

What is this game?

First Person Interactive Movie

- Heavy Rain
- Beyond: Two Souls
- "Walking Simulator" Instances
 - Dear Esther
 - The Vanishing of Ethan Carter

Scenario

About 150km off the scottish coast lies the island "Buck's Isle" and its inhabitants find themselves in a tragic and dire situation. Civilization as we know it collapsed, brought down in a domino-effect by several global tragedies. Unable to establish any kind of contact with the mainland, the scottish islanders are now completely cut off, with no hope of help from outside.

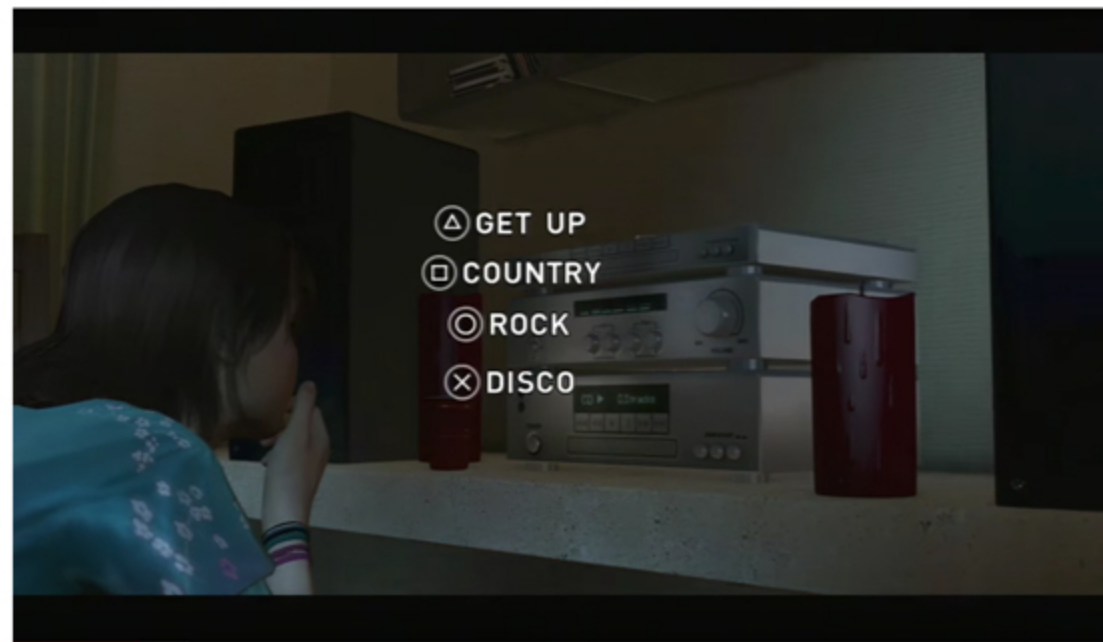
Fuel is now running low and soon there will be nothing left, which means they can no longer run their motorboats which depend on fuel. So they have to improvise and rebuild their motorboats into sailingboats, powered by wind. They also have to improvise their lives, living as a secluded community far out in the Atlantic Ocean, adapting to the new conditions.

Features

- First Person View
- Quick Time Events
- Interactions with Characters & Surroundings
- Nonlinear Exploration
- (- Puzzles)

IP-DNA

- Water, vast ocean
 - the feeling of being alone/on your own
- Improvisation in "times of hardship"
- Feeling of going back in time
 - with remnants of the "old/modern times"
- Realistic appearance
 - "Looks like it works"
 - avoid "Hey look at me!"-Design



Fishing Boats IP DNA

- Scottish
- improvised look and feel
 - but avoid "Hey, look at me!"-Design
- has to be believable
 - "looks like it works"
- times of hardship
 - scarce resources



Materials Moodboard/Direction

Everything is in one way or another improvised.

Rigging:

No prefabricated hooks/objects, everything is knotted with ropes/cables/wires.

The whole construction is hanging and moves freely in the wind (which makes it more flexible to prevent it from breaking in the harsh wind)

Sails can be improvised out of various materials (stitched together)

Mixture between actual sailcloth and other fabrics.

- Google "Patchwork Sail"

The boats have to be out of wood. Any metal materials will be too heavy to properly convince the viewer that this "works".

Masts have to be extended

--> higher sails means more windpower, since the more height means more wind.

Continuous signs of erosion (e.g. Sails/ropes are frayed, ragged)



Reconstructed Fishing Boat 1

Overall Look:

- roughed up/worn out
- simply to show that life is not easy
- plenty of stuff to fix, but cant fix everything
- practically everything is old or worn out and in some way damaged; just dirty can also be enough

Colours are mostly low key, low contrast

- more down-to-earth, more stable appearance

Shape:

general shape of sails and rigging is not very unusual and more familiar to the viewer, thus more convincing to the viewer that this is a system that works. The shape itself is made out of unusual elements, which highlight the fact that a working system has been improvised with unusual elements

let some room for errors & irregularities in the rigging, to make the improvised feeling more convincing
e.g. hanging ropes which are not properly fixed

Patchwork Sail:

- fixed in some parts, still broken in others, shows that there might not be enough resources to fix everything
- the rigging is also somewhat roughed up in some areas
- bleached sails due to high sun/weather contact_low colours

to further convey stability:

- + relatively heavy cloth-materials

wooden hull, a metal hull would be too heavy and won't properly convince the viewer

removal of the motor and propeller, since they're basically useless and it decreases the weight

Accessories on board:

- nets to catch the fish and boxes to store them, maybe a bucket here and there
- buoys to mark the fishing net location in the ocean
- safety belt, for obvious safety reasons.
- loads of ropes, for extra rigging or for the nets and buoys
- tires hanging at the side to protect the hull, height can be adjusted with ropes

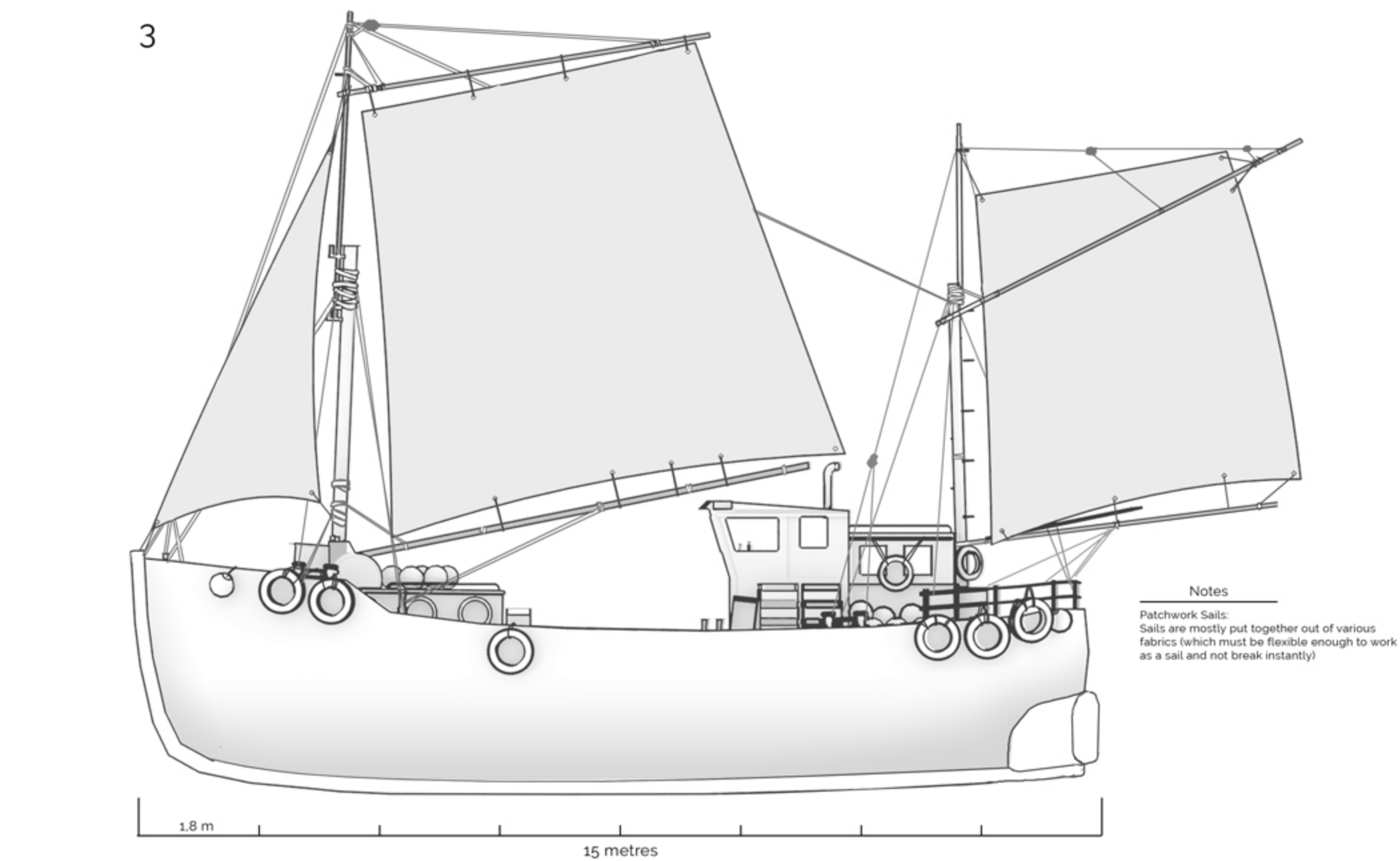
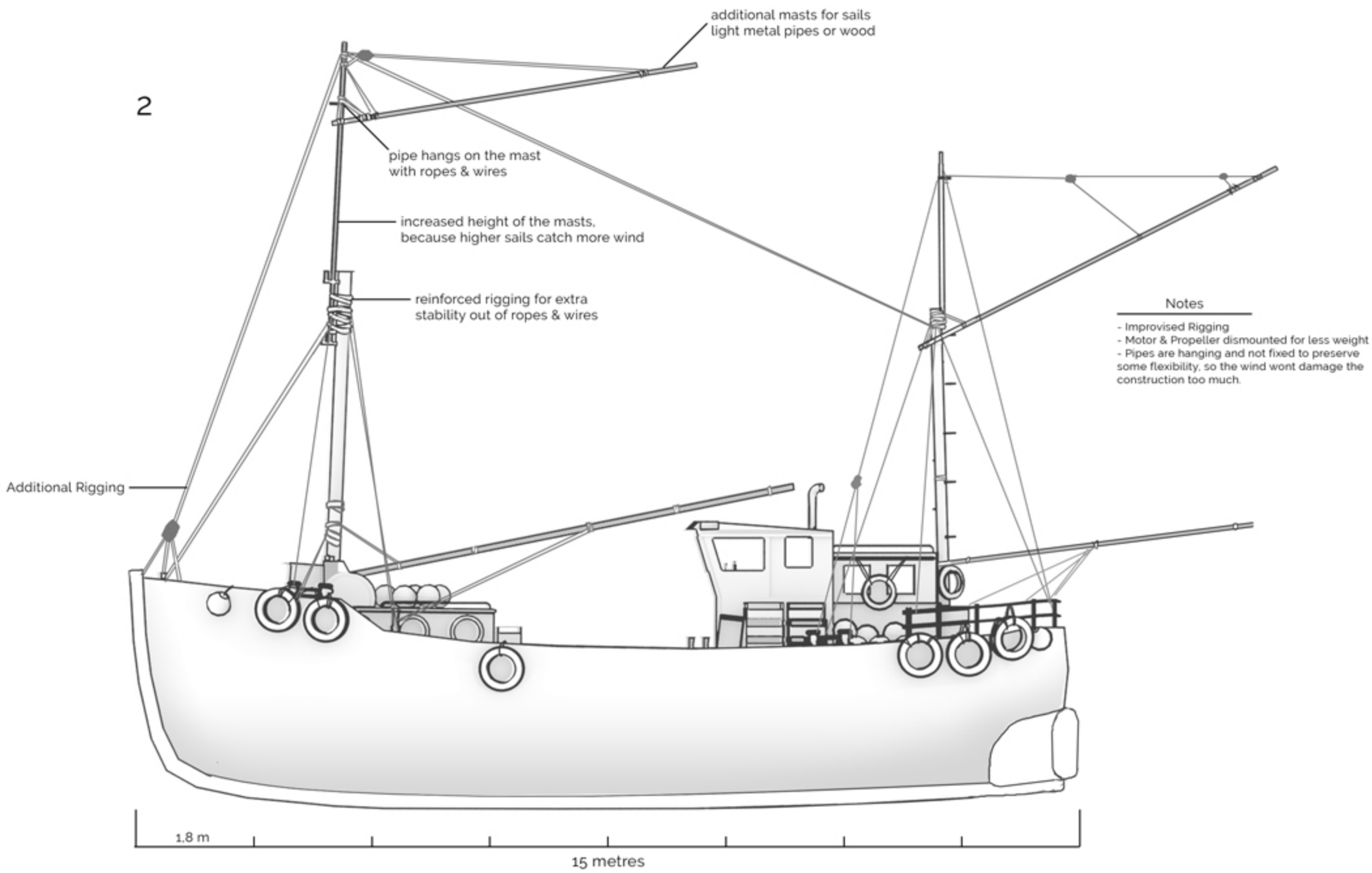
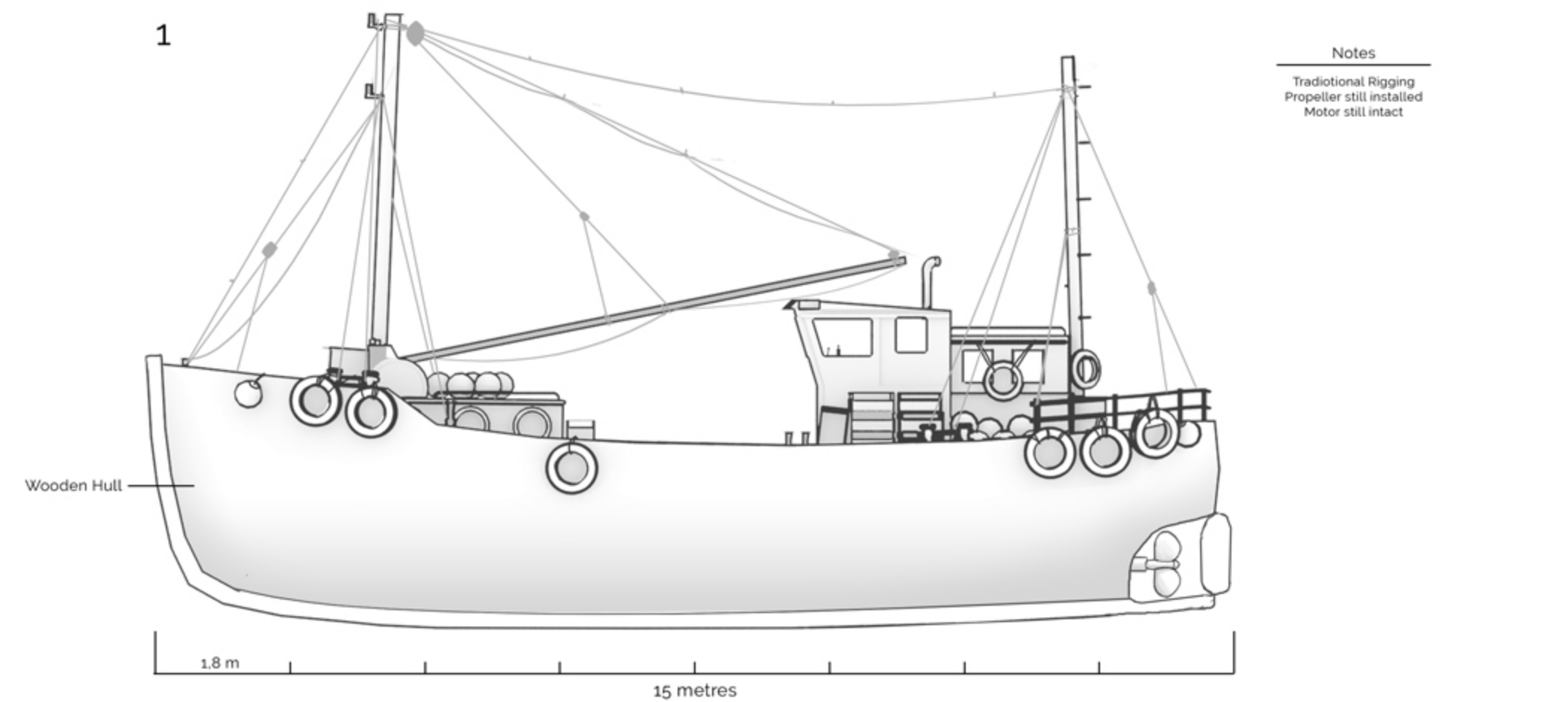
Shape:

Stability through rectangle triangle on the front for suggested forward movement

Sailshape:

stability through squares, angled for a suggested forward movement.





Reconstructed Fishing Boat 2

Overall Look:

- roughed up/worn out
- less stable than the big boat, it's the lightweight boat, not suited for the high sea
- more for small-time fishing in the close coast areas

Colours:

- preferably lighter colours like this white/lightblue combination

Shape:

- a somewhat triangular appearance, for a lighter and more mobile feeling, plus some more instability compared to the big boat

Sailshape:

triangular, with one corner pointing forward for the forward movement



Less dependant on a known sailshape, since the smaller size and the general more mobile appearance gives more freedom to create something believable

relatively straight forward rigging, only a single mast has to be fixed
some roughed up parts on the rigging ropes

Sail-Material:

- single piece
- light material, ex: plastic tarp
- somewhat bleached due to high sun/weather contact

Shape:

- (somewhat) triangular



hard plastic hull, still lightweight

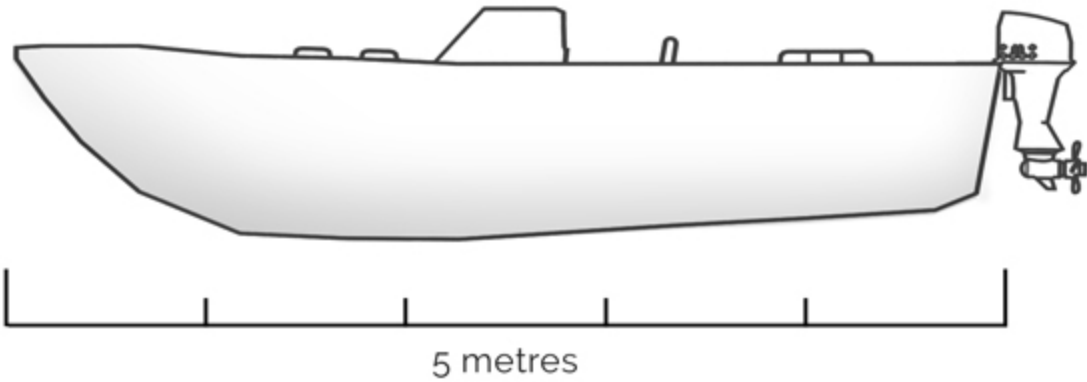
Accessories on board:

- fishing pole, bucket, some ropes and a few small buoys for hull protection

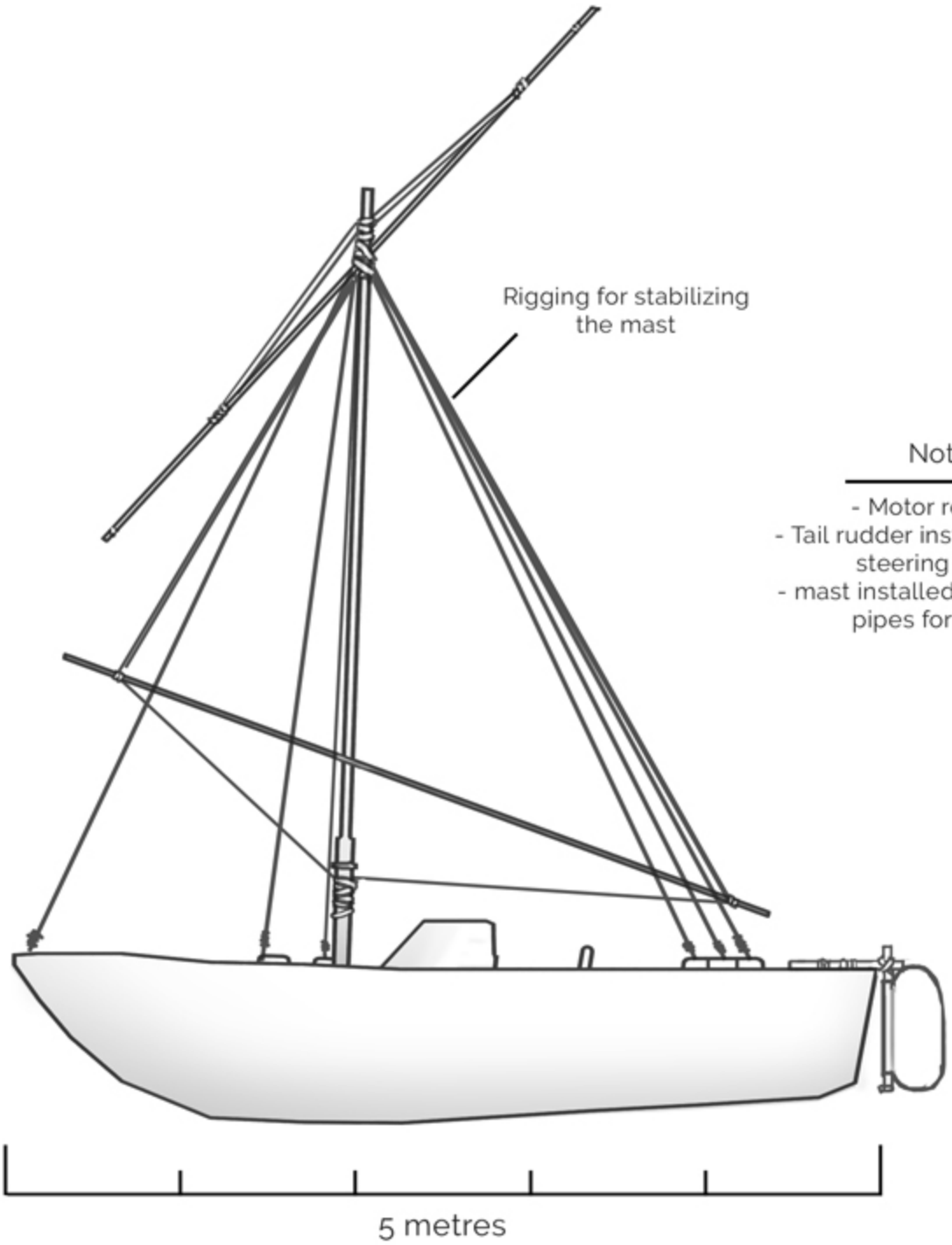
removal of the motor and propeller, since they're basically useless and it decreases the weight. Instead an improved rudder has been added, can be out of wood or plastic

Reconstruction of a small motorboat

1



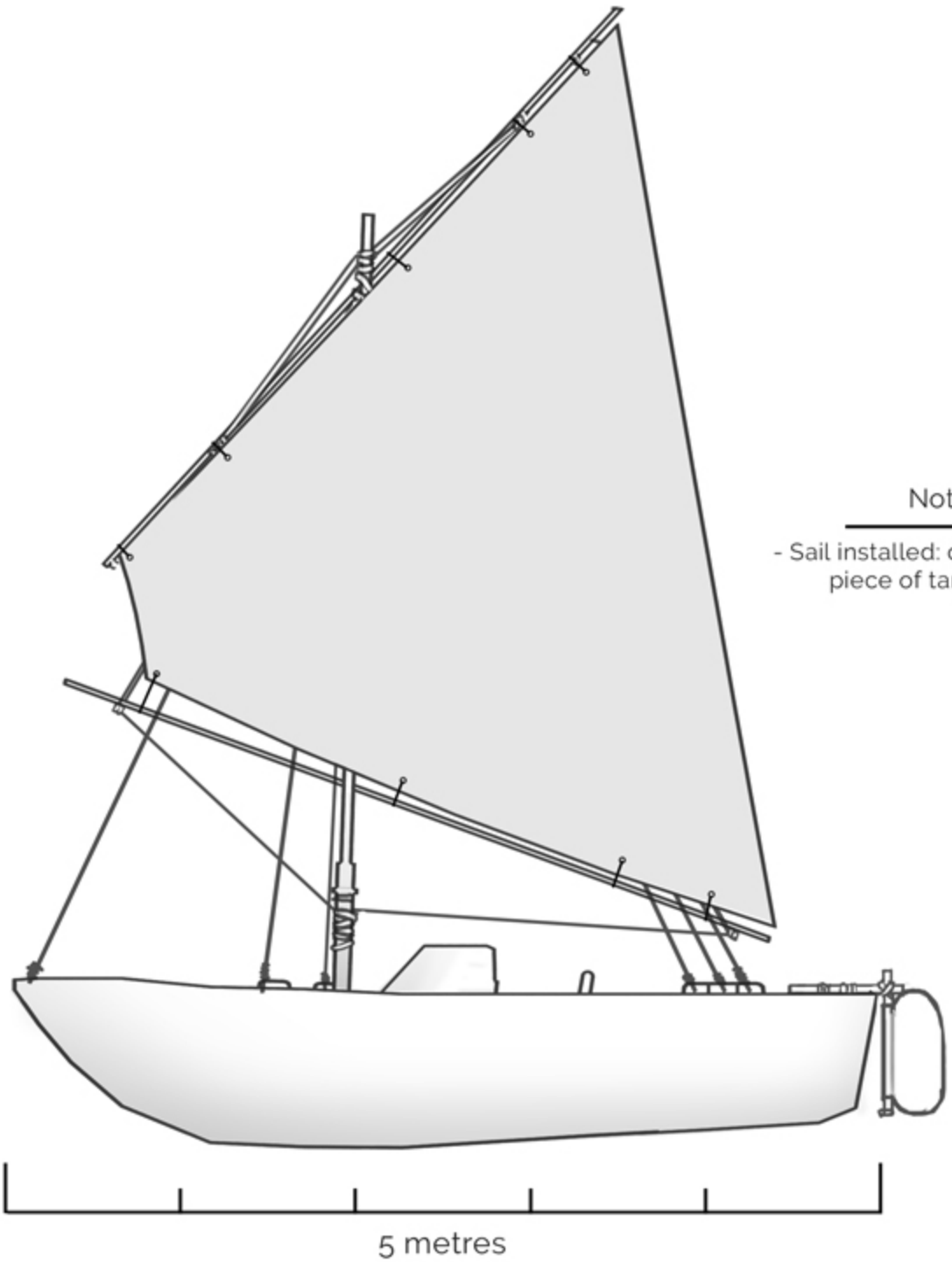
2



Notes

- Motor removed
- Tail rudder installed for extra steering control
- mast installed with two light pipes for the sail

3



Notes

- Sail installed: can be a single piece of tarp/plastic