

A blue-tinted image of an astronaut floating in space above the Earth. The astronaut is in a crouching position, with their arms outstretched. The Earth's surface is visible below, showing clouds and landmasses. The overall scene is set against a dark, deep blue background of space.

“SOCIAL REJECTION IN SPACE”

PREVIOUSLY

Tethered or held together



The action of letting go and drifting apart



Find a random group of players



POSITIVES

Hopelessness
and helplessness
in drifting alone
in Space

Easy to evoke
emotions
through these
mechanics

Scope of the
game is relatively
small and
manageable

PROBLEMS

What's the point of staying together?

What's the overall goal?

How do you avoid griefing?

How do you combat the negative feelings?

How would player communication be handled?

...and pretty much everything else!

OBSERVATIONS



Resources are important!
(E.g: the footballs
scenario)



Resources can evoke
greed which will
motivate players to act



Players being able to act
upon other players is
ultimately crucial

A blue-tinted photograph of two astronauts in space suits floating in the void of space. The Earth's surface is visible in the background, showing cloud patterns and landmasses. One astronaut is positioned higher and further away, while the other is closer and more prominent in the foreground. Various pieces of equipment and cables are visible around them.

RESOURCES ARE KEY

O₂

The important resource when adrift

TRUST & VULNERABILITY

Players generally feel awful when they get robbed or betrayed in games like these...
...but it's usually nothing personal, right?



EVERY EARLY ACCESS
“MULTIPLAYER
SURVIVAL” GAME
EVER?

“Survival” is justification, you can choose to be “good” or “bad”

PERSPECTIVE AND UNDERSTANDING

“Everyone needs to survive but everyone has needs to survive”

CREATING THE CRUX

O₂

Crucial & limited
...but sharable?

NEXT (MILLION) STEPS OF DESIGN

Do players have to reach a final destination?

How can players be encouraged to help when they can?

How can situations of desperation be created consistently?

How do we progressively ground the idea of building resilience?

What will players encounter along the way?

Will there be enough to keep players engaged?

How should it look, sound and feel aesthetically?

INSPIRATION & IDEAS



All connected players occupy the same space:
Could be adapted on a more spacious and emptier scale?

Simple moving / floating mechanics:
Ideal for Space? Movement based on O2? Easy to pick up and play!

Simple personalisation:
Players can customise their spacesuit?
Provides a means to produce rewards and improve player retention?

INSPIRATION & IDEAS



Players can only chime to communicate:
Restricted communication forces players to try interpret effectively, but players may misinterpret which is a factor in the briefing

Anonymity:
Limits direct and personal conflict, limits ability to judge by name or other means. Encourage players to trust / be wary of strangers?

Journey:
It's, well... a journey? So would it be worth considering narrative? Or logging a player's personal progress and journey?

INSPIRATION & IDEAS



Emotes:

Players don't really talk... they dance. Or point, or whatever else there is! It limits communication, but you generally *get* what they're communicating. (Communicate distress to other players subtly? Flashing light?)

Strangers, everywhere:

Excluding the main hubs, Destiny is sparsely (I think?) populated with other players. Encountering another player can be interesting considering the limited communication methods.

INSPIRATION & IDEAS



Approachable:

Most mobile games are generally approachable with little effort. Easy to use; easy and quick to play

Controls:

Touchscreen controls ensure that you have to design with simplicity and approachability in mind

Scope limited by platform:

Mobile games can aid in limiting scope – you can't go too crazy on mobile. Still have to be wary though and consider optimisation and resource budgets

INSPIRATION & IDEAS



Low-poly (kinda):

Astroneer has a somewhat low-poly appearance. Keeps it clean and readable – and looks pretty nice too! Could work well with mobile restrictions.

Colour and consistency:

Although its appearance comes across as rather simplistic, it gains a lot from being visually consistent and having effective use of colour. Visual consistency is important for presentation!



TRASH OR SALVAGE THIS, IT'S FINE!