

Frigid

I guess Al Gore was right

Genre
FPS/RPG

High Concept

Years after climate change has turned the earth into an icy wasteland, a hero (player) must save a small colony of survivors by journeying to the last standing civilisation on the planet. The purpose is to combine the strategy and storyline elements of an RPG with the action-oriented gameplay of an FPS.

Premise

Before the beginning of Frigid, there was a very large asteroid headed directly for earth. If it was to hit, the impact would immediately kill billions of people and billions more would die afterwards. It was decided that something would have to be done. The UN constructed a giant nuclear laser to destroy the asteroid. The result wasn't what had been planned. As laser technology was fairly new, no one was really sure how it would work. When the asteroid was destroyed, the energy created was so strong that it rocketed the earth away from the sun. As well, radioactive debris was showered across the earth, killing many and causing genetic mutations. With the sudden global cooling and the chaos resulting from the toxic radiation, anarchy broke loose. The few that survived had to huddle together in small colonies, without communication to the outside world. There was only one known concentration of people living safely, it is known as the Promised Land (but happens to be what was Denver, Colorado).

Knowing of this place, the player sets out to find it and return home to lead their people to salvation. The game world is very large, and allows for much exploration. Being originally armed with just a gun, the player discovers on their journey that there are other survivors and colonies that are in need too. But they will also encounter many dangers along the way. These dangers include mutated animals and humans, toxic areas, the ice cold temperatures, cannibalistic survivors, and non-mutated animals that are in severe need of sustenance. The list could go on further, but I think that gives a basic idea. The player also reaches points in the storyline that require certain strategies to overcome. The player may at times team up with fellow survivors, and possibly get betrayed by those friends. The player may acquire enemies too. Who those people are, however, depends on how the game is played.

To get into the actual gameplay, Frigid is the perfect combination of FPS and an RPG because the ability of the player is not simply defined by the armour and weapons they carry but by the skill they have in combat. The player can see his own arms as well as whatever he may be holding such as a weapon or torch. The action-oriented gameplay is similar to Halo; a fun, easy to pick up interface. The RPG part is a system that is focused on simplicity rather than the extensive number based D&D type system. Because

of this, the player can get right into action without spending too much time calculating what his fortitude save will be. The player is able to find armour and weapons along the way, which have effects on the damage they take and the damage they deal. Character interaction is important to the game as each person can lead the player closer to finding the Promised Land. This leads to many possible side quests, such as running errands in exchange for information.

What sets Frigid apart from any RPG I have played is that there are no level restrictions. What I mean by this is that the player can go into any area at any time and have a decent chance of survival. Of course, some enemies are stronger than others and the player's gear comes into the equation but the player can still survive. This is possible because the gameplay is focused more on skill than on numbers. If the player is good enough with a weapon to kill an enemy with higher stats, then they can do it.

Goal

The ultimate goal is to make it to the Promised Land. The player can have smaller goals at any time though, such as completing a side quest or even just killing a monster.

How It Works

Damage taken and damage dealt follow a basic formula of attack power minus defence equals damage. To make the game realistic, certain vulnerable areas take more damage, such as the head or heart.

Loot is very important in this game, as not many NPCs have access to supplies necessary for the journey you are on. But if any of them do, trading is a common tactic. There is no currency in the world, so if you want something, you'll have to give up something of your own. Different NPCs value things differently. For example, a starving man will give you a lot for some meat, but someone with a good stock of food will not give you much for that.

The game is meant to be played using a gamepad such as an XBOX 360 controller, but it is playable with a keyboard and mouse. The player has the abilities to move, look around, jump, use weapons (this includes melee), use items, and interact with NPCs. There are additional controls such as vehicle controls and secondary weapon functions.

Success & Failure Conditions

The game is technically won when the player completes his mission of finding the Promised Land. But there is so much to do in the game that it isn't made to be completely finished. Failure will probably come several times in the game, when your character dies. But that's okay, as long as you remember to save your game!

Carrot Says:

Title: Frigid

Written by: WaffleCake

Week 3

High Concept: Not bad overall; I think that the last sentence could do well to be worded differently though. Change it around so it sounds more dynamic and with more action words, don't just *say* what the purpose is, describe it.

Critique: As much as I enjoy the back-story; it just isn't needed in the Treatment. It takes 2 paragraphs to get to the important part of the Treatment, the gameplay, I would prefer to know how the game is going to play before anything else. Once the Treatment starts explaining the gameplay; I see myself enjoying the fast-paced and skill-based action. That is the mechanic that I feel separates *Frigid* from every other game of this ilk, the skill-based gameplay, and the aspect that could make *Frigid* a very fun game if done well.

The Treatment barely touches upon this mechanic; unfortunately, though I suspect it may be because actually figuring out how to make it work properly is going to be very hard. There are a ton of reasons why this mechanic would sound cool on paper; but there are even more reasons why it just won't work in implementation. Proper game balance will be very tough to nail down; if the game is too easy, then players with even a little skill will just skip right to the end and feel unsatisfied by the game. Conversely; if the game is too hard, only the most hardcore and devout fans will enjoy the game. I would like to hear about some examples as to how the game will guide the player without making them feel like they are being led.

I like the barter system, but I have a feeling it would annoy me after awhile; I'm too much of a loot-whore to willfully give up anything. It seems odd that there isn't a currency; all known civilizations in history have had some form of currency, bartering is used mainly when both parties don't have much money. I think it could be interesting to have currency in the game; but for it to be extremely rare; the player won't go about picking up 15G from a rat. This would allow the barter system to stay center stage; but the player would still have the option to save their funds for those NPC's that just don't like to trade.

Presentation is solid, far fewer grammar and spelling mistakes than previous Treatments, so that's a plus. The Premise section contains an awful lot of detail, whereas the How It Works section is sparse, details need to be shifted around between the two of those.

Fun: B
Presentation: B
Originality: B-