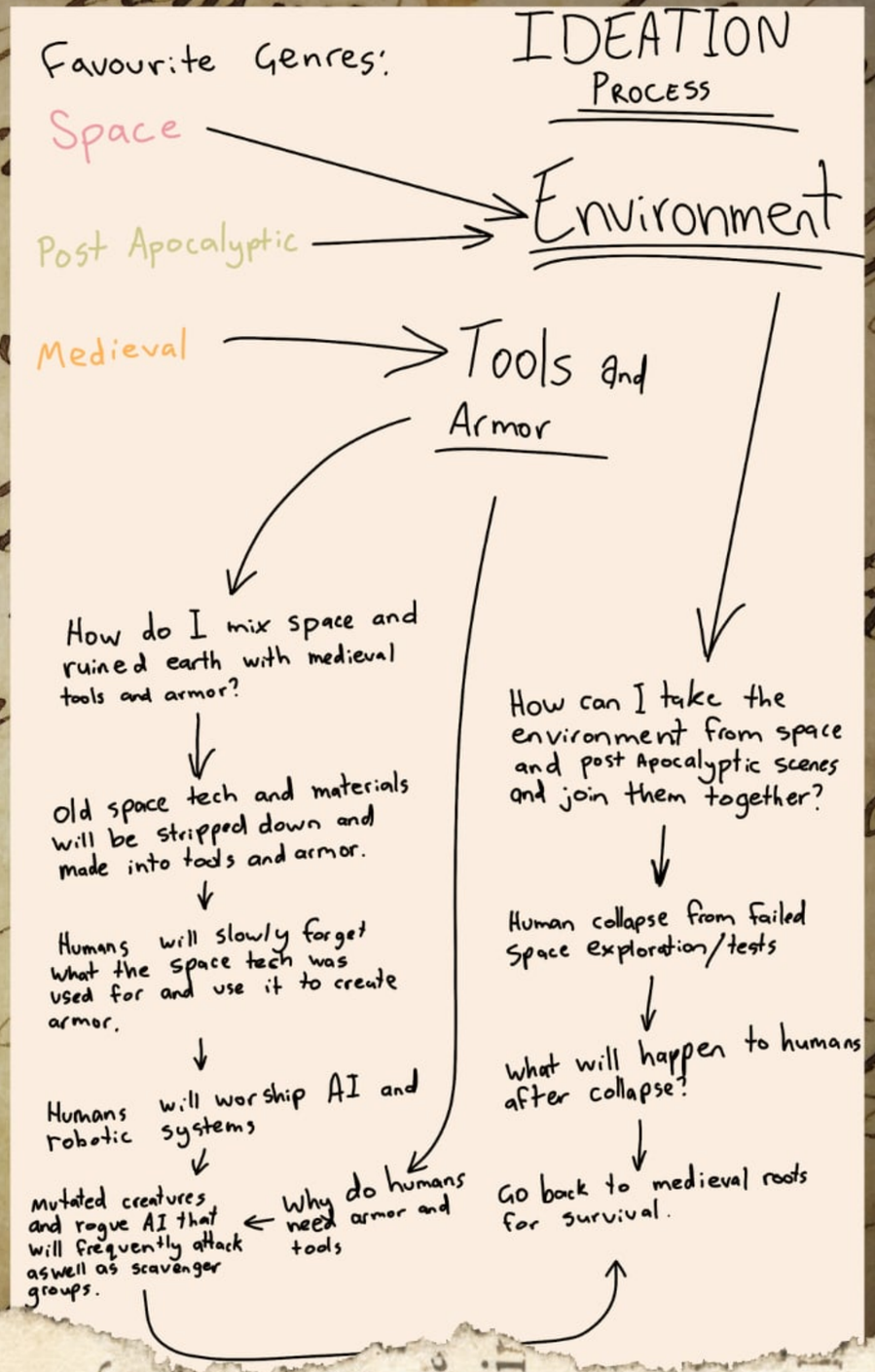
Ashes of Orbit

Process Journal



AI Background

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Ideation & Initial Inspiration

My first ideas from Ashes of Orbit began as an attempt to combine several aesthetics and genres I am personally interested in, including post-apocalyptic worlds, medieval styles, and science fiction. Initially, these ideas existed separately, but I became interested in finding a logical way they could coexist within one world.

My earliest ideas focused on the contrast between futuristic technology and primitive societies. Over time, the concept evolved into a world where orbital collapse destroyed modern civilisation, forcing humanity to rebuild using the remains of advanced technology they no longer fully understand.
I wanted the world to feel atmospheric, mysterious, and grounded in believable systems rather than simply combining random visual styles.

I love the world I have comeup with and would really enjoy to design an environemt for a future game I might work on

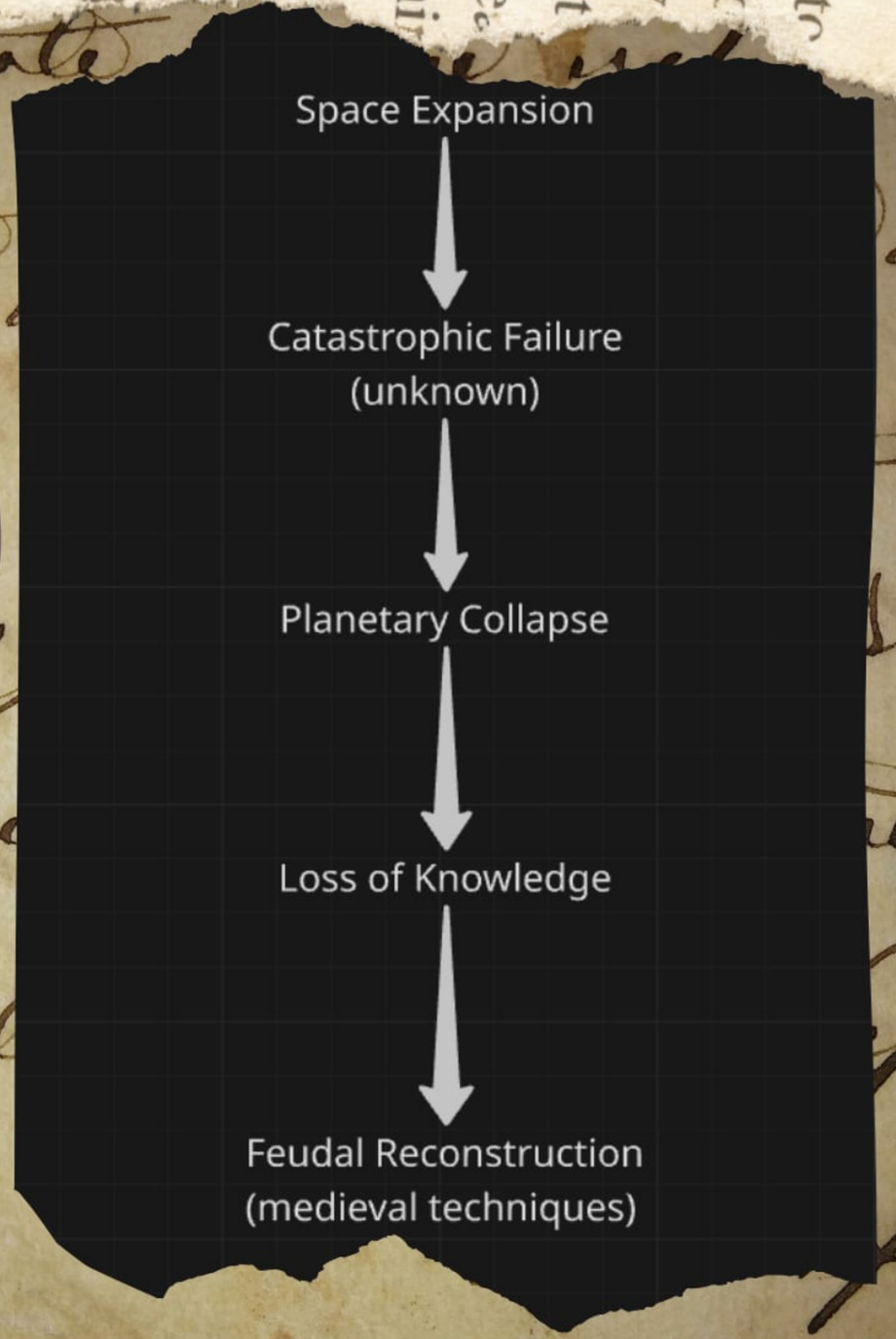
Iterative Process & Worldbuilding Logic

A major part of the process involved developing rules that made the world feel fully believable from the inside. I looked into how advanced technology could exist alongside medieval social structures without them feeling visually disconnected.

The idea of orbital infrastructure collapsing became the central event of the world. This helped explain:

- the destruction of civilisation
- the loss of technological knowledge
- the existence of debris and advanced materials
- the rise of isolated feudal societies

I also developed the idea that people in this world would mythologise technology over time, treating machines as sacred or dangerous objects. This is important as it gives the world more story to work with and allows different types of media to come from this such as a video game or show.





Research & Inspirations

I researched a range of media that explored environmental storytelling, technological collapse, and large scale worldbuilding. I was mainly inspired by worlds that combine mystery, decay, and lost/fragmented history.

Key inspirations included:

- Dark Souls - for environmental storytelling and medieval atmosphere
- Death Stranding - for themes of isolation and ruined infrastructure
- Arc Raiders - for large scale worldbuilding and environment design with the post apocalyptic style
- The Expanse - for grounded space politics and orbital systems

I also researched real-world topics such as space debris, societal collapse, medieval feudal systems (Europe 9th–15th centuries), and how cultures preserve or lose historical knowledge over time.

Themes, Narrative & Gameplay Opportunities

The world explores themes surrounding technological dependence, loss of knowledge, and the cycle of nature in civilisation. A major idea within the project is that humanity may eventually lose understanding of the systems it relies on.

Narratively, the world creates opportunities for stories focused on rediscovery, survival, and conflicting interpretations of history. Characters may encounter ancient systems that are misunderstood as religious or supernatural phenomena.

From a gameplay perspective, the world supports exploration, scavenging, environmental storytelling, and interaction with unstable technologies and dangerous ruins. It also creates opportunities where the player can slowly uncover what happened to humanity and what made everything collapse.

The project also speculates on the long-term consequences of technological expansion and whether progress inevitably creates new forms of collapse.







Reflection on Reality

Although Ashes of Orbit is entirely fictional, it reflects many anxieties surrounding technological dependence, environmental collapse, and humanity's relationship with large scale technology that many people do not fully understand.

My world asks questions about what happens when societies become disconnected from knowledge and history. It also explores how future generations may reinterpret technology through myths, religion, or incomplete understanding.

While developing the project, I was careful not to directly appropriate specific historical cultures or belief systems. Instead, I focused on creating original factions and aesthetics inspired by larger medieval structures and speculative science fiction traditions.

Visual Development & Final Reflection

Visually, I wanted the world to combine dark medieval imagery with industrial science fiction aesthetics from space. I explored:

- rusted metals
- damaged orbital structures
- worn armour
- dark atmospheric lighting
- large-scale ruins

The strongest part of the project was developing a world that felt finished and properly ordered despite combining very different genres and time periods.

If I continued developing Ashes of Orbit further, I would expand the faction systems, map design, and environmental storytelling elements.

This project helped me better understand worldbuilding as both a narrative and systems-based design practice.

