

Robinson's Adventure

An original project for a computer video game based on "The Life and Strange Surprising Adventures of Robinson Crusoe" by Daniel Defoe with some screenshot of the beta of the game proposed to the courteous attention of "GameSarpi Company"

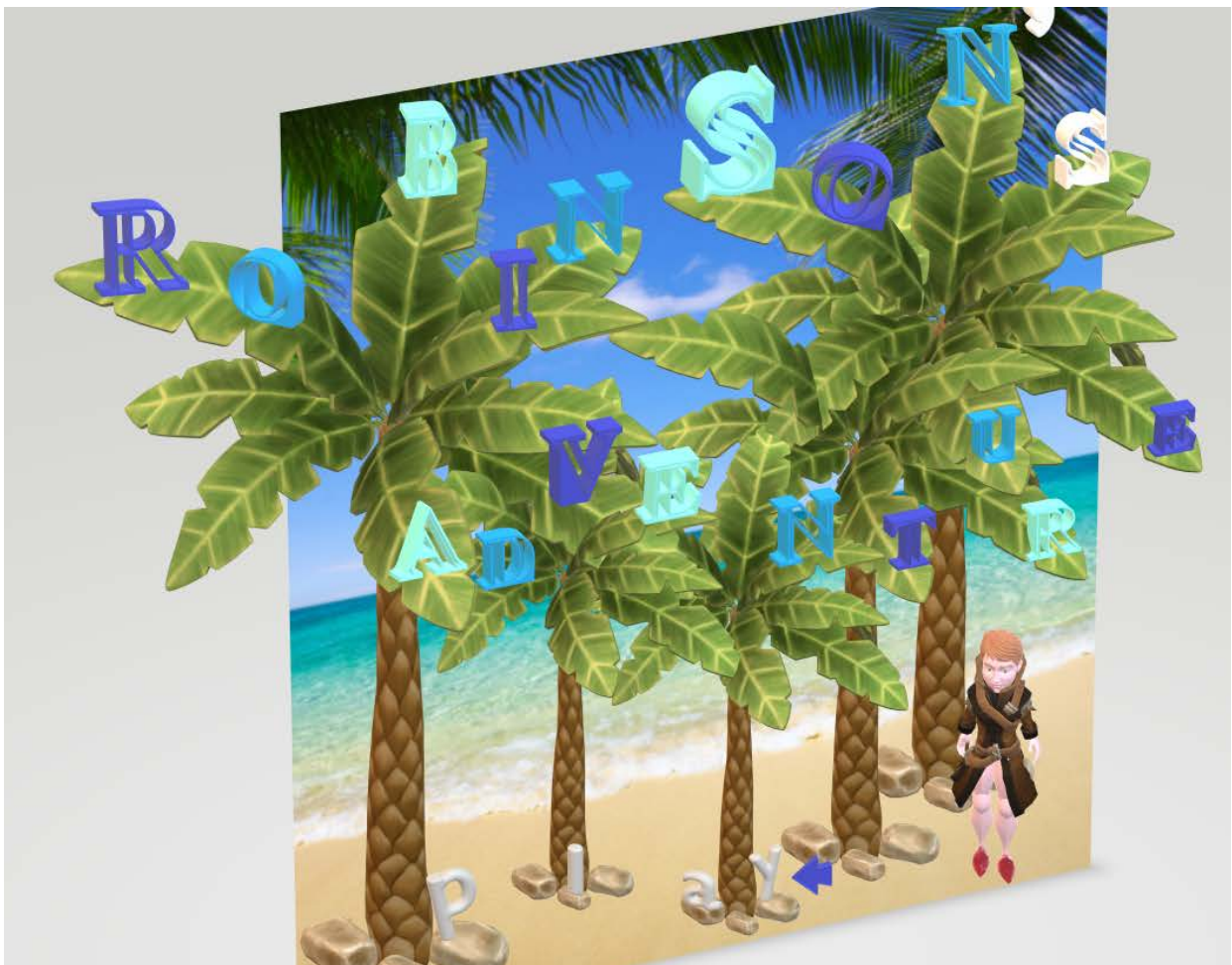
An introduction

Thank you for reading the project of the new videogame “ Robinson’s Adventure”, a spectacular experience that combines exploration of an unknown world, action, surviving and the discovery of the real essence of the main character.

Are you ready to survive on a desert island and to live the most exciting experience of your life?

The player will be able to lead Robinson across the island, helping him to build himself a home, to hunt, to fish and to battle for his survival.

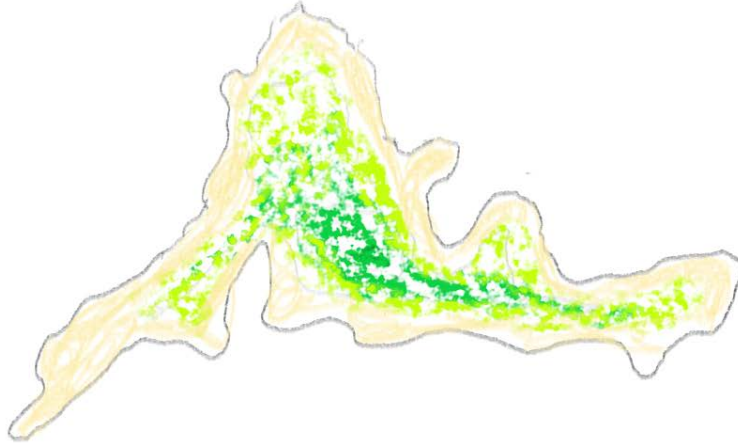
Let’s take a look at what happens after the player wakes up, alone and confused, on a deserted beach, with just a few trunks of water, wine, food and guns around him.



The main screen of the game

1 The Island and the story

The island is inspired by the real “Island of Robinson Crusoe”, today in Chile, where Alexander Selkirk lived for 5 years. The island is divided into 5 areas, that Robinson will be progressively able to explore after God (see 2.3) permits him.



An overall view of the island, as the player sees it in the game

1.1 The beach of a new life



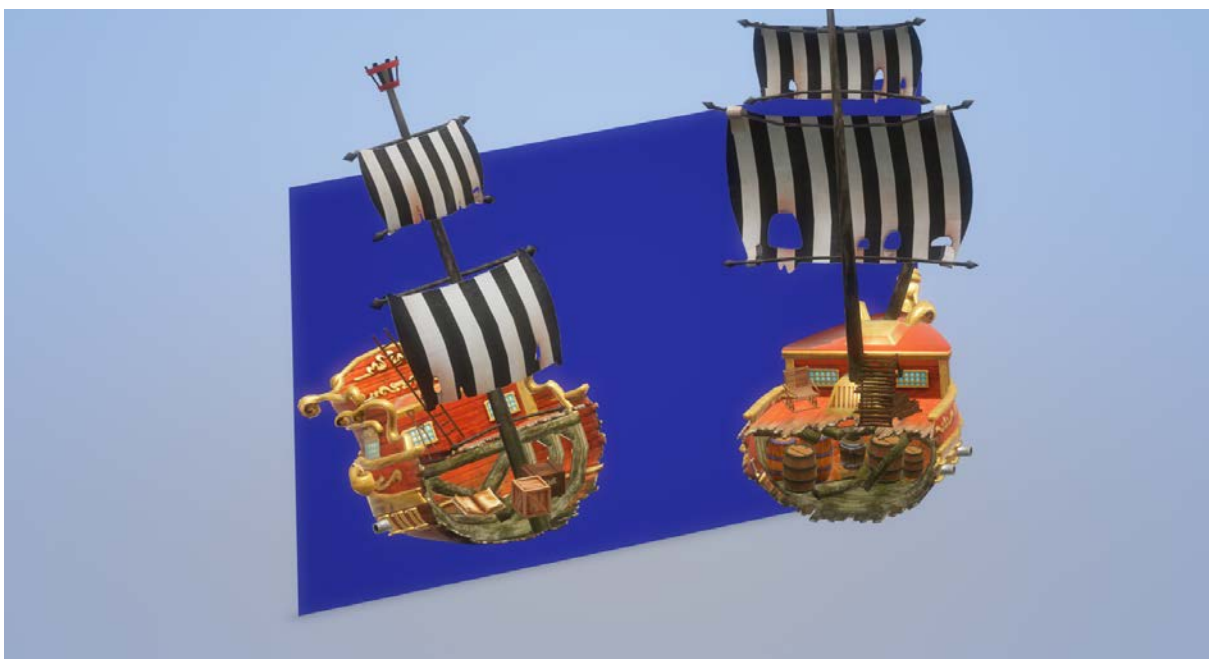
This is how Robinson calls the first area, where he can move at the beginning of the game. Here, he has to learn how to survive. Immediately, God explains to him what

happened, why he survived and invites him to sleep on a tree for the first night. The day after he shows him where he can build a “home”, where he can breed animals, how to hunt and to fish and how to get water. At the top of the map, you can see the place where Robinson can build his home, and on the left where he will start to breed goats (he will meet them in the second area). In the middle of the picture, there is the beach where he woke up and from where he can go into the sea to fish and to reach the wreck. In the dark green area he can find wood, fruits and birds. He can use wood to build his home (see 4) and other things and he has to eat fruits, birds, fish and later also other animals to reintegrate his life points(see 2.1.) Of course, he finds some trucks on the beach, with water, wine, food and guns(see 4).



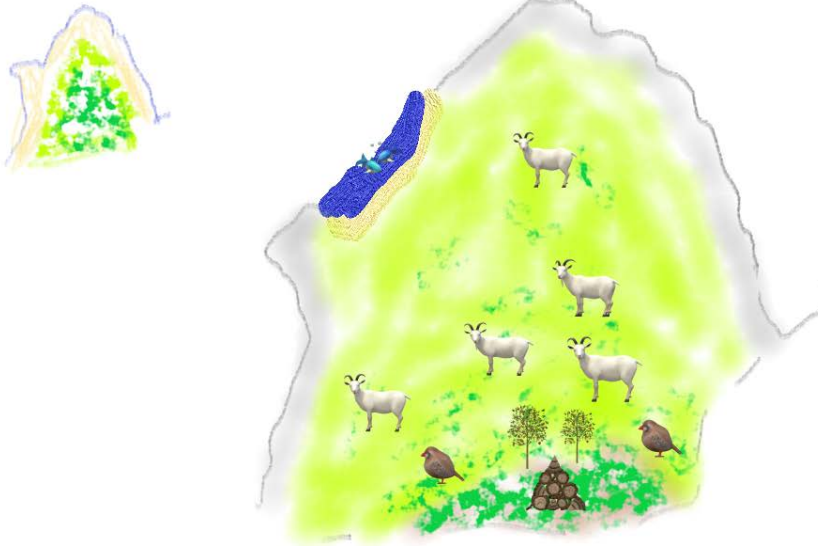
An overview of Robinson's house and livestock

1.2 The wreck



Robinson sees the wreck from the beach where he wakes up. After the first day on the island God proposes to him to go there to look for useful things. In fact, here he can find many items, such as: a staircase, shovels, barrels and trunks with food, water and wine, wood and the bible(see 4). After Robinson rescues Friday (see 1.4), the sea covers what remained of the ship.

1.3 The plane of the goats

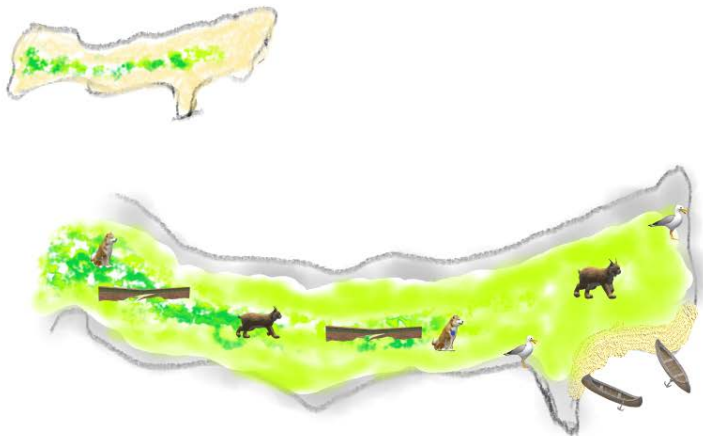


God allows Robinson to go here after he has built his house. In this mainly flat area Robinson can kill goats to eat them (see 3.2) or bring them “home” to breed them. There are fish, birds and wood as in the first area.



Robinson before attacking a group of goats. On the right some nets

1.4 The bay of the natives



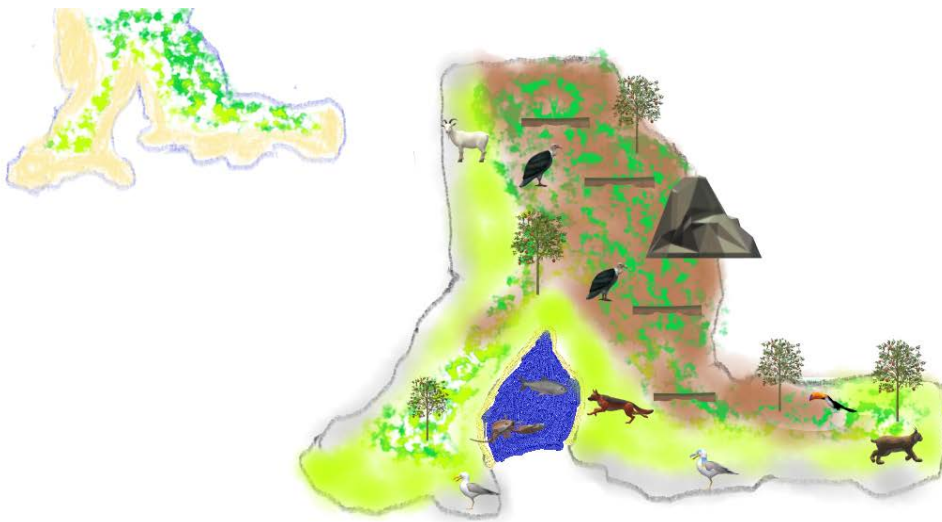
After Robinson has killed and raised almost two goats, God indicates to him this peninsula, where he can find for the first time carnivores (see 3.1), that offer very good meat, but are very dangerous. There's also more resistant wood. At the end of the peninsula Robinson finds a beach, where the first time he sees only a footprint, but the second time he goes here he will battle against some bloody cannibals and get Friday free (see 2.2). After he saves the captain (see 1.7 and 2.4), and just before he's completely treated, Friday asks Robinson

to return to this beach, where they will have their last battle against the natives and will save Friday's father.

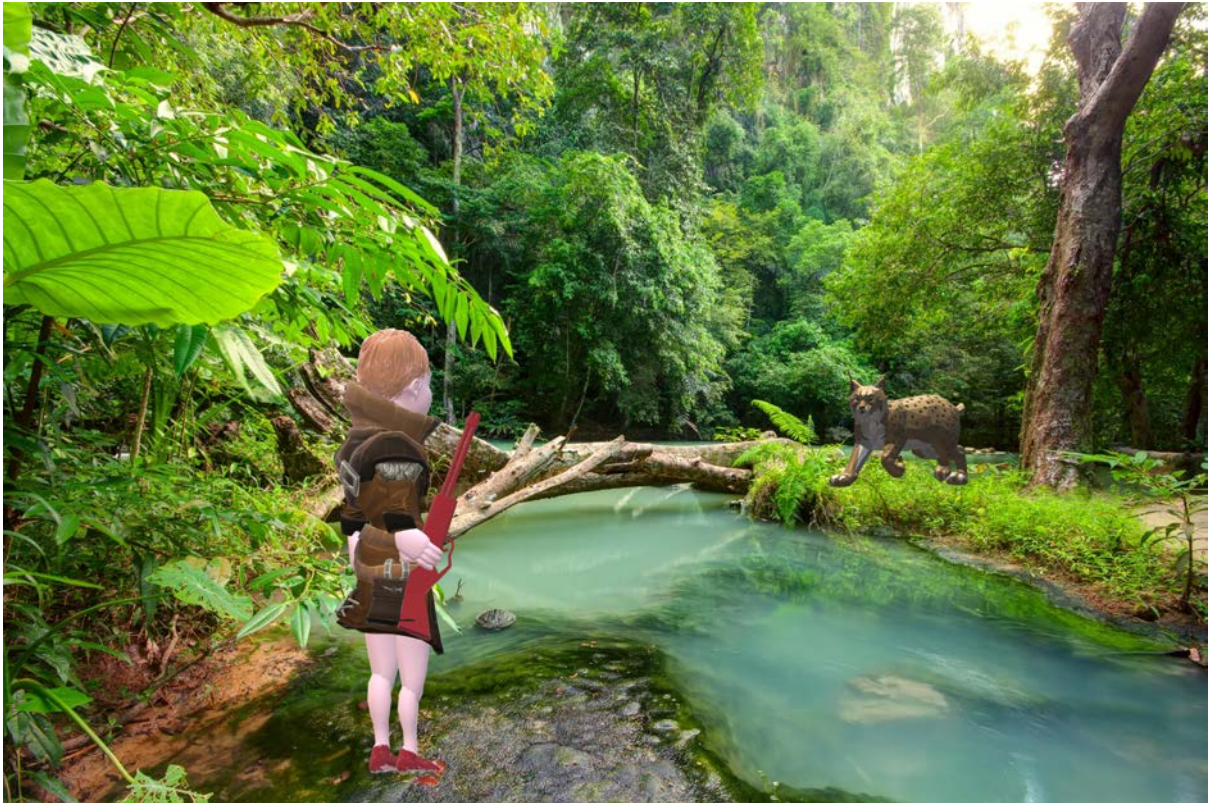


A cannibal and two prisoner on the beach

1.5 The luxuriant valley



After Robinson has taken Friday home, God wants them to go here to prove their courage. This is the most rich part of the island. Further the animals, fruits and woods present all over the entire island, here Robinson will find a marvelous bay full of fish, and not far from here unknown predators. It seems he will need Friday help to take advantage of the richness of this valley.



Robinson in the valley in front of a carnivore

1.6 The peek of a new hope

But this is also the area of the tallest mountain on the island. To climb it, Robinson and Friday have to take with them many supplies and to choose the right rhythm, not to get exhausted (see 2.1) . From the top they will have a beautiful sight of the island, and Robinson will see an area he had never explored before and God will inspire him to go here.



Robinson on the top of the tallest mountain on the island

1.7 The rock peninsula



This is the poorest part of the island. Here Robinson and Friday will not find something to feed them or precious for the buildings. But if they reach the unique beach of the peninsula, they will meet a mutinied equipment while he's abandoning his captain and three sailors still loyal. So Robinson decides to battle against them and save the captain, while the mutinied sailors will be used as slaves at his farm (see 2.4 and 2.6).



Robinson and Friday while fighting against the mutinied equipment

2 The characters

2.1 Robinson Crusoe



Robinson is obviously the main character and is a sort of an avatar of the player. On the island he has to find his physical and moral strength, helped by God and by Friday. He institutes a particular relationship with both of them: God is his guide and a reference point, while on Friday he experiments an attempt of civilization. In the screenshot above we can see Robinson with his life points (lp). He has 8 of them, and Robinson can lose them because of:

- staying 10 minutes without drink (-2 lp)
- staying 20 minutes without eating (-4 lp)
- an excessive heat (see 5) (-2 lp every 5 minutes)
- an excessive exertion (-2 lp every 5 minutes while is walking in a area coloured in brown on the map)
- climb a tree(-2lp)
- cut a tree with his saw(see 4) (-3 lp)
- being attacked by an animal (- 2 lp)
- being hurt during a fight (-2 lp)

To understand how Robinson can recover them, see 3 and 4.

2.2 Friday

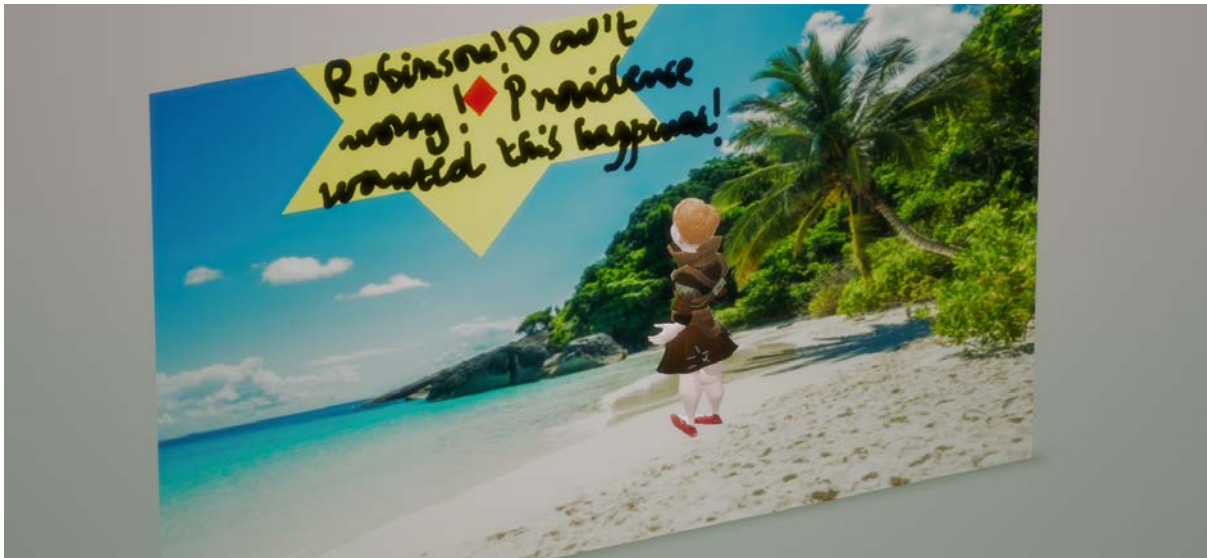


Friday will become the most loyal mate Robinson has ever had. After Robinson defeats the cannibals who wanted to eat him, the game will automatically restart at Robinson's house, where Robinson will imagine from Friday's representation his history and complain to be separated from his father. Friday will ever follow Robinson and can be controlled by the computer or by G2. In the last case, he has life points as Robinson. The player can also give him his voice, teaching him simple phrase in English, as:

- "Today's a good day"
- "I am here for you, Master!"
- "Do you need anything?"
- "I'm hungry"
- "Let's look for some food"
- "Let's go, Master!"
- "Let's explore the Island"
- "What will we find here?"

The computer will choose a phrase random every 10 minutes and the player will listen to Friday saying it.

2.3 God



God has a very important role in history, because he guides Robinson all over the island, and has real dialogues with him. His "light" appears in determined situations:

- at the beginning, to explain Robinson his situation and how he can survive on the island
- to show him how to use the tools and where to build the "house"
- to prevent him from going too soon to an area of the island (in this case, he will stop Robinson saying he has still something to do)
- to compliment him before he leaves

2.4 The captain



The captain is saved by Robinson in the rock peninsula, but has to be treated (here we can see him in Robinson's "house"). The game calculates he needs 60 life points to be cured. Robinson has to make him feel better. When there are only 20 life points left, Friday will ask Robinson to return to the bay of the natives, where they will have their last battle and save Friday's father. When the captain feels better, he will thank Robinson by offering him the possibility to return home on his ship. Robinson agrees and so the game finishes by him leaving the island with the loyal sailors, Friday and his father. The player can decide if restart

the game or if continue by controlling the mutinied sailors, that establish a colony on the island, by the same rules followed by Robinson and Friday.

2.6 Friday's father



Once saved, he will wait for Robinson every morning on the beach of a new life (as in the picture) to do one mission a day:

-get 3 slices of meat

or

-get 5 bottles of water

or

-get 5 pieces of wood

(see 3)

3 Animals and plants

3.1 The carnivores



On the island, there are two species of carnivores, as the map shows. They are very aggressive, but if Robinson kills them, he will obtain a slice of meat in his bag and each of them gives him 3 life points. To be killed, it's satisfy them one time (for the first species) or two (for the second).

3.2 The goats



They are useful for Robinson. He can kill them as the carnivores, but receiving just 2 lifepoint for each slice of meat. In alternative, he can capture them by a net and bring them home(the game does this automatically), but only if he has a free enclosure (see 4). To capture them, the player has to centrate the green point over the goat he wants (if not, he breaks the net).

3.3 The birds



They can be eaten as the other animals, but give only 1 lp. Robinson can also capture them as the goats: once a day, he can listen to their voices to recover 4 life points if has almost three of them, or 8 if has almost 6 of them.

3.4 The fishes



On the map Robinson can see where he can swim and fish. Every fish gives 2 lifepoints, apart from those of the rich valley that gives 4 life points (they're also more numerous, while they are generally rare in the other areas).

3.5 The fruits



Each fruit gives 1 lp. They can be rarely found on the ground or at the top of some trees notated on the map. Fruits on trees regenerate themselves every morning, while every day the game generates a variable number of fruits on the ground for each area:
-45% nothing

- 30% 5 fruits
- 20% 10 fruits
- 5% 15 fruits

3.6 The wood



The wood can be taken for every adapted tree on the island (they're indicated on the map). As we have already seen, they're of two topologies. The first one gives 2 pieces of wood, the second one 3. Robinson can cut them with his saw and uses them to build things (see 4). The cutted trees grow up again after 2 days.

4 Tools

At the beginning of the game, Robinson finds in the trunks on the beach:

- 4 guns
- 5 bottles of water(+ 2lp each one)(a hide bottle can be refilled thank to various rivers)
- 6 boxes of sailors' food(+2 lp each one)
- 3 bottles of wine(after she drinks one of them, he's faster and he recovers all life points, but for 5 minutes he can't hang tools)
- a saw
- a pugnall
- a book, called "How to survive", that shows all the stuff Robinson can build and what he needs. These are:
 - home (10 pieces of wood)
 - table (2 pieces)
 - bed (5 pieces)
 - wardrobe for his objects (5 pieces) (if he builds a table, a bed and a wardrobe, he can recover all his lp during nights at home, if not just 2, or 4 with just the bed)
 - enclosures (6 pieces for one that can contains 5 goats; he can build just 3 of them; every morning he will receive 1 bottle of milk for each one (+ 4 lp) , he can decide to kill his goat, and then their meat would give him + 4 lp; after he defeated the mutinied sailors, they will work here, then he will be able to build 3 more enclosures)
 - a bridge (3 pieces of wood)
 - a hut (7 pieces of wood) (he can build them all over the island, and if he spends the night here he recovers 2 lp)
 - a sunbrella (2 pieces of wood, it permits to play with an excessive heat without any damage) (see 5)

On the ship he will found:

- 6 boxes of sailors' food
- 10 bottles of water
- 3 bottles of wine
- 1 staircase (to climb trees without spending any lp)
- 1 chair (if he sits down, he recovers 1 lp, but only one time every 6 hours)
- the Bible(if he reads it, +2 lp, but only one time a day)
- 15 nets

In his **bag**, he always has his reserve of drinks and food and his gun, plus he can choose one more object to take by him: 5 nets or the staircase or the dagger. The other object will remain at home where he can prelevate them.

5 The weather

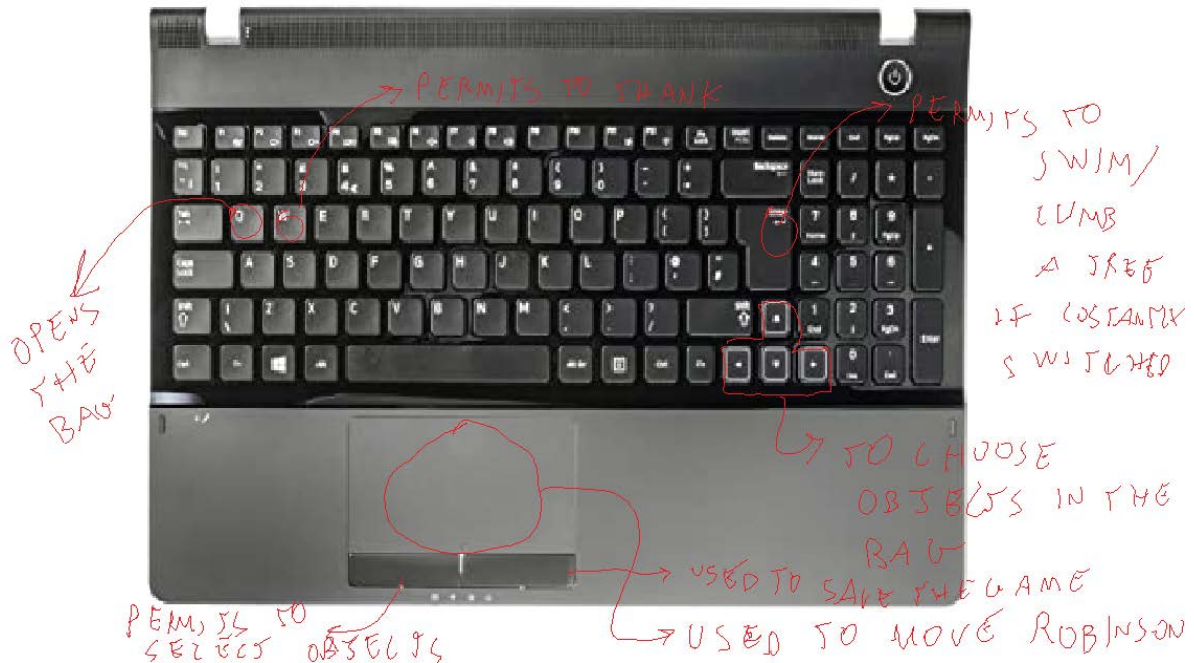
The game follows the alternance day/ night, based on the time regulated at the beginning of the game. The sunset is at 20 o'clock, and night falls at 21 o'clock.

The game considers the possibility of:

- rain (with a probability of 10% every day, and, if it falls, of 40% that lasts until 12 o'clock, 50% until 16 o'clock and 10 % until 18.30)
- a cloudy weather (5% every day)

-excessive heat (15% Robinson loses 2 lp every 5 minutes from 12 to 14 o'clock)

5 The commands



As you can see, you can save the game whenever you want and restart it from the point you saved. Also if you lose all your life points you will restart from that point.

6 Greetings

Thanks for having read this presentation. We hope you will consider our proposal, and accept to produce it. We are ready to accept suggestions and to improve our project.

Thank you

Riccardo Ravasio