

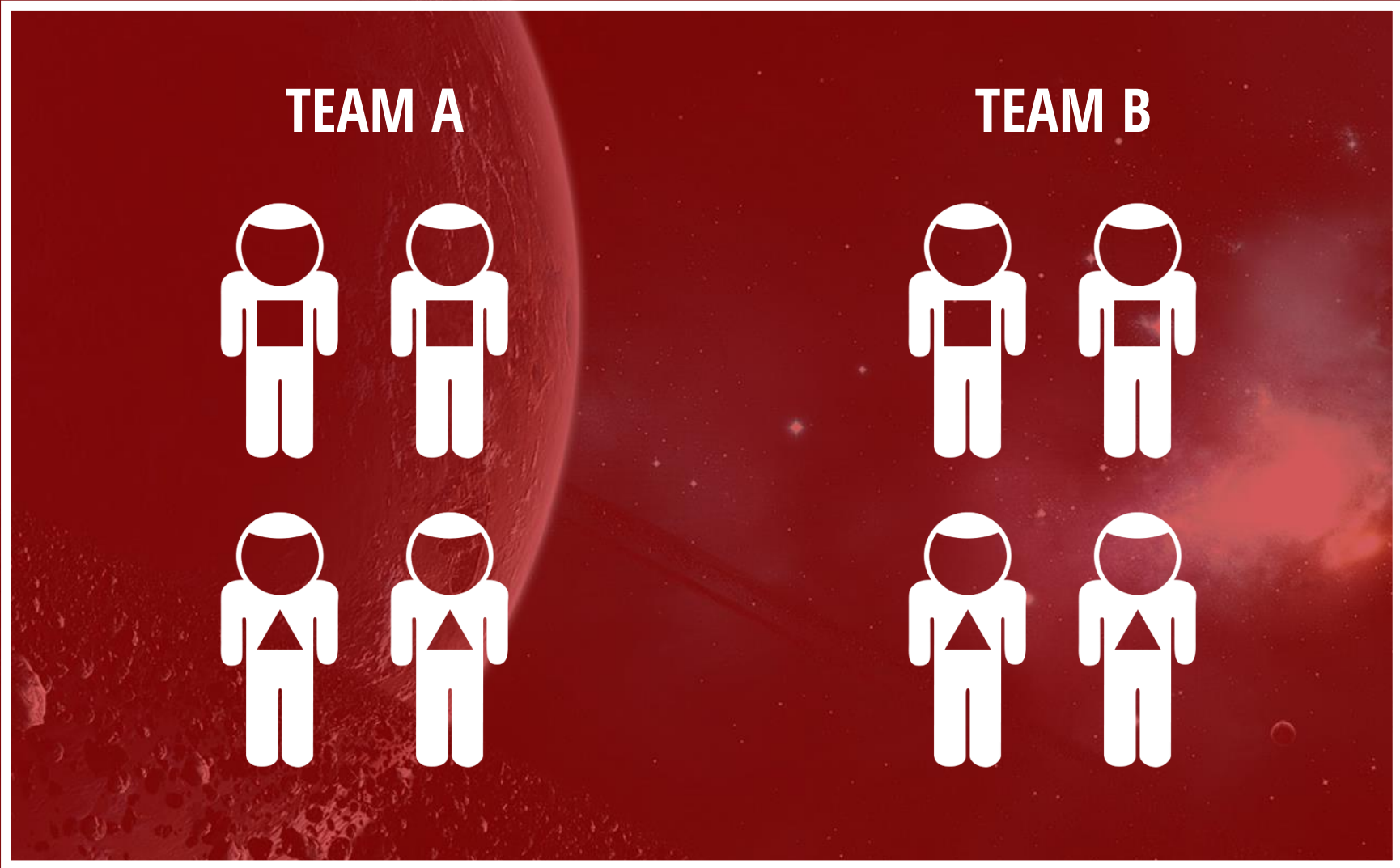
The image is a full-page background with a red color scheme. On the left side, a large, textured planet or moon is visible, showing craters and a rugged surface. The right side of the image is a dark space filled with numerous small, bright stars and a faint, glowing nebula or galaxy structure. The overall atmosphere is mysterious and sci-fi.

PROJECT STRANDED

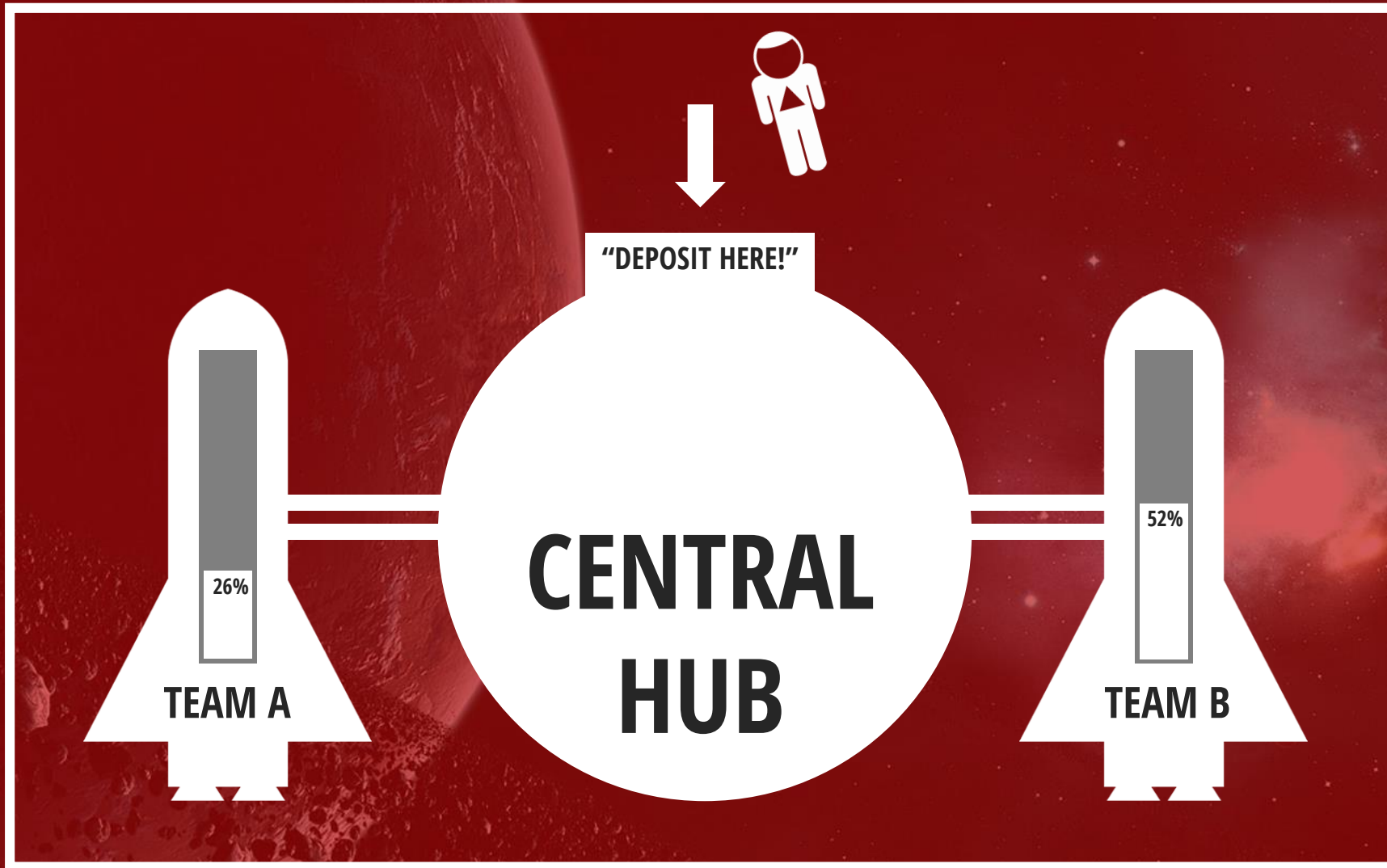
GAME REDESIGN



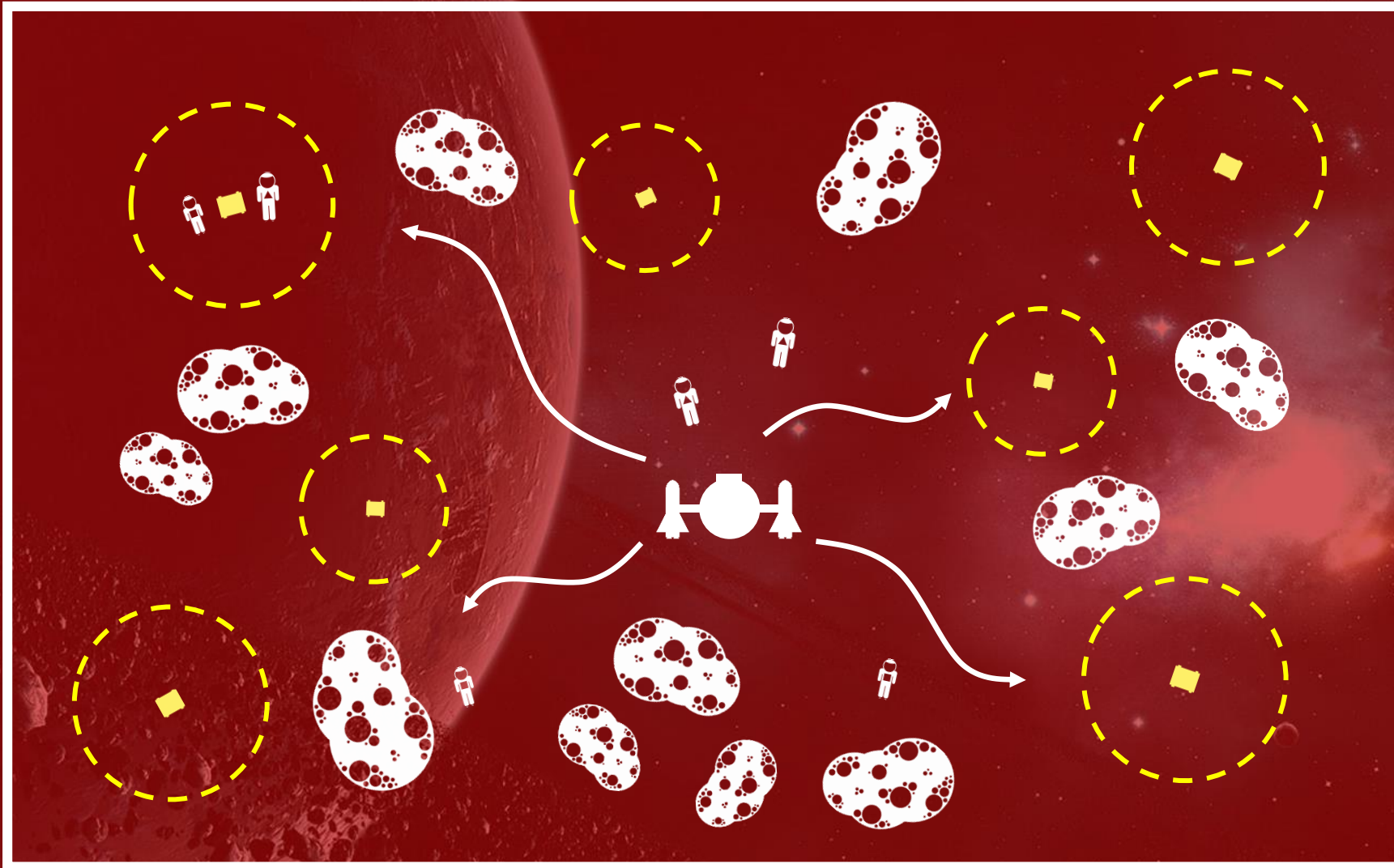
No tether or oxygen



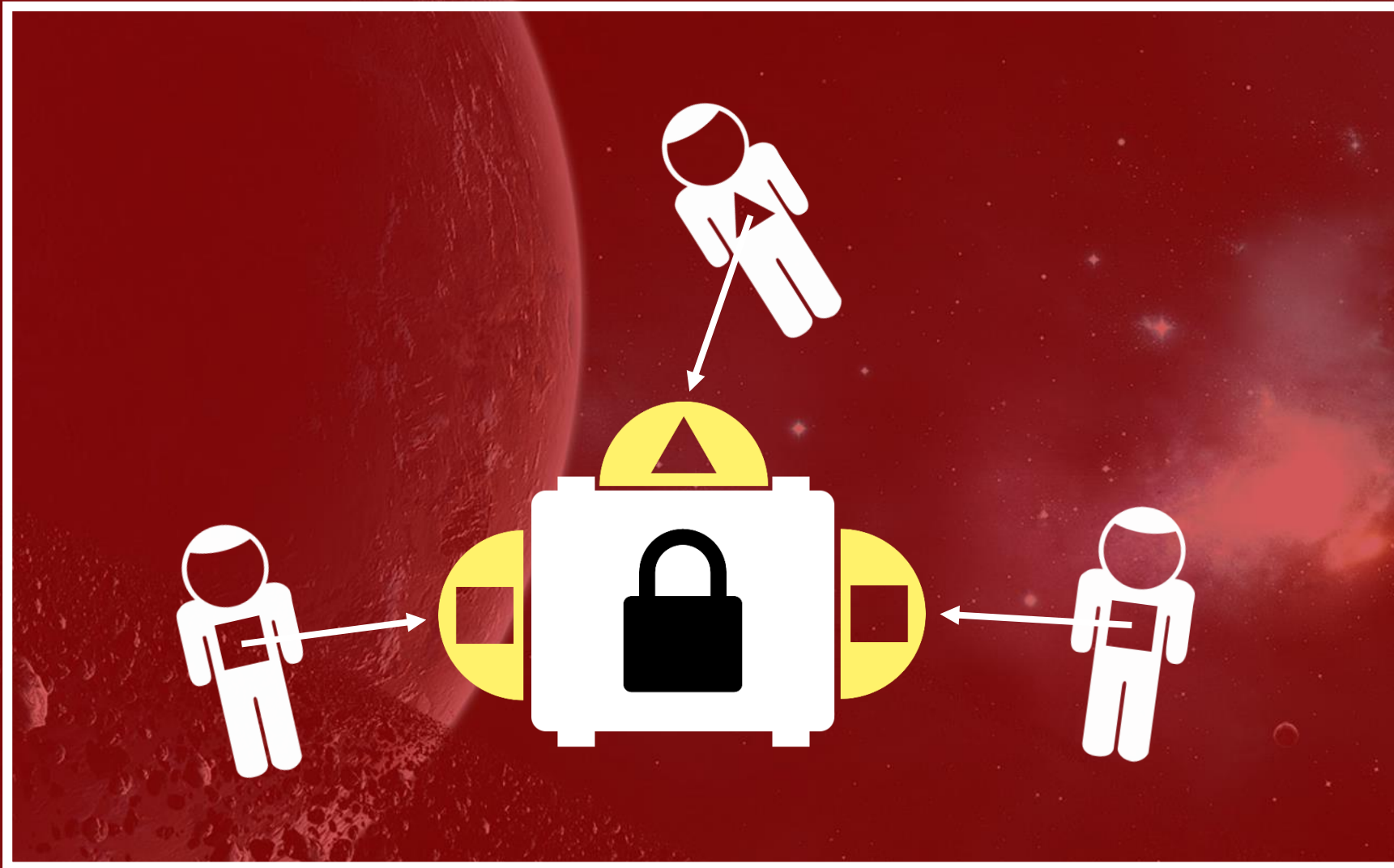
2 teams of 4 players that are *almost* visually identical



1 central hub with the team spaceships required to escape (win)



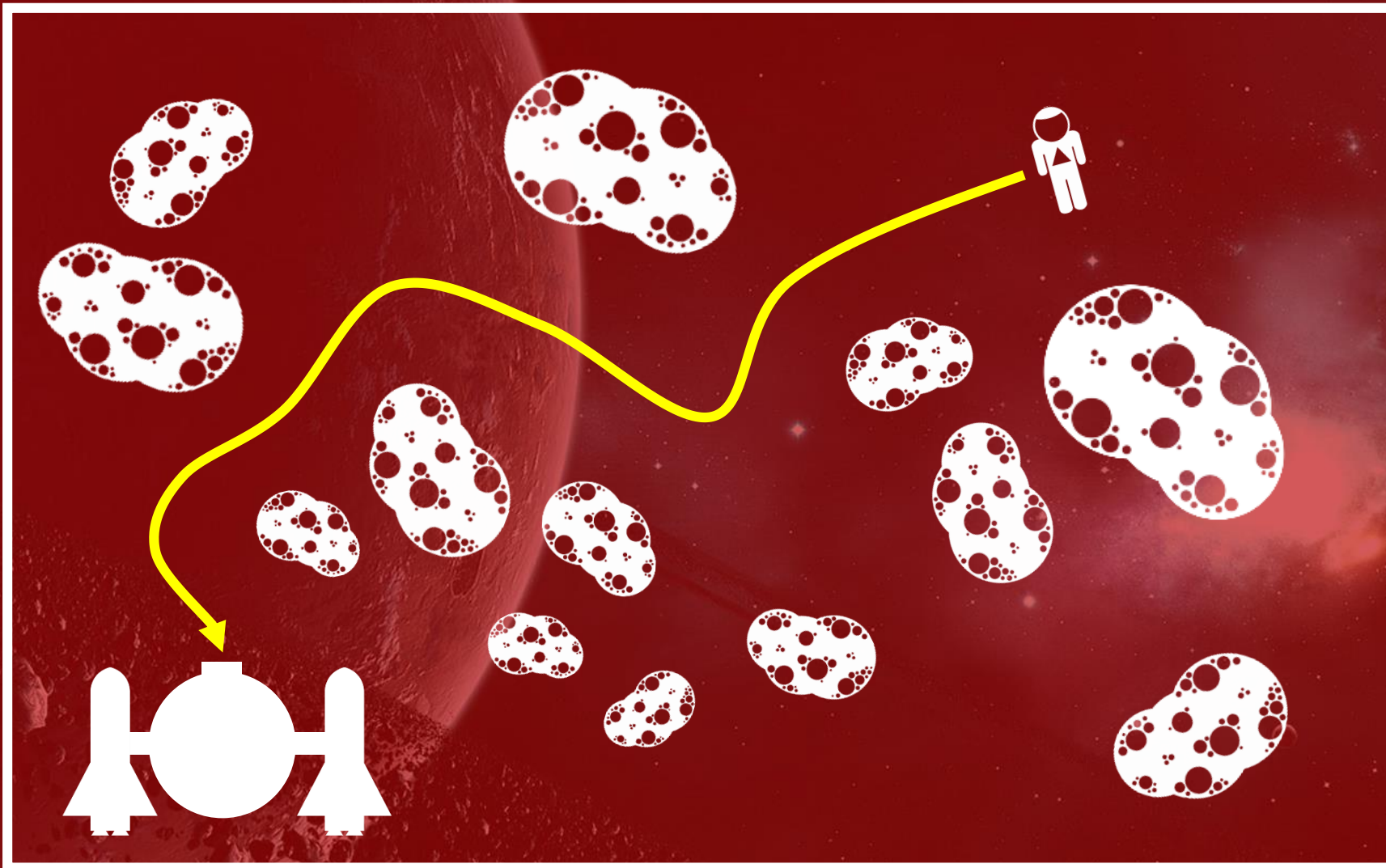
Players must find and gather resources from resource crates scattered around the level



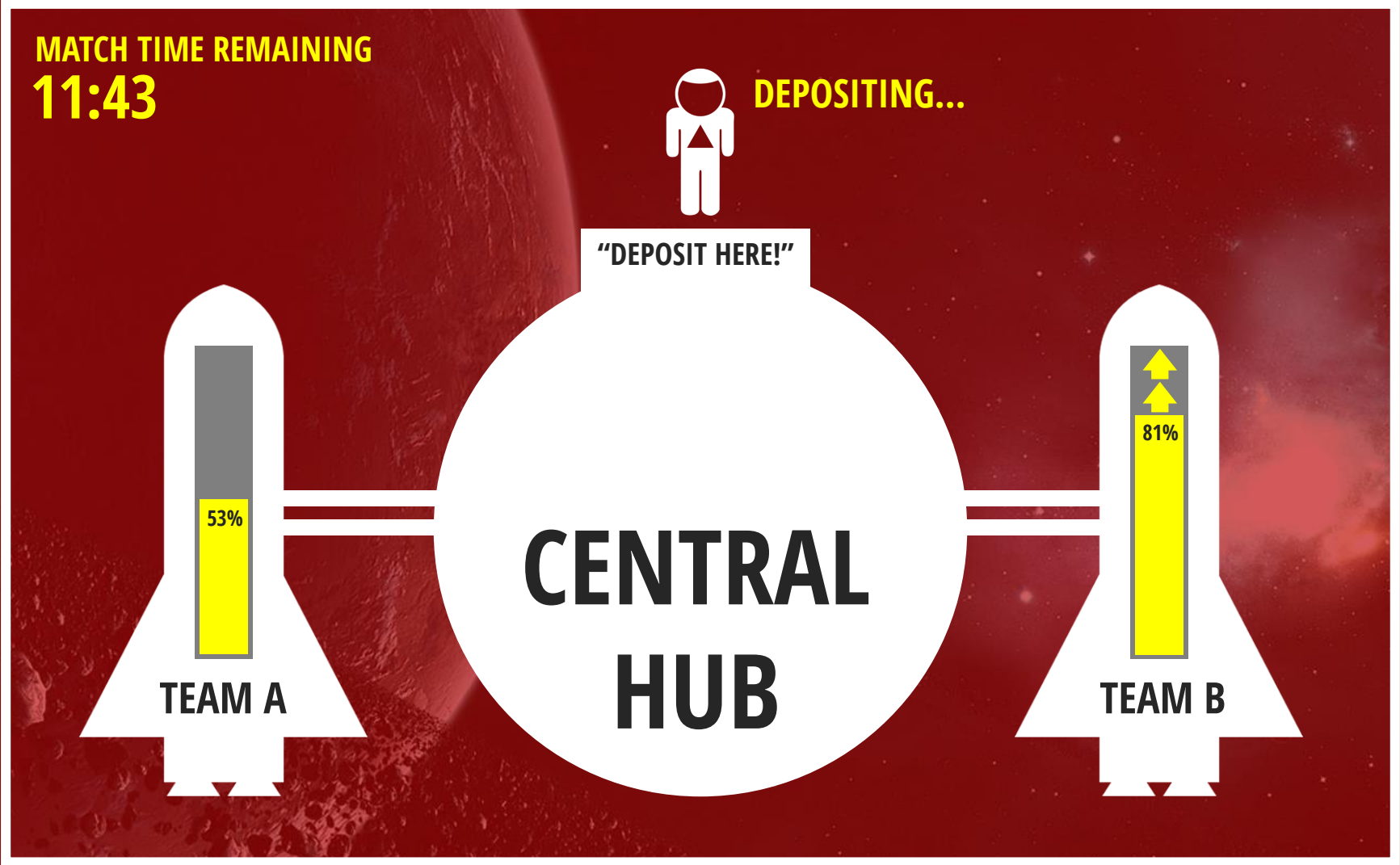
Resource crates require a certain but simple combinations of players in order to open them



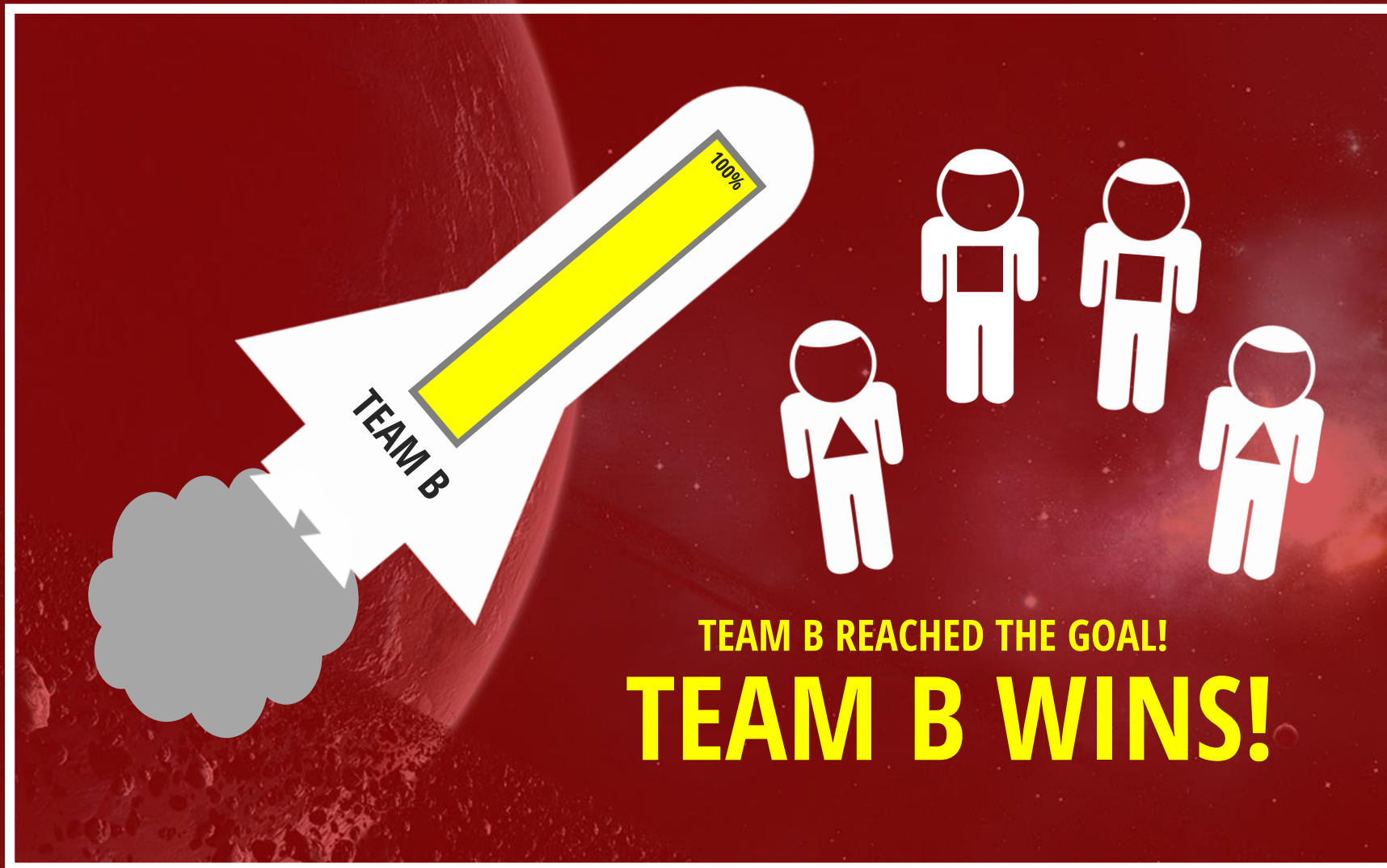
Players receive equal resources per crate: the game reveals how much each team received for the crate based on the players in the proximity



Players must safely return to the central hub to bank the resources they are carrying for their team



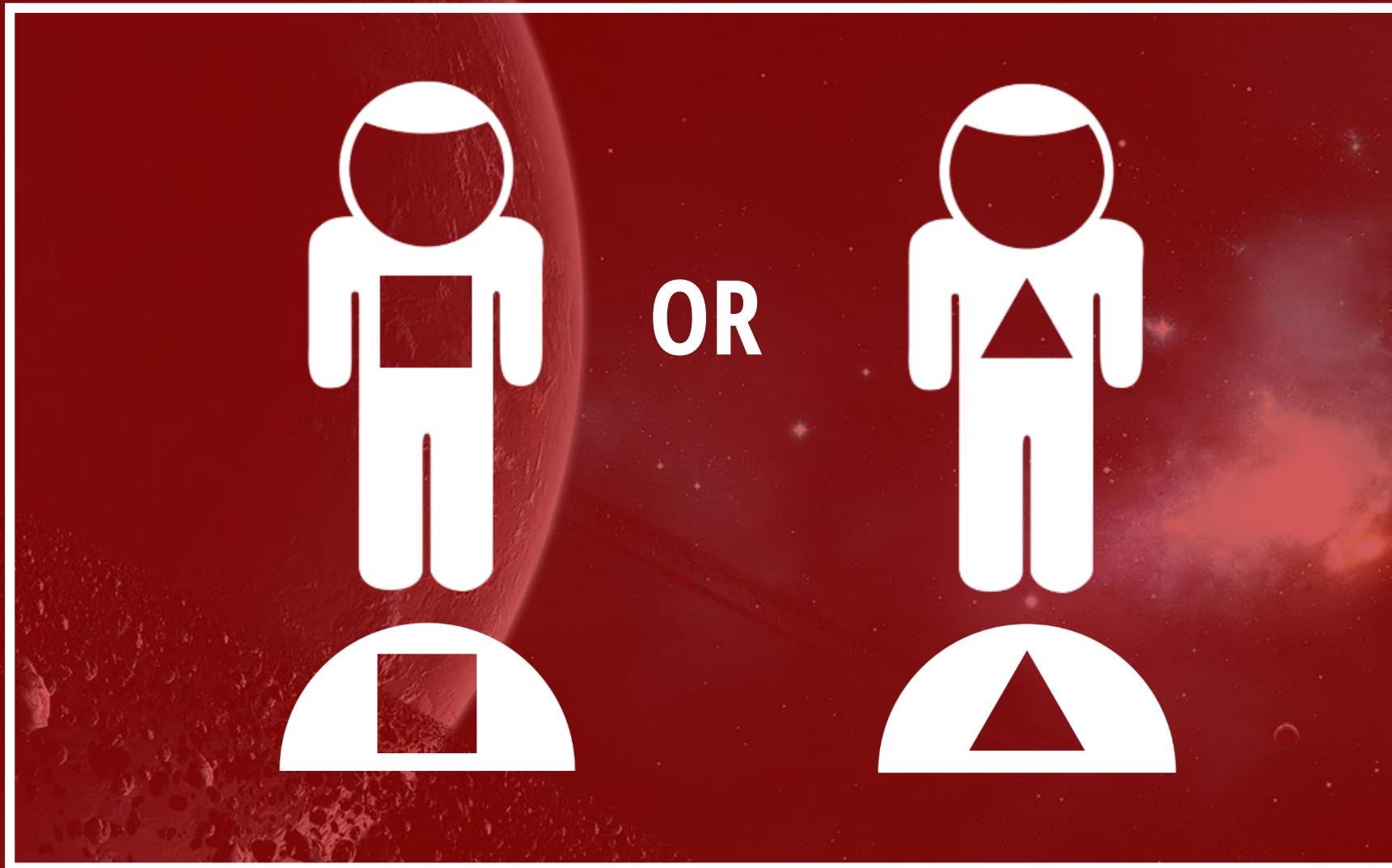
Players deposit their collected resources which are allocated to their team. The team has to reach 100% before the match time expires



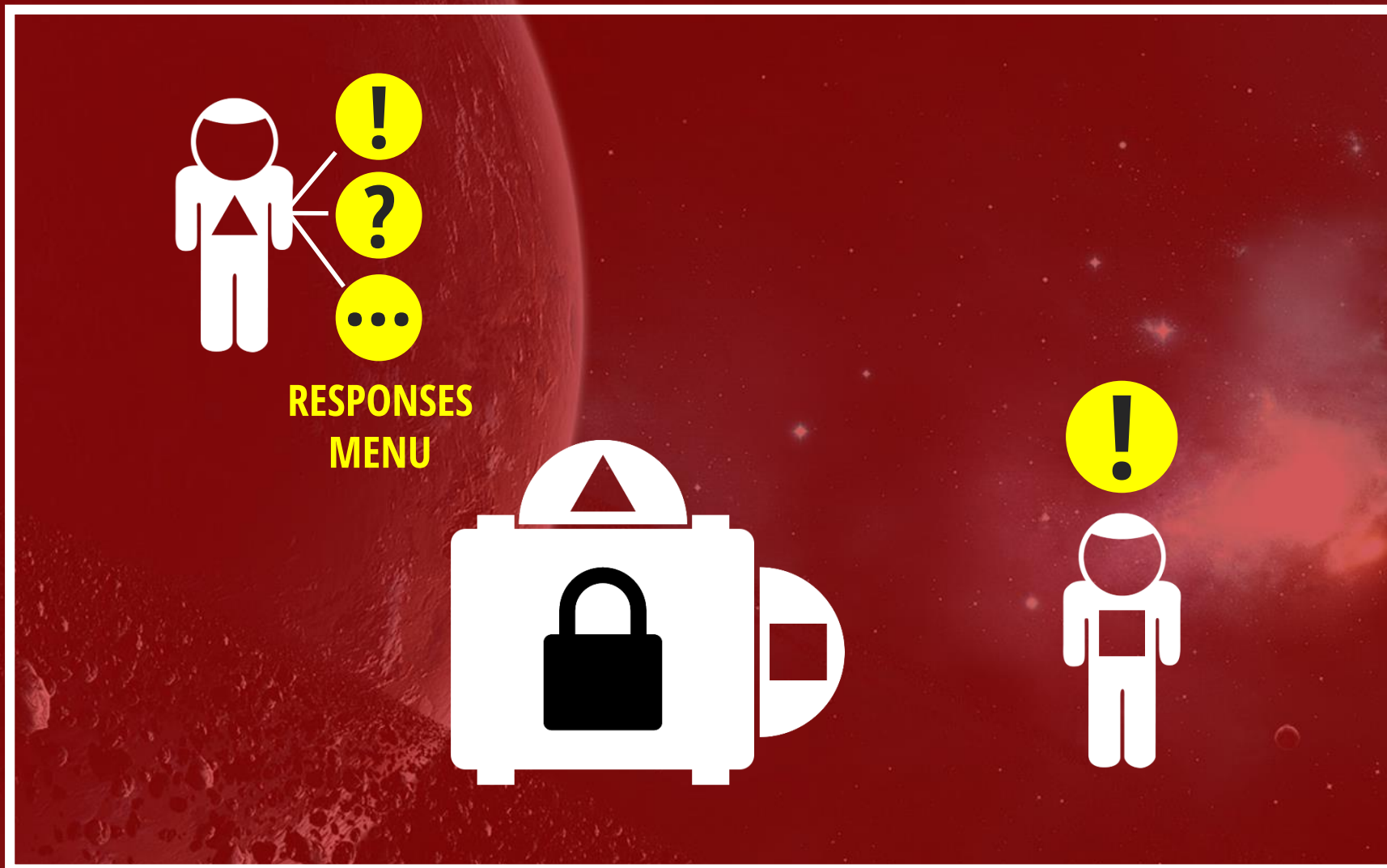
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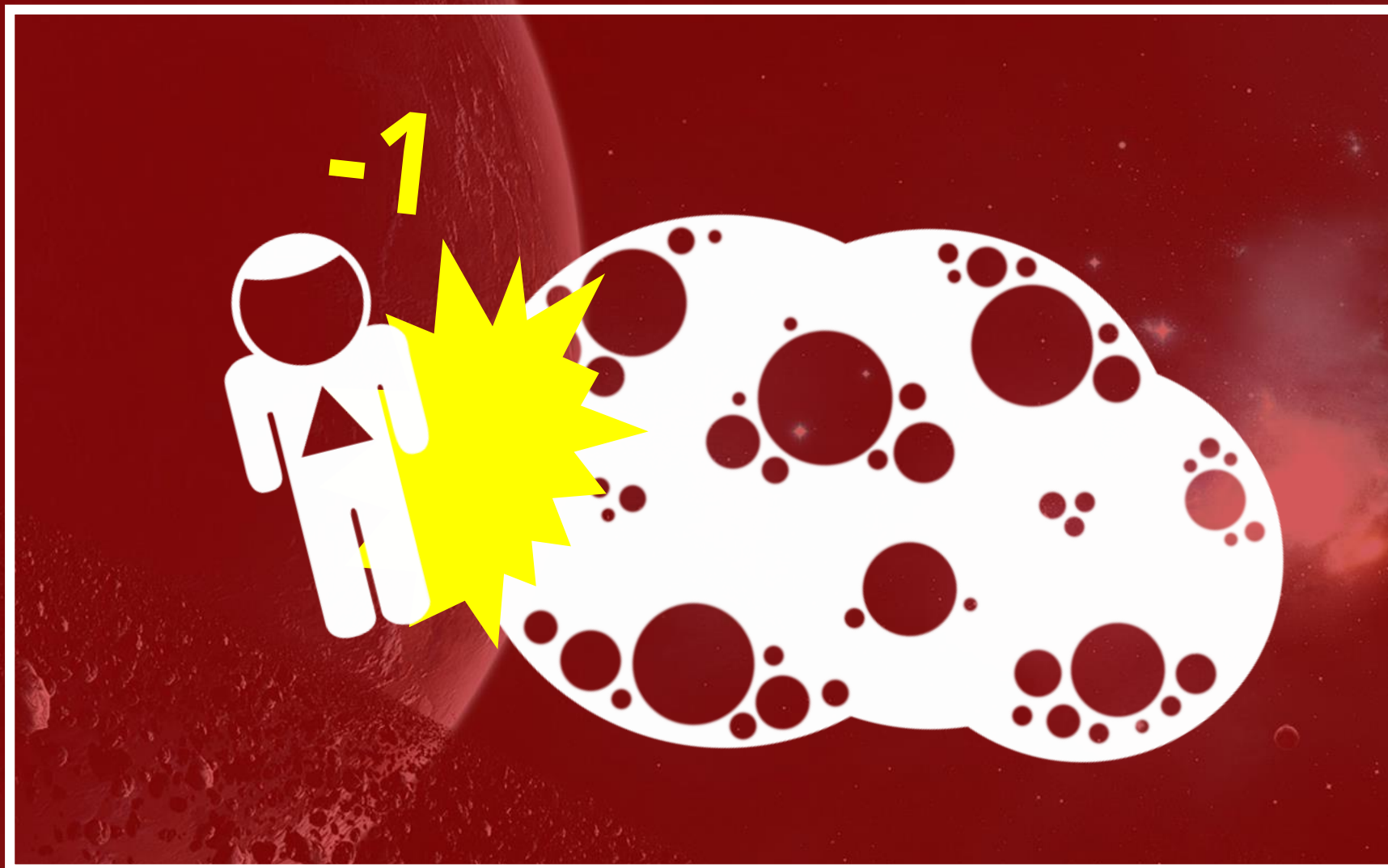
MECHANICS IN USE
INFLUENCING GAMEPLAY



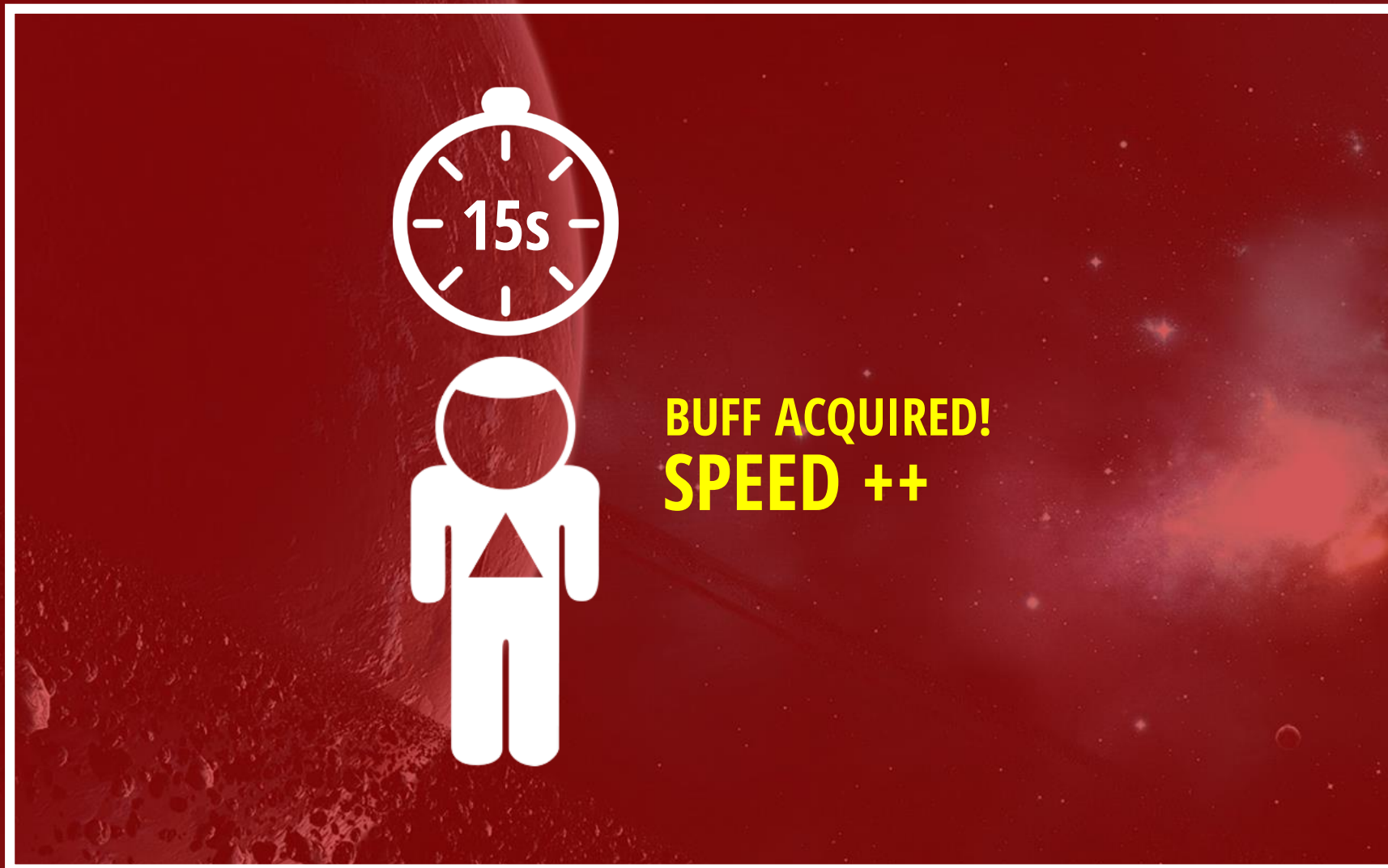
Each team has two of each player per shape/key but they don't know the team



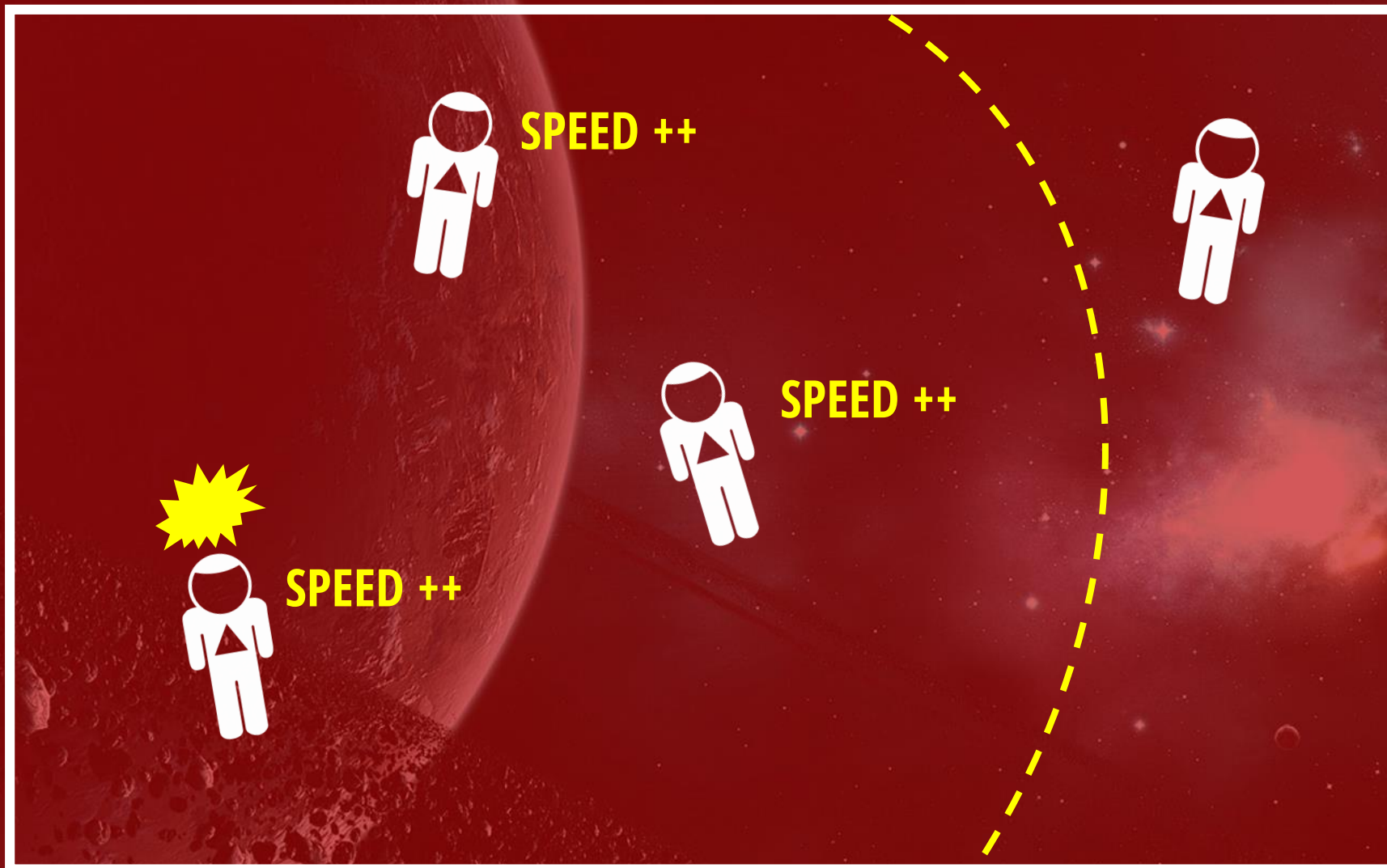
Players can choose from three potentially ambiguous responses in order to communicate with each other



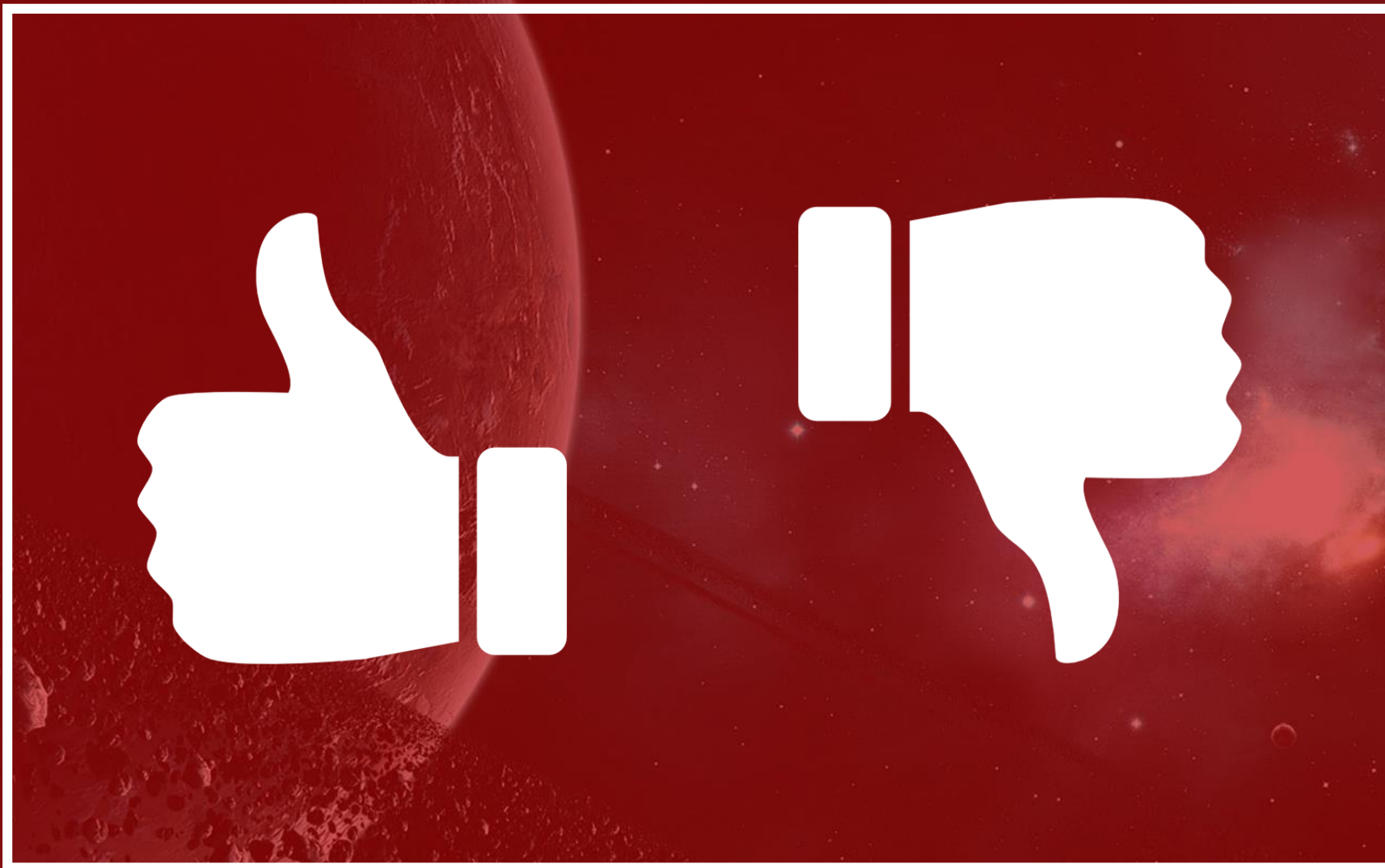
Players will have to avoid hazards in space otherwise
this may affect them badly



Players may be randomly assigned a buff or debuff which activates after a certain amount of time



Players will receive the buff if they are in the proximity of the player who has the buff when it is activated



By having buffs and debuffs, players will have to decide if they want to pursue or move away from players