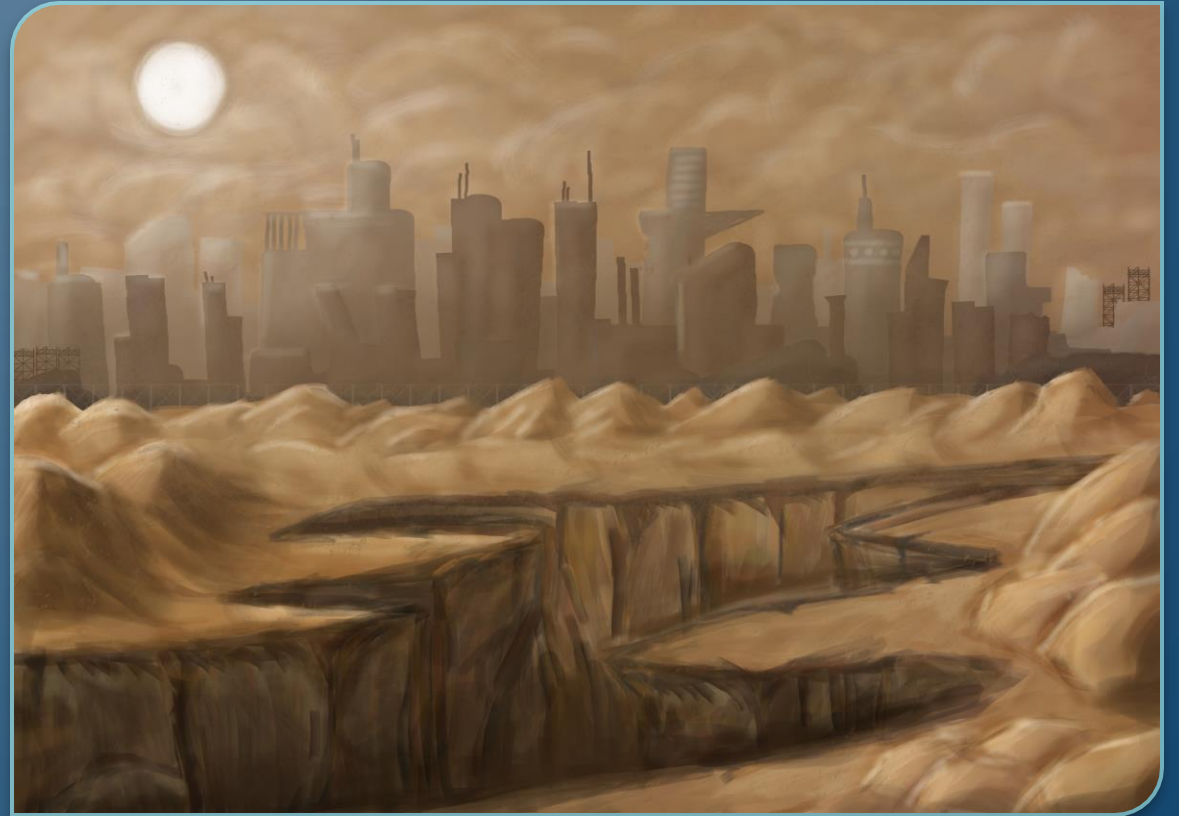


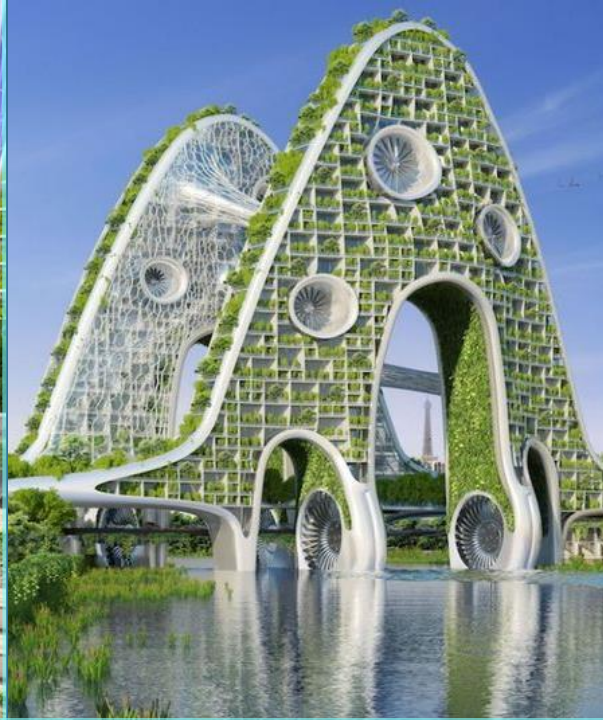


ENVIRONMENTAL DESIGN & CONCEPT

EARTH ON THE BRINK OF DISASTER

- Early game setting, the player will start their journey with Earth on the brink of extinction
- Humanity has neglected Earth and now is suffering the consequences of ecological disaster





CAN A.I. SAVE HUMANITY?

USING THE POWER OF
ARTIFICIAL INTELLIGENCE



The player will have the choice to work with A.I. for the better of mankind. Using technology given by the A.I. the player can now work towards reclaiming earth's natural environment

VISUAL STYLE



- The earth now devastated with humanity on the brink of Extinction



- The game will be a top-down strategy playstyle



- Using A.I technology to restore the environment and bring humanity into a golden age

Presentation Script

Slide 1 – Hello my name is Rory, my role in this project has been concept design. Focusing on the environment and what we want the player to feel whilst playing. So, what will our game look like? Taking inspiration from different medias such as Mad max and Resident Evil: Extinction. We wanted to capture humanity at its end of days

Slide 2 – In the beginning as the player, you will experience Earths last days. Humanity on the tipping point of disaster, until a lifeline is given. An advanced A.I. technology has come to the rescue of earth with the sole purpose of restoring humanity and the Earth to a golden age of prosperity.

Slide 3 – Using the power of A.I the player will have the choice to make decisions on how the environment will be affected. Through the intelligence of A.I the player can make choices to benefit humankind, such as terraforming, farming and healthcare for its people. (Ref to image) With the help of A.I technology, the world is now becoming a utopia for humanity

Slide 4 – As the player uses the AI tech that they have been given, they will experience visual changes to the game. Shown by this concept art created by myself, this shows the transformation of the world

Slide 5 – Looking at similar games within our target audience, such as Sid Meier's Civilization, Humankind, Terra Nil and Endzone. Our game will be a top-down strategy. This way the player gets to see the impact of the AI changes to the world.

Throughout the game the player & A.I. work hand in hand together. This is the positive message in game that can see the benefits of humanity working with A.I even in our time. It's up to you as the player to make these choices for the benefit or downfall of mankind.

Thank you for listening, we hope you enjoyed our presentation. Feel free to ask any questions.

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