

ABSTRACT

“StewardShip” is a virtual reality (VR) survival game set in a subterranean cave on an alien world. The game is a narrative-driven experience centered around the titular Stewards, a series of crewmembers awoken by the mining ship they inhabit after something catastrophic occurs, causing the ship to become irreparably buried.

The player takes on the role of these successive Stewards to survive, explore, and uncover the mystery of how they ended up buried on an alien planet. Each Steward emerges into a unique environment, as the circumstances of the previous Steward impact how the setting has evolved during the time passed. Ultimately, the Stewards work towards the goal of uncovering the mystery of their situation and escaping the planet alive.

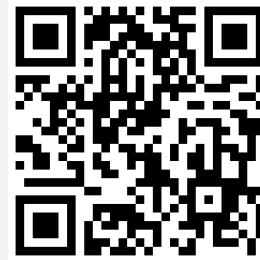
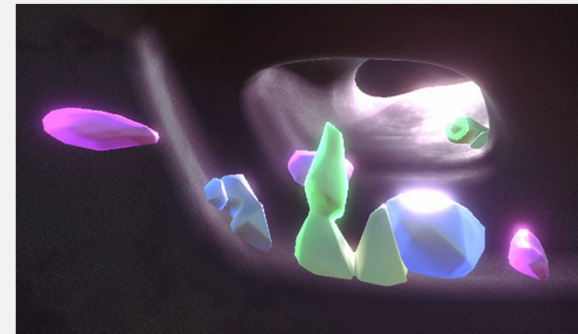
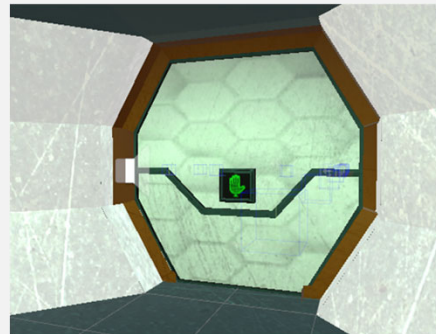
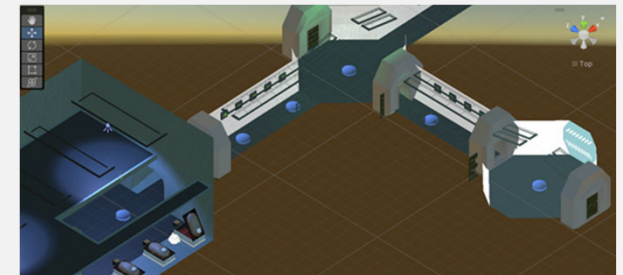
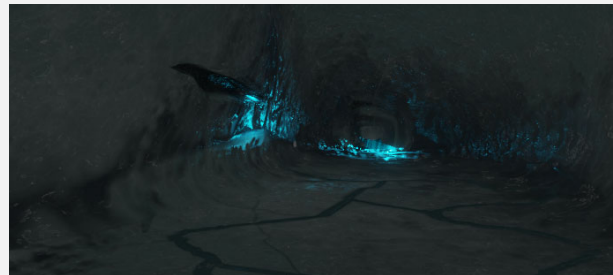
Purpose

The purpose of this game is for the player to experience death in a different way than is normally portrayed in games. With each scripted death of a steward, the ship will then awaken another after some period of time has passed, whether that is months, years, or even centuries. Thus, the continuation of the story but from a different perspective, with new mystery to uncover and explore.

Resources

Unity 2021.1.x
Visual Studios 2019/2022
Blender

Trapped in a cave on an alien planet, with just the trusty ship AI by your side, will you be able to survive? Or will the troubles of the cave consume you?



Website