

Ashes of Orbit

"After Earth's evacuation failed, the survivors rebuild society using the ruins of space-age technology they no longer understand."

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Overview

What is Ashes of Orbit?

Ashes of Orbit is a post-apocalyptic version of Earth where a failed attempt to colonise space led to the collapse of modern civilisation. In the aftermath, humanity regressed into medieval-style societies, building kingdoms within the ruins of advanced technology.

Fragments of space infrastructure, crashed ships, space debris, and AI systems, still exist, but are no longer understood. These relics shape power, belief, and survival in this new world.





Core Concept

This world operates on a contrast between lost technological advancement and primitive reconstruction.

- Advanced technology exists but is misunderstood or mythologised
- Society is structured into feudal systems due to limited resources
- Space debris constantly falls to Earth, acting as both a threat and resource
- Knowledge is fragmented, and those who control technology hold power

"The sky is no longer empty, it is an active, unstable system that continues to shape life on Earth."





Locations & Environments

The environment reflects the collision of past and future:

- Crashed colony ships and robots repurposed as fortified castles
- Orbital debris fields scattered across landscapes
- Ruined cities reclaimed by nature and converted into settlements
- The Skyfall Zones; dangerous areas where debris frequently crashes from the skies

I really like these locations because they create a world that is both familiar and alien.

History & Power Structures

1

Humanity once attempted to leave Earth through large-scale space colonisation. During this expansion, a catastrophic failure occurred, leading to widespread destruction both in orbit and on Earth.

2

With global systems destroyed, society collapsed. Over generations, survivors formed isolated kingdoms.

3

Power is now divided between:

- Feudal rulers controlling land and people
- Tech-based factions controlling ancient systems
- Scavenger groups operating outside structured society

Culture & Beliefs

Culture in this world is shaped by misunderstanding of the past:

- Technology is often viewed as sacred or dangerous
- Knights wear armour made from salvaged ship materials
- AI systems are treated as gods or oracles
- Oral storytelling replaces recorded history

Different groups interpret the past in different ways, leading to conflict and diversity in belief systems.



Narrative, Ludic & Speculative Opportunities

Narrative

- Discovering the truth behind the collapse
- Conflict between tradition and technological control
- Exploration of lost knowledge and identity

Ludic (Gameplay)

- Exploration of ruins and dangerous environments
- Salvaging and crafting hybrid medieval-tech equipment
- Navigating moving hazards like falling debris

Speculative

- What happens when humanity loses understanding of its own creations?
- Is technological progress sustainable, or repeated?
- Can society rebuild without repeating past mistakes?





Creatures, Technology & Unique Elements

The world contains remnants of both natural and artificial systems:

- Autonomous drones that continue to operate without human control
- Mutated wildlife adapted to contaminated environments
- Ancient defence systems that still activate in certain areas
- Hybrid tools and weapons combining medieval design with advanced components

These elements create both danger and opportunity.



Media

Ashes of Orbit is a flexible world that can be adapted across many different types of media:

- Video games: exploration-based gameplay with environmental storytelling
- Film/TV: character-driven narratives within a unique setting
- Graphic novels: strong visual contrast between medieval and sci-fi elements

The world is mainly suited to interactive media, where players can uncover its history through exploration.

Visual Tone & Mood

The visual identity of the world combines decay and contrast:

- Rusted metal, worn materials, and overgrown ruins
- Dark skies filled with orbital debris and distant wreckage
- Glowing fragments of technology embedded in ancient structures
- A mix of medieval silhouettes and futuristic elements

The tone is atmospheric, eerie, and reflective of a world caught between the past and the future.

Mood board

















