.tumblr.com/blog/view/trioxina245/674458581753643008>, viewed 5 August 2022
- 6) McCall, B. *City Centre* [Image]. Retrieved from <https://www.pinterest.co.kr/pin/680325087435574987/>, viewed 22 July 2022
- 7) Harris, J. *Temple* [Image]. Retrieved from [https://arthive.com/artists/12715~John\\_Harris/works/317971~Temple](https://arthive.com/artists/12715~John_Harris/works/317971~Temple), viewed 5 August 2022

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10) '2001 : A Space Odyssey', dir Stanley Kubrik, 1968. Retrieved from <https://vector-bsfa.com/2019/01/03/2018-pick-2001-an-odyssey-in-words/> , viewed 22 July 2022

11) Mead, S. (1971). *Entertainment Centre* [Image]. Retrieved from <https://www.pinterest.com.au/pin/1971-entertainment-center-syd-mead--301741243760401118/> , viewed 22 July 2022

12) *Photograph of the Halley VI Research Station.* (2014). [Image]. Retrieved from <https://www.bas.ac.uk/media-post/halley-vi-honoured-for-outstanding-design-and-construction/> , viewed 5 August 2022

13) *Photograph of a Conversation Pit.* (1970). [Image]. Retrieved from <https://www.flickr.com/photos/sandiv999/3863512522/> , accessed 22 July 2022

## Visual Style :

- 1) 'Drive Me To The Moon' - Olivia Haines, 2019.
  - 2) 'Mars First Logistics' - Ian Maclarty, 2022 (in development).
  - 3) 'This, Too, Shall Pass' - Moth Loths, 2020.
  - 4) 'The Legend of Zelda : The Wind Waker' - Nintendo, 2002.
  - 5) 'Heavenly Bodies', 2pt Interactive, 2021.
  - 6) 'Red Desert Render', Ian Macular, 2019.
  - 7) 'This, Too, Shall Pass' - Moth Loths, 2020.
  - 8) 'Ooblets' - Glumberland, 2020.
  - 9) 'My Time At Portia' - Pathea, 2018.
- ## Interface :
- 1) 'variations on the word ghost' - Shastra Deo, 2020.
  - 2) 'Lifeline' - 3 Minute Games, 2015.
  - 3) 'directions' - Cecile Richard, 2022.
  - 4) 'KOMRAD' - Sentient Play, 2016.
  - 5) 'Queer Man Peering Into A Rockpool.jpg', - Fuzzy Ghost, 2022.
  - 6) 'Event [0]' - Ocelot Society, 2016.