

The Untamed

Alynn Aquino

40486694

Scripting for Interactive Media

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Concept

The Untamed is an interactive first-person survival adventure game. The player takes the role of a survivor in a city where nature has taken over, and they must make critical decisions in order to stay alive. The Untamed is a game for people of **all ages** that enjoy survival, exploration, and adventure.

A devastating epidemic has wiped out humanity, leaving behind a post-apocalyptic world where nature has taken over everything. The player is alone, with limited resources, and is up against the unexpected. The harsh weather, prowling wild predators, how they utilise their equipment and resources, and how much risk they're prepared to take are all factors to consider. Players must keep moving to search for resources and if there is a possibility that there are any humans out there.

The player must maintain their health by dealing with hunger, thirst, temperature and exhaustion.

Influenced by 'Long Dark' by Hinterland Studio and the interactive Netflix show called 'You Vs Wild'. The player will be deciding how to respond to risky circumstances they will come across while up against nature.

Mood-board



Setting

The Untamed is set in an abandoned city that was once a bustling metropolis before the virus wiped off the population. Wild animals and plants have dominated cities. The daytime is scorching warm while the night is bitterly cold. Due to the lack of resources, players are forced to scavenge for food and supplies in abandoned buildings in order to survive. There are no lights or power; the sun/moon is their main light source.



Backstory

January 12th, 2023: A new virus has been discovered by scientists who alerts governments all over the world. The new virus has not been considered as a threat, so they have ignored their warning.

June 19th, 2027: The virus has spread around the globe, wiping off more than half of the human population. Industries, businesses & companies shuts down due to the shortage of resources and employees.

August 13th, 2030: More people have lost their lives battling this virus as well as from the hunger and the lack of supplies. The world is changing as the population drops, the wildlife is adapting and gradually taking over. The climate becomes harsher and inconsistent, resulting more deaths.

January 12th, 2033: It's been 10 years since the virus was first discovered, everything is different now. Nature has invaded cities. Wild animals and plants inhabit buildings and people's homes. Humans have left the city and are nowhere to be found.

March 21st, 2033: Due to the lack of supplies, the player's character makes her way to the city to look for resources.

Story

The story for **The Untamed** will be non-linear, allowing the player to choose from a range of scenarios/decisions.

Natalie (the player's character), who is barely surviving on her own, travels to the city in search of materials to help her survive. Her hunger, thirst, and exhaustion become worse with each passing minute. Natalie's situation is made more difficult by the blazing heat of the sun. She'll have to act fast and scavenge for resources.

She must be vigilant before entering a building because she doesn't know what could be waiting for her inside. As she opens the door, she learns there are no signs of wild animals inside just now. She goes through the rooms and only takes what she needs. She then finds a **walkie-talkie** and attempts to use it, but no response was given, only the sounds of static. **Does she keep it, or does she leave it behind?**

This is the **player's decision**; the walkie-talkie may give Natalie the opportunity to re-connect with others, or is Natalie better off on her own?

She exits outside after thoroughly inspecting the building for supplies. The sunset has begun, indicating that it will get dark soon. Because there is no electricity, she will have to rely on natural light. The main drawback of the dark is that it's impossible to see what's out there and who might be lurking in the shadows. If the player is lucky, they may be able to find materials that can help Natalie see better at night.

As the night falls and the temperature drops, Natalie must immediately seek shelter to ensure her safety. While searching for shelter, Natalie's hunger, thirst, and exhaustion have gotten a lot worse. Players must be conscious of Natalie's surroundings since food or water may be present. They have the option to go hunting, fishing, or find food. There are potential risks linked in these, such as hunting can put Natalie in danger as animals can fight back or attract other predators, catching a fish can be time consuming as they can easily escape, and the food could potentially be poisonous. The player must consider: **Which one of these would put Natalie in the least amount of danger?**

Wild animals have made the city their home, always stay vigilant as there are more of them at night. Invading their territory will make them mad. If the player hears animal noises, then that means they're close by.

Using one of the buildings as shelter will be challenging as wild creatures may enter or attack unexpectedly. Keep in mind there is no electricity so there's limited light coming inside. Players can also collect materials to build a shelter for Natalie. Finding a safe place outside and creating a campfire may be the best option as fire deters them away. However, the player must ensure Natalie does not develop hyperthermia as it can get exceedingly cold at night especially when outside.

Survive throughout the day, then the player wins.

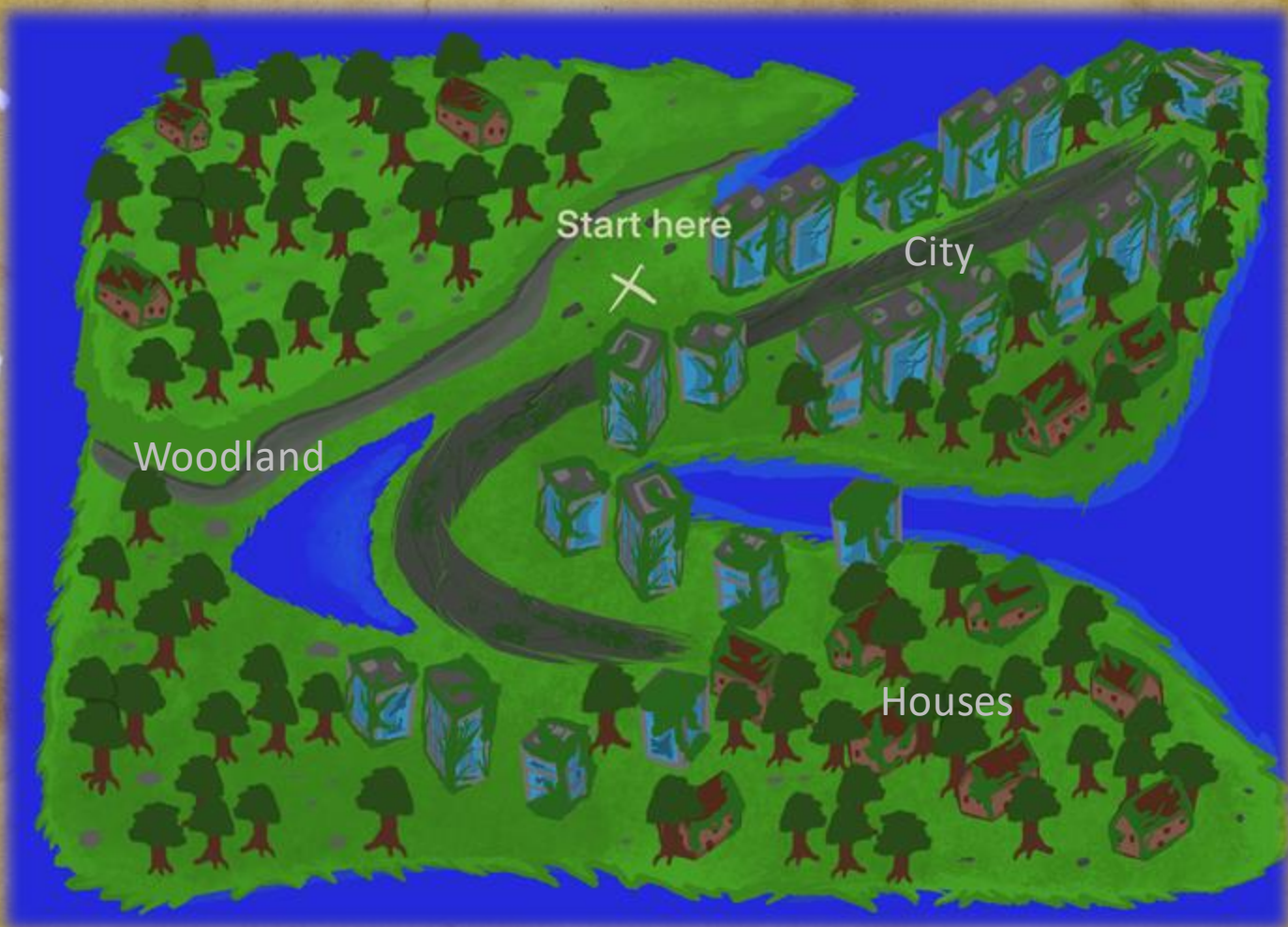
If the player has chosen to keep the walkie-talkie and has successfully kept Natalie safe till the next day, then the story is not over yet. At dawn, Natalie will hear a person on the walkie-talkie, revealing that someone is out there. Should Natalie respond back, or stay silent?

The story will end here if the player chooses to keep Natalie silent, but this does not mean they have lost. The screen will fade to black to indicate it has ended. The epilogue will be displayed informing us that Natalie will leave the city as she has already collected all what's left there. And she will continue to survive on her own.

If the player chooses to converse with the person on the walkie-talkie, then their challenge will be is to locate that individual. She will face several obstacles in her journey, similar to the challenges mentioned previously, so it won't be simple. She'll have to track down that person on her own, but they have left trails, so she knows she's going on the right path. When she reaches her journey, she will meet the individual and join them as they survive together.

The game have different endings, depending on the player's decisions. There are three possible outcomes: Natalie might be able to re-connect with people, she could continue surviving by herself, or she could die as a result of a single bad decision.

Map



Players will have the freedom to roam anywhere on the map while completing their tasks.



Game Play

OBJECTIVE

- Find supplies in the city
- Collect items that would be useful for survival
- Maintain health
- Get Food
- Find Shelter and ensure safety

DAY 2

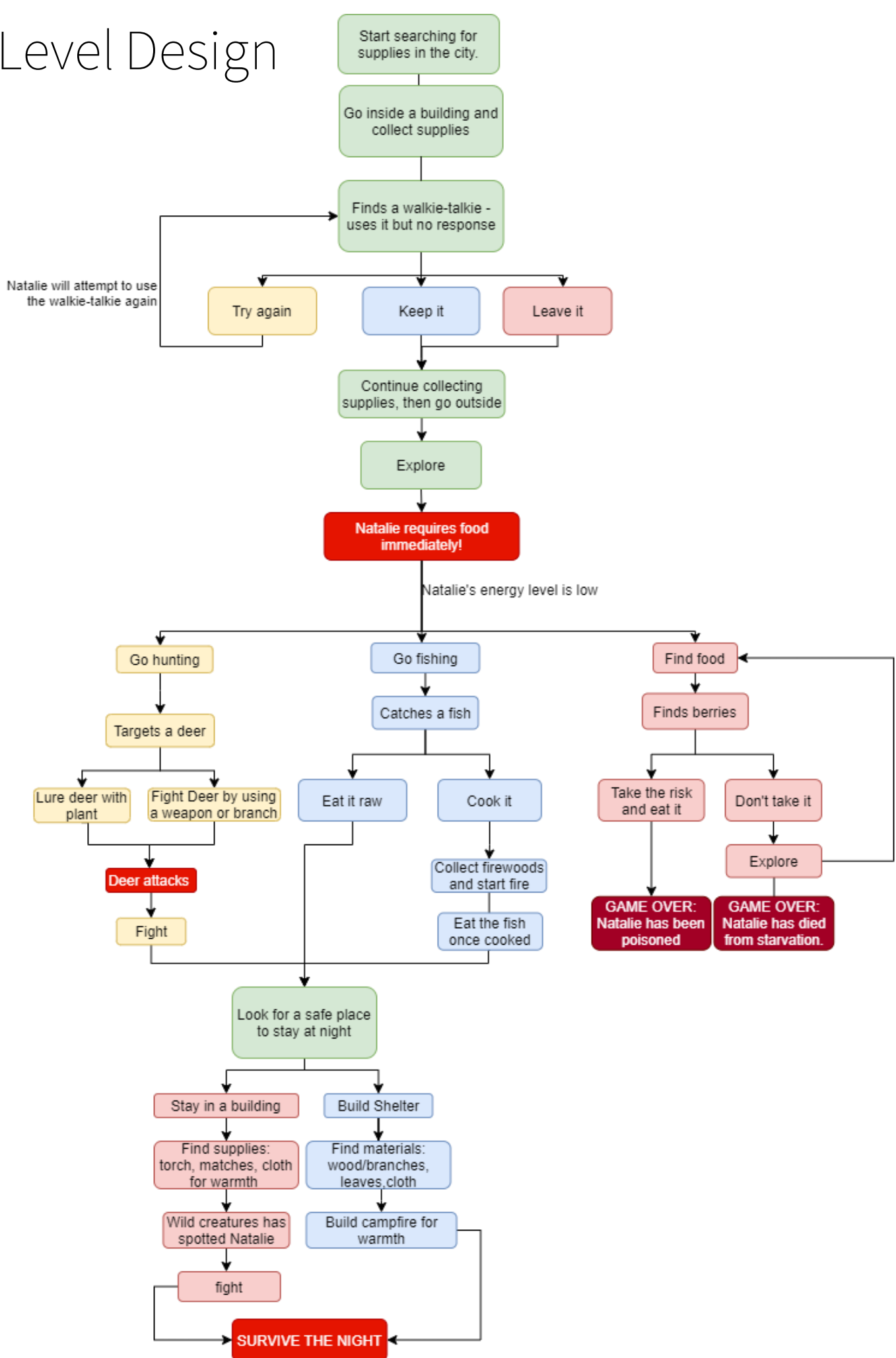
- Find supplies/resources in houses
- Defend yourself from wild animals
- Find trails/clues where the person could be.

GAME LOGIC

- The character will speak throughout the game to give the players an idea of what to accomplish and what their primary tasks are.
- A message will also appear on the screen, outlining the players' objectives.
- Players are able to select different scenarios by clicking a button.
- When the character looks directly at an object/material that may be useful, it will glow.
- They will hear the walkie talkie's sounds and will glow when they're nearby to indicate this may come useful to them.
- Players will have an inventory but are restricted with how much supplies they can carry with them - maximum of six items.
- Players are able to craft items by using materials in their inventory. For example, when creating their shelter.



Level Design





Script

EXT - THE CITY – DAY

As Natalie heads to the city in search of supplies, the scorching sun is shining brightly.

NATALIE (PANTING)

The sun is way too hot; I need to get inside.

We see a MESSAGE displayed onscreen:

'Be careful as there could be wild predators inside'

She opens the door (INTERACTION REQUIRED) and learns there are no signs of wild animals inside.

NATALIE

I think I'm safe for now

INT – ABANDONED BUILDING – DAY

NATALIE

I'm out of supplies, I have to look for more.

We see a MESSAGE displayed onscreen:

'Your first task is to look for supplies'

She explores the rooms and opens cabinets (INTERACTION REQUIRED). She then finds a walkie talkie and uses it.

NATALIE

Hello, is anyone out there?

There was no response, just the sounds of static.

She attempts to use it again (PLAYER'S CHOICE)

NATALIE

Hello, can anybody hear me? Is someone out there? hello?

Still no response. She either keeps the walkie talkie or leave it behind (PLAYER'S CHOICE).

The sunset begins as she finishes scavenging for supplies.

NATALIE

Let's head out

Exits the building (INTERACTION REQUIRED).

EXT – THE CITY - EVENING

The temperature is dropping as the sunset approaches.

NATALIE

It will get dark soon. I think it's a good idea to look for shelter as soon as.

We see a MESSAGE displayed onscreen:

'Natalie's energy level is dropping! She's hungry and needs food'

NATALIE (DISTRESS)

Oh no! I need to find food, fast!

We see a MESSAGE displayed onscreen:
'Choose how Natalie will get her food'

Natalie can select to go hunting, fishing or find food
(INTERACTION REQUIRED).

NATALIE

Let's do this. I hope this is the right choice.

She has finished her task and has eaten her food. Her energy level is back to normal.

NATALIE

It's getting really cold! I've got to move, and I need a place to stay tonight.

We see a MESSAGE displayed onscreen:
'Choose a safe place for Natalie to rest'

Natalie can select to stay in a building or build her shelter
(INTERACTION REQUIRED).

NATALIE

I hope it's safe here. I must keep cautious.

Natalie collects more supplies for tonight. She also has to keep warm as the the temperature falls and make it through the night.

Once it's quiet, she peacefully falls asleep.

FADE TO BLACK

Script – Part 2

If the player decided to keep the walkie talkie, the story continues.

EXT - THE CITY – DAWN

FADE IN:

She wakes up by the sounds of the walkie talkie.

PERSON

Hello, anyone there?

Natalie can either respond back or not (PLAYER'S CHOICE). The story will end if Natalie doesn't respond back.

She picks up the walkie talkie if the player chooses to respond back.

NATALIE

I'm so glad to hear your voice! I've been all by myself for a while.

PERSON

Where are you right now?

NATALIE

I'm here in the city, I arrived yesterday to look for supplies.

PERSON

Meet me in the woods later. We have left behind trails to guide you. Be careful out there.

We see a MESSAGE displayed onscreen:

Collect supplies from houses before you start your journey.

Natalie collects the supplies from the houses (INTERACTION REQUIRED), then goes on to find the trails.

NATALIE

These prints definitely came from a person; I must be in the right path.

She follows the trails which lead her to the person.

Required Assets

Camp – Game Props:

What I need from this pack:

Shelter, campfire, sticks, firewood, rocks, logs

Link: <https://www.unrealengine.com/marketplace/en-US/product/ec636566ab51437f905220266d663693>

Survival Prop Pack:

What I need from this pack:

Walkie talkie, flashlight, lighter.

Link: <https://www.unrealengine.com/marketplace/en-US/product/4dff13a2d8be41d199ffe0538b6669d2>

Megascans Abandoned Apartment:

Link: <https://www.unrealengine.com/marketplace/en-US/product/c26355353df843289701d632508d4fb0>

Old Building:

Link: <https://www.unrealengine.com/marketplace/en-US/product/a3457ddfbd5404a8feb903eb85189e9>

Animal Variety Pack:

Link: <https://www.unrealengine.com/marketplace/en-US/product/17c2d7d545674204a7644c3c0c4c58ba>

Post-Apocalyptic City (in Moodle)

Megascans - Brushes Print Vol. 1

This pack contains a set of handprints and more.

Link: <https://unrealengine.com/marketplace/en-US/product/9697e7cad0b54d2fa129200fe2346589>



