



ONE LONELY OUTPOST

Stardew Valley meets
The Martian

Game Concept



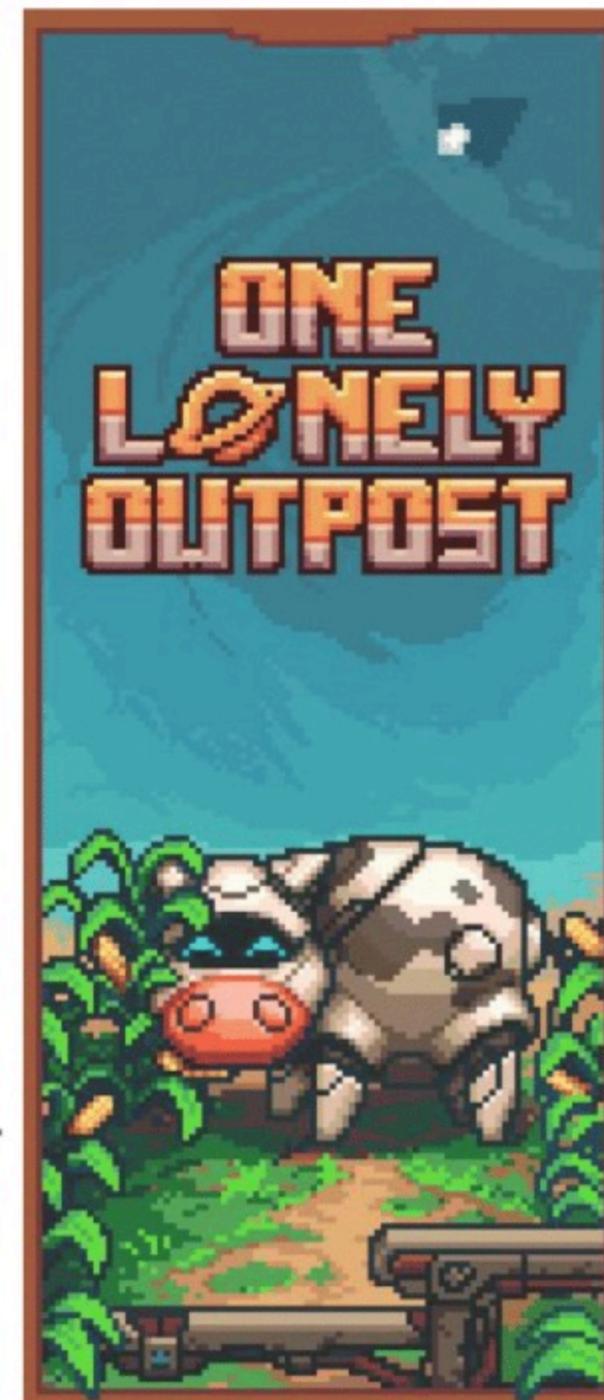
One Lonely Outpost is a farming simulator in the same vein as Stardew Valley and Harvest Moon. It has all the same core features expected of such games, but further expands on them in new and innovative ways.

The player starts alone on a barren, alien world, and as the player begins to grow crops and produce more food, colonists arrive. As the colony grows, the player is faced with an interesting choice: to develop an organic and natural farm, or a synthetic and genetically modified one. Both paths have unique gameplay, narrative, and challenges!

Additionally, the player can explore alien ruins filled with highly advanced robots in an optional combat zone. Or, if the player so chooses, they can play mini-games to take a break from farming. It's up to the player how they want to play the game - farmer, colony builder, fighter, or any kind of combination of the above.

Why our game?

- Stardew Valley captured the hearts of tens of millions. Now just as Stardew followed in the steps of Harvest Moon with its own take, so do we follow Stardew with our even more unique take with a space theme - a first in the genre.
- Other USPs: Besides the space theme, we have a distinctive, tactile pixel art style blending the best of modern gfx & 16-bit. Unique mechanics like Gene Splicing & In-depth plant tending to set us apart.
- Reactions from fans of the genre have been overwhelmingly positive! Over 3500 facebook page likes, 3500 twitter follows, & 1200 mailing list - all communities are highly engaged.
- Over \$50,000 in monetary investments by team members, plus over \$250,000 in sweat equity so far - we are highly invested in this!



Technical Details

- Developed in Unity 3D for ease of porting and development
- Full release on PC, Mac, Linux (Exact digital storefront TBD), and Nintendo Switch
- Developed with portability to XBox and PlayStation in mind
- Able to port to Mobile as well, with sufficient funding
- Multiplayer will be added with sufficient funding to support its development



Timeline & Budget



Minimum budget: \$145,000 per year of development for two years

This is the minimum amount needed to produce a polished, finished product. It will include all features listed in the following slides except for Terraforming. Minimum budget for 80%+ chance of positive ROI based on market research.

Optimal budget: \$295,000 per year of development for two years

This is the optimal budget which would include high-profile features such as Multiplayer, Terraforming, Follower/Helper NPCs, and substantially more content in the existing features. Highest projected ROI.

See the full Roadmap & Budget Analysis for more details [HERE](#).

Features - Farming



- All the traditional features of the genre, including buying and making your own seeds, fertilizing, watering, planting, and harvesting crops. Till soil, break down rocks and crystals, craft, and customize your farm.
- Choose your path! Choose between Organic farming or Synthetic - each with unique mechanics, storyline elements, challenges, and rewards!
- If you choose Organic Farming not only do your crops sell at a premium, you get to:
- Raise dairy cows, wool-producing sheep, egg-laying chickens, and many more classic farm animals for produce! Cross-breed your plants to produce natural hybrids! Cross-pollinating a plumb and an apricot might get you a Pluot! Or come up with new and interesting cross-breeds never before seen!
- But, if you choose the Synthetic path...



Features - Synthetics

- Gene Splice your plants so that they shrug off the harsh alien environment, grow faster, need less water, produce more fruit, and more!
- But beware! With each edit, there is a chance of adverse mutations.
- Buy or craft Robo Cows, Chickens, Pigs and more which consume plant matter and produce valuable Synthetic Meat, Synthetic textiles, and more!
- Wrangle your Robo-animals in mini-games to fix them when they get infected with Virtual Mad Cow virus or the Muddy Pig virus.
- A neutral-stance environmental narrative: will you choose the organic and natural route for your colony, or synthetic and GMO? Both provide benefits and risks, and the NPCs have their own opinions on the matter.



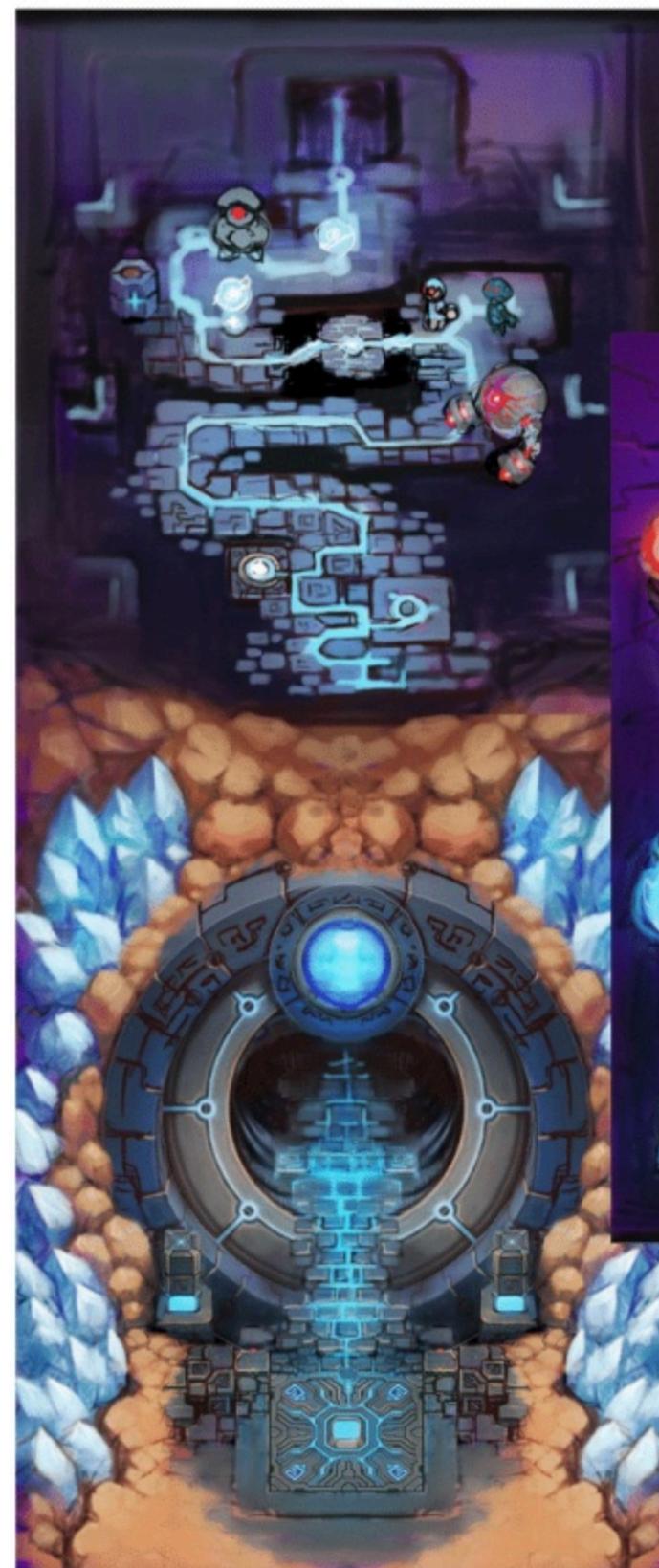
Features - NPCs and Narrative

- Fully fledged NPCs with dialogue, cutscenes, and storylines that progress.
- Meet a little green man who has crashed and needs your help to repair his ship ... and save his job, because he needs bio-samples, but is marooned on a barren planet!
- Each NPC will have slightly different ways to grow your relationship with them - some like gifts, some like new things, some will want to play games or do other activities together, some just like to talk!
- Some NPCs can be dated & married! The spouse will move into your house, have additional cutscenes & dialogue for married life, and you can even have kids who grow and can eventually help out on the farm.



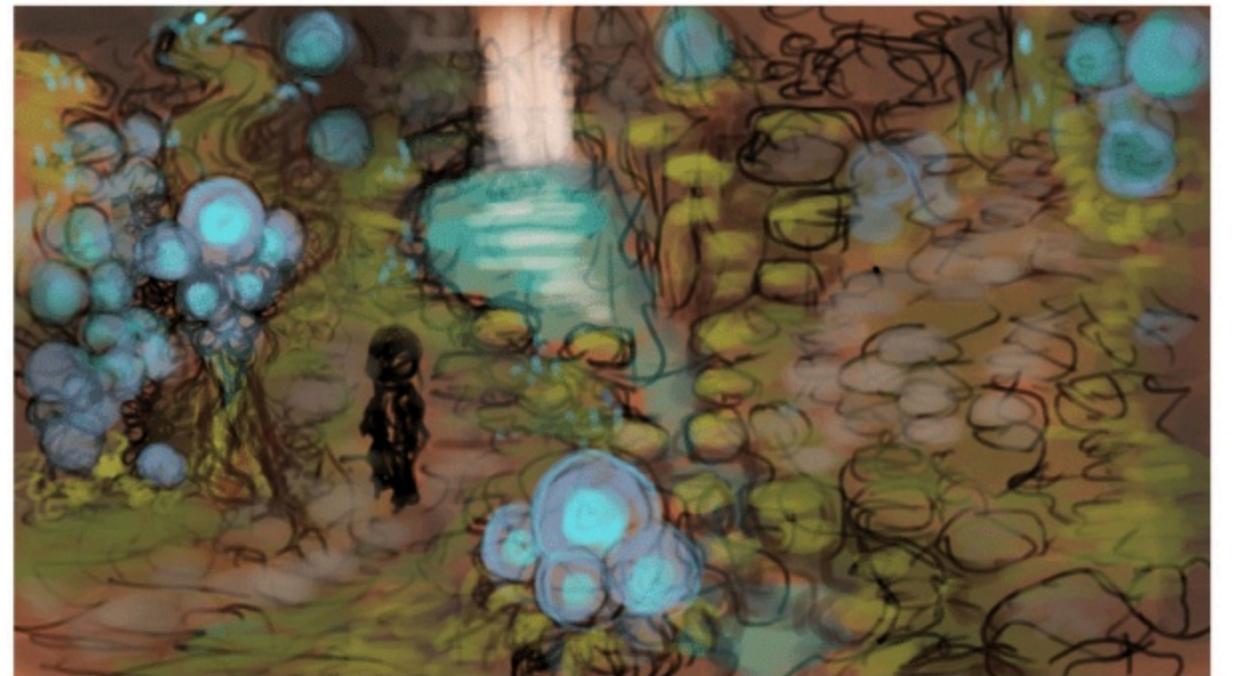
Features - Ruins & Mini-games

- Explore alien ruins full of robots determined to test your resolve. If you work at it, you might just meet their expectations and discover the story behind the rearranging ruins and their makers, as well as the planet as a whole.
- Asteroid mining/racing mini-game: blow apart asteroids as you race, but keep in mind that you only keep your gathered resources if you place in the top three!



Features - Terraforming

- With sufficient funding, we will introduce a game-wide world transformation of Terraforming!
- Through story events, farming, and/or exploring the ruins, the player will be the agent of this change playing the game how they like, creating a world they want.
- Bring fantastical life to the world and change the barren desert into a lush biome of fantastical plants and animals.
- This feature would allow us to offer a fundamental and defining USP which would help seal our game's place as a completely unique title.



Our Core Team

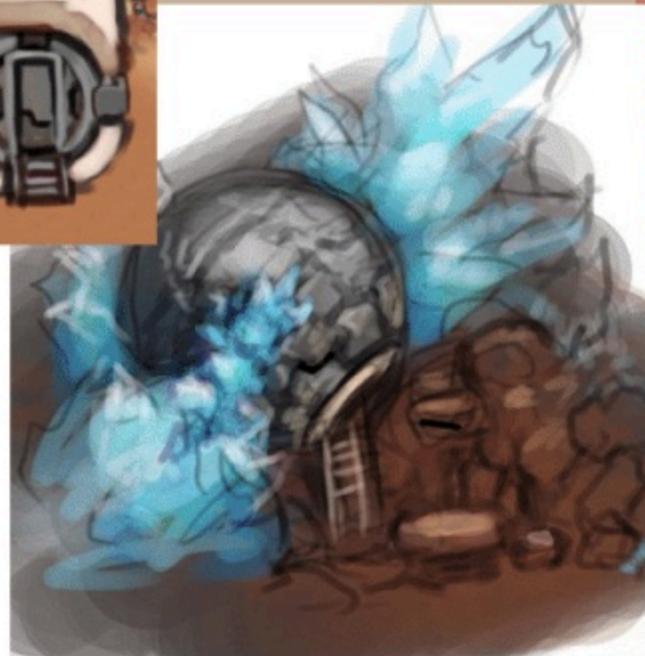
Brad Petry / Project Manager - 7 years professional game dev, 3 of which as project manager. Worked on 12 released titles through Powerhouse Gaming, directly managing development of the 6 most recent games.

Christopher Bayliss / Programmer - 9 years experience as a programmer and currently employed by Broadcom.

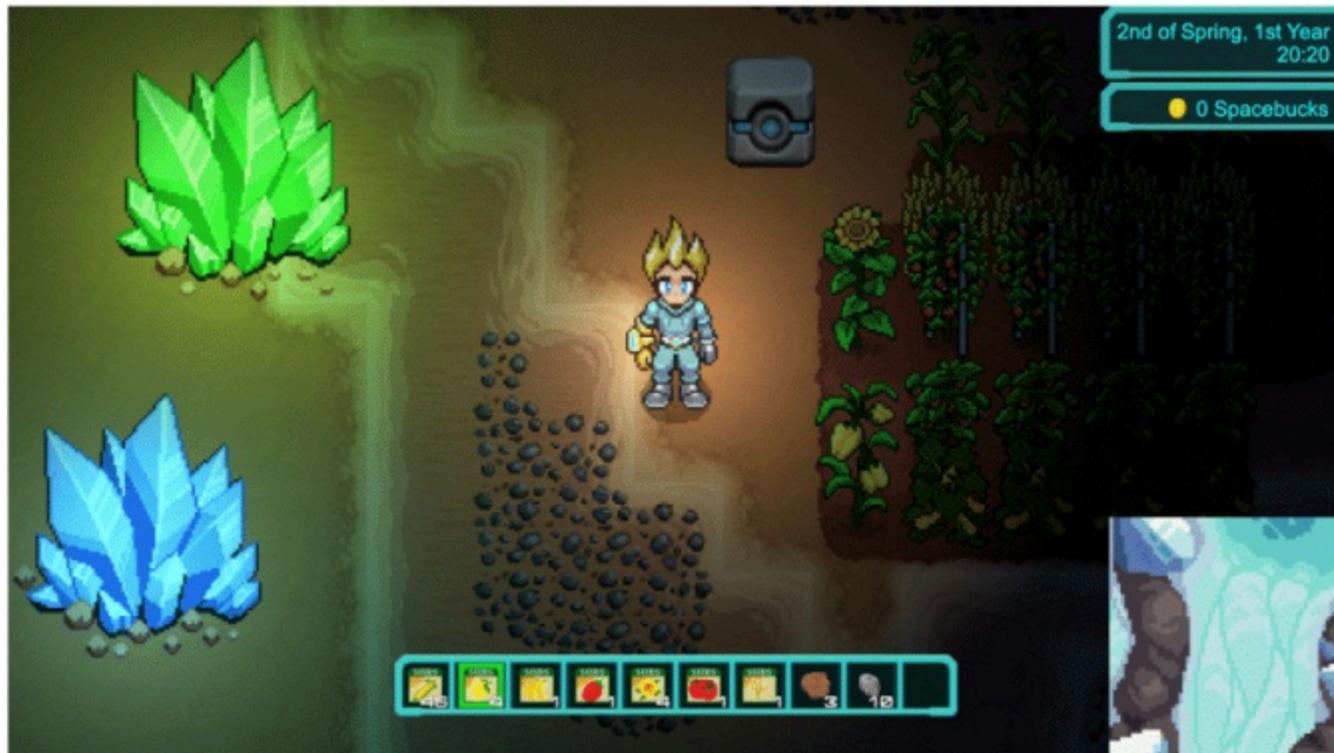
Narongdej Teo / Lead Artist - over 10 years experience in professional artwork and performs ongoing contract work for DOTA 2 & Valve.

Richard Schmidbauer / Pixel Artist - over 8 years experience as a video game artist, having worked on multiple fully released games and projects.

Additional Concept Art



Alpha Screenshots



Thank you for taking a look at our game!

