

#14 Manifest Destiny

GENRE
FPS Survival



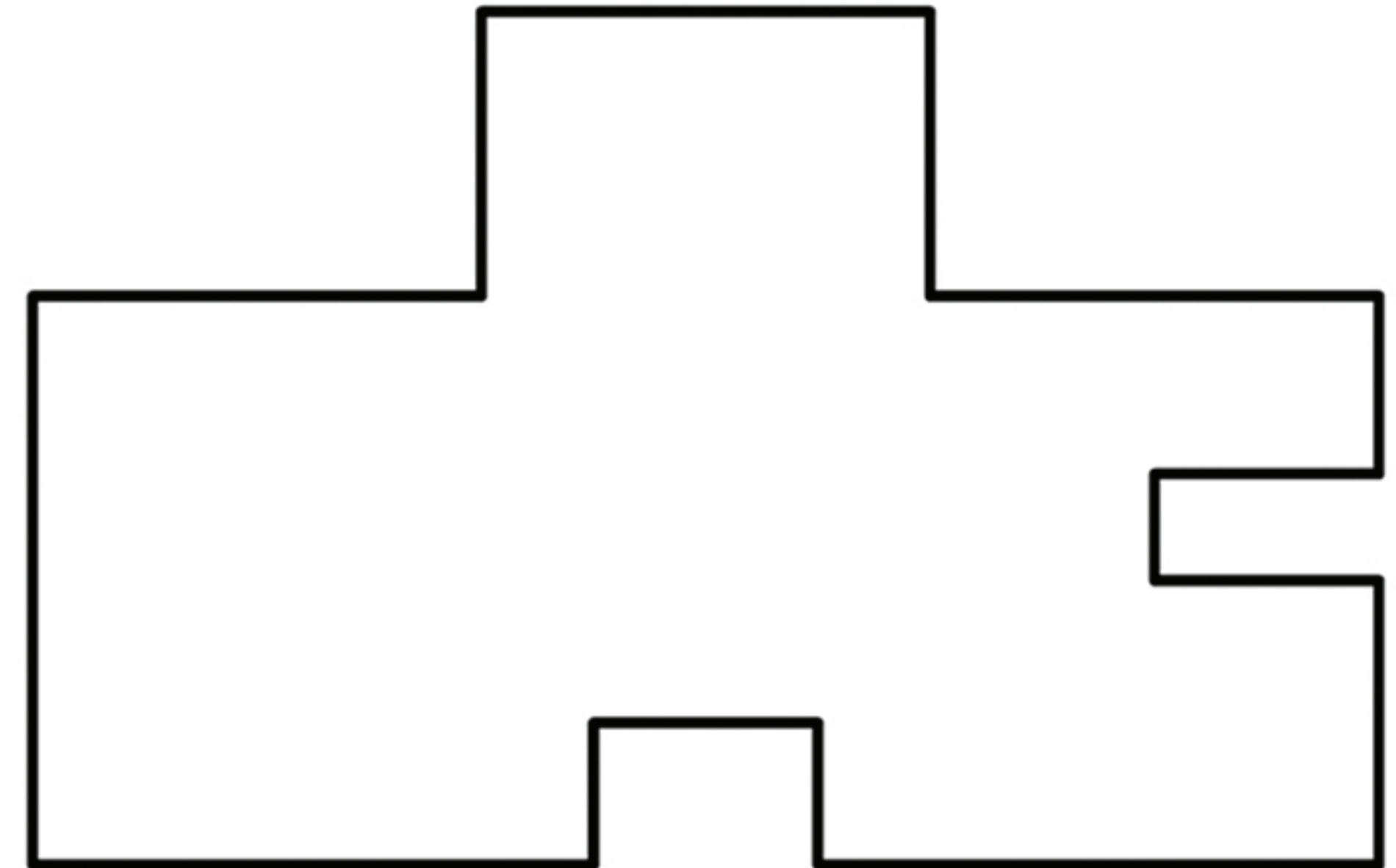
In this gritty, dark "The Revenant" meets "Oregon Trail" adventure, the player travels with their family across the American West in search of a new utopia to call home. On the verge of starvation, they arrive at a massive **WALLED FORTRESS** and do whatever it takes (barter, trade, work, steal...) to stock up on supplies.

Key Locations

- Gated Entrance
- Vegetable Field
- Livestock Housing
- Residential Quarters
- Supply Warehouse
- Carpenter
- Blacksmith
- Medical Tent

 Building Size

- Player Character Size



Scroll down for
Matt's thoughts 

[Ctrlpaint.com/concept-art-playbook](https://ctrlpaint.com/concept-art-playbook)

Some things to consider while working on this challenge:



Ryan has you designing a 'walled fortress'. How does that impact the building shapes? Which buildings should be freestanding, and what might be integrated into the perimeter wall?

If you're ever having trouble with a design decision, try to imagine the 'scenario' or 'verb' that relates to your object. You've just entered town. What makes to see first? What does the player care about? What are they searching for? Should that take a long time to find, or should it be immediately available?

Think about 'sight lines'. When standing at various locations on your map, imagine yourself in the player's point of view: what do you see? Is there a way to lead the player through line of sight?