

GAME DESIGN DOCUMENT

REV. P02

REFERENCE: SPACE AGENCY

By: Javier Arocha

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GAME OVERVIEW

Title (TBD)

- Space Agency

Elevator Pitch

You are the director of a rising space agency, managing everything from a first-person command center. In this immersive management sim, you don't fly the rockets—you lead the people who make it happen. Hire teams, plan missions, launch rockets, and respond to real-time complications from behind the glass of Mission Control. Every decision shapes your agency's reputation, budget, and future. It's NASA meets leadership—strategic, cinematic, and grounded in realism, with just the right amount of tension and triumph.

Concept

Overview

- **Genre:** First-Person Strategy / Simulation / Management
 - **Gender:** The theme and mechanics are appealing to a broad, general audience.
- **Target audience:**
 - **Age:** 18-40
 - Primarily adults and young adults who enjoy simulation, strategy, and sci-fi-themed games.

Ideal Player Interests

- Fans of management sims (e.g., *Cities: Skylines*, *Football Manager*)
 - Space enthusiasts (e.g., *Kerbal Space Program*, *NASA fans*)
 - Players who enjoy games like *Papers, Please*, *Frostpunk*, or *This Is the President*—games that emphasize decisions and consequences over fast action.
- **Monetization:**
 - **Premium purchase** (one-time payment on PC platforms)

Future Options (Optional)

- **Expansions/DLCs:** Add new missions, colonization systems, historical campaigns (e.g., Cold War space race, private sector expansion).
 - **Cosmetic Supporter Packs:** Optional custom logos, office skins, or voice packs.
 - **Patreon Support Tier:** Share behind-the-scenes, dev updates, concept art, and early builds.
- **Platforms & system requirements**
 - PC (Requirements: TBD)

Theme and Setting

Theme

- Leadership, responsibility, innovation, and consequence—all framed through the lens of space exploration. The game emphasizes strategic planning, real-time decision-making, and the weight of guiding humanity's progress beyond Earth.

Setting (TBD)

A fictional, modern-day space agency.

- The player operates entirely from within the **Mission Control Center** and surrounding agency facilities.
- Missions involve real-space scenarios: orbital tests, satellite deployments, lunar landings, etc.
- Visual style: grounded and realistic, with clean UI and subtle humor to humanize the experience.

Project Scope

Core Loop

- Accept mission → Plan & assign team/resources → Launch rocket (interactive mini-game) → Get results/rewards → Prepare next mission.

Core Features for v1.0 (Minimum Viable Product, MVP)

- First-person control room
- Basic mission system (with goal tracking & rewards)
- Budget management
- Simple hiring/manager system
- Rocket selection
- Interactive launch sequence with radial command mini-game
- Basic time system (pause/fast forward)
- Text-based consequences and feedback (UI popups)

Planned Expansions (Post-launch or later milestones)

- Research/tech tree
- Public relations system (affects funding or pressure)
- Astronaut training & long-term missions
- Moon/Mars base management
- Procedural events or campaign mode

Budget

Estimated Budget (Indie Solo/Small Team)

- **\$0–5K for MVP**, assuming:
 - Free/affordable assets or custom-made
 - AI-generated voiceovers for placeholder dialogue
 - Hosted on platforms like Itch or Steam Direct (\$100 submission fee)
 - Dev time is unpaid (passion project)

Optional Additional Costs

- Sound pack licenses, music (~\$100–300)
- Marketplace UI or blueprint packs (~\$20–80 each)
- Paid assets or outsourcing (if used): e.g., \$100–300 for a solid modular environment or character pack

Timeline

Phase 1: MVP (3–6 months)

- Implement basic systems (mission, budget, UI, rocket launch, time)
- Simple control room environment
- First mission and launch playable

Phase 2: Playtesting & Polish (6–10 months)

- Add interaction feedback, voice cues, tension moments
- Expand on launch issues + radial command mini-game
- Clean up visuals and UI
- Add sound design + first music cues

Phase 3: Early Access Launch / Sneak Peek (10–12 months)

- Package first 10–20 minutes of gameplay
- Start building audience (Patreon, trailers, Devlog)
- Gather feedback for extended features

GAME SETTING

Concept/Ideas

Manager's Office

General Description

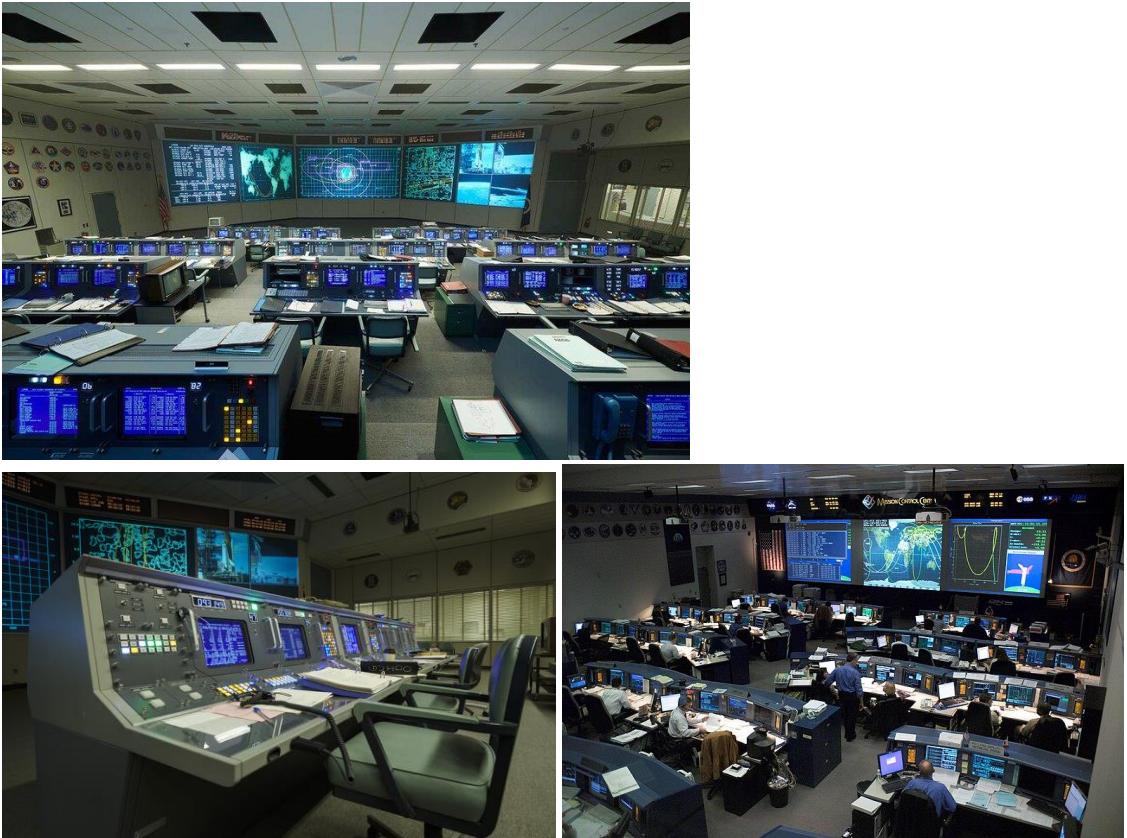
A private, elevated space overlooking the heart of the agency. Clean, minimalistic, and modern, the Manager's Office is where critical briefings begin. A large desk sits at the center, surrounded by mission binders, world clocks, and a digital dashboard for agency-wide overviews. It's the first room the player enters—a quiet place where major decisions begin.



Control Room

General Description

The center of every launch. Tiered seating and glowing monitors wrap around a central command table. From here, the player oversees launches, monitors mission status, and issues real-time commands during emergencies. Each station is manned by specialists—telemetry, propulsion, navigation—though the player gives all the final orders from above. Large screens display live footage, diagnostics, and system readouts.



Astronaut Room

General Description

A secure, functional space where astronauts prepare for their missions. Lockers line the walls beside suit-up stations, while a central briefing table holds mission plans and checklists. This room serves as both a place for selection and morale—stats, bios, and mental/physical readiness of crew can be reviewed here before flight.



Managers Room

General Description

An operations bay for department heads. Each wall is dedicated to a different division—Engineering, Research, PR, Logistics. Digital boards show progress on their current tasks. Here, the player can hire or replace department managers, allocate resources, and adjust staffing per department. The room feels alive with shifting displays and status lights showing progress bars and alerts.



Project Room

General Description

The agency's think tank. Used for research, upgrades, and long-term planning, this room hosts concept models, whiteboards filled with diagrams, and a central console for initiating new projects. Players spend time here unlocking new rocket types, technology, or expanding capabilities (e.g., deep space comms, radiation shielding). Time and budget shape the pace of progress.



Main Hub

General Description

The central connecting hall of the facility. Spacious, well-lit, and slightly stylized, the Main Hub links all other rooms and departments. Holographic signage, subtle ambient audio, and occasional announcements make the space feel active. It's where the player feels the full scope of their agency's operations—an open space with direction, purpose, and scale.



STORY (TBD)

Back Story

Key Plot Elements

CHARACTERS (TBD)

- Protagonist
- Managers
- NPC's
- President

GAMEPLAY AND MECHANICS

Gameplay

Core gameplay loop



Game Progression

The game progresses through a combination of **missions, reputation growth, technological advancement, and unlocking new capabilities**. Rather than a traditional level system, progress is reflected in the **expansion of your agency**, improved success rates, and more complex missions.

Phases of Progression

1. Early Phase (Basic Agency Setup)

- Launch simple test rockets (sub-orbital, orbit).
- Hire initial managers and assign small teams.
- Complete first few missions to unlock core systems.

2. Mid Game (Expansion & Complexity)

- Unlock new rockets and components.
- Handle multiple concurrent missions.
- Begin deeper decision-making (e.g., research paths, staffing strategies).
- Respond to more complex in-flight events and manage budget constraints.

3. Late Game (High Stakes & Legacy)

- Launch long-term missions (Moon base, Mars probe).
- Deal with politics, public opinion, international competition.
- Permanent reputation impact from decisions.
- Unlock “Realistic Mode” or permadeath campaigns.

Objectives

Primary Objectives

These are **mission-based** goals that directly advance the player's agency:

- Successfully complete launches (orbit, satellite deployment, lunar landings).
- Maintain or increase agency reputation.
- Grow budget through government or private contracts.
- Hire and manage effective department managers.
- Unlock and use more advanced rockets and technologies.

Secondary/Optional Objectives

These add flavor, depth, and player choice:

- Complete missions within a set time or budget.
- Avoid mission failures for a full year.
- Boost public trust through flawless launch sequences.
- Choose between military, scientific, or commercial focus (adds replay-ability).

Endgame Objective (Optional)

- Lead a successful interplanetary mission (e.g., Mars colony launch).
- Reach a funding milestone or diplomatic win condition.
- Survive X number of years without catastrophic failure in Realistic Mode.

Mechanics

Physics

- **No advanced physics simulation** required for gameplay.
 - **(Will try to do a 2D space map to track missions)**
- Basic rigid body physics may apply to interactable objects (e.g., rotating chairs, buttons, clipboard drops).
- Rocket physics are **simplified or abstracted**—they're represented visually, but outcomes are determined by internal logic (e.g., risk factors, mission setup), not actual physics engines.

Movement

- **First-person movement** with mouse/keyboard controls (WASD + mouse look).
- The player can **walk within agency areas** (e.g., office, control room, hub).
- **Restricted movement** during cinematic or mission sequences (e.g., locked camera in Control Room).

Objects

- Interactable 3D objects include:
 - Clipboards
 - Mission boards
 - Computer terminals
 - Launch switches
- Most objects are **stationary** but trigger **UI windows or gameplay events** when interacted with.
- Visual state changes (highlight, glow, etc.) help guide player attention.

Actions

Combat

- *None* — This is a non-combat game focused on strategy and simulation.

Interacting with Objects

- Core gameplay action.
- Use 'E' or hover + click to:
 - Accept/decline missions
 - Open menus (e.g., hiring, budget, rocket selection)
 - Trigger launches or system commands

Talking

- Dialogue is minimal and mostly **text-based** or delivered via **audio logs, announcements, or intercom messages**.
- Future potential for simple dialogue trees in campaign/story missions (e.g., responding to emergencies).

Reading

- Players will **read mission logs, emails, research reports, and status updates**.
- Important info (budget, risk, mission details) delivered via in-universe UI.
- Optional flavor text expands immersion (e.g., astronaut bios, PR feedback).

UI

Main Menu

- Clean and immersive, styled like a **space agency dashboard**.
- Options include:
 - **Start New Game**
 - **Continue**
 - **Settings**
 - **Credits**
 - (*Optional*): "Realistic Mode" toggle for hardcore players.

- Background: Subtle control room ambiance or rotating mission archive visuals.

Loading Screens

- Short **loading tips** or agency facts (e.g., *"Low reputation can increase mission risk"*).
- Display:
 - Mission blueprints
 - Team bios
 - Satellite images or launch schematics
- Optional: Show progress bar with text updates like *"Initializing fuel systems..."*

Character Creator

- Minimalist setup since player is a **manager/director**, not an on-screen avatar.
- Customization options (optional):
 - **Player name / agency name**
 - **Agency logo and flag design**
 - Choose a leadership background or trait (e.g., *Engineer, Diplomat, Visionary*) that slightly modifies gameplay.

ART (DBD)

Concept Art

Models and Textures

SOUNDS (TBD)

Sound Effects

Music

Voices