

Sunstorm Saga Narrative Space Shooter: Worldbuilding

Genre

Narrative Space Shooter

- ✓ Narrative: The player progresses the story by completing levels.
- ✓ Space Shooter: The player beats space shooter levels to progress the story.

Mood

Serious, gritty, survival, Calimero (small being in a large, dangerous world), spartan; with a goofy twist that turns the mood into a parody at times.

Setting

The universe, which is a Star Trek-like universe.

Several planets in this universe: the player will visit a certain location on each planet.

Space is a dangerous place. Each journey from one planet feels perilous.

Magic and Technology

There is no magic.

Technology is highly advanced, the same as in Star Trek:

- Spacefare is common.
- Lasers are a common weapon; there are laser-based guns as well as ship cannons.
- Scanners can pick up traces and life signs.
- Alien languages are auto-translated.
- Food comes from replicators as well as from agricultural efforts.
- Trans-warp drive exists but doesn't play a part in the story.

Environment

Space

Space in the game is similar to space in Star Trek.

Space is divided into 4 Quadrants, designated I, II, III, and IV.

It's filled with voids, galaxies, anomalies, nebulas, entities, and so on – although most of them are beyond the scope of this game.

Galaxies are filled with planets. Space stations and moons orbit planets.

Space is used as a background for the levels.

Items that float around space and may appear in the game at some point: Tesla Car, ISS space station, Dead Astronaut, Bag Of Urine, hammer, camera, U.S. Flag, Alan Shepard's Golf Ball (2), the Goodwill Disc, Bible, Gene Roddenberry's Ashes. The items may form collections for the player to complete.

Ray Trace, Sunstorm's Space Ship

Sunstorm has a rickety, small spaceship. It's about 20 meters long, 10 meters wide, and 3 meters high. It has a striking resemblance to an earthly RV adapted for spacefaring.

The ship can be operated by one person, but has seats for co-pilots or guests.

The game shows only the bridge of the ship. It has a Captain's Chair and a view screen, and a dashboard full of buttons, switches, and lights. We see wires, loose panels, bare circuitry, and so on.

Non-displayed areas of the ship are the engine room, the habitat (quarters, one room with a double bed, a replicator as a kitchen), and a bathroom with a toilet and a shower.



Cornucopia, the Supply Planet

A planet completely dedicated to fabricating and selling anything space travelers need: food supplies, fuel, travel-sized games, books, videogames, kid's coloring books, cleaning products, anything.

The planet's surface is covered in a thick layer of smog, caused by millions of factories. There's one circle smog-free; this is where the Supply Shop is.



The game shows the interior of the supply shop, which looks like a shop's counter. The shop owner is an alien who looks like a Ferengi version of Donald Trump.



There's a Space Map on the wall behind the character. On the counter are funny last-minute shopping items such as a Milky Way candy bar and a Tribble-On-A-Stick or Tribble-floss (candyfloss made from Tribbles). And earrings on a stand. And so on.





The planet of the crashed Raider



A barren planet, covered in desert, like Tatooine (Star Wars), and the planet with the robot spider in Space Quest 1.

The sand is a yellow shade of grey.

The rocks are a brown shade of grey.

The sky is pink.



The game displays a scene featuring a crashed Raider ship. A Raider Ship is an ordinary enemy in the game level, the crashed ship should resemble that.



Leo Theo's Workshop/Workshop Planet

A planet with a surface that is one gigantic ocean. The climate is tropical.

On the ocean are floating workshops that are biomes with trees and tropical plants, vegetation that we know from present-day Earth. The workshops produce all kinds of equipment, and they repair spaceships.



The planet is inhabited by an alien race that strongly values craftsmanship over intellectual work – in fact brainiacs are of low value because they don't produce anything. If you want a well-paid job, work with your hands, not with your brain.

They don't have overhead, CEOs and managers, but rather work in small groups with flat organizations, or work solo. They don't have intellectual style art, but do value the art of

craftsmanship. They don't have theoretical philosophy, but do have down-to-earth philosophies aimed at optimizing the practice of crafting, building and repairing. They don't have a belief system or a system of morality, other than that all morality is centered around crafting and building.

Leo Theo has a workshop floating on the ocean and specializes in supplies, repairs and accessories for spaceships.



The Laboratory/ The Lab Planet

The Lab Planet is the opposite of the Workshop Planet. It's a planet completely covered in land and chemical installations. Water is exclusively available as an imported good, and is therefore the most valuable thing in the world.

Labs are made of gold, because gold is widely available, and therefore of low value.

Labs are scattered over the planet's surface.



The alien race that inhabits this planet is very theoretical. They are averse to hands-on work. They look like lumps of flesh stuck onto a plank with wheels, and everything is operated directly from the brain. They use brain power to move around, to pick up things, to watch TV (only theoretical and philosophical documentaries), and do their research in

their labs. They talk without moving their lips, in fact they hardly have lips at all. Their mouth is just a small hole meant to insert nourishment. Their way of eating resembles a car being fueled up at a gas station.



This race sees no value in craftsmanship. In fact, since they have no hands, they can't even craft or build anything with their hands, even if they wanted to. Which they don't – although there have been abnormalities in orientation, but they've all been cured of their abnormality/handicap/illness. Which happened after a woke movement and an anti-woke movement – the latter of which won the war on woke.

The Lab Aliens are good friends with the Workshop Aliens, as they both need each other. They're like yin and yang, like Bonnie and Clyde, like Michael Jackson and Bubbles, like Tarzan and Jane.

The Qan'Tar Planet – Rebel Village

Qan'Tar Planet: Qan'Taros I

The Qan'Tar Planet's surface is one gigantic rainforest. The atmosphere is dangerously rich in oxygen, causing retinal damage, lung damage, Paul Bert effect, cellular "rusting" and systemic symptoms like euphoria, lip twitching, confusion, fatigue, and ringing in the ears, to occur frequently among inhabitants if they don't take protection.

The rainforest has open spots such as oases and large burnt-down areas, since the surplus of oxygen increases the inflammability.



The Rebel Village

Covered by the trees and vegetation, the Rebel Village is very hard to find for those unaware of its existence (like the Smurf Village in *The Smurfs*, or Robin Hood's band in the forests of Nottingham).

The Rebels live in huts and treehouses. They're hunter-gatherers to survive. Their mission is to overthrow the Qan'Tar government. They're in the stage of planning and plotting, while the Qan'Tar forces are actively hunting for them.

The rebels suffer from the above-mentioned health threats and the attacks from the Qan'Tar forces that usually attack from the air since they're trying to stay away from oxygen hazards.



Deep Space X, The Qan'Tar Space Station

Deep Space X resembles Deep Space 9 from the *Star Trek* omniverse.

The Qan'Tar near the Qan'Tar planet live in this large space station. It harbors a complete community, with shops, bars, a promenade, quarters, a doctor's office, a law enforcement force, and a hierarchical chain of command. It also has prison cells.



Inhabitants

The world is inhabited by a wide variety of species and entities, just like the Star Trek universe.

However, only a few species will appear in the game.

The main species in the game are:

- Terrans
 - Home planet: Earth (destroyed)
 - Population: 2
 - Details: see “Factions.”
- The Raiders
 - Nomadic, a scattered collective of warriors
 - Population: 10 Billion
 - Details: see “Factions.”
- The Qan'Tar
 - Home Planet: Qan'Taros I
 - Population: 10 Billion
 - Details: see “Factions.”

Economy and Politics

Economy

The economy in space runs on trading and bartering. Different governments, groups, and traders trade with each other the way they see fit. Payments are usually done in currency, goods, or a combination of both. The currency widely accepted is Gold-Pressed Rock (GPR), which looks like golden bricks.

In addition, a lot of stealing is done, in many cases by looting and pillaging—the right of the strongest.

Politics

Politics is chaotic. Space is politically divided and unstable. A wide range of planets, species, and factions define the way political power is divided – the strongest and smartest take power. Alliances are forged and broken. Wars come and go.

There are no interplanetary universal rights. There is no universal law enforcement system.

Each planet or species has a governmental system that suits it, and enforce their laws in ways it suits them. There is a wide variety of governmental systems.

Amidst all this, the game only entails the political powers that impact the gameplay world: the Raiders and the Qan'Tar, and the two last surviving Terrans.

Resources

The world has a vast variety of resources, but only a few are important for the game.

Important for gameplay:

Resource	Purpose	How to get
GPR	Currency	Collecting items during gameplay and optionally selling them in an In-World Shop in Story Levels.
Fuel	Fly the airship: must have enough fuel to reach the next destination.	Buy in In-World Shop in Story Levels.
Ammo	Shoot during level gameplay	- Buy in In-World Shop in Story Levels. - Pick Up during Gameplay Levels
Repair Kit	Extra Lives during gameplay	- Buy in In-World Shop in Story Levels (expensive) - Pick Up during Gameplay Levels (Rare)
Shields	Provide a Shield during gameplay	- Buy in In-World Shop in Story Levels (only 1) - Pick Up during Gameplay Levels

Qealysium	Provide Speed Boost during gameplay	• Buy in In-World Shop in Story Levels (only 1) • Pick up during Gameplay Levels
Collection items *)	Collecting, or selling to earn GPR;	• Pick up during Gameplay Levels

*) Sellable items can be anything. Examples: Engine-less Tesla Car, Moon Stone, Burnt Warp Drive, Jedi Sword, ... They're often (but not always) items with cultural references.

Factions

Terrans

Terrans are the humans from Earth. They've become nearly extinct, as there are only two known Terrans left in the universe: Sunstorm and Luna.

The Raiders

The "Raiders of the Rock" are a barbaric opportunist faction and a hot-headed race. They dogmatically worship The Rock. Every Raider must visit The Rock once in their life to circle around it, clockwise, 100 times, while saying mantras and drinking the blood of slain enemies, to avoid doom.

The Raiders are masked humanoid creatures wearing skinsuits that only leave their eyes visible. Weapons, in a large variety, are attached to the skinsuit.

The Qan'Tar

The Qan'Tar are a Klingonesque, aggressive, war-mongering race of warriors. They're expansionist and seek domination over all others. This is backed by a philosophy of the right of survival of the strongest. The weak have no right to exist. In Qan'Tar philosophy, evolution is a path of war that only stops when one race is left alive and "Eternal Peace" is achieved; a form of paradise. Their drive is to seek out if this ultimate, strongest race is the Qan'Tar or not, so they're basically searching the galaxies for races that can beat them in battle to the death.

Qan'Tar culture is known for a growling kind of singing, combining vocal cords and belly singing.

The Qan'Tar look like Klingons, except that they have 6 limbs instead of 4 (two pairs of arms).

The Rebels that rebel against the Qan'Tar's reign

If the Qan'Tar are orcs/dwarves, then the Rebels are the Elven. They shaved off their Qan'Tar head hair so they're all bald, but they do have facial hair. Like the Qan'Tar, they have 6 limbs.

They live close to nature, and emphasize ranged shooting in warfare.

They're guerilleros in elven style.

The rebellion against the Qan'Tar goes back many generations. So many that the rebels have developed their own language, which has no vowels. It feels like how Americans perceive long German words.

The rebels oppose any singing, as part of their rebellion.

Characters

See separate document.