



# Starforge Zealot

^Formatting and banner thing made by google docs ai thing. It looks ok so im keeping it for now, but my actual logo will be different

## Overview

- **Game Type:** Arcade
- **Theme:** Sci-fi, Industrial, Warfare
- **Player Goal:** Fight your way through obstacles to eliminate a singularly deadly threat to your order (Boss battle)

## Core Mechanics

- **Fighting:** Player dogfights and shoots down anything in their path.:
  - **Obstacles:** asteroids, comets and debris.
  - **Enemies:** Enemy ships that range from hazardous to dogged in their threat to the player.
- **Ship choice and wear / refining over time:**
  - **Ship Choice:** Pick from a few ships with modified stats and a unique way to upgrade over time.
  - **Damage over time, upgrade at starforges:** Player does not regenerate health normally, but can spend resource to repair ship and / or upgrade the ship at starforges periodically.

## Gameplay Loop

1. **Fight through level:** Get the hang of movement and shooting while avoiding low threat obstacles, shooting down ones in your path, while threats slowly become more numerous and harder to ignore

2. **Starforges:** Clear out swarms of threats to a starforge at the end of each level, then spend resource to upgrade ship and / or heal.
3. **Boss:** The final starforge must be defended from a massive threat, in the form of a boss fight against a very dangerous threat

## Victory Condition

- Destroy the final boss, surviving to that point by any means necessary. The only threats you have to directly deal with are the final boss and the swarms around the starforges, but the more threats you can eliminate, the more credits you will obtain for upgrades. If time I will implement a pacifist reward because I like when games have that

## Models to create

- **Starforge:** Starforges will be located at the end of each level, with design inspiration coming from religious temples and metal fabrication industrial machinery.
- **Player Ships:** The player ship model and possibly multiple ship designs: Miner ship, Aggressor(hammer), Beacon, Default (shaped like Tongs)
- **Minimalist UI:** Clean and intuitive interface to ensure focus on gameplay with hud including health, resource, and distance to next starforge.
- **Boss:** Not determined yet, deciding between a warship, a swarm controller, or something else.
- **Background / environmental elements:** Planets, stars, asteroid fields, debris.

## Art Style

- **Minimalist & Functional:** Clean lines, geometric shapes, and a limited color palette. Bright bold colors like metal orange, blue, and gold. Will come up with a proper palette later.
- **Industrial / Religious:** Inspiration for ships, story, and art will come from Industrial foundry type buildings, and in a lesser way some nonspecific religious themes.

## Sound Design

- **Atmospheric & Industrial:** Focus on mechanical hums, resource processing sounds, and impactful explosions.
- **Subtle Music:** Ambient electronic music that complements the sci-fi industrial theme, ranging from heroic to warlike.

## Scope

- **Phases:**
- **1A:** - Implement core gameplay - Main menu starts the game, player moves, shoots, and can die, Main menu > Gameplay > Game Over Restart page < Back into the action or Back to main menu
- **1B:** Implement starforge for healing and stat boosts, and have the levels loop a bit, with variations on threats and enemies.

## Target Audience

- **Arcade style:** Windows Users, casual gamers, people who like space games. Simple gameplay with a fun core gameplay and a light story element. If easy to do, I'd also like to put the game on google play store and possibly apple.

## Monetization

- **Skins:** Player ship can have variations that the user can pay for that give no tactical advantage
- **Demo:** Base game will be free, and future updates that take the game to a much more fun and advanced level will cost a little bit more.

## Concept Sketches

# SPACE GAME - STARFORGE: ZEALOTT

## Models

Ship - Small  $\diamond \diamond$   
Ship - Large  $\diamond$   
Ship - Boss  $\diamond$

## Background/Setting

Planets - Planet explosion?  $\Delta$

Shooting stars  $\Delta$

Acid rain field Interior Space  $\diamond = \diamond$

Station

## Extra:

Star Elements

Pick ship for his stats



