
Project Iceberg:

Cartographer: Heather
Loremaster: Zack and Connor
Storyteller: Lukas
Dilettante: Brenden

Course: IMGD 2450

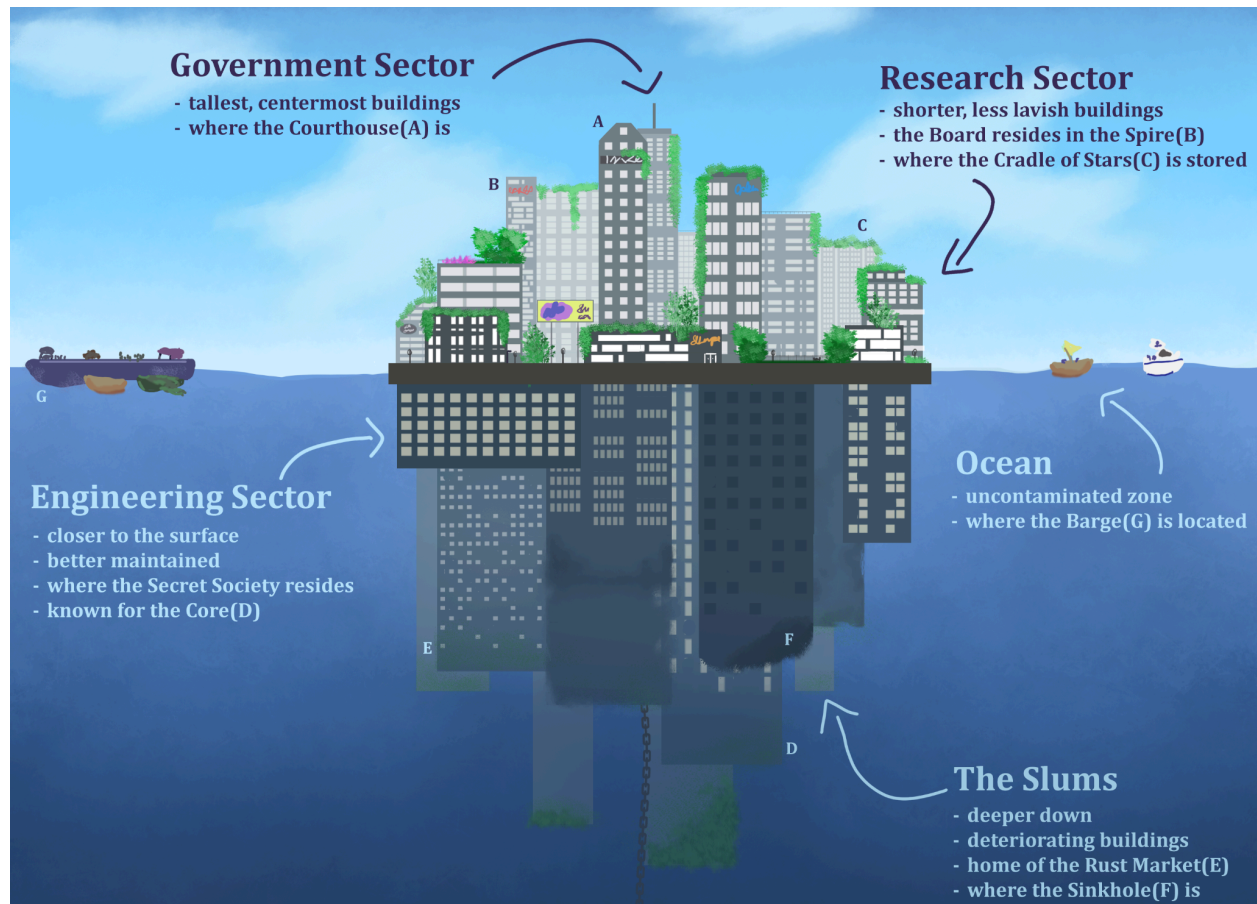
Overview:

Project Iceberg is a choice based RPG that thrusts players into a future dystopian Earth that includes exploration, survival, and tough moral decisions. Set in a massive floating megacity built to withstand toxic water that has flooded Earth due to sea level rising, the game immerses you in a society split between the lavish upper city and the dark, claustrophobic slums below. You play as a young elite who uncovers a secret movement of scientists and engineers hidden in the city's underbelly, working to reverse humanity's decline and chart a new course for the future.

The game's branching narrative challenges players to make critical choices, each with far reaching consequences. Will you purify the poisoned oceans, search for untainted lands, or attempt to propel the city into the stars? Every decision reshapes the world and the lives of the city's inhabitants. Exploring the varying setting, from the sunlit government and research sectors to the shadowy slums and dangerous ocean zones, offers a rich and immersive experience.

Project Iceberg combines tense exploration, ethical dilemmas, and strategic problem solving to craft a gripping post apocalyptic journey. With its atmospheric environments, complex characters, and high stakes storytelling, the game invites players to navigate a society on the brink of collapse and determine the fate of humanity.

The World Map(s)



Main Story:

Leo is a 17-year-old that has lived on the top level of the floating city for his entire life. His parents are both scientists working in the research sector, and he is looking forward to joining them once he graduates high school.

Due to his parents being highly respected individuals in the field with a high level of clearance, Leo is able to come and go within the top levels of the city as he pleases, a luxury that most of his peers don't share. He also has access to the safe zone surrounding the city, although he has never ventured outside the city's limits in his lifetime. Leo was interested in visiting the open waters on a ship at some point, but his parents shot down this idea due to the massive amounts of contamination beyond the safe zone.

Leo is aware of the lower levels of society beneath his feet, but he doesn't know much about them, as very little is taught in school regarding this topic. His limited knowledge about these lower levels primarily comes from yearly visits to the engineering sector that his parents have brought him along on. During these visits, his parents communicate with the workers regarding infrastructure maintenance and ongoing projects.

During Leo's previous visit, he had given some of his allowance money to a roughed-up worker that had asked him for help. During his subsequent visit a year later, the same worker came up to him and slipped him a note when his parents weren't looking. The note tells him that due to his kindness towards those less fortunate than him, he had been chosen by the Secret Society to help them with their mission. It provided him with an address and directions to a place underground.

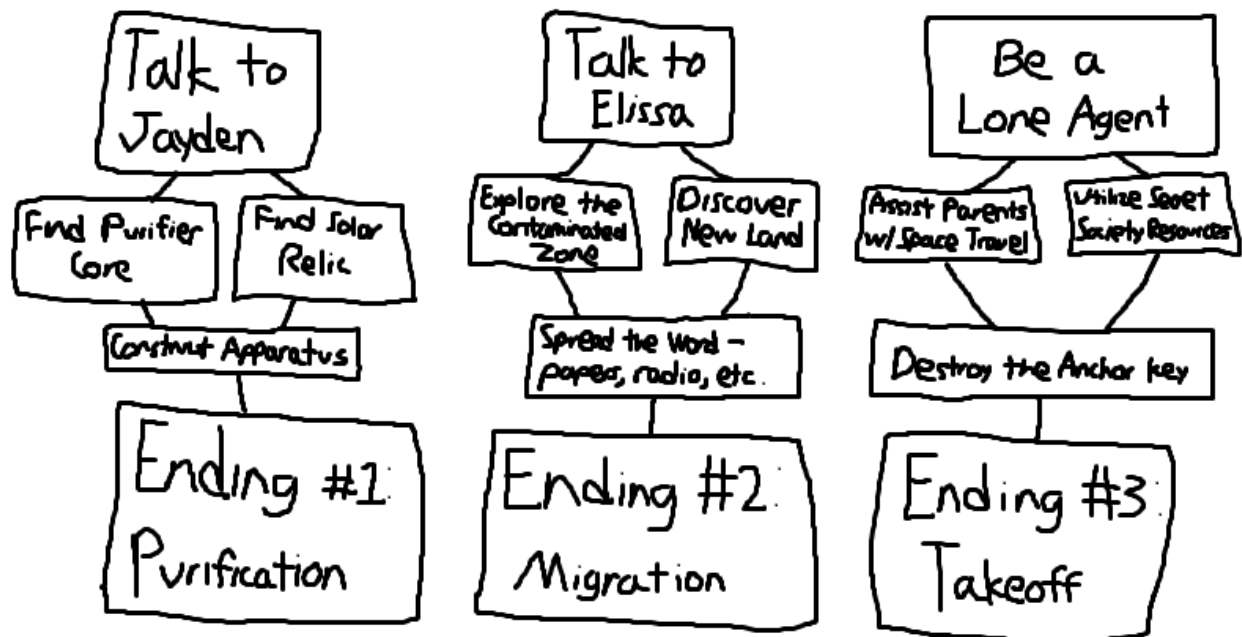
Once Leo makes his way to the address, he is greeted by Gary, who introduces himself as the head scientist for the Secret Society. Inside the building are Jayden and Elissa, friends of Gary that are experienced in their respective fields. They spend a long time giving Leo background on the various levels of the city, the state of the world outside, and what they are trying to do to save humanity.

Leo had previously been told by his parents that the city could enter space within his lifetime, where they would be able to live a much better existence. However, the scientists explain to Leo that such a solution is selfish and would forever doom those living outside the city's bounds. They would like to save humanity through other methods. Jayden is interested in seeking out the purifier core to start pumping the oceans with purified water, and Elissa would like to explore the lands outside the city, where there is potential for a safe haven that everyone can move to.

At this point, Leo has choices to make. He can help Jayden purify the oceans, he can explore outside the city on Elissa's behalf, or he can ignore both of them and focus his efforts on getting

the city into space, just like his parents are trying to do. Each route has its own exclusive quests. It is possible to overlap these quests and explore more than one route, but there are only three main endings:

1. Both the purifier core and solar relic are unearthed. This enables the oceans to be purified on a large scale, slowly reversing the contamination and providing a pathway for solar-powered towns to be constructed all over the world. However, the hierarchy of society is maintained, and the poor continue to suffer.
2. An extremely large landmass is discovered with plentiful resources. Through a huge amount of convincing, Leo is able to eventually migrate most of the world to this landmass. This is one of the hardest endings to achieve, but it results in the elite class breaking down, resulting in a much more fair and just society long term.
3. Leo exploits the resources and knowledge of the Secret Society to fuel space travel research. He eventually sends the city into space by severing the Anchor Key, freeing its inhabitants of the contamination forever. Although technically the worst ending, this one results in Leo becoming a hero and widely praised among the elites.



Story Lore:

History/Backstory:

A little over a century ago, humanity faced its greatest crisis. The world's fossil fuels ran dry, plunging nations into an energy crisis of unprecedented scale. Desperation to find alternative energy sources led to hasty experimentation with untested technologies. These efforts backfired catastrophically, releasing toxins and radiation into the environment. Simultaneously, global warming accelerated, causing ice caps to melt and sea levels to rise. The combination of flooding, toxic contamination, and societal collapse drowned or poisoned billions, leaving Earth a shadow of its former self.

Amid this chaos, the wealthiest elites banded together to secure their survival. Pooling their resources, they commissioned the construction of a colossal floating city on the open ocean. This megastructure became a sanctuary for the privileged few. To protect the city from the increasingly toxic waters, its architects designed a circular net that filtered out pollution and maintained a safe perimeter. Over time, the city expanded, its initial promise of sanctuary attracting desperate people from across the globe. Those who managed to gain entry, however, often found themselves confined to the lower levels, living in filth beneath the lavish upper city.

The floating city eventually divided into distinct regions. The upper city housed the government sector, where the wealthiest citizens exploit their power, and the research sector, where scientists pursue controversial advancements. Below lies the engineering sector, home to workers who maintain the city, and the slums, a sprawling, shadowy underbelly where the poorest residents struggle to survive. Outside the city's safe zone, the ocean became a wasteland of mutated creatures, submerged ruins, and perilous contamination.

Characters and Groups:

The Protagonist: A young elite born into the floating city's upper class. Through education and unexpected encounters, they uncover the harsh realities of the lower city and a secret movement aiming to restore and reshape the world. Their choices will determine the future of humanity	The Government Sector: The ruling body of the floating city, composed of the wealthiest and most powerful elites. Focused on maintaining their control and exploiting the city's resources, they create policies that widen the gap between the rich and poor.	The Research Sector: A group of ambitious scientists and inventors located in the upper city. They compete for funding to develop technologies that range from water purification to space exploration. Their motivations vary, with some seeking to save humanity, while others chase profit or prestige.
The Engineering Sector: The backbone of the city, made up of skilled laborers who keep its infrastructure operational. Though essential, the workers live in poor conditions and are frequently caught between the demands of the research sector and the disdain of the upper class.	The Slums: A sprawling, dark underbelly of the floating city where the majority of its inhabitants live in overcrowded, impoverished conditions. The slums are a hub of crime, improvisation, and resilience, housing those who were unable to climb the city's social ladder.	The Secret Society: A covert group of scientists, engineers, and activists hidden in the lower city. Their goal is to restore Earth's habitability through daring, unconventional projects that could either save or doom humanity.
The Divers: Adventurers and scavengers who risk their lives exploring the contaminated ocean zones. They search for resources, artifacts from the old world, and ways to survive amidst the mutant creatures and toxins.	The Criminal Syndicates: Shadowy organizations that operate across all levels of the city, from smuggling goods for the slums to influencing policies in the government sector. They thrive in the chaos and inequality that defines the floating city.	The Ocean Dwellers: A group of individuals living in makeshift boats and barges outside the city's safe zone. They scrape out a living by fishing and farming aquatic plants, occasionally trading with the city but largely surviving on their own.
The Mutants: Creatures warped by decades of exposure to toxic chemicals and radiation in the ocean. They range from harmlessly malformed to dangerously aggressive and pose a constant threat to anyone venturing beyond the city's protective net.	The Exiles: Individuals or groups who were cast out of the city or chose to leave its oppressive confines. Many live on small, isolated landmasses rumored to hold vital resources or hints of an alternative future for humanity.	The Board: The unofficial rulers of the research sector. They control where the money goes, and over time, have been corrupted by their power. Now, they see scientific progress as the ultimate goal and don't care who or what they need to sacrifice to get it.

Lore Artifacts:

The Purifier Core: A prototype device designed to cleanse water on a massive scale, abandoned when funding for water purification was diverted to space exploration. Rumors suggest one was lost in the contaminated ocean, guarded by mutants.	The Solar Relic: An ancient solar powered engine retrieved from a submerged city. While its original purpose is unknown, engineers believe it could power an entire district or supercharge new inventions if restored.	The Anchor Key: A mysterious device that controls the city's massive teacher to the ocean floor. Speculation surrounds its true function, with some believing it could release the city entirely, sending it drifting, or perhaps launching it skyward.
The Codex of the Old World: A waterproofed digital tablet containing records of pre-collapse technologies and cultural archives. Its data could guide scientists in their efforts or reveal secrets about the downfall of the old world.	The Algae Harvester: A compact machine designed to farm edible algae with incredible efficiency. While obsolete to the upper city, it could revolutionize food production in the slums.	The Radiation Seals: A set of durable, protective suits created during the initial construction of the floating city. While some are used by Divers today, older models found in the ocean might contain forgotten features or designs.
The Cradle of Stars: A prototype spacecraft component stored in the research sector, intended to test humanity's potential to escape Earth. Its completion could shift the balance of power in the city, and possibly the planet.	The Genesis Vial: A small vial said to hold a formula capable of accelerating plant growth in even the most toxic environments. Its discovery could enable the rewilding of barren landscapes or monopolize agriculture in the upper city.	The Obsidian Compass: An ancient artifact from the contaminated zone that seemingly points toward uncharted landmasses. Adventurers and exiles seek it to guide their quests for a new home beyond the poisoned seas.
The Netkeeper's Archive: A forgotten library hidden beneath the city's net perimeter. It holds detailed logs of the city's creation, maintenance, and expansion, including secrets about its founders and unimplemented features.	The Driftwood Totem: A carved wooden artifact found among ocean dwellers, believed to be a relic from a pre-collapse culture. While dismissed as superstition by many, others believe it holds a spiritual or even practical purpose.	The Reactor Heart: A powerful, unstable energy source from the failed experiments that led to Earth's collapse. If recovered and harnessed, it could provide immense power, or potentially catastrophic destruction.

Region Outline: Government Sector (Heather)

Overview:

In the tallest buildings, sitting towards the center of the upper level of the city, the wealthiest of the wealthy can be found. The elites in the government sector rule over the city, typically doing so in whichever way benefits themselves the most. Both physically and in terms of wealth, the distance between them and the lower level of the city results in a view of others that is far removed from reality. Thriving in inequality, these officials use their influence and power to create policies that serve to make the rich richer and the poor even poorer. With little to no sympathy for those less fortunate than themselves, they use the suffering of the people below to their advantage. Corruption runs deep, and the people of the government sector will even try to exploit each other, using their connections and influences to sabotage or trick their fellow elites. One thing they can see eye to eye on is being against most scientific advancements that they cannot weaponize. Nearly all of them are especially opposed to the idea of moving society off the city to somewhere outside its perimeters and will make efforts to silence any pushes to advance in such a way.

Courthouse Lobby:

A popular meeting spot amongst the rich. This densely populated area serves as the waiting room for those wishing to propose, argue, or put into place new policies. It is also used as a general place to converse with other policy makers, with some trying to gain influence and others attempting to utilize that which they already have to plant ideas for policies that they prefer. The player is mistaken for a gofer by the government officials in the lobby and goes along with the lie. They are made to do menial delivery tasks and fetch quests, though they have the choice to interfere with these to varying levels of severity and with potential consequences. Sometimes the thing being requested or sent off is not an object but information.

Questlines:

The main quests revolve around the player's gofer duties, and taking advantage of this situation to gain information and find answers to the questions that they already have along with the new ones that come up as they learn more. As they navigate these seemingly minor tasks, their true job is to find out as much as they can through these people and their interactions without directly pressing them for answers as to not make themselves look suspicious. You can choose to not follow through with deliveries or trades, as well as tamper with physical objects or lie about certain details. Though these can come with consequences, and making yourself look as though you frequently mess up your duties may affect the trust that the government officials have in you to carry out their tasks and result in less requests.

Region Outline: Research Sector (Zack)

The Research Sector

The city's construction took the combined efforts of thousands of the world's greatest minds. In exchange for their work, they were guaranteed spots on board in a position of relative privilege. Now, their descendents continue to make themselves useful by furthering the inexorable march of scientific progress. While they often turn a profit in the long run, experiments, materials, and prototypes cost money, so the various teams of scientists are all competing for funding. The Board is a small group of extremely wealthy individuals who control this funding, and as a result, they hold ultimate power within the research sector. Long ago, they might have been honorable or a force for good, but now, they've been corrupted by their power and will only fund projects that either directly or indirectly exacerbate the wealth disparity between the upper city and lower city. While the Board feigns innocence, it's a well-known fact that attempting experiments without their approval can result in theft, sabotage, and in rare cases, assassinations. This dynamic is what ultimately led to the rise of the Secret Society. The research sector itself is composed almost entirely of various laboratories outfitted with everything needed to sustain a team of scientists, including food, water, beds, and entertainment. Scientists rarely leave their labs.

The Spire

The main hub of the research sector is the Spire, a towering structure housing both the Board and their highest-priority experiments. The player has the opportunity to speak to the Board directly, although it's never a face-to-face conversation. Fearing assassination or retribution for their actions, Board members hide behind anonymity using screens, voice filters, and blurring technology. The player can also interact with various scientists around the Spire, who hold varying degrees of loyalty to the Board, although the constant surveillance makes it difficult for them to share their true opinions.

Questlines:

The major quest in this area involves the player attempting the space travel ending at the request of the Board. Someone has been sabotaging several experiments, which is impeding progress. In addition to contributing direct scientific knowledge, the player must track down the saboteurs so that work can continue. They soon realize that their job is a difficult one, as the Secret Society is very invested in making sure that no space travel occurs, and not all the scientists working on this project are happy to be doing so. If the player does not wish for this space travel to happen, they can join up with the saboteurs. Either way, the player gets to witness several of the experiments firsthand, and can see exactly who said experiments are hurting. One such experiment involves the production of a new kind of rocket fuel, but the ingredients for it are held by people in the lower city who are using them for food production. Taking the ingredients

means dooming these people to starvation. All of this is intended to make the space travel ending feel like the bad ending that it is, despite the praise given by the members of the upper city.

Some minor questlines:

- A scientist, fed up with the board, wants to leave the research sector altogether. However, she knows critical information about several classified experiments, so the Board does not want her to leave. The player can either help her evade assassins and get to the Lower City, or they can help the Board by chasing her down and either coercing her into staying or killing her to make sure she doesn't share the secrets.
- A scientist needs funding for an experiment, but refuses to disclose more. The Board wants you to sabotage his work. Upon investigating further, you discover that he's working on a method of food production that could feed a lot of people in the Lower City, and you're forced to pick a side.
- There are several reports of people being poisoned, and foul play is suspected. When you investigate further, you discover that a new energy source is producing dangerous levels of pollution. While you can talk its creator into turning it off (albeit with some difficulty, as he needs to make a profit off of this to keep getting funding), the pollution resumes soon after and you have to track the chemical trail to find and destroy the energy source.
- Track down some escaped lab animals. What you do with them after you find them is up to you.
- Repair some solar panels. When you get there, you find that the Secret Society is actively sabotaging them to try to screw with the Upper City. You can side with or against them.

Region Outline: Engineering Sector (Lukas)

Overview:

When the city was first being constructed, there was a severe need for infrastructure. Thousands of workers and laborers were recruited to help build the foundations for everything from the ground up. In exchange for their efforts, they were given their own designated sector, located directly beneath the research sector. It's slightly under sea level, and thus is considered part of the lower half of the city. Despite being an essential component of the upper city's prosperity, the workers within the engineering sector are largely looked down upon by those above them.

Although some have accepted their position in society, many workers harbor feelings of bitterness, as they feel that they have been cast aside and neglected. This resentment is part of why the Secret Society was eventually created. The conditions within the sector are not especially clean or prosperous, but it's still an ideal place to live compared to the slums below.

The Core

The Core is located in the center of the sector; its layout resembles that of a large town square. It contains most of the moving parts that keep the city running, such as plumbing, electricity, and filtration systems. Apartment complexes line the outskirts, stretching out throughout the rest of the sector. There is a massive elevator that connects the upper city to the lower city. Groups of workers are sent to the upper level often to conduct tasks within the research sector. The most experienced and trusted workers are occasionally granted access to the government sector, where they are given important projects, such as the repair of dilapidated skyscrapers. The least qualified workers simply take care of the systems here as part of their daily routine. Within this hub, the player must navigate their way through dense crowds and acclimate themselves to the culture of the area, which is vastly different from that above ground. The workers share a strong sense of community and a passion for hands-on labor.

Questlines

Upon arriving in The Core, the player's main objective will be to meet with Gary, the head scientist of the Secret Society, as well as his friends Jayden and Elissa. In order to enter the building that these scientists are located within, the player will first have to interact with workers around the area to raise their trust level. These interactions provide the player with lore regarding the origins of the sector and the workings of the Secret Society. They also open up various minor questlines. Here are some of the minor quest lines:

- An elderly worker has a son that graduated to the government sector a few years ago. They fell out and have not talked in a while. She would like to deliver a message to him, but does not have the clearance to reach this sector; this is where the player comes in.
- An apartment building on the outskirts of The Core is infested with rats, and the residents are at their wits' end about what to do. The player must come up with a creative solution to the problem.

- The water filtration system has been experiencing hiccups as of late, but the main mechanism has been untouched for years and no one can seem to remember where the key for the gate is located. Clues are provided for the player to help them seek it out.
- Tension has been brewing between a group of senior workers and some less-experienced workers that don't respect their position. By going back and forth between the two groups, the player can get a handle on both sides and mediate the situation.
- There seems to be water above ground that's been dripping incessantly from the ceiling for the past few weeks. The player can patch this leak by taking the elevator up and seeking out the source.

Region Outline: The Slums (Connor)

Overview:

The Slums, located in the lower city of the floating metropolis, are a labyrinth of ramshackle homes and narrow passageways, where the only constant is the dim, artificial glow of improvised lights. Built haphazardly over decades, the Slums sprawl outward in chaotic layers, each addition made in desperation by the city's most impoverished inhabitants. These people live in squalor, scavenging for resources and banding together to survive the systemic neglect from the upper city. Yet, amidst the grime and despair, there is a glimmer of resilience, rebellion, and resourcefulness.

The Slums embody themes of survival, inequality, and rebellion. They are proof to the city's darker truths, showing the cost of progress and privilege. Storylines in the Slums delve into the lives of its inhabitants, exploring how they endure systemic oppression while fostering hope and resistance. The region also plays a pivotal role in the larger story, offering players insight into the city's societal decay and the movements that could reshape its future.

Hub Areas:

1. **The Rust Market:** A sprawling, chaotic bazaar at the heart of the Slums, the Rust Market serves as a vital hub for trade and survival. Here, merchants peddle salvaged goods, black-market technology, and even mutant flesh scavenged from the contaminated zone. The market is a melting pot of cultures and personalities, each stall operated by someone with their own story to tell. Lore artifacts such as The Bioluminescent Beacon or The Algae Harvester might surface here, hidden among ordinary wares, waiting to be rediscovered. Key Figures include Talia Greasehand, an inventor who crafts gadgets from scrap, serving as a contact for the secret society and who provides upgrades for Divers, as well as Raff the Collector, a shadowy figure who trades in old-world artifacts and dangerous secrets, often for a steep price.

2. **The Sinkhole:** This deep, waterlogged cavity at the edge of the Slums is both a dumping ground and a hidden lifeline. Mutated sea creatures occasionally wander in, scavengers dive for discarded treasures, and daring smugglers use it as a covert trade route. The Sinkhole is a place of danger and opportunity, playing host to those willing to risk everything for a better life. Key Figures include Captain Murk, a Diver and ex-elite exile who leads secret expeditions into the contaminated ocean, as well as The Glow Kids, an enigmatic group of children who claim the Sinkhole's waters have strange healing properties, but may actually be hiding mutations that they've formed from staying in the waters.

Major Storylines:

1. The Rebel's Rise: Support or sabotage Aven Locke's growing rebellion as he organizes slum-dwellers to demand fair treatment from the upper city
2. The Forgotten Tech: Help Gearhead Fen uncover a piece of ancient technology hidden in the Sinkhole, deciding whether it should be used to benefit the Slums or sold to the highest bidder
3. The Glow Children's Secret: Unravel the mystery of the Glow Kids, learning whether their strange properties are a blessing for the Slums or a dangerous mutation
4. The Rust Market's Treasure: Assist Talia Greasehand in finding a rare artifact, which could change the power dynamic in the city if you choose to sell it, or keep it a secret

Smaller Storylines:

1. Missing Diver: A local Diver has disappeared while scavenging the Sinkhole. Search the depths to find them; if you take too long, recover their belongings for their grieving family
2. Medicinal Mutations: A healer in the Rust Market seeks rare ingredients from the Sinkhole to create a new medicine for slum residents. Delivering these items will come with ethical dilemmas
3. Smuggler's Dilemma: Captain Murk is caught by the city's enforcers. You can choose to help him escape, or you could expose his operation for a reward from the city
4. Lost Artifact: A merchant claims to have found a pre-collapse artifact but needs protection from thieves as they display it and try to sell it at the Rust Market
5. The Hungry Depths: The Glow Kids ask for help to hunt a large mutant terrorizing the Sinkhole; they tell you that it guards something valuable that you can keep if you help them
6. Power Struggle: A malfunction in the slum's power grid leaves many in darkness. Collaborate with or compete against rogue engineers to restore electricity

Region Outline: City's Ocean (Brenden)

Uncontaminated Ocean

Since space on the main island is limited, people have started to make use of what limited space they have left. People started living on boats and rafts on the ocean. Some people had boats from before flooding and contamination and others had to pull together whatever they could find.

They made their homes on the water and farmed the plantation that grew there. They farmed the algae and kelp and served as this world's farmers. They rarely hunt the fish as there aren't that many of them left. Fish are only hunted about once a year for the festival of waves.

The people of the ocean are like one big family. They all care for each other and help each other out. None of them are particularly well off, but they found a stable way of life there. They don't usually interact with people from the city, though they are not hostile to them.

The Barge

Among the boats and rafts, there floats a large barge with many other smaller boats docked by its side. The Barge is a central point for all those who live on the ocean where people gather and trade goods. The Barge is about the size of a football field with ports for people to dock their boats on the side. There are a few people wandering the outskirts of the barge, either loading or unloading supplies of their ships. On the inside of the barge is a bustling trading hub. There are stands filling the place selling all sorts of goodies. Many of the people are dwellers of the sea, selling crops, tools, and other miscellaneous artifacts they may have lying around. There are some people from the lower city who are selling some rarer and potentially shady goods.

Although there is no real leader of the people who live on the ocean, everyone reveres the captain of the Barge, Rowan Brightwater. She is the one that first moved out onto the ocean and helped everyone settle into their new lives. She also recommended the limit of fish hunting and created the festival of waves. The people of the ocean are loyal to Rowan and will stand by her through any storm.

Questlines

For the quest in this area, the major quest will have you talking to Rowan and taking care of some dangers. You hear from Rowan that people's farms have been mysteriously destroyed and that some creatures have reported to have been attacked by an unknown monster. Rowan asks you to check up with some of the people who live on the other side of the ocean area. You go to the other side and ask around for clues on what could be causing all of this commotion. The farmers tell you that a large shadow has been seen swimming in the waters and that remains of fishes have also been seen floating around. Eventually you talk to an older, grizzled farmer named Randal who says that he had a face to face encounter with the beast. He says that a mutated turtle had managed to tear through a weak point in the barrier and get into the safe zone. He managed to get over to the breach and patch it up, but the beast was too much for him. You

must now get the equipment to go under water and fight this beast as well as find a way to properly fix this hole.

For a list of some other quest lines there are :

- Helping to patch up some holes in boats around the area with scraps from the city.
- Send out the message that the festival of the ocean will be happening soon and even help gather some of the food.
- Stop some poachers from the undercity who are over hunting the fish.
- Deliver a package to Rowan and establish a connection with her.
- Help get medicine for someone who's dying.

Concepts & References:

For the overall shape we had the image of an iceberg in mind. Having a giant city floating on the water with many mysteries seemed to match well with the image of an iceberg. Starting out the game only knowing about your life in the upper city and then learning about the vast society that lives under the surface. It matched the metaphor of icebergs very well.



The overall gameplay was inspired by Disco Elysium. We imagined the game as a top down RPG where the player would have to do lots of exploring and talking to other NPCs. Combat would be more based on strategy than raw skill.



For the relations between the upper and lower cities, the nations of Piltover and Zaun came to mind. One pristine society that knows nothing of what life is like is for the other and a poor society that resents their oppressors and lives meager lives. The relations of the 2 cities are not as bad as Piltover and Zaun, but they still don't really like each other.



The undercity of Zaun also provided some inspiration for the aesthetics of the undercity along with the underwater cities of Bioshock. Although the undercity is much larger than the upper city, everything is still cramped with tall looming buildings. There is no natural light that enters

the undercity so everything is artificially lit. There would also be large pipes around the place similar to a large boat or submarine.



For the upper city, inspiration came from those utopia's that live in harmony with plants. Beautiful buildings all gather into a peak at the center of the city. There is lots of greenery and trees all over the place. They live ignorant of anything that happens below.



For the outer perimeter and ocean, inspiration came from Raft and some bases of Grian from the Hermitcraft series. The waters around the city are pristine with fish and coral underneath, being the only safe place from the contamination. There are boats on the water and a large barge inspired by Raft, acting as a trading hub. The outer perimeter was inspired by the large oil clean up ropes as well as one of Grian's bases. A large ring that circles the city and protects it.

