

# EVENT HORIZON

A central black hole is depicted with a glowing accretion disk. The disk is composed of concentric rings of light, transitioning from a bright purple at the inner edge to a darker blue at the outer edge. The background is a deep black space filled with numerous small, white and blue stars, creating a starry field effect.

The Point of No Return

## **I. Executive Summary**

You play as Koda, a space scavenger and captain of your very own ship and crew. You are tasked to deliver a 'special package' without question across the whole system in three days. But it pays well, so you take it, thinking you will take the quickest route in the system. However, things do not go as planned when the ship suddenly loses power as you approach the route, and free float right for the system's black hole.

You as the captain must make critical decisions for your crew and see to it that you all make it out alive before it is too late. Make sure your priorities are in order because one small mistake could mean a matter of life or death for you or any of your crew members. And if you don't do something before you pass the event horizon, it's game over.

## **II. Genre and Core Game Mechanics**

The game is a psychological horror RPG played in a top-down pixelated style. The player controls Koda and interacts with their surrounding environment, prompting different dialogue options for NPCs and choices that alter what ending they will get. The player has choices to interact with the following sections of the ship: Engine, artillery, Navigation/Coms, Storage, and Research. Choosing which ones to prioritize will affect what happens in their story, who gets saved, and who dies.

## **III. Platform**

The game can be played on all platforms such as console, PC, or even Nintendo Switch, as it is a narrative-based game and requires little movement accuracy. It will require navigation and include QTE, so it is up to the player on their comfortability on which platform is best for them.

## **IV. Concept (gameplay/story) Summary**

You play as Koda, a space scavenger and captain of their very own ship and crew. They are currently navigating in the Andromeda system, famously known for the black hole at the center that keeps the planets in orbit.

There are plenty of other systems around the galaxy, but the game takes place in this one, where supplies are limited, light is precious, and mysterious people sell their wares. While the black hole is the reason for the planets' revolution, they are all a reasonable distance away to not get pulled into itself, therefore travel is safe as long it is away from its event horizon.

## VII. Protagonist Brief Bio

Koda, Captain. They are the main protagonist and the player character. They grew up in Earth's solar system but decided they wanted to go off and explore more worlds. They are a strong leader but fights with inner guilt. They are afraid of failing themselves and the crew. They know what they do is out of good nature, but whether or not what they do is 'correct' is always bantering in their mind.

Charli, Co-captain. She is kind-hearted, soft, and occasionally anxious. She just wants to see everyone get along and keep everyone safe. She is the optimist of the group, but not so much that it becomes annoying. She hates getting angry and has been Koda's friend since they started exploring. Though soft, she is a good leader and the voice of reason.

Pollux, Engineer. He is the antagonist. A bit standoffish but incredibly intelligent. He rarely gets along with people and doesn't like being told what to do. While it is in his best interest to stay with the crew, that doesn't mean he is afraid to voice his opinion at any time. He is Koda's opposite and counterpart.

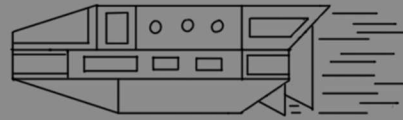
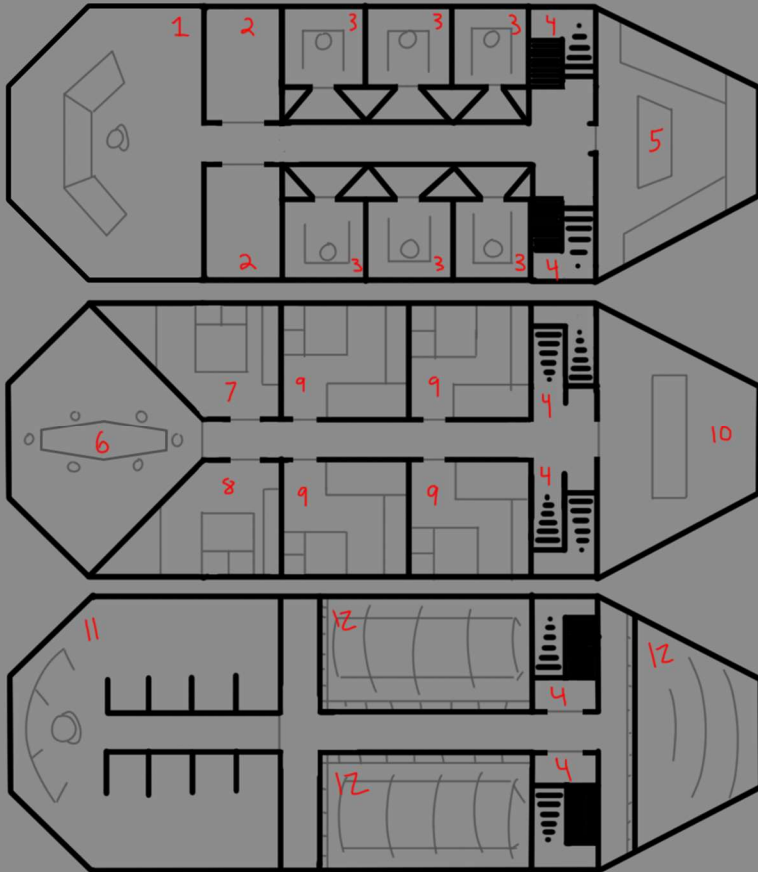
Atlas, Navigation. She oversees the navigation of the ship and communication between them and other bases. She is the crew's voice, has a strong spirit, and always tries to bring logic into every decision she makes. She is willing to compromise with everyone as long as everyone sees where each person is coming from. She keeps a level head when faced with danger.

Axel, Artillery. He oversees the weaponry and defenses of the ship, is always aware of how much ammo they have, and makes sure the weapons are in the best condition. Though he doesn't pay much attention to any other aspect, he does his job well. He is quiet and doesn't say much but is definitely the physically strongest of the group.

Zenith, Research. He is the scientist of the team. He has studied on multiple different planets about the nature of the universe. He is the guy the crew goes to with all their questions, even if they are stupid. He is in charge of some of the scientific technology on the ship, applying his knowledge to

guide the crew on what the safest planets are and how to survive in certain conditions. He also researches organisms and specimens in his free time.

## VIII. Ship Concept



1. Navigation
2. Air Lock
3. Escape Pod
4. Stairs
5. Research
6. Conference Room
7. Captain's Quarters
8. Cocaptain's Quarters
9. Crew Quarters
10. Mess Hall
11. Artillery
12. Engine

## IX. Game's Beginning

The game will attract attention by giving stunning imagery of the Andromeda system with black hole M42 as its focal point. We can see stars and dust and gases creating a river of colorful lights across the sky, but also creating a distinct contrast between them and the black hole, where there is no light seen in it, as it is just a void of nothingness. A ship flies by, catching the camera and following it as it pans out of the black hole's view. We zoom into the bridge, where we now see Koda standing in front of a large window looking out to the black hole in the far distance. In the cockpit that is raised a bit in

the center of the bridge, Atlas sits surrounded by controls and maps. They have an exchange of dialogue. The co-captain, Charli comes in and tells Koda that the crew downstairs wishes to debrief with them about the last mission. Here is where the player gets a feel for the controls, gets an opportunity to explore the ship, and gets to know the characters.

At the debriefing table, we see Axel from Artillery sitting quietly in the chair furthest from the head. Zenith from research is studying a small blue plant with a magnifying glass and occasionally writes something down on a pad of paper. Pollux the engineer is standing up and talking to Charli, visually angry about something. Charli talks to Pollux trying to reason with him and tell him that there's a reason for everything. Once Koda arrives, Pollux does not hesitate to cut to the chase and blurt out absurdities about the last mission. Koda explains what happened was necessary, and that only one more job could give them enough money to buy supplies to make it out of this system and onto the next. The meeting is cut short when Atlas calls Koda back up and tells them that there's a signal calling for help completing a job. A high reward upon completion. Koda agrees and commands Atlas to take them to the origin of the call.

## X. Game Structure/Level Outline

### INTRO

- Gameplay opens for the player to get familiar with the ship and characters. Interacting with each and discovering everyone's personality.
- Mission debriefing, where we learn the situation Koda is in, and explain that their ultimate goal is to explore the next system of the galaxy, however, they need to complete one more job before they can move on.
- Atlas catches a beacon that signals for help with a high-paying job. They go to it.

### THE MISSION

- They learn the mission is to deliver a specimen across the system in three days, an almost impossible task. But the pay is just what they need to get more supplies to travel and even go a while without taking up new jobs. They accept and take off once more.
- Getting organized on the ship, the player gets familiar with what each section of the ship does by checking in with each crew member. Navigation is where they send and receive

signals. Engineering is in charge of the ship's systems and power. Artillery is where defenses are dispatched, and any weapons are stored and inspected. And research is in charge of medical emergencies, wellness, and studies whether that be the soil of an uncharted planet, edible plants, or rare specimens.

- Everything is in working order, so Koda returns to their quarters, and goes to sleep.

#### THE INCITING INCIDENT

- Just to be woken up by the ship shaking. Koda investigates and Atlas says it was just turbulence from the gasses. As they approach the accretion disc, the gasses are creating a thick fog that makes it difficult to pass through. But she has it under control.
- Koda decides to go to research to check up on what the 'special package' may be.
- Zenith explains that the specimen they were requested to deliver must be kept in a cryo pod and not exposed to air for a long period of time. So he doesn't know what exactly it is and was not going to check for the sake of buying more time for us to complete the mission. But from the container, he can assume it's some sort of specimen. Alive or dead, is undetermined.
- The conversation is interrupted by another quake of the ship, tossing everyone around as it had before. This time, the electricity shuts down and the ship goes completely silent.
- Koda rushes in darkness towards the engine room, where Pollux curses as he rushes around the room, flipping switches, typing on computers, and pulling levers but nothing works.
- At navigation, Atlas explains that they were just approaching the accretion disc, but they must have hit another pocket of gas, causing a system shut down.
- They are not free-floating in space, headed right for the black hole.

#### CREW MEETING

- Everyone goes over what happened from their point of view. Everyone brings up the issues, what concerns there are, and what there is to do. Everyone wants to fix their section first, thinking it will be more important, and explaining why they think fixing their station will be crucial to saving everyone.
- Zenith is concerned with the specimen. They need to find an alternative to keeping it cold.

pressure of the decisions the player makes. The trailer should be suspenseful, terrifying, and mysterious.

## XII. Sample Cinematic Script

EXT. OUTER SPACE - ANDROMEDA SYSTEM - NIGHT

The camera fades up to a stunning shot of the Andromeda System with black hole M42 at its focal point. We can see stars and dust and gasses creating a river of colorful lights across the sky, but also creating a distinct contrast between them and the black hole, where there is no light seen in it, as it is just a void of nothingness. A ship flies by, and the camera follows it in its view. The camera zooms into the bridge of the ship.

INT. SPACESHIP - BRIDGE - NIGHT

KODA, the captain of the ship and the player character stands at the front of the room, looking out a large window the size of the wall at the galaxy of stars with the black hole looming in the distance.

We then see ATLAS, the head of navigation and communications, sitting on a raised floor in the center of the room, surrounded by a circle of buttons and controls. She looks around and pulls up a hologram of a map, and shakes her head.

ATLAS

Nothing on the radar, Koda. We might need to look elsewhere for another job.

KODA

Not to worry. I'm sure the crew could use the break. Let's just circle around the local planets and their satellites and see if we can pick something up. Worse comes to worst, we can always land and search on the surface of one of them.

ATLAS

Yes, Captain.

Through the doors, we see CHARLI walk in and meet Koda where they stand.

CHARLI

Koda. The crew is downstairs ready to debrief the last mission with you. Shall I tell them you're on your way?

KODA

I almost forgot. Yes, I'll be right there. I just want to check a few things and I'll be down in just a moment.

CHARLI

Sure thing, Captain!

Charli then runs off ahead, disappearing through the doors.

This is now an opportunity for the player to get familiar with the ship if they wish. They can move around and explore the different rooms, however, they are all empty, as the rest of the crew is waiting in the meeting room.

INT. SPACESHIP - MEETING ROOM - NIGHT

Upon arrival, Koda walks in and sees the crew at the table. AXEL from Artillery is sitting quietly in the chair furthest from the head. Zenith from research is studying a small blue plant with a magnifying glass and occasionally writes something down on a pad of paper. Pollux the engineer is standing up and talking to Charli, visually angry about something. Charli is talking to Pollux, trying to diffuse his anger.

POLLUX

What do you mean we aren't done yet? Don't they see we are all exhausted? I'm sick of this system. There's no sun, no cities, just damp lands, and sketchy people who want to rob us blind.

CHARLI



# XIII. Sample Barks

Character Barks for Koda, the Player Character

DIRECTION	LINE	TIGGER
Careful	Don't make me do this.	About to attack
Diffusing	You don't want this to happen.	About to attack
Diffusing	It doesn't have to be this way.	About to attack
GUILTING	Think about the rest of them.	About to attack
GUILTING	I can't let you do this to us.	About to attack
Logical	You're not thinking straight.	About to attack
Diffusing	We can fix this. But not like this.	About to attack
Warning	This is your last chance.	About to attack
Angry	This isn't my fault!	Attacking
Angry	Leave us alone!	Attacking
Frustrated	I was just trying to protect us.	Attacking
Frustrated	You are making this so much worse than it has to be!	Attacking
Begging	Stop saying this is my fault!	Attacking
Angry	You're really starting to piss me off.	Attacking
Firm	You can stop this, you know.	Attacking
Acceptance	I didn't want to do this, but you asked for it.	Attacking
Reflecting	What did I do wrong?	Near Death
Admitting	I shouldn't have done this to you.	Near Death
Acceptance	I probably deserve this.	Near Death
Condescending	I didn't have to come to this.	Near Victory
Apologetic	I'm sorry.	Near Victory
Truthful	I just wanted to make sure everyone was safe.	Near Victory
Acceptance	This is the only way.	Near Victory
Reaffirming	I should probably check in with the crew.	Idle
Wonder	It sure is beautiful out there.	Idle

Reassuring self	This isn't your fault	Idle
Reaffirming	One step at a time, Koda. One step at a time.	Idle
Condescending	What kind of captain am I?	Idle
Assuring	You have to be strong. For them.	Idle
Assuring	They know you're trying your best.	Idle
Wonder	It's sort of beautiful in a way...	Idle

SAMPLE