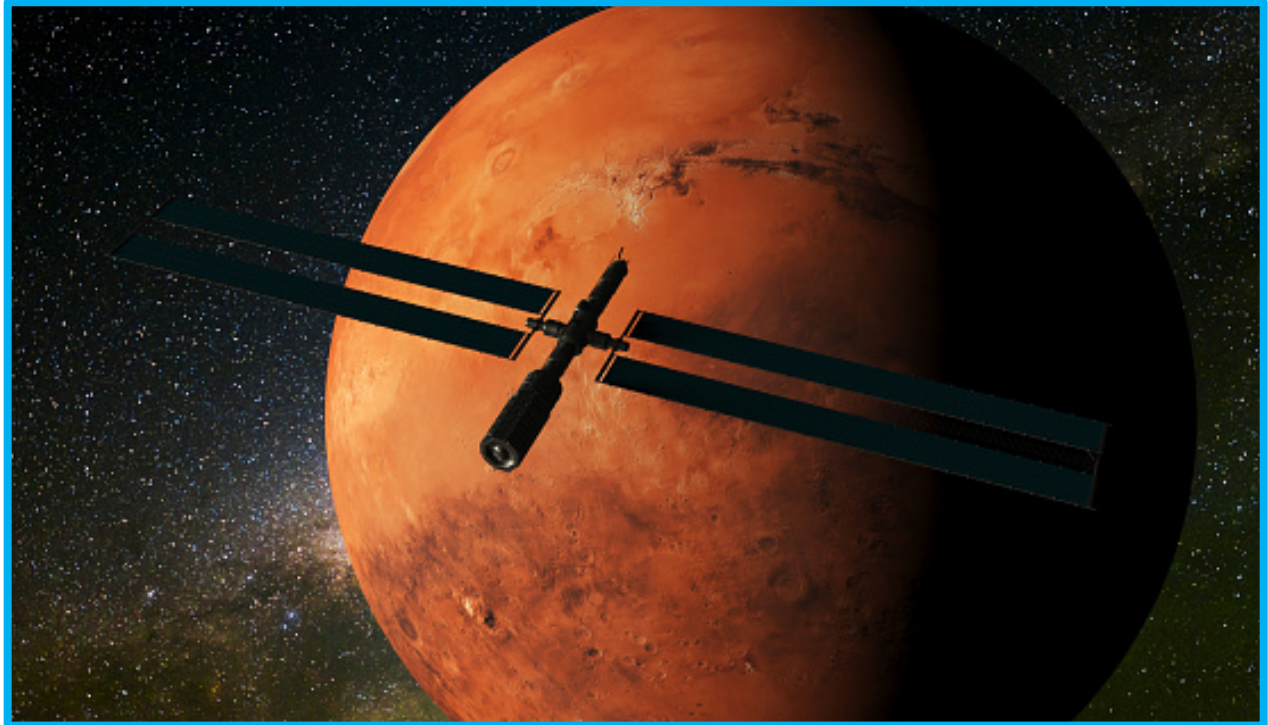


# *ANCIENT UTOPIA*



PITCH DOCUMENT

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## EXECUTIVE SUMMARY

TITLE: Ancient Utopia

GENRE: Science Fiction

SETTING: Mars 1,000 years after humans have colonized.

THE POINT: Save Mars Humans from extinction.

Ancient Utopia a choice-based game takes players on a journey through outer space on a mission to save the human race.

It is up to the player to decide what saving the humans race means. The player can choose from four characters, two male and two female characters.

## STORY

The four humans leave Mars in a space capsule to find a new source of minerals or a new planet to colonize. Their existence is at stake again. 1,000 years after the colonization of Mars humans and AI are at war fighting for the valuable remaining resources mankind needs to survive. There is overpopulation and lack of a sustainable food source for the humans.

Humans use oxygen and mine iron, magnesium, calcium and potassium and other life sustaining elements turning them into a fluid they receive each month for sustenance through an I.V.

After leaving Mars the space ship is pulled into an asteroid storm and flung through space to crash land on a mystery planet. They discover an ancient civilization on the planet. The mysterious people of the new planet have lived undisturbed for millennia with the balance they have mastered by using the four elementals of Wind, Earth, Air and Fire.

The humans believe that this will be the perfect place for a new colony. Being on this planet changes the humans' views on how humankind has been erroneous in their pursuits of greed and colonization of Mars.

OR

They have to escape so they can get back to the ship and send a message back to Mars. The people of the new planet have to keep them from doing this. They have managed to live for millennia without outside intrusion and they cannot allow the intruders to get a message back to Mars.

## LOCATION



New planet has lush green foliage with cool weather.



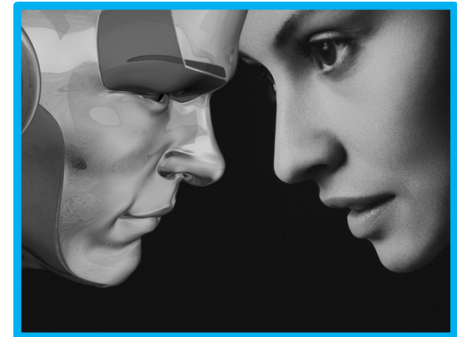
Mars is dry dusty with scorching hot winds.



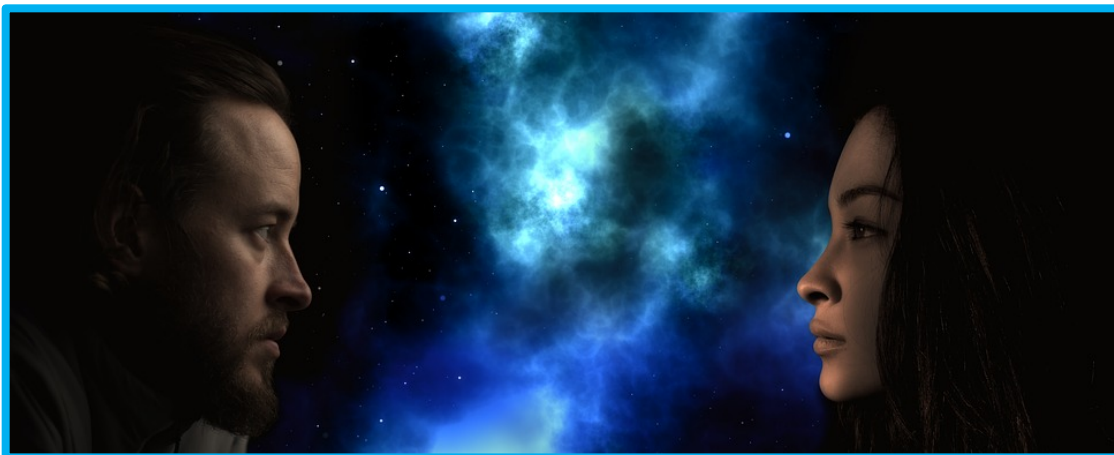
## CHARACTERS



HUMANS ON NEW PLANET



MARS AI



MARS HUMAN'S MALE/FEMALE

Mars humans are bold well-trained military warriors both male and female are dedicated to saving the human race just in different ways.

Humans of the new planet are at peace with the earth and enjoys the small pleasures in life. Food, fresh air and family.

Mars AI metal beings with cold hearts. They only want to better themselves after being slaves to humans for centuries they seek dominance over the humans.

## GAMEPLAY

This is where the game begins. After the crash the player is forced to decide how to save the human race. The player will make choices and interact with the natives of the new planet. The choices they make will dictate how the game will end.

These choices will be made through a system of branching dialogue to simulate social interaction which will serve as the main game mechanic. Through the encounters with the other Mars humans and the native humans of the new planet the players will face tough ethical and emotional decisions.

Humans have all but lost a brutal war with AI fighting over the mineral's humans need to survive. Humankind's entire existence lies in the hands of these four people. They set out on a mission to find help or a new beginning. At the beginning of the game, four humans are being pursued by Mars AI they manage to escape into space. Once they are in space, they are caught in a magnetic field and spun into a new dimension. They end up crashing on an unknown planet.

The new planet is lush, and peaceful and there is food to eat, not just bags of fluid to your veins. The planet is nothing like the war plagued desolate world you left. The natives of the island make it clear that they will not have more humans coming to their planet. They have lived undisturbed for millennia and will keep it that way.

These choices will not be easy and will come with consequences. The player must choose which fate they think is best for all of humankind.

Is it better to stay on this new planet and start over? Is Mars a lost cause? Or do you try to send a message back to Mars and risk alerting AI in the process?

- If you stay, you lose everything that has been fought for, but you can live in peace without the threat of AI, and you can carry on the bloodline of the human race of Mars. They find that this will be the perfect place to found a new colony. The people of the mystery planet succeed in stopping the four people. They decide not to kill them and let them become a part of the community on the planet.

- If you try to escape and get a message back to Mars, you will suffer the wrath of the natives of the new planet. You may die or be taken as a prisoner. If you alert Mars, you may also alert the AI, which would bring the war to this peaceful place. The people of the new planet have to keep them from doing this. They have managed to live for millennia without outside intrusion, and they cannot allow the intruders to get a message back to Mars. They destroy the space ship that the four humans came in so they cannot leave.

### AUDIENCE ANALYSIS

The target audience for this game is anyone who like Si-Fi or space themed games or anyone who plays choice-based games. This is a game made for a mature audience. This game would be marketable to fans of games like.

- EVE Online
- Stellaris
- The Outer Worlds

### COMPETITION ANALYSIS

Any game that is a spaced themed choice-based game would be competition for this game. Ancient Utopia is not like other games. This game starts in a futuristic space setting but ends by jumping back in time to an ancient civilization.