

Far Plane - Beyond Boundaries Overview

Far Plane is an adventure game where the player becomes Aria, a thief posing as a diplomat, who has been thrown into a world of intrigue and high stakes. The player must use the Boundary Spanning Leadership (BSL) model to save the world.

Educational

Far Plane is centered on teaching the BSL model. Each level in the game is based on one of the BSL practices— buffering, reflecting, connecting, mobilizing, weaving, and transforming. The different groups the player meets also represent one of the five boundaries – vertical, horizontal, stakeholder, demographic, and geographic. The solutions to each puzzle reflect BSL tactic used in the real world.

Based On Research-based Model

The BSL Model emerged from 10 years of research involving more than 2,800 surveys and nearly 300 interviews with leaders from across the world and diverse organizations, including businesses, government, education, nonprofits, and the military. As far as we know, *Far Plane* is the first serious game to be built on a research based model.

Narrative-driven

Far Plane takes place on the planet of Myria, home to several ancient regimes. The planet is falling apart due to the constant pillaging of its natural resources. The player’s mission is to bring the different groups together and show them that they are all responsible for contributing to the planet’s current crisis and that they must all work together to stave off the worst effects.

Accessible

Far Plane is geared towards a wide range of game experience though it will likely mostly skew towards casual and non-gamers. In order to create a fun experience, the game will be very simple to use. The player should be more focused on learning about the BSL model and solving problems with it rather than figuring out how to manipulate the game.

Puzzle-oriented

The core experience of *Far Plane* is solving puzzles integrated into the narrative. The BSL model is brought to life by the characters in the game resulting in an adventure style game with an emphasis on dialogue puzzles. The player will need to explore their environment, talking to each of the group leaders, asking those questions, and finding ways to solve their issues.

Branching Storyline

The story of *Far Plane* branches at several points. Each time a player plays through the game, they have a chance of having a different experience and a different ending. This experience is based on how much they adhere to the BSL model while trying to solve the puzzles for the groups. Finding the incorrect solution could cause a group to become unavailable for another puzzle later in the game. Many puzzles will have several solutions that are tailored to the player’s experience.