

Space Traveler

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INTRODUCTION

Game Description: Space Traveler is a semi-open world adventure game. Gamers will play the role as a space traveler and novelist. They will explore different planets, learn about the history and culture of the planet, investigate the planet's environment, talk to the planet's inhabitants, participate in the planet's activities and events, and write the novel in the process of exploration.

Game Platform: The target platform is PC.

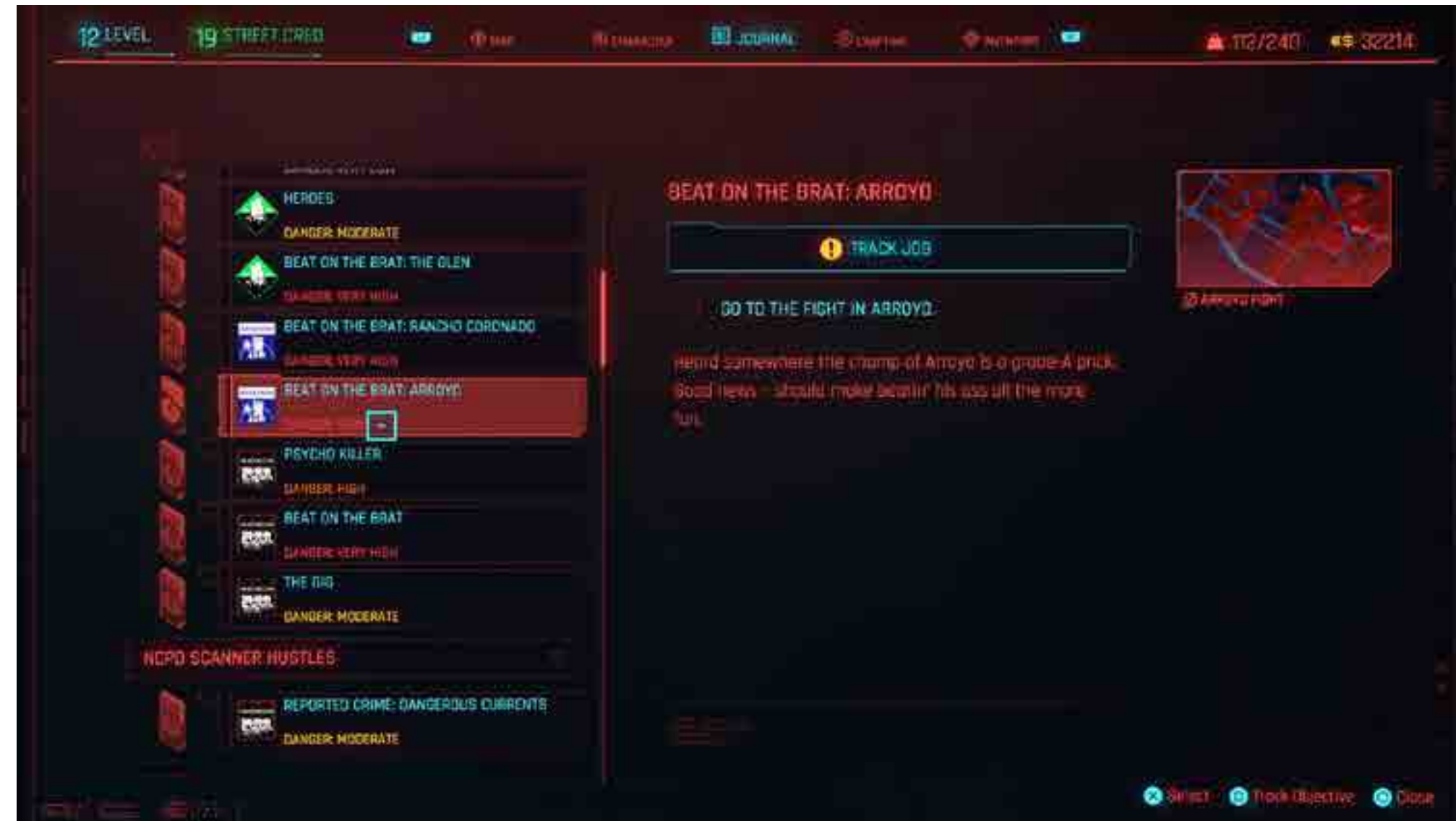
Interface Design Description: The interface design for Space Traveler will have Neumorphism and Glassmorphism styles to create a futuristic feeling.

Goals: Users must complete all exploration objectives on each planet and survive. Exploration goals include reaching all areas marked on the map and experiencing special events in the area, talking to designated characters and getting the information they need, collecting items to move the story forward, etc.

Challenges: In the process of exploration, users will choose the exploration route freely. Some locations may have special events in which users will face a variety of choices.

Creative Exploration

MOOD BOARDS



Cyberpunk 2077
Dead Space
Detroit: Become Human

MOOD BOARDS



Destiny 2

Ratchet & Clank

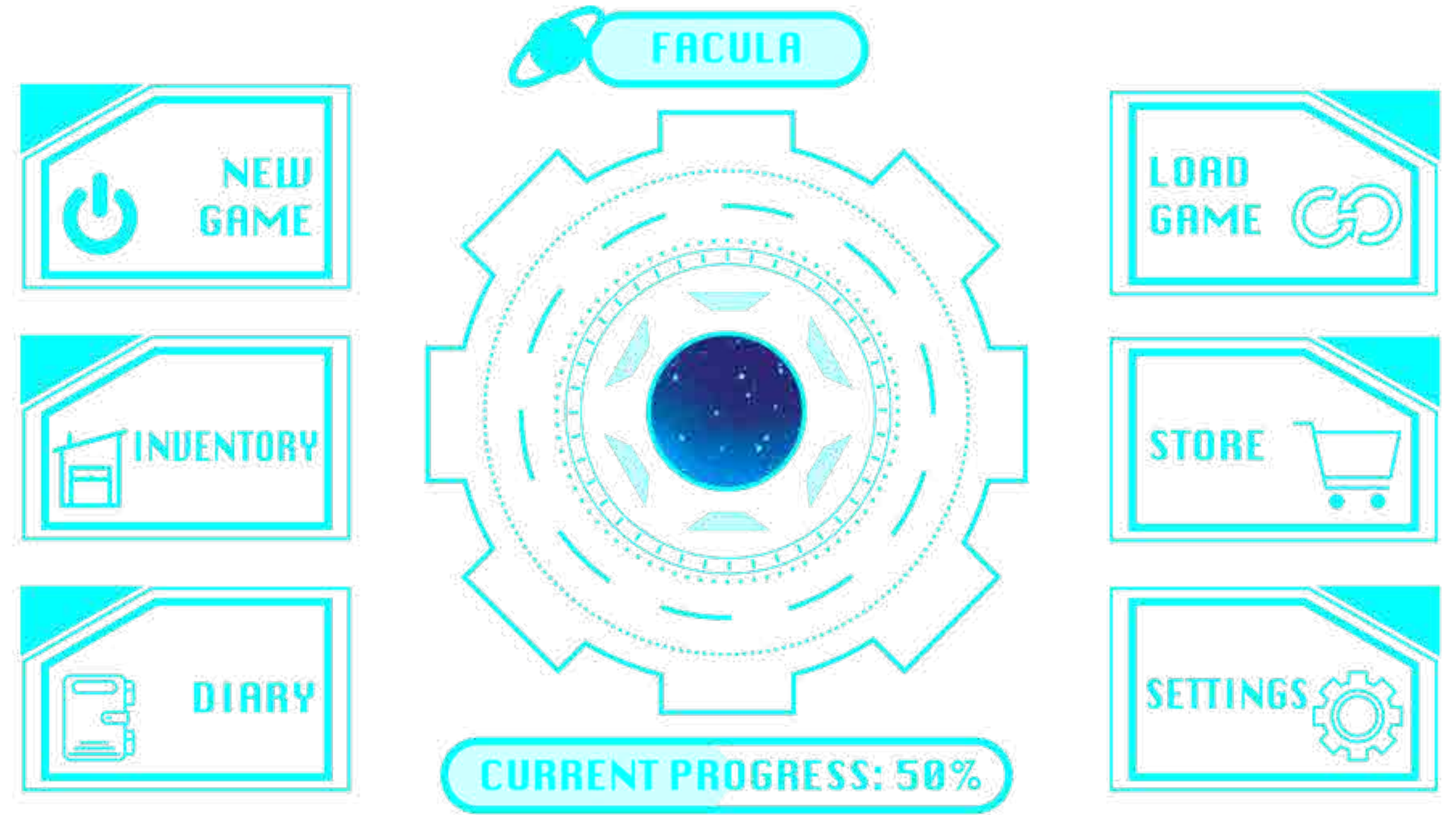
Neo: The World Ends With You

MOOD BOARDS

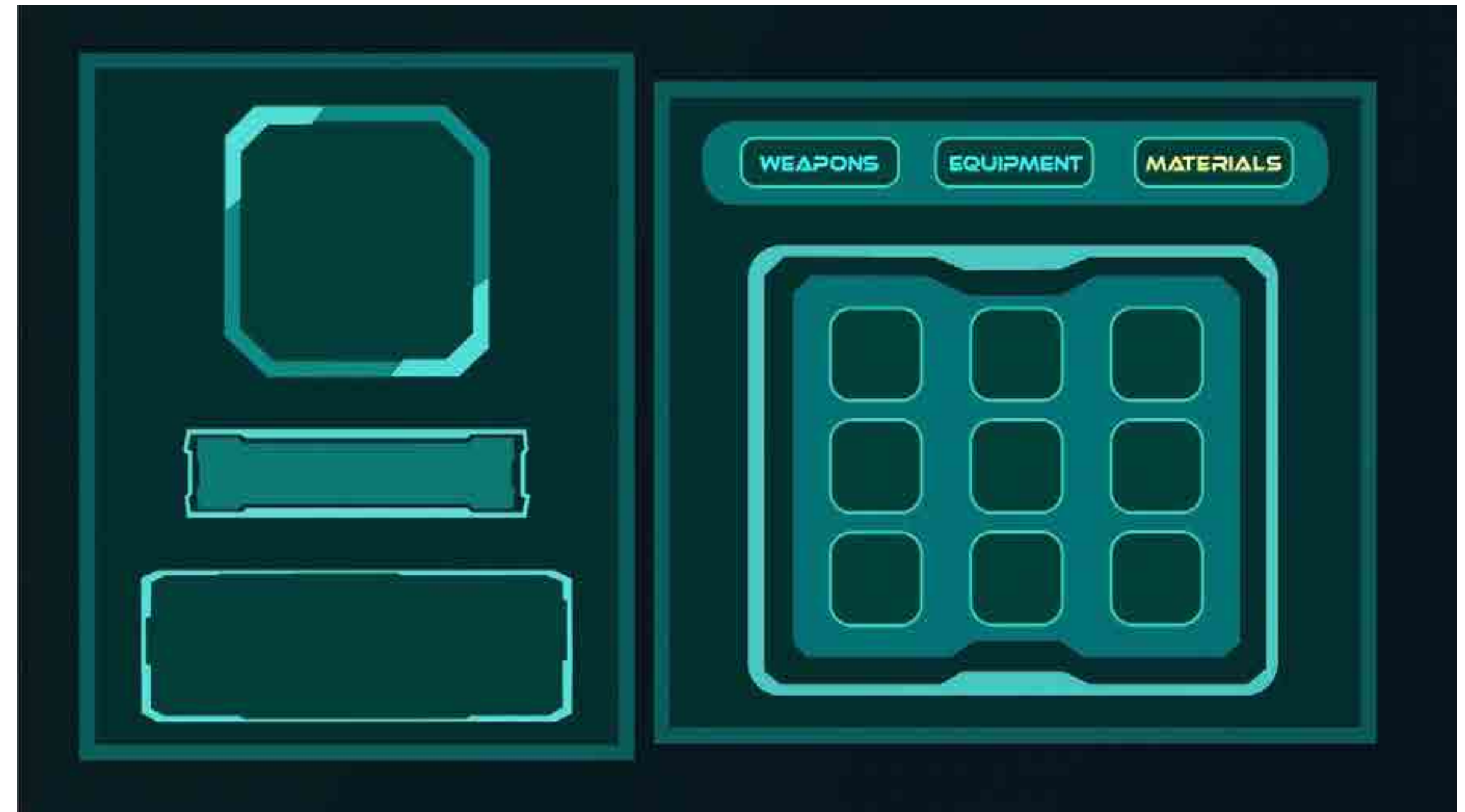
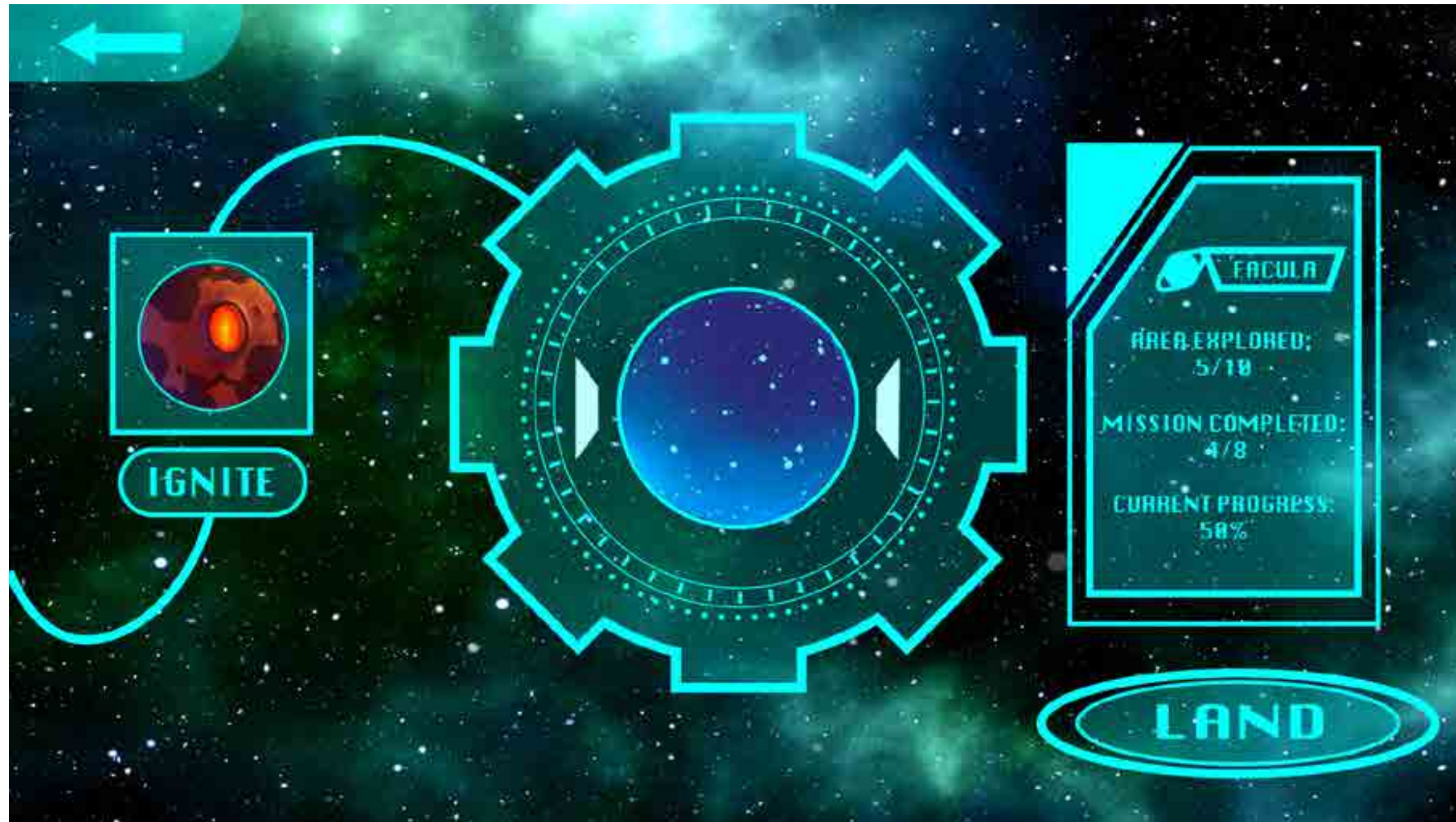


The Legend of Zelda
Crying Suns
Invisible

SKETCHES/PROGRESS



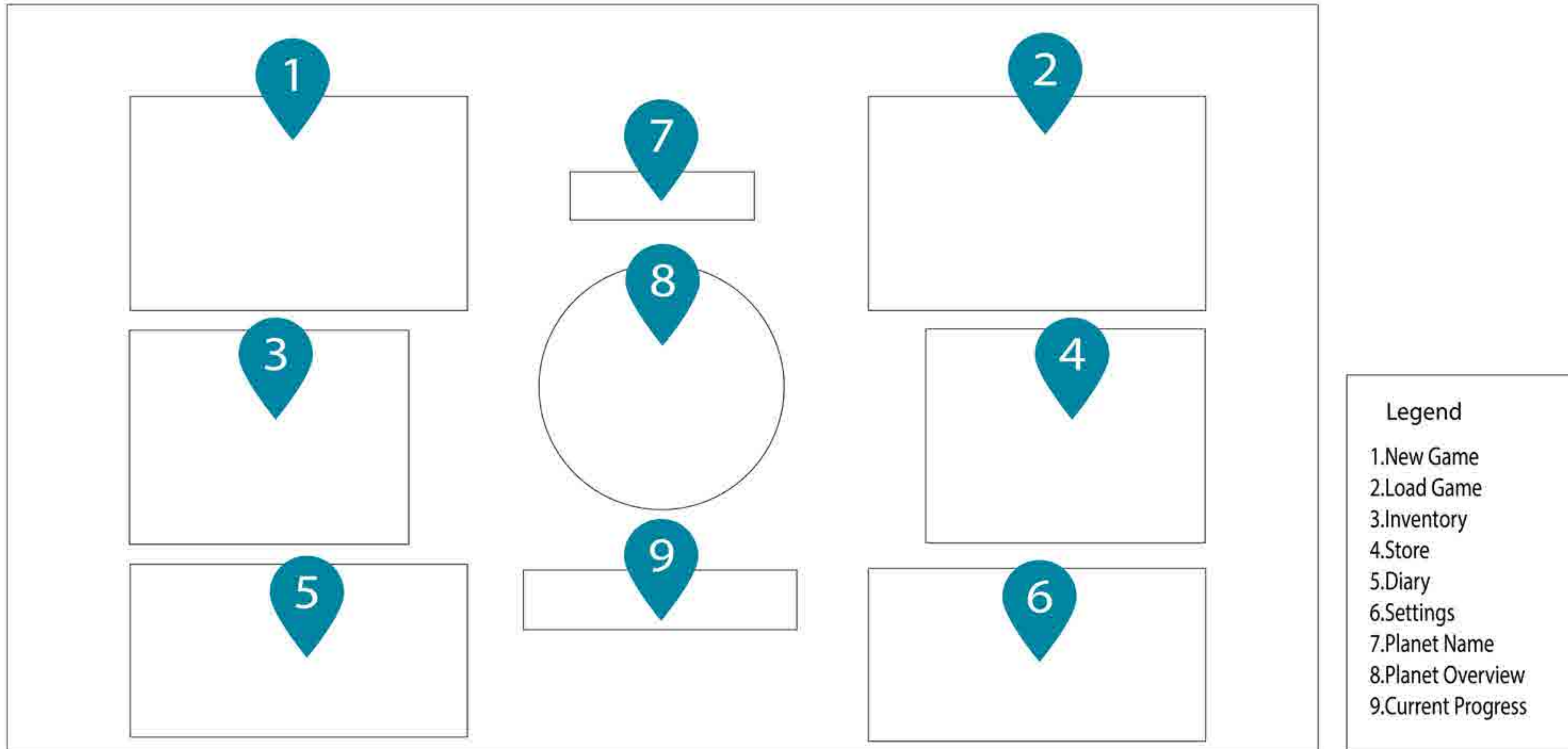
SKETCHES/PROGRESS



Information Architecture

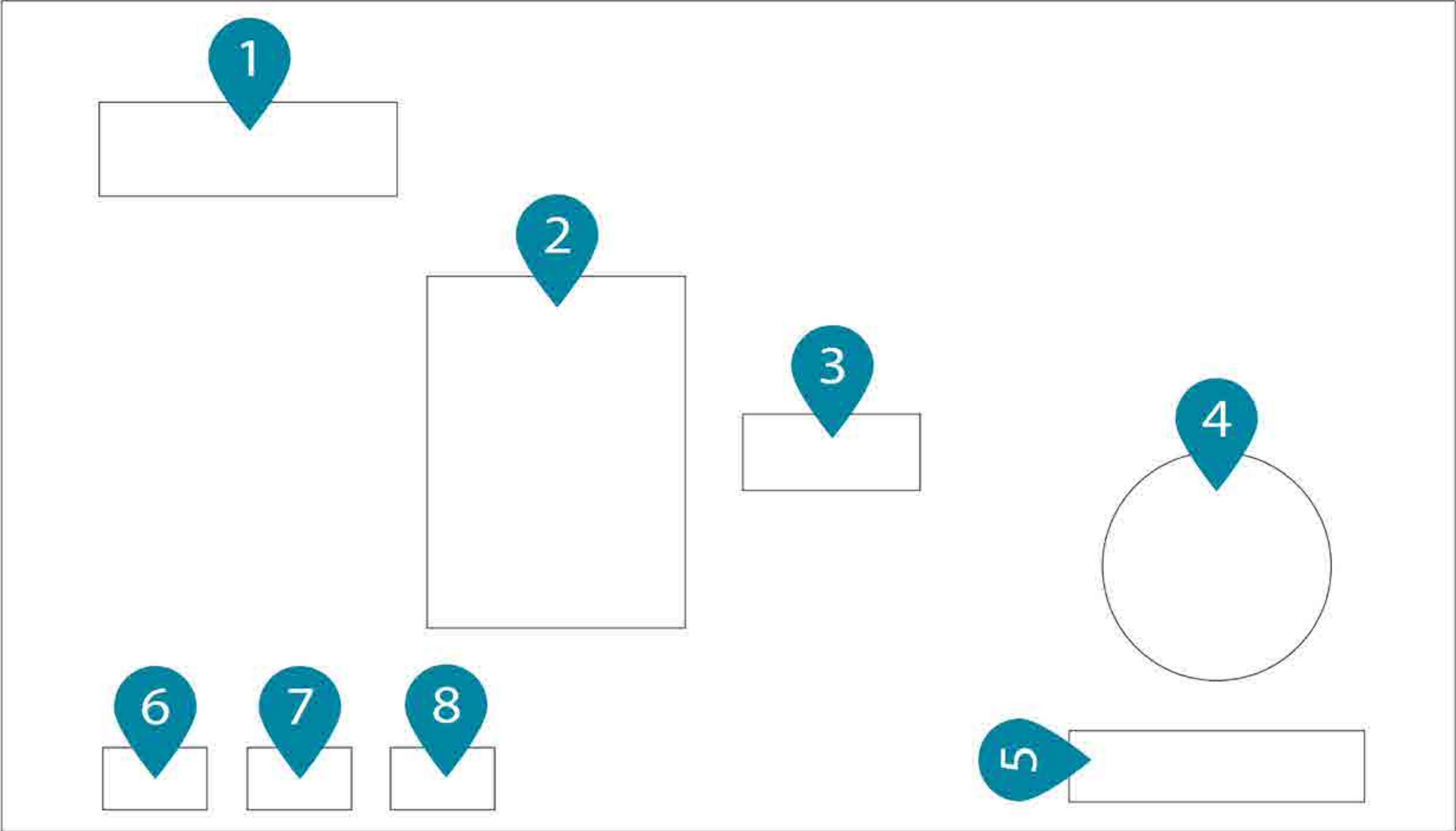
WIREFRAMES

Mode&Screen Select



WIREFRAMES

Main Gameplay

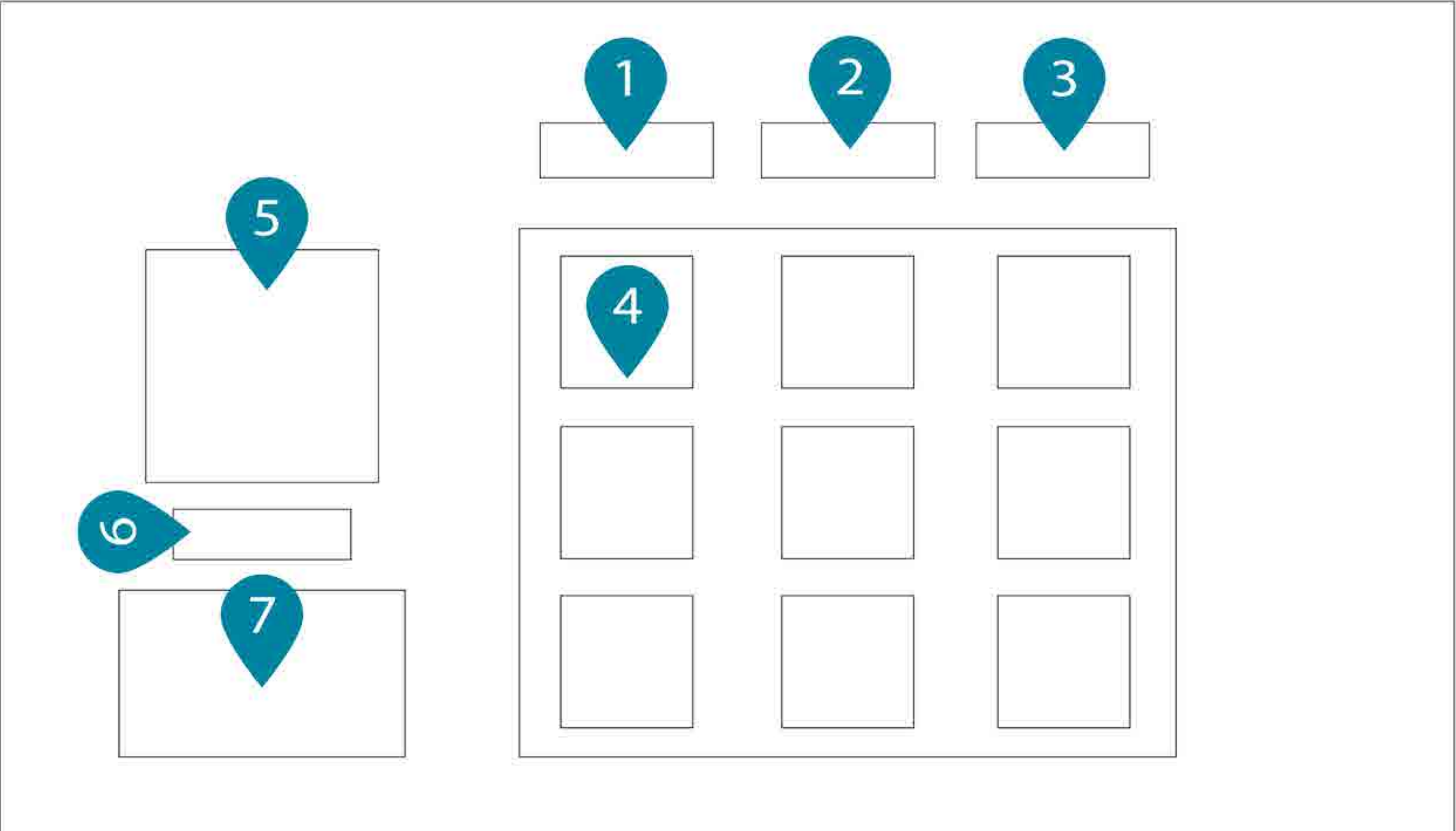


Legend

- 1.Mission List
- 2.NPC
- 3.Talk to NPC
- 4.Map
- 5.Name of Current Place
- 6.Save
- 7.Inventory
- 8.Menu

WIREFRAMES

Inventory

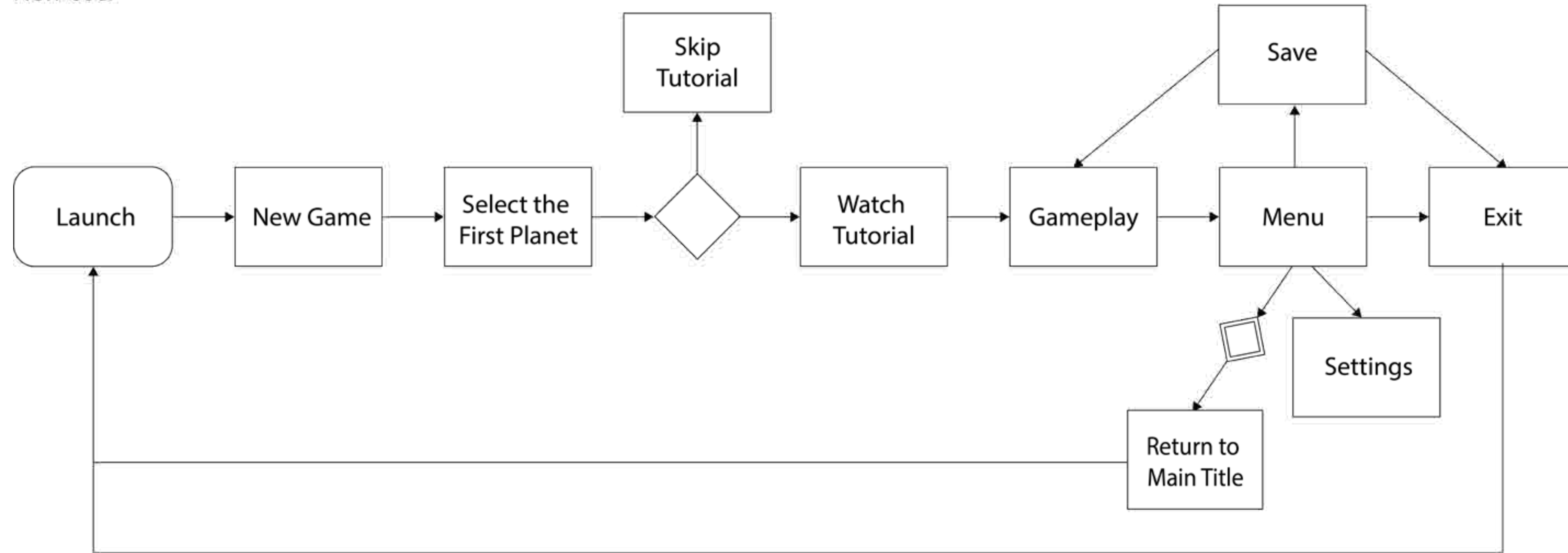


Legend






- 1.Weapons
- 2.Equipment
- 3.Materials
- 4.Item Icon
- 5.Item Image
- 6.Item Name
- 7.Item Description

FLOW CHARTS

New User

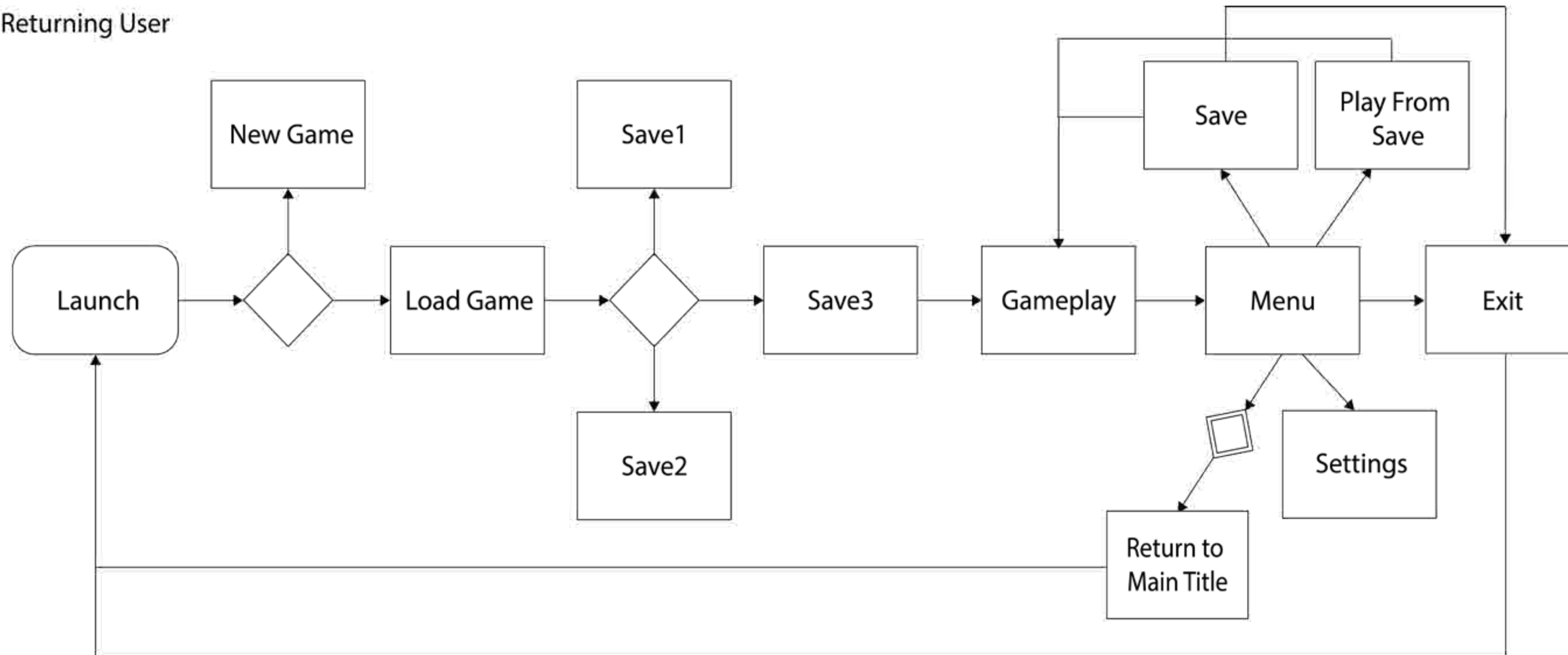


Legend






-  Start/End:
This symbol indicates the beginning or end of a process.
-  (Screen) Process:
This symbol represents a step or action in the process.
-  Decision:
This symbol represents a decision point or branch in the process.
-  Error:
This symbol represents an error or warning in the process.
-  Decision:
This symbol represents a decision point or branch in the process.

FLOW CHARTS

Returning User

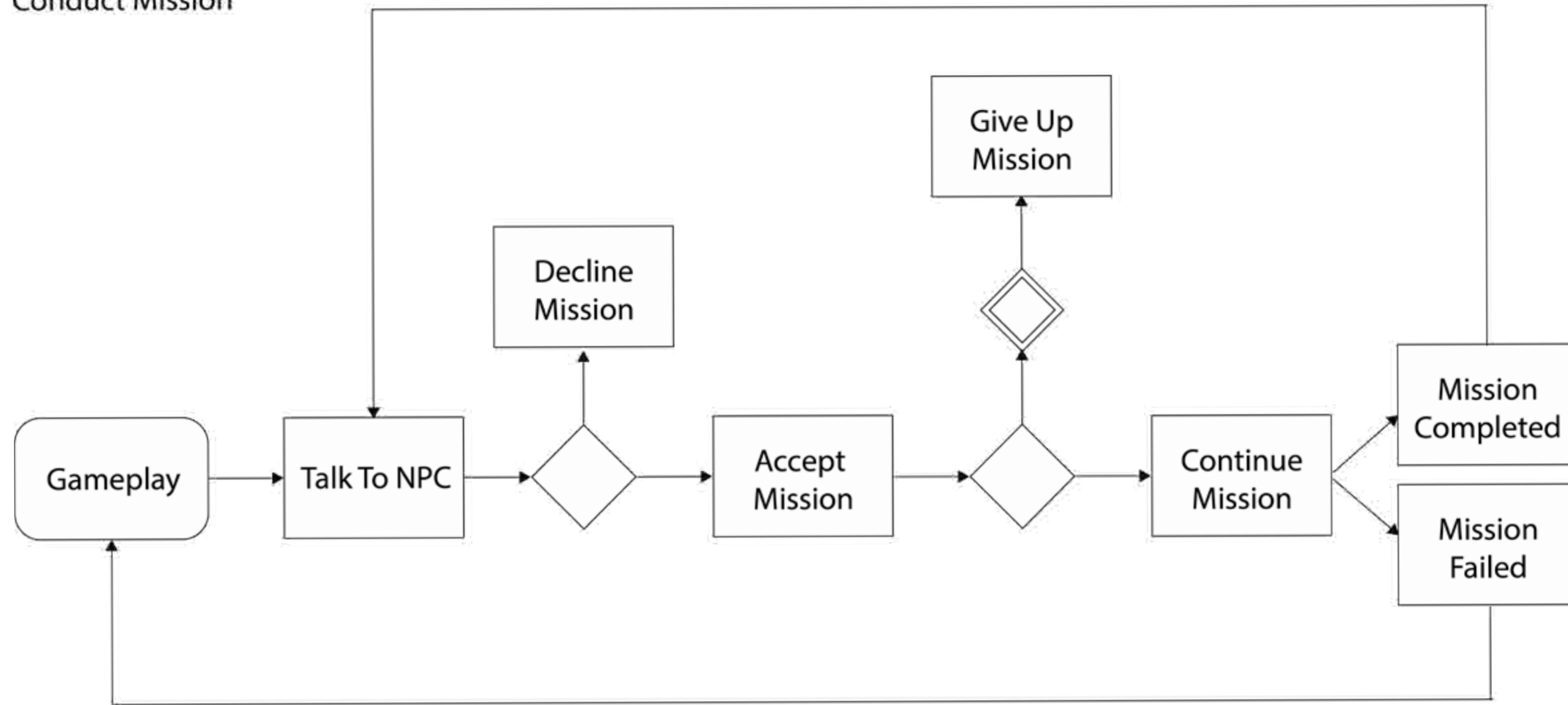


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FLOW CHARTS

Conduct Mission



Legend



Start/End:
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(Screen) Process:
This symbol represents a step or action in the process.



Decision:
This symbol represents a decision point or branch in the process.



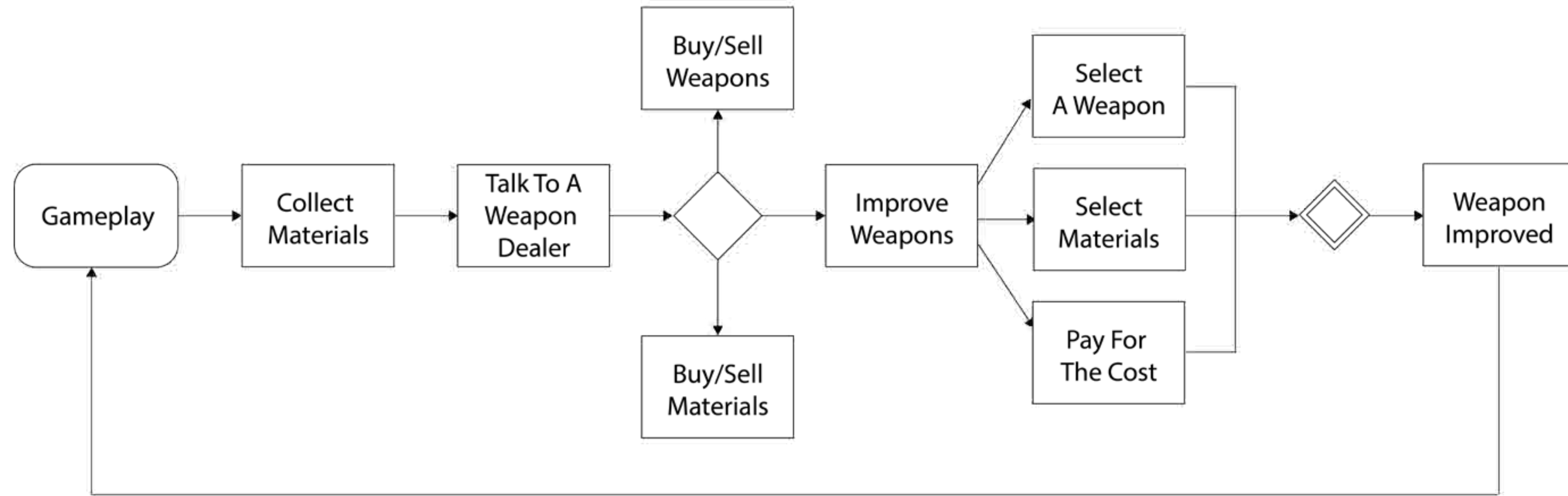
Error:
This symbol represents an error or warning in the process.








Decision:
This symbol represents a decision point or branch in the process.

FLOW CHARTS

Improve Weapons



Legend

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UI DESIGN

UI KIT

BUTTONS



ICONS

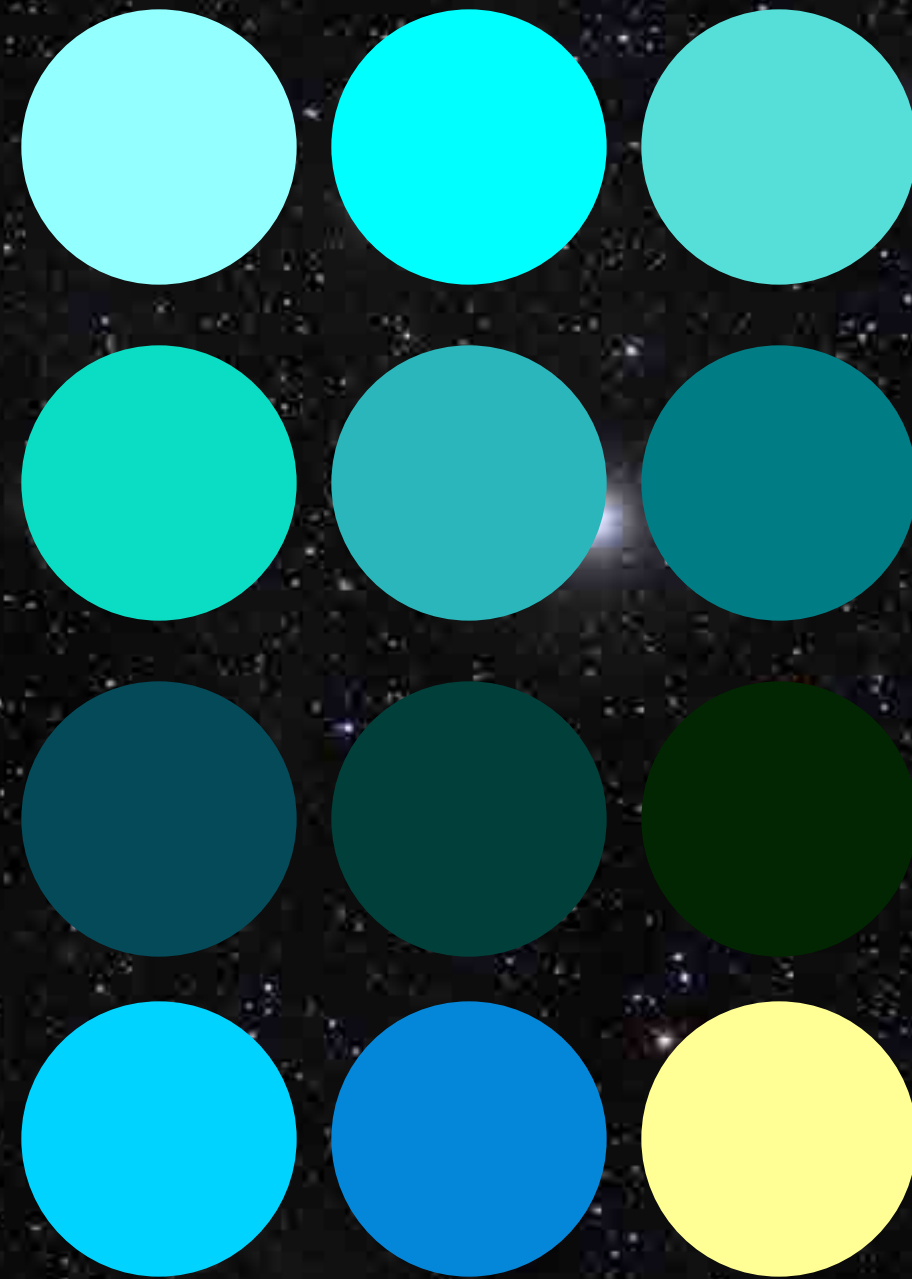


PROGRESS BAR



UI KIT

COLOR



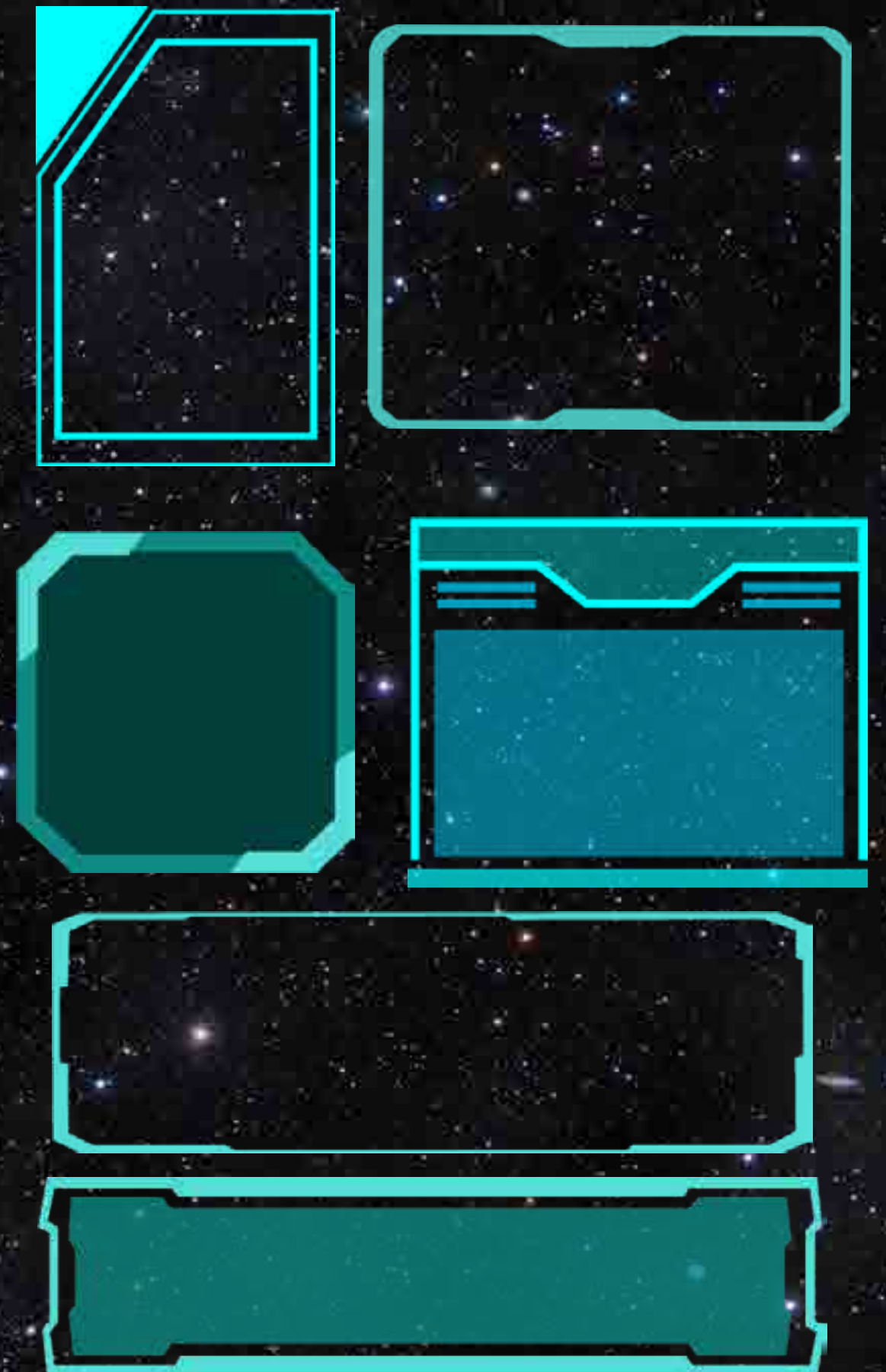
TYPOGRAPHY

**SPACE
TRAVELER**

FACTORY PERMISSION

Abandoned Factory-Exterior

FRAMES



UI KIT

DIALOGUE BOXES

Guardian

I can't let you in unless you've got the permission.

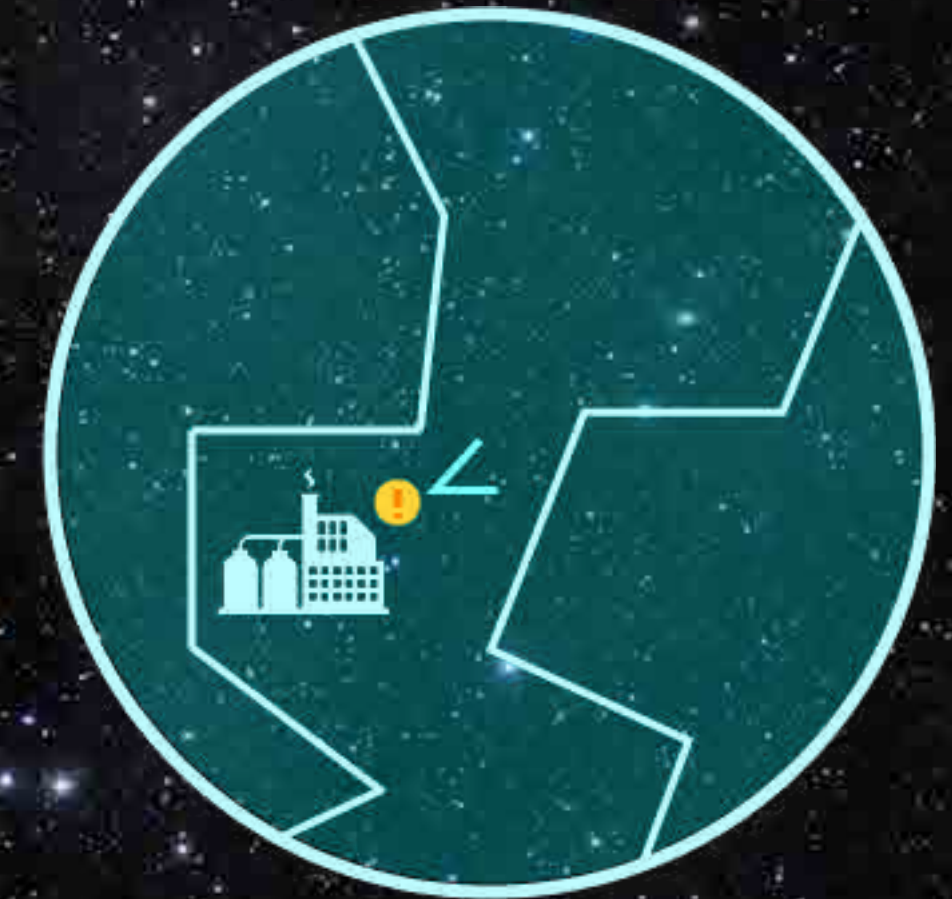
Sure. I can show you my permission.

Well... In that case, I'll try to find one.

BACKGROUNDS



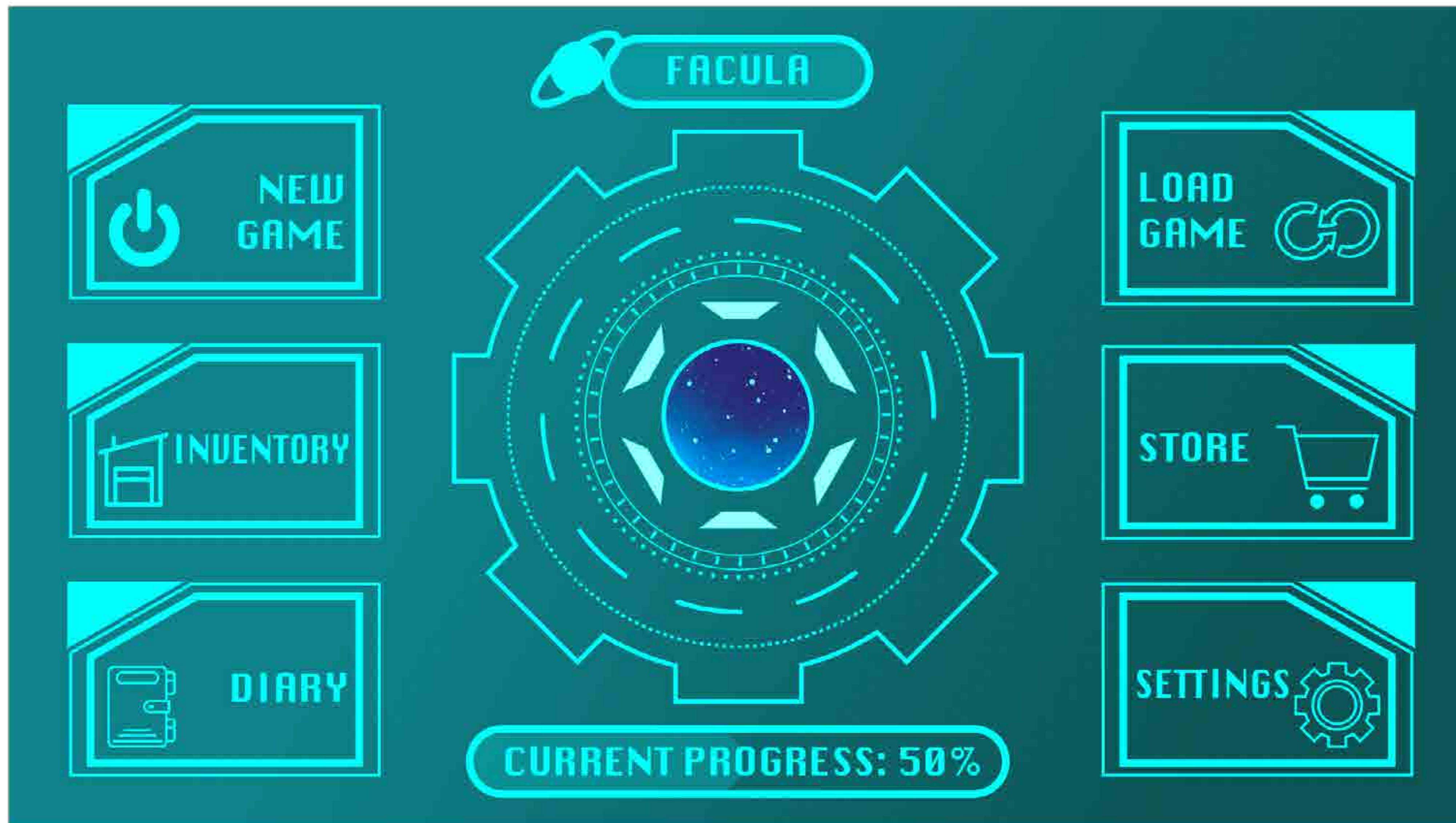
MAP



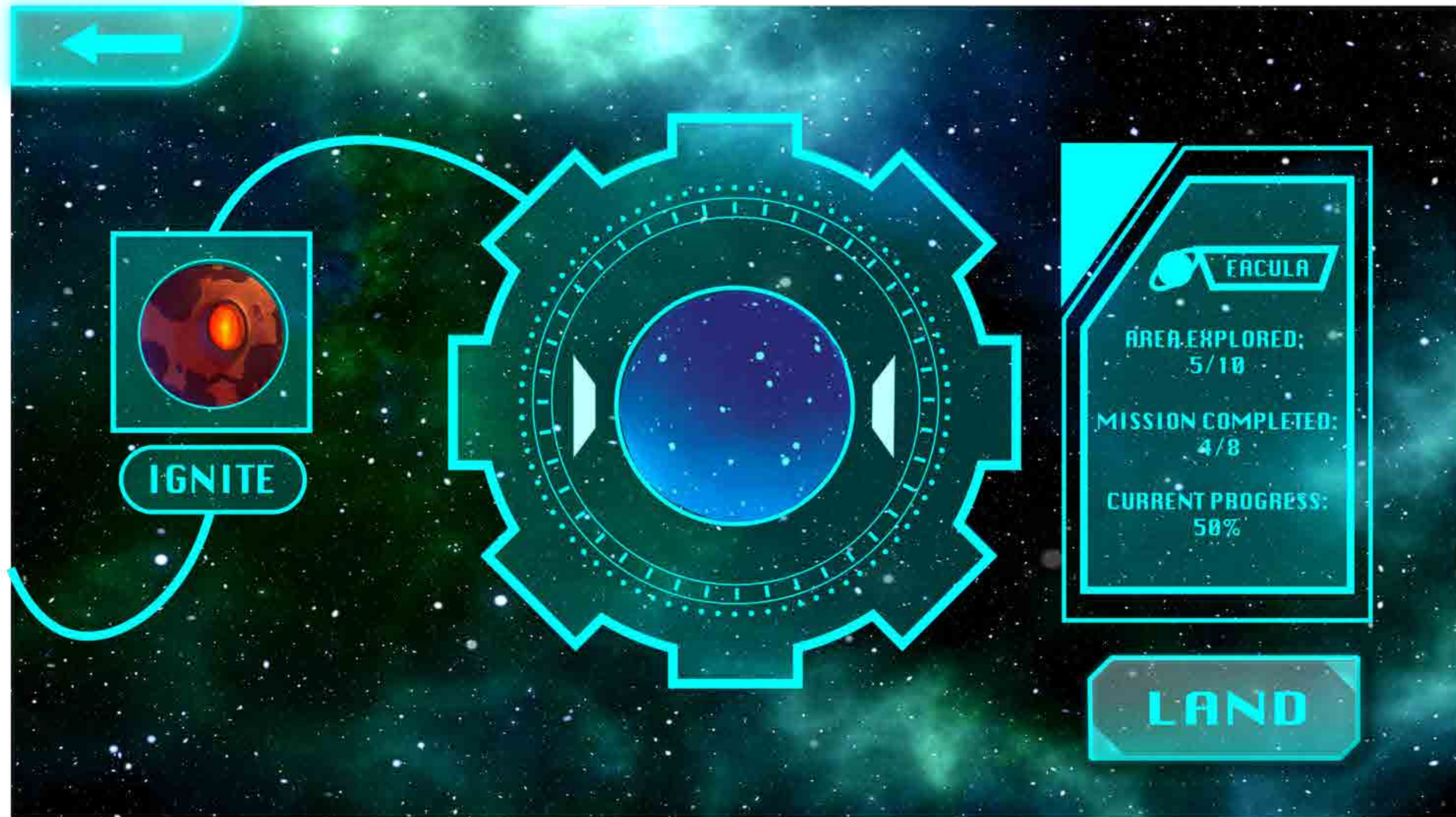
TITLE SCREEN



MODE&SCREEN SELECT



PLANET SELECTION SCREEN



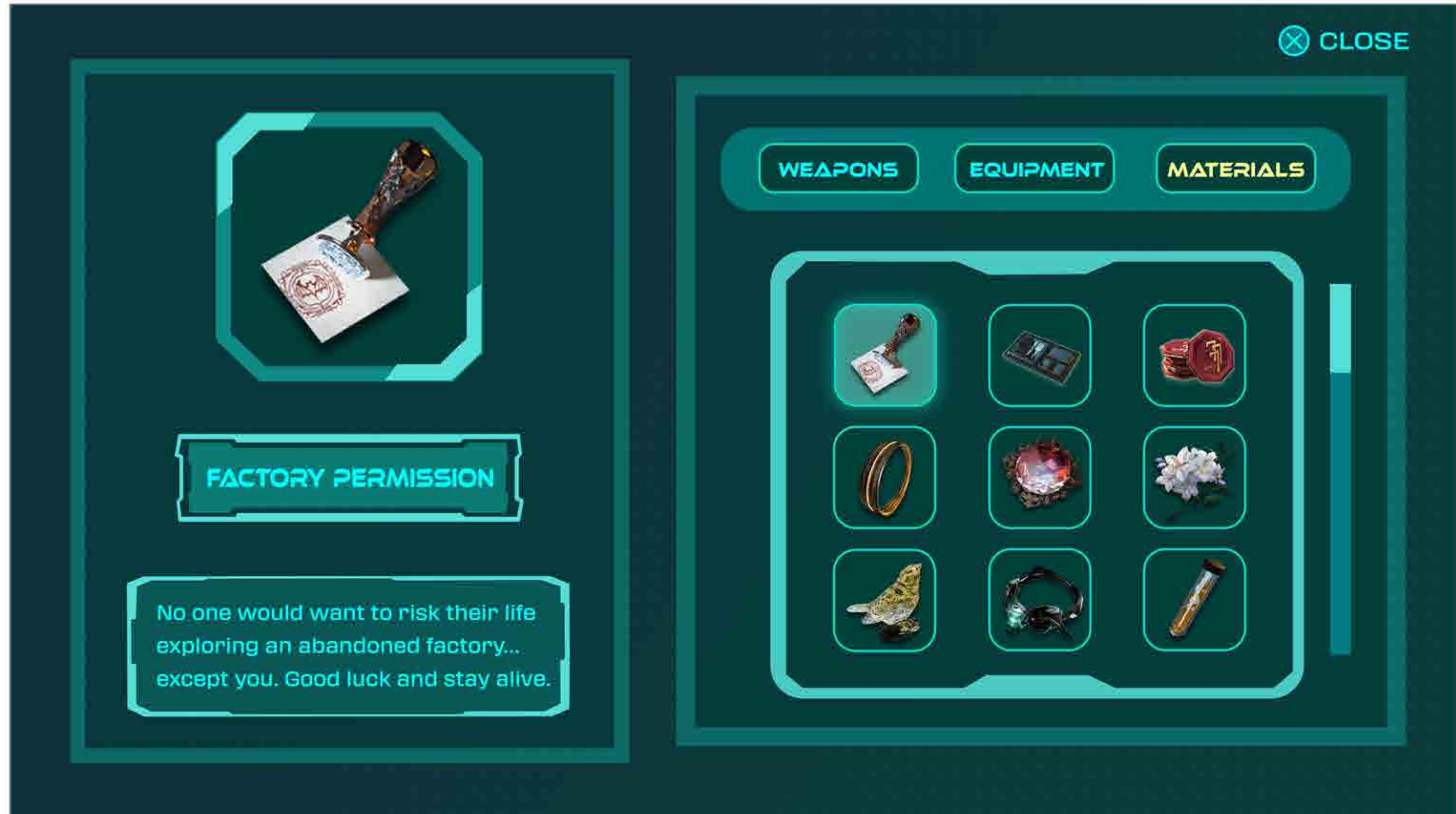
GAMEPLAY SCREEN



DIALOGUE SCREEN



INVENTORY



PROTOTYPE LINK

GO TO PROTOTYPE

Thank You!