

A H U M A N

A N D

A L I E N S

T h e E t e r n i t y G e m



A n I n t e r g a l a c t i c

A c t i o n S c i - F i

P l a t f o r m e r



P S 5 & X B S X



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## PITCH

The fate of the universe rests on two unlikely friends, a human and an alien to retrieve the Eternity Gem stolen by the notorious Doctor Dominator of Doom of the Nebular Galaxy.

## SYNOPSIS

The stakes are high. The Eternity Gem, which protects several galaxies from attacks from enemies under the Intergalactic Peace Treaty has been stolen by The Doctor from the Safety Galactic Vault on Planet Zero.

The Eternity Gem provides a Mega Shield to planets preventing them from attacks. Now, as a result of the Gem being stolen, the shields are down, and attacks are imminent! Innocent alien lives are at risk and planet resources will be harvested by The Doctor. The Gem not only makes The Doctor extremely powerful, but also allows him to use resources to amass a slave army to conquer the universe.

You, the Player Character, called H, will navigate throughout space and onto planets to find and defeat the Doctor, but will you and Alein-the-alien be able to stop The Doctor before it is too late? Will you be able to hide as a human while in space? Or will you be found?

## SETTING AND WORLD

*A Human and Aliens* is set in space, but in an unknown time. You are plunged into a world of technological advancements, in which you have never seen before; innovative weapons and gadgets will be a norm. You and Alein, will travel on the spaceship called the Space Beamer to planets being destroyed by The Doctor.

Although you are the only human in the world full of alien-eating-humans, you are perceived as an alien to the aliens as opposed to the other way around. It will become apparent in dialogue that these aliens do eat humans and so have travelled to Earth to occasionally feast on some.

The game's World Archetype is closest to, firstly, Besieged, meaning attacked by an outside or alien force from another world or dimension. Aliens from another Galaxy have attacked, which has led to a War-Torn scenario, this usually contains creatures of two or more "factions" in constant conflict.

The planets, which you and Alein travel to will be full of clues, quests, sub-quests, monsters and creatures for you to engage with to fuel your entertainment needs. The world has a bleak and dark tone, but there will be a lot of comedic elements to ensure exciting and ironic moments.



## GENRE AND PLATFORM

*A Human and Aliens* is a 3D, third-person action-adventure platformer for PlayStation 5 and Xbox Series X. By releasing the game on the latest generation console, helps its longevity since most of the consoles and games being purchased will be on these platforms. It is predicted that console games revenues will increase by 4.1% to \$34.6bn by 2021 on a global scale, which will account for 26% of the game industries revenue, therefore this game will have a worldwide appeal for consumers.

Platformer video games from *Super Mario 64* to *Ratchet and Clank* have had great popularity, incorporating story narratives into the action-adventure gameplay. There are similarities with these games and *A Human and Aliens*, which will keep the nostalgic elements that players love when it comes to platformers.

The game will eventually move onto mobile platforms, but by firstly releasing it on a console like PS5, creates a more immersive playing environment, utilizing a handheld controller is better suited to such a style of game, allowing the story to come out in player's homes similar to that of an in-house movie. Since this is a narrative-heavy game, a lot of the story would be lost and forgotten if played on mobile, but this element can be explored and developed for future releases to ensure the story elements are incorporated for an enriched narrative.

The game would be expected to take roughly 3 years to create, with an expected completion date of 2023, and with the PS5 and XBOX coming out in December 2020, the game will be launched with both consoles in their mid-life cycle, which gives the players time to try it out before the next generation of console is released. This also allows for future proofing as both consoles would have penetrated the market and be at a critical mass.

## PlayStation 5 (PS5)

### Solid State Drive (SSD) replaces the Hard Disk Drive (HDD)

There will be an instantaneous loading screen when it comes to the game transitioning from one planet to the next; the player will not have to wait in boredom before they can play. Further, the average boot time of the console itself will be 1 second, meaning there will be more focus for the player to enjoy the story and gameplay.

### Geometry Engine

This Engine will increase the game's design detail by improving the particle and other special effects; better graphics for the players creates a better gaming experience for them to feel like they are there in the action and will be able to see plants and aliens in excellent quality.

### 3D Audio

A 3D Audio chip will be included in the PS5, which will have two sound types: presence and locality. The presence sound type makes the player believe and feel like they are there in the game. The locality audio makes the player aware of where the sound is coming from. Both audio aspects create a more unique, interactive, realistic and immersive experience, enhancing the player's game. The player, when fighting the aliens, will know where to look out for them with this great audio innovation.



## **Xbox Series X (XBSX)**

### **4K resolution and up to 120 FPS**

When it comes to fighting in battles against aliens, players want the ability to have a great time fighting the monsters while enjoying the quality picture on screen, and the XBSX platform can provide this. It will run games at 60 FPS in 4K, with the console also supporting up to 120 FPS as well. This creates opportunity for smoother gameplay.

### **Reduced loading times and external 1TB SSD**

Similar to the PS5, XBSX will have much faster loading times when it comes to loading screens, so the player can be more engaged in the gameplay. Players will be able to purchase an external 1TB SSD for the new console, which can increase the storage and help the game speed. This will improve the overall enjoyment.

### **Play 5 Games at once**

Players tend to play multiple games whether that's on a daily or weekly basis, and with the XBSX players can switch from up to 5 games at once, meaning they can have another game loaded and paused and can switch to it whenever they choose. This new addition creates a more user-friendly style of gaming in the new world of technology; and with multiple franchise opportunities to come, players will one day be able to switch between different *A Human and Aliens* games!

# TARGET AUDIENCE

## TEEN Rating

The target audience for the game is TEEN, which is classified on the ESRB's website as "content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humour, minimal blood, simulated gambling and/or infrequent use of strong language."

This is an appropriate rating because, while it will be like *Ratchet and Clank*, which is rated EVERYONE 10+, this game will contain crude humour from time-to-time, which would be inappropriate for an EVERYONE 10+ rating.

Another similarity to *A Human and Aliens* is Marvel's *Guardians of the Galaxy*, rated PG-13 in America and 12A in the United Kingdom. A human, Peter Quill, is involved with aliens in order to save the galaxy. Both the *Guardians* film and this game share similarities with the amount of violence, blood and themes involved. The market reach starting at 13+ allows the game to advance into some graphic territories an EVERYONE 10+ game wouldn't be able to do.

Also, the highest percentage of players are within the 18-35 age bracket at 29% in 2017. This is followed by the second highest age group of players, which is the under 18s at 27% in 2017. A TEEN age bracket captures a large market of players, capitalizing on market gains.

## Suitable for Male and Female Gamers

A gaming environment that all types of game-players can enjoy creates a bigger market and highlights equality and diversity issues the world faces.

## Controls, Knowledge and Understanding the Gameplay

The players will know the controls as soon as they are playing H. Once a new skill is learned such as DOUBLE JUMP, then the player will be indicated on-screen as to how to utilize such a platformer mechanic.



### **Game Difficulty**

The game will get progressively harder as players venture through it and once the game has been completed, if players wish to replay the game, they can do so, but on different game modes: NORMAL, MEDIUM, HARD OR ELITE. Each tier makes the game more difficult and allows for experienced players to face a harder challenge, however, to also gain more significant rewards for their well-earned accomplishments.

The game will get progressively harder as the player plays, reducing frustration at the start, while keeping them interested and engaged with the gameplay, focusing their talents, skills and mechanics (and any dynamics discovered) with what they have learned.

### **The Game's Look**

The game itself will look like *Call of Duty* and *Skyrim*. The game having a more realistic and real-world atmosphere can provide an intense and unique outer-space gaming experience while keeping within the confinements of a TEEN rating.

# UNIQUE SELLING POINT

## H can be either a Male or Female Character

*Human and Aliens* will allow players to choose which gender of the human, the Player Character "H", they will play, permitting them to have a deeper personal connection, creative freedom for their costumes and help them envision the hero.

## Engaging with the Target Audience

While some videogames do not engage teenagers and adults with themes to make them think about more than just killing monsters, *A Human and Aliens*, will connect with all players; Themes such as what it is like to be an outsider and going into the unknown will be present.

## New Platforming Abilities

Many platformers have the ability for the Player-Character to run and jump, however, *A Human and Aliens* will go even further allowing H to be enhanced by Alein. H will be able to hover, float and drift for a maximum of 5 seconds to begin with (this can be upgraded over time), permitting the player to avoid targets and giving them a new experience as opposed to just jumping across platforms.

On top of that, Alein will give H the skill of super strength in order to hold large weapons to destroy enemy targets. These unique abilities that H will obtain will give the players a new pleasure.



### Play the Villain or as Alein

Lastly, once the game has been completed, the player character can essentially play the game in reverse. They can play the villain instead of the hero; as the Doctor having stolen the Eternity Gem, then take all a planet's resources, destroy it and eventually face H and Alein in the final battle. Giving the player a new perspective will be a very interesting incentive for them to complete the game. Playing from the villain's POV can give insight as to why the villain was doing what he was doing to create empathy.

Another addition will allow the players to play as Alein.

All these unique selling points give the player something new to experience while enjoying familiar platformer features.

# FRANCHISE OPPORTUNITIES

## Prequels

Prequel stories could include how and why H got onto the spaceship; Captain Gravitis and his battles he has fought; how The Doctor came to become so evil. And focusing on Alein's life before he meets with H.

## Sequels

The sequel to *A Human and Aliens* would likely be called *H and Alein: On the Run*, which would take place immediately after the events of the first game instalment. Other sequel ideas could include H returning to Earth (if H ever makes it home!), but then getting called up by Alein to return to space; Aliens and humans working together against a common enemy and then living in co-existence.

## TV, Film and Streaming

There are many possibilities for TV Series and Films to be created which would not only add more revenue but also increase awareness of the game's brand.

## Books and Comics

The *Star Wars* franchise is widely known for its films, but there have been plenty of successful books and comics based on its rich space world, and *A Human and Aliens* will be no different.

## Merchandise

Toys of H, Alein, The Doctor, Captain Gravitis and all the other characters can be collectibles for all toy lovers. Top trump cards could also be created based on the characters for fans of the game to enjoy.

## Esports

While the main game is an offline experience, there could be an opportunity for Esports speed runs; the world's best players could come together and race to complete the game in front of large crowds.



# **FAN INCENTIVES AND WORLD BUILDING**

Once the player has completed the game at least once, then they can participate in competitions to receive extra rewards and incentives.

The following will be tracked for a period of a week, month and year.

## **Most Kills**

Most monsters slain

Most specific monsters slain

## **Most Experience Points Gained**

Most Experience Points

## **Most Resources Collected**

Most gems

## **Most Upgrades**

Most weapon upgrades

Most armour upgrades

## **Speed Runs**

**Game completion:** fastest time to complete the game.

**Minigames:** fastest time to complete the minigame of the week.

**Quests and sub-quests:** fastest time to complete quest of the week

Parents may feel that children aged 13-17 years old competing for rewards will result in them playing for longer periods of time, however, reminders can be placed on the game for them to take an occasional break from their outer space adventures.

### **The Online Experience – The Players Decide**

There will be an online section; what this will be about depends on the players. During the month the developers will review feedback from the players through forums, and in-game polls.

Players can decide if they want microtransactions for this online experience, and/or whether it will be a massive free-for-all battle or Capture-the-Flag style-game mode. The more involved they get, the more likely their ideas will come true!

### **Forms of World Experience – Lore**

There will be bookcases, tables, plants and monster drops for players to loot information about the game's lore. This can be in the form of a book, a stone tablet, diaries, journals, or scrolls, and provide the player with interesting information about the planet they are on.

### **Downloadable Content (DLC)**

Players wishing to have more information about the game and its world will have the opportunity to read about character's backgrounds. Players can also learn about how the weapons and items were formed such as the Eternity Gem.



# **THEME, PURPOSE AND MEANING**

## **Desire for Validation**

H and Alein in their respective worlds are unappreciated. By their quest to bring home the Eternity Gem, they can prove that they are not worthless and are able to achieve greatness.

## **Desire of Order**

With the Eternity Gem gone, the universe is in disarray! Lives are being lost and resources are being depleted, H and Alein will seek to restore order in the chaotic universe.

## **A Fear of Death**

H and Alein fear death, and the player will hope to keep H alive for as long as possible.

## **Fear of the Unknown / Unknowable**

The player [like H] is in a fish-out-of-water scenario. They are in a different world and together they will navigate through the unknown. H is not used to seeing weapons, gadgets and aliens walking around. How will the player handle the unknown?

# GAMEPLAY

## About the game

You and Alein, using the Tracktor device will travel to planets, discover clues, fight enemies, demi-bosses, meet new friends and foes, engage in quests that will eventually lead you to the Eternity Gem and The Doctor.

## Inferiority and Superiority

You learn skills at the same time as H and will for the most part know what H knows. The only exceptions are cutscenes where H is not present.

## High Agency of Action, Low Agency of Identity

The game will have lots of action and adventure to enjoy, with you choosing which weapons and outfits you can wear. The corners of screenwriting characterization are set in stone.

## Health bar and checkpoints

You will start with 5 health slots, meaning you can be hit 5 times before restarting at the last checkpoint. You can unlock health boxes if health has been lost and can obtain more than 5 health slots if you upgrade your armour.

If you fall off a cliff, platform, edge of a building and do not float or hover on time, then you will go back to the previous checkpoint.

## Critical Path

While the game is not open world and follows a linear storyline, you can revisit planets to collect more resources if you wish, however in order to move forward, you must go to the latest planet.

## Mechanics

**Moving:** You can double jump, run, walk, hover, float and drift. The introduction of several new styled mechanics such as hover, float and drift create a new vibrant playing experience for you.

**Exploring:** You will also seek, search, collect items, and hide from enemies.

**Planning:** While you battle against other dangerous aliens, you will have to be aware of your ammo before needing to restock.



**Fighting:** This will be one of the core interests of the gameplay. You will be equipped with weapons to blast away the foes while making it to the final battle with The Doctor.

**Timing:** You will have to decide when it is the best time to shoot at an opponent and when to move, or both at the same time. Staying stationary can mean accurate hits, but risking being attacked by an enemy target.

**Narrative elements and opportunities:** Common mechanics that will be utilized together are fighting, moving and gathering. You will move through each planet collecting resources, whilst fighting enemies and jumping, running and floating.

Specific weapons for certain bosses are a mechanic you can use to your advantage by learning more about the game. For example, a fiery weapon will be much more useful against an ice boss.

### Dynamics

It is possible to manipulate the platforming mechanics to your advantage to speed up completing planets. An example of this could be a Spatial and Time Dynamic such as float + jump + use an attack weapon could mean you stay floating for a longer time resulting in moving across the world without necessarily running through lots of enemies, but floating in space where there is no land to physically walk on. Both the space used and the precise moment of using the attack weapon results in this dynamics success.

### Vendor / Shop

Captain Gravitis will sell weapons, ammo and armour in exchange for gems, and the higher the level you are on, the better equipped the shop.

### Experience Points / Levelling up [Human Hero Levels]

Every monster killed gives you more experience points, and the more experience points you receive, the more powerful you become.

### Economy

Gems are the source of currency in the game. Different tiers of gems give you different income. For example, a regular gem would give you less currency than a diamond gem. Gems are found by killing monsters, opening chests, boxes, completing planets, quests and minigames.

## **Weapons**

There will be over fifty different types of weapons in the game costing different values. A few examples of some of the weapons are: Megagun, Stun Gun, Blaster Gun, Nitro Blaster and the Megafun Gun.

## **The Tractor Device**

A device used to find The Doctor by adding a hair, fiber or anything related to him.

## **Armour**

There will be various tiers of armour that affect the health bar. The better the armour, the more health bar you will have.

## **Minigames**

Throughout the game, there will be several different styled minigames for you to enjoy. From swimming competitions to fights to the death. All these games can provide you with new weapons, armour and plenty of gems.

## **Puzzles, riddles and clues**

Some doors and obstacles can be accessed with ease, while others not so much. With the use of tools and knowledge you will have to open puzzle boxes in order to access the next part of your journey to the Eternity Gem.

## **Mini-map**

A small map will assist navigation around the planet.

If you wish to turn on the "PLAYER ASSIST OPTION" to indicate you in the correct direction, then you can do so. This will be displayed with an arrow on the mini map.

## **Sub quests**

Throughout the game there will be many sub-quests that you can complete for extra rewards, and you may even find some very interesting secret areas that only the pros will find! These are not required in order to complete the game.



# CHARACTERS

## Main Characters

### H-the-Human

**Basic information:** The Player Character and Protagonist.

**Gender:** Player's choice male or female.

**Dominant impression:** 28 years old, confused, dreamy, unshaven, awkward, determined, clumsy and too brave and curious for his surroundings, physically and emotionally lost.

**Physical description:** short, thin and has brown hair

**Backstory and story:** Your story begins waking up in an alien spaceship. You will not know where you are or how you got there. You will only be able to remember so much from your past. Your name, job, family, lifestyle and who you were will be a mystery to you. You remember basics like about your past such as Planet Earth, trees, plants, however, you will not remember the important details. In future games, your backstory can be revealed, as it keeps dramatic questions alive for you. You will eventually learn about how on Earth, you worked in a dead-end job, had a lack of respect from friends, family and colleagues. Your life was going nowhere. You had no dreams, desires or hopes on Earth. Eventually, the mystery surrounding your character, and how you ended up on the spaceship will become apparent in future games.

**Gameplay:** You will play Human, the only human in the Arcane and Nebular Galaxy and beyond. You will be emotionally committed to playing H. You will emphasize with the character in this dramatic situation, and you both learn together; You are going on this adventure together to retrieve the Eternity Gem.

**Corners of Screenwriting:** You want to get back home, you need to believe in yourself and improve your past life, which, now you don't know or remember about, was a wreck. On Earth, you, were disrespected and unwanted and you used to run away from your troubles. While these corners of your character will not become wholly apparent until future games, there will be the sense of this. You desire to help Alein find the Eternity Gem while your motivation is not to get eaten alive.

## Alein-the-Alien

**Basic information:** Male and Ally archetype. Mostly NPC, but occasionally Player-Character when H is incapacitated. Once the game has been completed, you will have the ability to play Alein in full.

**Dominant impression:** 15,000 years old, Immature, uncertain in himself and life and emotionally lost.

**Physical description:** tall, green body and very large ears.

**Backstory and story:** Born into a large family with many alien brothers and sisters who are very successful, Alein is the child that has been left behind. He has never wanted to become the Governor of a planet or an Alienatic President like his father, Borg Galactic. Alein has always wanted to simply enjoy life and has not aspired to become anything great, and so has spent much of his life in the shadow of his family as an underachiever in comparison to them. However, Alein has always had a feeling, a belief of becoming something great one day, but he has always said, “tomorrow I will try...” After many hundreds, thousands of times of saying this has led to many hundreds of years later, Alein has not become great. Alein’s call to adventure, however, comes with The Doctor’s theft of the Eternity Gem. He has an opportunity to try, even although he does not believe in himself to be able to succeed in getting the Gem back.

Alein will mirror H the human but in the alien world. The alien lacks respect and has given up on trying. The pair will push one another to achieve greatness, love and respect in the Arcane and Nebular Galaxy. Alein will grant powers to the human for him to be stronger and faster and Alein will ultimately protect H from other aliens while going on an adventure to retrieve the Eternity Gem. Alein will also over time gain respect from his fellow friends.

Throughout the story Alein and H will grow closer and eventually, Alein and H, will grow to like each other to even call each other friends. Alein will even get to the point that he no longer wants to eat H, as “it does not feel right to eat a friend” and embrace. Alein and H will present a unique and interesting character journey from enemies to friends.

**Corners of Screenwriting:** Alein doesn’t want to be banished into the Darkened Galaxy by his father and wants to be able to return home, however, he needs to love and respect himself and from his friends and family. Much like H, Alein is disrespected by his friends and family and he uses comedy to mask this. His goal is to find the Eternity Gem and not be banished.

**Gameplay:** Alein will accompany H on the mission to recover the stolen Eternity Gem to restore order to the universe and stop The Doctor from destroying planets, emptying planet’s resources and amassing an alien slave army.



## **Doctor Dominator of Doom (AKA The Doctor)**

**Basic information:** A male alien and the Antagonist. An NPC, however, once the game has been completed, you will have the ability to play The Doctor.

**Dominant impression:** 25,005 years old, mad, unhinged, over-the-edge, deadly and an unremorseful killer.

**Physical description:** massive, green-black body, scorpion-like tail, many tentacles coming out from his body and has shark-like teeth.

**Backstory and story:** The Doctor is the main antagonist. He is the final enemy H and Alein meet and will be the ultimate challenge. He has the Eternity Gem and is using it to bring down intergalactic shields across galaxies and invade the planets with his army. However, later in the story, it becomes apparent that The Doctor is under the command of another named "The Voice" and is clearly frightened of him.

**Corners of Screenwriting:** The Doctor wants to rule the universe and amass a slave army to work for him in harvesting and stealing resources from planets, but he ultimately needs someone to bring him back to reality, someone to love him. His rejected and abandoned past led him to become independent, and develop crazy plans to rule the universe. His motivations are power and control.

**Gameplay:** As the antagonist in the story, The Doctor will be the hardest to defeat. H and Alein will face The Doctor throughout the narrative and fight him in game. The Doctor will show the full extent of his skills and abilities against H and Alein.

## Additional Characters at a Glance

### Captain Gravitis

**Basic information:** NPC, male and Mentor archetype.

**Dominant impression:** 36,500 years old, wise, bold, knowledgeable, a veteran and loyal.

**Physical description:** In good-shape, always carries a weapon, has lots of scar battle wounds, and a green-brown body.

**Gameplay:** The Captain is the mentor in the game. He has been fought in wars and can pass his knowledge to H and Alein. He is also the vendor, who will sell weapons, armour and ammo.

### Rocketez

**Basic information:** NPC, male and Ally archetype.

**Dominant impression:** 11,020 years old, stylish, cool, minigame expert, friendly and seems to know everyone.

**Physical description:** chipmunk-like alien, physically ready for any challenge, sporty, fast, great-balance, has a light-green body, small eyes and always is wearing dark green boots.

**Gameplay:** Rocketez runs two minigames on Planet Zoom and is also a good ally in the battle against The Doctor.

### Captain Saturnas

**Basic information:** NPC, female and Shapeshifter archetype.

**Dominant impression:** 12,002 years old, two-faced, untrustworthy and unreliable.

**Physical description:** Black-greenish body, snake-like tongue and small-narrow eyes.

**Gameplay:** Captain Saturnas provides you with a surprise attack as she lures H and Alein into a trap. She will be unreliable and untrustworthy throughout the story. Will H and Alein be able to thwart her plans?



## Commander Sallander Killer

**Basic information:** NPC, female and Villain archetype.

**Dominant impression:** 23,502 years old, loopy, chaotic, over-the-top and crazy.

**Physical description:** twisted-snakelike green hair, crocodile like teeth and a dark green body.

**Gameplay:** The henchwoman to The Doctor is Commander Sallander Killer, who is just as deadly as him. She is a great warrior with great powers and abilities and will be able to fight off any ally threats, but will H and Alein be able to overcome her power?

## Borg Galactic

**Basic information:** NPC, male and Shapeshifter archetype.

**Dominant impression:** 56,203 years old, powerful, confident, strong, in control, in charge, assertive, and looks like he has something to hide.

**Physical description:** tall, massive, dominating and muscular.

**Gameplay:** Borg Galactic provides a very interesting and surprising twist towards the end of the game in a cutscene where he is seen to be communicating with The Doctor. you will be aware that Borg and The Doctor are on the same side, but H and Alein will not be, creating many dramatic questions, and also dramatic irony to increase suspense and tension for future games to come.

# NARRATIVE

*The following is H's Heroes journey and parts of the gameplay to give a sense of how the game may look, its tone and how the player will interact in the world.*

## Heroes Journey: Ordinary World

### Cut scene

You do not know what has happened or how you got onto an alien spaceship. It will be a mystery to you throughout, creating dramatic questions such as “how and why you are on the spaceship” and “who put you there, and why?”

You are offered to be eaten alive or to help Alein in finding the Eternity Gem. You choose to help Alein instead of being eaten alive. Since you cannot be called a human among other aliens, you are named “H” by Alein.

At this stage of the journey, you are in disbelief and confusion.

## Gameplay: Ordinary World

After the cut scene shown in the Sample Screenplay, you can now control H. A small arrow signals for you to follow Alein, who informs you that you need to get into a better dress sense since humans are not customised to being on alien planets and therefore, Alein explains you will need a change of costume. You are taken to Alein's bedroom, which is very similar to a human's bedroom except instead of a bed made from wood, it is made from a see-through green liquid. Alein tells you to go into the wardrobe and find something that looks like an alien. After you choose a costume, you now look like an alien.

Alein leads you to the armoury. Killing weapons and armour aren't given to you yet since Alein does not trust you, but a very small stun gun, the Warpor, and small slime sword, Slimey Sword, are given to you and special abilities since Alein does not want a completely useless partner, but these powers will not be able to harm Alein since he gave them to you.

The Tracktor is explained: to be able to find where The Doctor is, you need to insert a fresh “part” of The Doctor into the device in order to get his coordinates. This can be a bit of hair, slime or fiber or anything associated with The Doctor but is “fresh” in order to know where he is currently. A small hair is added to the device. With the Tracktor activated, the location of the last recorded of The Doctor is Planet Zorg.



### Heroes Journey: Call to Adventure

Alein and you travel to Planet Zorg in order to find The Doctor. The planet is different from how Alein remembers it. It is full of toxic waste, and many of the homes of the alien inhabitants, the Zorgians, have been destroyed. Alein is sad to see what has happened. A family rush over and ask for assistance to you and Alein; one of their sons named Zorgy has gone missing.

At this stage of the journey you are still adjusting to the new climate of what you are facing.

### Gameplay: Call to Adventure

You must help the family because along the way you will find a new fibre piece for the next planet. Doom Minions will be stunned by you, and then blown-up by Alein in order to make it through the planet to complete the mission.

### Heroes Journey: Refusal to the Call

You and Alein are on Cyborg Nine; most of it has been destroyed by The Doctor. You are momentarily left alone to fend off several aliens and you have lost your stun gun, and so, pick up a Blaster Gun and kills several aliens. After the danger has passed...

...**A cut scene occurs:** You freak out, not only because there are dead aliens in front of you, but because *you were* the one who killed them. You feel anxiety, guilt and fear now; you are not in a dream; this is real. Alein calms you down and you will continue on your journey to find a new fibre piece.

At this stage of the journey you are feeling uncertain.

### **Gameplay: Refusal to the Call**

You use a Blaster Gun and kill the aliens and then freak out in a cutscene, in which Alein calms you down. You will try and find a new piece of fibre for the Tractor. Once discovered, you can access the next planet.

### **Heroes Journey: Meeting the Mentor**

You and Alein go to Planet Ragon, which has not been destroyed yet. You and Alein meet with a weapons and battle specialist, Captain Gravitis, who has fought in many intergalactic wars and is now retired. He passes down his knowledge and understanding to you and Alein. Captain Gravitis explains how in order to become a true master in battle, one must believe in themselves. Alein believes that you have proven yourself a worthy warrior and is allowed a gear and weapons upgrade. You and Alein explore parts of the planet in search of resources.

At this stage of the journey you are considering your position in the quest.

### **Gameplay: Meeting the Mentor**

Planet Ragon is a pit-stop for you and Alein, but also for you to get more of a sense of the world and its tone. Planet Ragon has not been destroyed yet. It is a planet rich of resources from gems to armour and weaponry. Alein, although back at home, is not seen as much use, he will attempt to recruit allies on the journey for the Gem, hoping that others will help get the Gem back, too.



### **Heroes Journey: Crossing the Threshold**

You and Alein head to the next Tracktor location, Planet Wrath. You realise that there will be no world if The Doctor manages to amass a slave army and your chances of ever getting home will be very slim.

You decide you must help and fully commit to the cause of retrieving the Gem.

You believe you were a police officer on Earth and have a moral duty to help others. [Although it will be later discovered in future games that you weren't a police officer, however because you believe in you, you can achieve anything.]

You and Alein are closer together, but there is still some apprehension. Alein, concerned that you may try to become the true hero of the mission asserts his authority.

At this stage of the journey you are committed to the cause of finding the Gem.

### **Gameplay: Crossing the Threshold**

The Doctor has yet again managed to escape Planet Wrath, however, one of his Commander Killer remains on the planet.

The main gameplay on Planet Wrath will involve a fight between Commander Sallander, you and Alein. If you are successful, Sallander will retreat, allowing you to pick up another fiber to relocate The Doctor.

### **Heroes Journey: Tests, Allies and Enemies**

The new location of The Doctor has been established, but in order for you and Alein to face the Doctor in style, you must be prepared. You both head to Planet Zoom.

At this stage of the journey you are fully committed and are ready to battle The Doctor soon.

### **Gameplay: Tests, Allies and Enemies**

You will be able to play two minigames on Planet Zoom, both of whom are run by an NPC called Rocketerz, who is a chipmunk-alien creature.

While The Doctor has not made it to this planet yet to harvest its resources you and Alein can gather new weapons and new armour in preparation for the battle ahead.

### **Heroes Journey: Approach to the Innermost Cave**

You head to the new location, Planet Cavernz. You will soon literally enter a cave and battle the Doctor.

At this stage of the journey you believe more in yourself and are ready for a fight to retrieve the Gem.

### **Gameplay: Approach to the Innermost Cave**

You will battle against powerful creatures before you reach the Cavern. Along the way, you will meet with Captain Saturnas, who leads you and Alein into a trap, but will manage to escape and soon be face-to-face, finally, with The Doctor.



### **Heroes Journey: Ordeal**

H and Alein enter the cave and immediately the battle takes place. The Doctor is no ordinary opponent. In order to defeat the antagonist, H and Alein must work together.

At this stage of the journey you and Alein have grown into a great team and for you to survive, Alein must sacrifice some of his energies.

### **Gameplay: Ordeal**

The battle takes place between you, Alein and The Doctor. Momentarily, you will become Alein and will have to save H's life while fighting off the Doctor.

If you are successful, the Doctor will flee, leaving behind the Gem, which will turn out to be a fake, but having learned the many tricks of the Doctor and having saved your life as Alein, you will be rewarded with new weapons and plenty of gem resources to upgrade your armour.

### **Heroes Journey: Reward**

You are grateful for your life being saved by Alein, however, you are disappointed the gem was in fact fake and the The Doctor still has the real one.

### **Gameplay: Reward**

You can now choose to move to immediately chase the Doctor or stay on the planet and collect more resources that the planet has to offer in order to prepare to fight the escaping Doctor.

### **Heroes Journey: The Road Back**

You and Alein agree you must get the Gem. You rededicate yourself to the cause of retrieving it.

### **Gameplay: The Road Back**

A space chase takes place. You will be in control of the spaceship and will chase after The Doctor. You can shoot at The Doctor's spacecraft while trying to avoid the blasts coming from The Doctor, asteroids, and Asteroid Crabs, under the control of The Doctor attempting to destroy your spaceship.

If you are successful, The Doctor's spacecraft will be forced to land on Planet Death Con.

### **Important cut scene**

As you and Alein land on Planet Death Con, a cut scene will take place between The Doctor and Borg Galactic, Alein's father, via a video-call. In this scene, it will become evident that Borg Galactic is in fact a baddy. Borg is surprised at how well his son has done and tells The Doctor it all was for publicity.

However, Borg says he will send some backup to help The Doctor, not caring about whether Alein dies in the process.

### **Heroes Journey: Resurrection**

Immediately the final battle between you, Alein and The Doctor takes place. You and Alein work together well and get the Gem back.

### **Gameplay: Resurrection**

You will control the spaceship to land on the rocky terrain of the planet filled with monsters blasting up at you. Once the ship has landed, the battle commences. You and Alein must defeat The Doctor to get the Gem back.

After an onslaught of alien enemy reinforcements deployed by Borg Galactic, Alein is hurt, but the Gem is finally retrieved. The Doctor manages to once again escape. H must help Alein and take the Gem back to Planet Home where the Gem must be delivered for safety.



### **Heroes Journey: Return with the Elixir**

The Gem is safely secured and so is the Galaxy. You are greatly rewarded.

### **Cut scene: Return with the Elixir**

A celebration takes place, but you drink a substance that conflicts with your alien costume, revealing your human self. Panic ensues. You, a human, is among aliens and they want to eat you! Alein swings into action, takes you and runs into the spaceship, escaping.

### **Gameplay: Return with the Elixir**

You can control Alein navigating the spaceship safely away from the onslaught of hungry aliens.

H wakes up and you resume control of him, stunning on coming ships, but this time, as a human.

You wake up, and Alein takes charge of the spaceship, while you help stun oncoming aliens, but this time, as a human.

### **End cutscene**

Another videoconference call takes place between Borg Galactic and The Doctor, and someone else. The screen is black and only a very scary, deep voice emits from it. Both Borg and The Doctor are frightened and apologetic for the Gem being lost.

The Voice then asks who is responsible for its loss in which Borg replies, "Alein and his so-called friend 'H', a human..."

The Voice says he will deal with them.

**The End.**

**GOOD LUCK  
ON YOUR  
ADVENTURE!**



# APPENDIX

## Concept and origins

The following are ideas from when the game's story was first being developed.

### Dialogue between the human and alien

"You will help me find this blasted stupid Eternity Gem," says the human-eating alien.

"Or what?" says the human.

"You are my dinner," says the alien, licking his lips.

### Gameplay of the human choosing a costume

Depending on whether you player has chosen to be a female or male character, then the suitable clothing options will be available. Below is an example of a male's outfit.

The human walks into the wardrobe.

A Pop-up on screen appears with a list of alien clothing:

Hats: Slimed, Astro Hat or Meteoroid Hat

Top: Slimed, Astro Hat or Meteoroid Top

Jacket: Slimed, Astro Hat or Meteoroid Jacket

Trousers: Slimed, Astro Hat or Meteoroid Trousers

Shoes: Slimed, Astro Hat or Meteoroid Shoes

The player can select whatever they prefer. Each of these items list the bonuses they provide, too. All of them are at tier one, providing +0 bonuses, but will be upgraded over time in combat.

When the player has decided, the screen will go blank and the human will then be wearing the new clothes, looking much more like an alien.

The human sees his reflection in the spaceship and gasps loudly. His appearance is completely different; the costume has not only made him look like an alien but has enhanced his body. He is no longer a thin, short human, but a tall, muscular, fierce looking one. The human is impressed but alien is still bouncing up and down on the bed says "meh, it'll do."

FADE IN:

CUT SCENE:

**1 INT. ARCANE GALAXY - ALIEN GALACTIC SPACESHIP - LABORATORY 1**

A HUMAN (28), awkwardly positioned on the floor asleep, unshaven, awkward, clumsy, and too brave and curious for his surroundings, looks like he has been on a rough night out in the town drinking.

He stirs, opens his eyes and immediately closes them again.

He opens one of his eyes, hoping what he saw was just a dream.

It wasn't.

It is clear the human is not where he was expecting to wake up.

Both eyes open, the human begins to hyperventilate looking around at his surroundings, physically and emotionally lost. The room is filled with strange looking vials, some with non-human eyeballs in them, another with strong black liquid. The ceiling, floor and walls are made out a strange green liquid veil-like substance.

The human, slowly, regaining his breath gets up, but is forced back down by a sound of a very creepy, dominant voice.

BORG GALACTIC (O.S.)

Don't you see, while this is surely  
a huge problem for all of us, this  
is the moment for you to finally  
make me proud, Alein!

The human shakes, petrified at the non-human voice.

ALEIN (O.S.)

Oh, Dad. Come on, I'm not going to  
travel the universe to look for it.  
It's not my fault it got stolen. Let  
someone else do it.

BORG GALACTIC (O.S.)

Ha! If we all thought like that,  
then nothing would be achieved!

The human, wanting to know what is going on, edges towards the noise.



**2 INT. ARCANE GALAXY - ALIEN GALACTIC SPACESHIP - CHAMBER 2**

The human peeks around the corner, still shaking. He has to hold onto his mouth to stop himself from gasping. What he sees aren't animals, aren't human, but aliens. Black-greenish cloaks and huge white eyes.

BORG GALACTIC , powerful, confident, determined, strong, in control and in charge, assertive and looks like he has something to hide.

ALEIN, immature, lacking in confidence, uncertain in himself and in life and emotionally lost. He is the opposite of his father.

BORG GALACTIC  
You will and this is final. You have caused too many issues for the family name. Make it right.

ALEIN  
And if I refuse?

BORG GALACTIC  
Banishment into the Darkened Galaxy sounds like a good idea to me!

Alein turns around in anger, and the human jumps back around, hoping he wasn't seen.

**3 INT. ARCANE GALAXY - ALIEN GALACTIC SPACESHIP - LABORATORY 3**

A noise suggests Alein has turned back around and the human looks back.

**4 INT. ARCANE GALAXY - ALIEN GALACTIC SPACESHIP - CHAMBER 4**

BORG GALACTIC  
You leave shortly and I only expect to see you again when you have done me proud and retrieved the Eternity Gem. You will also need this.

The human sees Borg give Alein a strange device.

BORG GALACTIC (CONT'D)  
The Tracktor. Use it in order to locate Doctor Doom. And this. A piece of his hair found at the Safety Galactic Vault. Put the two together and you got his location.

The human watches as Borg Galactic evaporates into thin air.

The human begins to hyperventilate again. He closes his eyes and opens them again. He pinches himself.

HUMAN

(Whispering to himself)

Where in the hell am I!?

The human looks back at where the conversation was taking place.

Alein has gone.

The human breathes a sigh of relief, but a dark shadow appears in front of him.

Someone or *something* is behind him.

He turns and is face-to-face with Alein.

The human screams, and then Alein also screams, but then stops.

ALEIN

Wait? why am I screaming? Anyway...

Alein reveals his very sharp pointed teeth and claws and advances on the human.

ALEIN (CONT'D)

...today has been a bad day, but at least I get a fresh delicious meal.

The human, speechless, backs away and is soon cornered.

The claws come closer as does the alien's mouth, a sticky green substance on his teeth and tongue make the experience all the more disgusting and petrifying for the human.

The human closes his eyes.

Seconds go by.

A few more seconds go by.

The human opens one of his eyes.

He is not dead.

He opens the other eye.

Alein is gone.



HUMAN

Ah, it was all just a dream!

Alein pops his head out from around a corner.

ALEIN

No, it wasn't. I'm just thinking.

Alein disappears again.

The human screams and tries to run but looks down at his legs. He sees they are moving but he isn't going anywhere. He is fixed on the spot.

HUMAN

Please, please don't eat me. My name  
is -

The human stops, and considers.

HUMAN (CONT'D)

I don't know my name, but I work at  
the -

The human stops, and considers.

HUMAN (CONT'D)

Okay, fine. I don't actually  
remember who I am, where I came from  
exactly, or how I got here! But  
please, don't eat me!

Alein laughs loudly, splattering out green goo.

ALEIN

Earthling, I have a proposition for  
you. Having used my Alienactic  
Powers, I see you may be useful to  
me after all. Not in my stomach but  
in finding this gem thingy.

The human sighs a huge sign of relief, before registering  
what the alien had suggested.

HUMAN

Wait, what?

Alein makes himself look more important and bigger.

ALEIN

Yes, you see. I do require some  
assistance on your behalf. You will  
either be eaten by me - alive - or,

alternatively, help me find the  
Eternity Gem.

The human relieved he will not be eaten, shows a little  
courage.

HUMAN

And get me home to Earth? You got a  
spaceship, I think that's a fair  
deal.

ALEIN

No. I'm afraid not. I will not eat  
you, however. That's a fair deal.

Alein sticks out a tentacle. The human looks at it, and at  
the sharp teeth of the Alein seemingly grinning evilly.

The human looking scared, slowly, moves his hand toward the  
tentacle. The green tentacle of the alien and human hand  
meet.

ALEIN

Excellent! Excellent, Human!

(pause, then)

Ah! Earthling, your Humanoidic and  
Humangalactic name of Human is off  
limits. You shall be called by the  
name of "H" going forward!

The human nods slowly, obviously confused by the words just  
used by Alein.

H

Okay, then...

ALEIN

I'm Alein, by the way, also known to  
you, as the alien-eating-human.

H swallows, scared.

ALEIN (CONT'D)

So, H, are you ready for an  
adventure!?

TITLE CARD: *A HUMAN AND ALIENS: THE ETERNITY GEM.*

OPENING CREDITS ROLL.



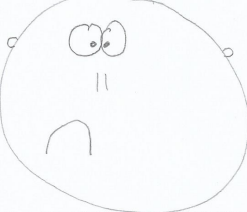
GAME: A HUMAN AND  
ALIENS: THE ETERNITY  
GEM

SEQUENCE: 1

BOARD ID: N/A

SCENE: 1  
(OPENING CUT SCENE)

ARTIST: DAN HOPSON DATE: 07/04/2020

| SHOT     | IMAGE                                                                               | DESCRIPTION / INTERACTION                                              | TIME   |
|----------|-------------------------------------------------------------------------------------|------------------------------------------------------------------------|--------|
| Close up |    | H, a human, is sleep on the floor, unconscious, on an alien spaceship. | N/A    |
| Close up |   | H, on the floor, opens his eyes, dazed and confused.                   | 2 secs |
| Close up |  | H gets up, very confused and scared.                                   | 3 secs |

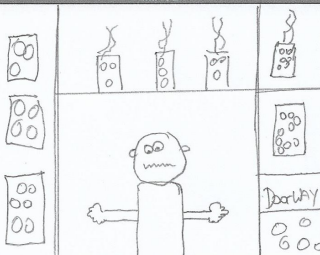
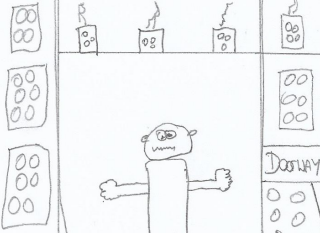
GAME: A HUMAN AND  
ALIENS: THE ETERNITY  
GEM

SEQUENCE: 1

BOARD ID: N/A

SCENE: 1  
(OPENING CUT SCENE)

ARTIST: DAN HOPSON DATE: 07/04/2020

| SHOT        | IMAGE                                                                               | DESCRIPTION / INTERACTION                                                                                                                     | TIME   |
|-------------|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|--------|
| Medium shot |   | H's surroundings show that he is no longer on Earth, but on an spaceship. He is in an alien laboratory with strange vials filled with liquid. | 4 secs |
| Medium shot |  | H jumps as he hears two voices coming from another room.                                                                                      | 4 secs |

↓ Alien  
Voices come from  
here that spook  
H.



Green MAN/  
Redeased  
Green  
Alien



Three  
Legged  
Alien



SWIMMING  
ALIEN



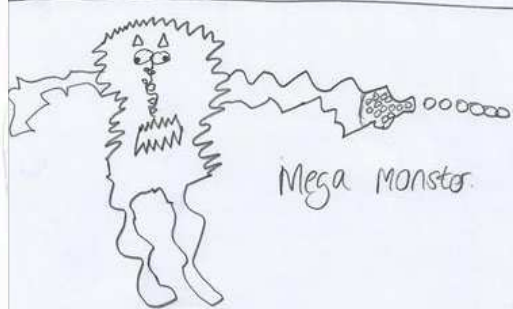
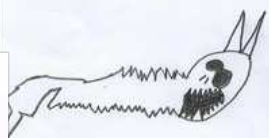
Floating  
Bird



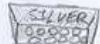
Two  
Legged  
Alien



House  
Headed  
Alien.  
NPC Shop.



Mega Monster



Standard = Coins (500)

Bronze = Coins (1000-1999)

Silver = Coins (2000-2999)

Ruby = Coins (3000-4999)

Gold = Coins (5000+) and a random  
item and Weapon



# Resources / References / Bibliography

## Primary research

### Video Games

**Treyarch (2008) *Call of Duty: World at War*. [DVD] PlayStation 3. North America: Activision.**  
Good insight into mechanics for third-person shooter games

**Insomniac Games (2007) *Ratchet and Clank: Tools of Destruction* [DVD]. PlayStation 3. North America: Sony Computer Entertainment.**

Very good insight into mechanics for third-person platformer games. Having played Ratchet and Clank for many years, this game inspired me to recreate a platformer.

## Secondary research

### Books

**Begleiter, M (2001) *From Word to image: storyboarding and the filmmaking process*. Studio City: Michael Wiese.**

A handy book for understanding storyboarding from different types of shots such as close ups to medium shots. With plenty of detailed images and annotations, I was able to design my storyboards.

**Despain, W (2008) *Professional Techniques for Video Game Writing*. Wellesley, Mass: A K Peters.**

When it came to deciding aspects of genre, platform and core concept of the game, this book helped me construct an approach to ensure the elements linked up well together.

**Egri, L (2004) *The Art of Dramatic Writing: Its Basis in the Creative Interpretation of Human Motives*. New York: Touchstone.**

This book helped me come up with a core premise and that I stuck to it throughout. H and Alein are both outsiders seeking to improve their lives and by going after the Eternity Gem they can do that. This core helped ensure the story was always moving forward.

**Field, S (2005) *Screenplay: The Foundations of Screenwriting*. New York: Delta.**

Syd Field writes a lot about how it is very important for a character to have a dramatic need to stride toward, a goal to achieve during the course of the narrative to keep the audience engaged. This element was incorporated into writing my game.



**Ince, S (2006) *Writing for Video games*. London: A & C Black Publishers Limited**

The information on target audience made me consider what ages I should be targeting the game at for maximum market potential while the gameplay interactive narrative parts as a paramount part of any gaming experience. While the story is helpful for players, ultimately, it is the gaming experience and the gameplay that attracts the players. Further, much like a film, conflict is important for the player to feel a sense of achievement while they overcome the objectives. Without objectives, the player would not feel motivated to engage with the game.

**Lucey, P (1996) *Story Sense: Writing Story and Script for Feature Films and Television*. USA: McGraw-Hill.**

This book helped with backstory and how it could be implemented into a narrative structure. H's backstory is unknown to him and the player, however, this creates future opportunities. H's backstory also creates interesting mystery and many dramatic questions.

**Mckee, R (1998) *Story: Substance, Structure, Style and the principles of Screenwriting*. London: Methuen.**

Story helped me develop my characters to make them start off different to how they would end to create an interesting and compelling character arc.

**Trottier, D (1995) *A Complete guide to writing, formatting and selling your script*. Los Angeles: Silman-James Press.**

This book gave me valuable insight about marketing in the media industry and helped me think how to approach the pitch document.

**Vogler, C (2007) *The Writer's Journey: Mythic Structure for Writers*, 3<sup>rd</sup> edn. Studio City: Michael Wiese.**

The Heroes Journey story-narrative was very helpful in providing a journey for H and Alein to go on for the player to connect with the characters. By mapping out each stage of the journey with what H and Alein would be doing while adding in the gameplay elements, aided me visually in a gameplay sense while ensuring the story had an emotional connection and resonance for the players.

**Yorke, J (2014) *Into the Woods: How Stories Work and Why We Tell Them*. Milton Keynes: Penguin.**

John Yorke's book helped me develop several parts of the story structure to ensure conflict and character remained at the heart of the gameplay.

### **Websites and Videos**

**UKIE (2018) *UK Video Games Fact Sheet*. Available at:**

**<https://ukie.org.uk/sites/default/files/UK%20Games%20Industry%20Fact%20Sheet%20October%202018.pdf> (Accessed: 30<sup>th</sup> March 2020)**

Very helpful in establishing market possibilities in terms of playing figures. For example, male and female participation when it comes to playing video games. Also, the age demographic information was very valuable.



**Lindsay, Grace (2008) *Nonlinear Narrative in Games: Theory and Practice*. Available at: [https://moodle.chi.ac.uk/pluginfile.php/1014344/mod\\_resource/content/1/nonlinear\\_narrative\\_in\\_games\\_grace\\_et\\_al.pdf](https://moodle.chi.ac.uk/pluginfile.php/1014344/mod_resource/content/1/nonlinear_narrative_in_games_grace_et_al.pdf) (Accessed: 29<sup>th</sup> March 2020)**

A handy and different perspective look at non-linear narrative games to help come to a decision about what style of game to choose when crafting my game.

**Schroter, F. Thon, J (2014) *Video Game Characters*. available at: [https://moodle.chi.ac.uk/pluginfile.php/920068/mod\\_resource/content/2/video%20game%20character%20analysis%20essay.pdf](https://moodle.chi.ac.uk/pluginfile.php/920068/mod_resource/content/2/video%20game%20character%20analysis%20essay.pdf) (Accessed: 29<sup>th</sup> March 2020)**

A helpful insight in characters in video games to give me some knowledge about video game characters that I didn't know about to help me craft my own.

**PlayStation (2020) *The Road to PS5*. Available at: <https://www.youtube.com/watch?v=ph8LyNIT9sg> (Accessed: 6<sup>th</sup> April 2020)**

Very useful in understanding the benefits of developing a game for PlayStation 5.

**Xbox, (n.d.) *The New Xbox Series X*, <https://www.xbox.com/en-GB/consoles/xbox-series-x> (Accessed: 21<sup>st</sup> April 2020)**

Very useful in understanding the benefits of developing a game for the Xbox Series X, especially the specifications.

**Wikipedia (n.d.) *Xbox Series X*. Available at: [https://en.wikipedia.org/wiki/Xbox\\_Series\\_X](https://en.wikipedia.org/wiki/Xbox_Series_X) (Accessed: 6<sup>th</sup> April 2020)**

A handy look into information about Xbox Series X in understanding the benefits of releasing a game onto this platform.

**Wikipedia (n.d.) *PlayStation 5*. Available at: [https://en.wikipedia.org/wiki/PlayStation\\_5](https://en.wikipedia.org/wiki/PlayStation_5) (Accessed: 6<sup>th</sup> April 2020)**

A handy look into information about PlayStation 5 in understanding the benefits of releasing a game onto this platform.

### **Title page images**

**Available at: [https://darkestdungeon.gamepedia.com/Darkest\\_Dungeon\\_Wiki](https://darkestdungeon.gamepedia.com/Darkest_Dungeon_Wiki) (Accessed 6<sup>th</sup> April)**

Helpful to get a sense of what my project might look like on screen with the monsters.



## Background images

Available at:

[https://www.google.com/search?q=dark+Puple+background+galaxy+space&tbm=isch&ved=2ahUKEwjh19bYydvoAhVHexoKHXXLAIYQ2-cCegQIABAA&oq=dark+Puple+background+galaxy+space&gs\\_lcp=CgNpbWcQA1DLTFjdUGC6UWgAcAB4AIBbogB5gKSAQMzLjGYAQCGAQGgAQtd3Mtd2l6LWltZw&sclient=img&ei=TOPXqHIOf2afWWi7AF&bih=1057&biw=1064&hl=en#imgsrc=50UsOblsS2w4fM](https://www.google.com/search?q=dark+Puple+background+galaxy+space&tbm=isch&ved=2ahUKEwjh19bYydvoAhVHexoKHXXLAIYQ2-cCegQIABAA&oq=dark+Puple+background+galaxy+space&gs_lcp=CgNpbWcQA1DLTFjdUGC6UWgAcAB4AIBbogB5gKSAQMzLjGYAQCGAQGgAQtd3Mtd2l6LWltZw&sclient=img&ei=TOPXqHIOf2afWWi7AF&bih=1057&biw=1064&hl=en#imgsrc=50UsOblsS2w4fM)  
(Accessed 6<sup>th</sup> April 2020)

Available at:

[https://www.google.com/search?q=space+purple+background&tbm=isch&ved=2ahUKEwjP2dDeydvoAhWLwlUKHatlIC0sQ2-cCegQIABAA&oq=space+purple+background&gs\\_lcp=CgNpbWcQAzICCAAyAggAMgYIABAlEB4yBggAEAgQHjIGCAAQCBAeMgYIABAIEB4yBggAEAgQHjIGCAAQCBAeMgYIABAIEB4yBggAEAgQHjoECCMQJzoECAAQQzoFCAAQgwFQsd0BWPrlAWCo9gFoAnAAeAKAAYADIAH8G5IBCDQuMTEuMC41mAEAoAEBggELZ3dzLXdpei1pbWc&sclient=img&ei=CjSPXs-sGouBlwSrka3YBA&bih=1057&biw=1064&hl=en](https://www.google.com/search?q=space+purple+background&tbm=isch&ved=2ahUKEwjP2dDeydvoAhWLwlUKHatlIC0sQ2-cCegQIABAA&oq=space+purple+background&gs_lcp=CgNpbWcQAzICCAAyAggAMgYIABAlEB4yBggAEAgQHjIGCAAQCBAeMgYIABAIEB4yBggAEAgQHjIGCAAQCBAeMgYIABAIEB4yBggAEAgQHjoECCMQJzoECAAQQzoFCAAQgwFQsd0BWPrlAWCo9gFoAnAAeAKAAYADIAH8G5IBCDQuMTEuMC41mAEAoAEBggELZ3dzLXdpei1pbWc&sclient=img&ei=CjSPXs-sGouBlwSrka3YBA&bih=1057&biw=1064&hl=en) (Accessed 6<sup>th</sup> April 2020)

Images that fit the project's setting and world to give the reader a good sense of it and helped inspire me to base my idea on a space theme.

## Human image

Available at: [https://lh3.googleusercontent.com/proxy/iowwjL6dkNPei8nUBsRZhoPtO-e3jPvi0EIAZ2YwlsDR58v32CYdbFFZuvHi8ylWTvPgM\\_d6AIYcfTz\\_0X4-ZS9o](https://lh3.googleusercontent.com/proxy/iowwjL6dkNPei8nUBsRZhoPtO-e3jPvi0EIAZ2YwlsDR58v32CYdbFFZuvHi8ylWTvPgM_d6AIYcfTz_0X4-ZS9o) (Accessed 6<sup>th</sup> April)

These images helped inspire me to think about a frightened human among aliens.