

Exoría

Genre: Sci-Fi / RPG / Racing

Story type: Rags to riches

Inspiration: The Expanse, Fallout

Feel / Tonality: Dieselpunk / Mad Max / Tribal

Unique Selling Points:

- Customize your space bike/ship/car
- Survive on a space prison colony
- Arrange a worker's rebellion
- Death Races in space

Gameplay: RPG, action, social, Space Race/Combat (Skyrim, Dragon Age, Fallout)

Environment: Space station / mining prison colony for exiles, asteroid belt

Characters:

The main character - Choose your own criminal background. Goal: Escape the station.

The sidekick / mentor - Helps you acclimatize. Is essential in your plans to escape. Dies in the second act's crisis and motivates the player further.

The High Leader - Antagonist - The colony's most powerful person. Starts off as cocky and arrogant, but as the story unravels, you realize they just want what's best for the colony / Earth.

Story:

Beginning

You are accused of a crime (defined by your background) in a world of total peace.

You're put on a one-way-ticket rocket to an asteroid belt colony for banished criminals (Exoría), marooned to work there until the end of your days. The station is unregulated, has no guards or warden, but tribes have risen to fill the void of order. In return for mining resources from the asteroid belt and sending it to Earth, Earth sends food to the main station. A fellow companion that you meet on station helps you start up and gives you your first parts to build a space hog.

Middle

The High Leader of the tribes arranges events and competitions to form a hierarchy around the control of the resources. Engines, food nutrient packs, minerals, and parts are rewarded to victors, and slowly you climb up the ladder as your resource hold grows. You progressively gain access to new parts of the colony. You and the sidekick start a plot to take down the High Leader.

End

You gather the respect of the people and turn on the tribal leaders. Sidekick dies at the least opportune moment.

You find out the high leader was originally the warden, that the station has had the capacity to return to Earth all along, and what their secret plan is. You have the choice to use that information...

Alternate endings:

- Become the new leader and stay on the station.
- Unite the station in an attempt to get back to Earth.
- Keep the High Leader and have things stay as they are.
- ((Destroy the colony))???

