

World Design Overview: Top Gull

WORLD GENRE

The world of Top Gull is meant to mirror contemporary modern life. It's predominantly set in the present day to reflect the current challenges and climate in which the protagonists (the gulls) exist. There may be scope to work backwards into an alternative history in the form of flashbacks to decades/centuries gone by, to illustrate the comparison between then and now (effects of coastal erosion, industrialisation, environmental impact etc).

ENVIRONMENT

The story will unfold across various geographical areas of the United Kingdom. They will be chosen based on research into current seagull habitats and nesting spots. The UK has diverse and varied urban and suburban towns, cities and rural landscapes, each with its own geographical and cultural challenges. To develop seagull mastery, the protagonist must learn how to navigate and survive in each location.

KEY PHYSICAL FEATURES

The variation in building styles and neighbourhoods from town to town and the beautiful scenery of the natural coastlines. Affluence and poverty are starkly contrasted depending on which area of the UK you're in. Buildings in certain locations will be modelled on real-life landmarks. Other areas will have exaggerated features such as towering cliffs, sparse wetlands, abandoned train stations, hyper-littered shopping centres and high streets. The world needs to look as detailed and engaging as possible; this is to reflect the superior vision that seagulls naturally have. There will also be seasonal changes to reflect the weather phenomena of the UK.

POPULATION

The general population of the locations featured in-game will be based on a current cross-section of UK society. However, the human population is a secondary focus of the game. Instead, the primary focus will be on the six species of Gull that are common to the United Kingdom, namely the following:

- Black Headed Gull
- Common Gull
- Great Black-backed Gull
- Herring Gull
- Kittiwake
- Lesser Black-backed Gull

I intend to compile documents detailing the characteristics and cultural aspects of these gulls' lives for further reference.

OVERVIEW

Experience the conflict between gulls and humanity from a bird's eye view. The impact of humanity on the geography of the UK has had consequences for its natural landscape and wildlife.

Key elements of the world that need to be highlighted:

- Human behaviour in towns and coastal resorts
- Challenges faced by gulls regarding survival and breeding
- Endangerment status of coastal birds
- Inland features that attract gulls (out of desperation/opportunism) such as rubbish tips, playing fields, reservoir roosts, harbours and ports etc
- Population reaction/response to gulls
- Gull population and breeding challenges
- Geographical diversity and exaggeration of details - this needs to be representative of how superior a gull's vision is compared to a human eye
- Weather scenarios - to reflect the variety of weather events the UK experiences in a 12-month period

The story covers your discovery of what it takes to survive in modern-day UK life as a seagull. Hated and demonised by much of the population, with food scarce and every flight requiring a range of combat and survival tactics to ensure you'll live to see another sunrise, and perhaps be able to raise a family of your own amidst this harsh and challenging landscape.