



Created by
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An authentic psychological space thriller in low gravity.

NOMAD is game where you play an astronaut stationed alone on an outpost in the middle of the solar system who, after discovering an alien warship speeding towards earth, must get herself on the ship and destroy the aliens to save the earth.

It is 20 years from now in a dystopian future. You are **Danielle**, an astronaut who is in her sixth year as a 'Postman', an isolated researcher, on one of Jupiter's moons. As you drive your ground vehicle from station to station gathering tools and parts to construct a gravity gun (a tool to get on the alien ship) you accidentally crush yourself to death under the transmission tower. The player respawns back at the home base like any other video game but something is not quite right. The base did not reset itself and you find strange notes that you don't remember writing to yourself hidden throughout the base. Also, your robot companion **DASK** suggests that you avoid the transmission station and play videogames instead. You decide to go anyway. You find own dead body. You are a clone.

Now as a clone the player must use the gravity gun to pull herself and the large and cumbersome cloning equipment (Cloner) off of the moon and through space fast enough to board the alien ship. Her ability to respawn is the only hope she has against an entire crew of aliens so she must bring the Cloner with her. Using the Kinect's full body controls you must move the massive machine as you advance through the ship to create a safe place to spawn. When you die you will have to locate your corpse and retrieve your gravity gun. The aliens may even try to use it against you. You can also use any of the alien's weapons against them.

NOMAD can be marketed both as a game featuring state of the art technology where you get to move as an astronaut in low and zero gravity, as well as a psychological science fiction thriller set in a dystopian future. Nomad is a Bioshock killer that is for anyone who may have enjoyed 'Children of Men' or 'Blade Runner'; usually males between 14 and 40. The game is filled with smart literary references, which this demographic grasps onto (e.g. The main character is Danielle the Postman; Danny Postman is the author of a popular book called 'Amuzing Ourselves to Death' about dystopian entertainment in '1984' and 'A Brave New World'), and ironic self referencing (e.g. Dainelle's robot DASK (Das Kapital) constantly tries to get her to play videogames to forget that she is a clone).

CONTROLS & MOVEMENT:

- On the moon base - **Jumping and using arms while airborne** to navigate the low gravity environment
- When gravity generators are turned off - **Swimming through space and grabbing walls, poles, etc.**
- Using the gravity gun - **Whatever point in space the gun is shot at will draw the player towards** (the player can change the range and magnitude) It can also be used destructively.
- Moving Large Containers - The player must **manipulate large objects in low and zero gravity**. (e.g. the player must bring the cloning equipment if she wishes to clone while on the Alien ship.
- Driving the ground - **Steer in the air with your hands**.
- Talk to DASK - **Use the voice recognition to talk to DASK** like it was a robot. The current AI limits on the Kinect can be justified in the story as the current technology on the space outpost.

THE VITAL ELEMENTS:

- 1) Specific mood and style emphasizing the loneliness of space.
- 2) All gameplay and mechanics are justified logically by the story.
- 3) Realistic and responsive full-body movement.

Genre: Action Adventure / Thriller

Camera: 3rd Person

Platform: Kinect