
Rover Game

Overview

You are Oppy, a Mars Rover built to search for signs of water on Mars.

You've lost contact with your crew, your memory is failing, and a storm is approaching. You must find a way to survive. You must complete your mission.

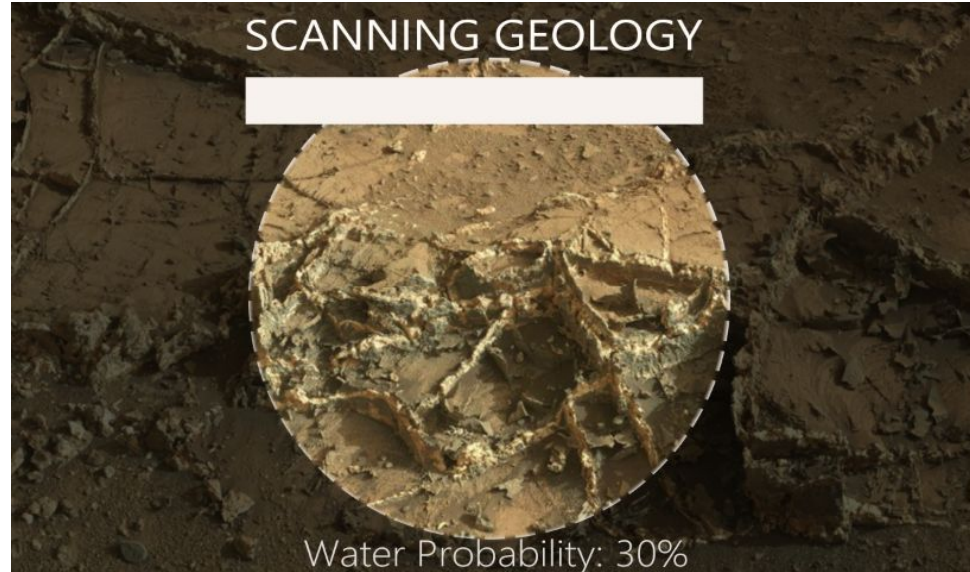
Section	Act One	Act Two	Act Three
Main Objective	Collect/scan three samples of rare Mars rocks.	Find shelter from the storm.	Follow the morning sun.
Length	4-8 minutes.	25-35 minutes.	5-10 minutes.
Can Oppy Die?	No	Yes	No
Description	Oppy receives contact from her friends back home telling her to collect samples. This act serves as the main tutorial for basic traversal and scanning mechanics.	A storm takes Oppy by surprise and knocks out vital systems. Oppy must survive the storm by finding shelter. The player is expected to die and replay this section repeatedly.	After surviving the storm, Oppy once again receives contact from Earth, and follows her final instruction: "Find us in the morning sun."
Mechanics Introduced	Traversal, Scanning	Battery	Flight

Main Objective: Find the Oasis



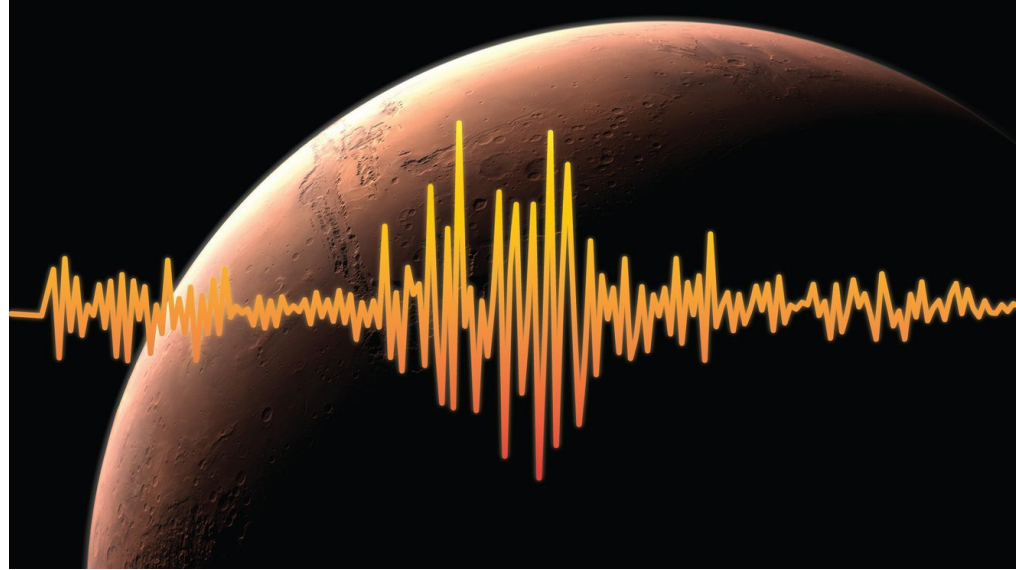
Find the oasis before **running out of battery.**

Objective: Scan Gypsum



- First person scanner mode.
 - Find and scan *gypsum*. The Oasis is located where water probability is 100%.
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Objective: Collect Lost Signals



- Seek out lost signals in local landmarks.
 - Oppy will detect signals with her scanner when near one (audio cue). Scanning them in close range will give Oppy non-permanent upgrades (ex: extra battery)
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Terrain

Dirt



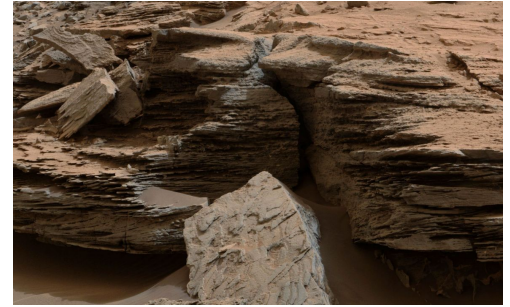
- Medium friction.
- Difficult to go uphill.
- Standard terrain, safest option.

Gravel










- Low friction.
- Very difficult to go uphill.
- Extremely slippery when going downhill.

Rocky



- High friction.
 - Easy going uphill.
 - High impact probability when going downhill.
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Storm Anatomy

Index	0	1	2	3	4	5	6
Sky Color							
Sky VFX	Clear Sky	Light Fog	Medium Fog	Heavy Fog	Lightning	Hail	Aurora

Act 2 Phases

Index	0	1	2	3
Name	Onset	Tempest	Nightmare	Wall

Act 2.0 - Onset

Storm Index
0
1
2
3
4
5
6



Act 2.1 - Tempest

Storm Index
0
1
2
3
4
5
6



New Obstacles

Act 2.2 - Nightmare

Storm Index
0
1
2
3
4
5
6



Shifting Terrain



Act 2.3 - Wall

Storm Index
0
1
2
3
4
5
6



Final Trial

Gameplay Ideas:

- **Wheel damage.**
 - Wheels can break, forcing the player to redirect wheel control (like going backwards)
 - **Dust**
 - The player's vision gets dusty. They will need to walk through a dust devil to clear it.
 - **Amnesia**
 - The player teleports to a random, equidistant location from the Oasis.
 - Scanner gets borked.
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