

Seize Command

Table of Contents:

1. Introduction
2. Features
 - a. Game Modes
 - i. Team Deathmatch
 - ii. Cooperative
 - b. Ship Tiers
 - i. Corvette
 - ii. Frigate
 - iii. Cruiser
 - iv. Destroyer
 - v. Dreadnought
 - c. Ship Classes
 - i. Artillery
 - ii. Tank
 - iii. Skirmisher
 - iv. Fighter
 - d. Weapons
 - i. Cannon
 - ii. Shotgun
 - iii. Beam
 - iv. Disruptor
 - v. Missile
 - vi. Torpedo
3. Networking
4. Website
5. System Requirements

1. Introduction

With the advent of faster than light travel (FTL) in 2207. Humanity, now under the governance of the United Earth Federation (UEF) began to expand its reach throughout the expanse of the Milky Way galaxy. Presented with a so far docile and uninhabited universe, the UEF's expansion went on unimpeded. By 2417 there was a human colony within every sector of the galaxy. However, during this time the humanity's expansion out ran its capacity for superluminal communication which made management of all the outer colonies difficult. The over-extended UEF had to divide itself into dozens of separate autonomous states all subservient to the UEF. Much like in the time of Rome, governors were appointed to manage these states. Every now and then however, when an economic catastrophe or major government restructuring happened, governors with rather large ambitions would try to carve out a piece of the galaxy for themselves.

You are the captain of a Homer-Class vessel on a patrol mission. Upon exiting warp speed you immediately attempt to hail the sector's capital, but get no response. Traveling through the sector you come upon a freighter ship orbiting the moon of a gas giant, very obviously trying not to be detected. You make contact with the ship and after identifying yourself as a soldier of the federation, you get a response. You are informed that the sector's governor has recently assumed full control of the sector and imprisoned all of the government officers loyal to the UEF. You send an emergency signal to UEF central command, but it will be days before the UEF even receives the signal and by then the governor could use the sector's fleet to annex other sectors. As a loyal captain of the UEF's galactic flotilla you must fight your way through the sector to get to the central military space station and Seize Command!

2. Features

i. Game Modes

o Team Deathmatch

- You and your crew stumble across another fleet striving for the same godly power. In this game mode, you and your group of 7 others must decide on two starships to be used in your upcoming fight. You best believe the other team will be ready with

their own starships to stop you at all cost. May the best fleet win.

- Cooperative

- Embark on your journey with 3 of your most trusted comrades to take control of a godly power. It will take more than just skill and grit to achieve your goal, the synergy amongst you all will be promising in the end. Work together to upgrade your ship, maybe even capture other ships, to take you and your crew to a space station located somewhere in the galaxy. Don't expect the Royal Navy to back down from a fight, they are ready with guns blazing.

- ii. Ship Tiers

- Corvette

- Corvettes are the most common ship size in the sector. These vessels trade armor for speed, Corvettes can easily outmaneuver any other ship.

- Frigate

- An upgraded version of a Corvette, Frigates generally hold more armaments than their smaller counterparts.

- Cruiser

- The most versatile tier, Cruisers are the middle ground of all spacefaring vessels. With a good mix of hull strength, shield capacity, and speed, Cruisers dominate smaller vessels and can even be a threat to Destroyers and Dreadnoughts.

- Destroyer

- Built to last and built to destroy, the Destroyer class vessels hold the most weaponry of every ship in the sector.

- Dreadnought

- The ultimate threat in the sector, each Dreadnought is capable of eliminating an entire fleet without taking a scratch. The biggest weapons, the strongest hull, the largest total mass. Dreadnoughts were made to be feared.

- iii. Ship Classes

- Artillery

- Artillery is best known as the anti-aircraft weapon. This ship provide the team a feeling of moving inside a giant fortress. The ship could become the best defensive wall by having highest shield level and good amount of health. Even though artillery moves with average speed, it is armed with heavy weapons allow the player(s) to break through most enemies line.
- Tank
 - The Tank is one of the bulkiest ship classes and can't be missed from a team battle. Having highest amount of durability and vitality, this ship is capable of taking most of the hit from enemies. With a tank ship, you can easily become the attention of the battle, shield out your allies and redirect enemies' force.
- Skirmisher
 - The Skirmisher is best used as an assassin of other ships. This ship required player(s) with high control skills for fast movement while in the combat. By having good position and perfect timing, a skirmisher can totally turn the battle around.
- Fighter
 - The Fighter is the most common class in many games. Seize Command provides player(s) a Fighter ship with the balance between vitality and movement. This class allows the player(s) to join in any battle field. With balancing skills, the Fighter could perform and fit into most of team or even solo strategy combats.

iv. Weapons

- Cannon
 - Based off siege weaponry from Earth's now nearly prehistoric past, the Cannon launches minivan sized chunks of Thorium using an electric catapult. Primitive but reliable, the cannon is good all around weapon for space combat.
- Shotgun
 - A unique weapon forged from Alazaar, the Shotgun blasts chunks of Minazum in a wide but shallow arc.

Although this weapon cannot reach far distances, it is perfect for close-ranged combat.

- Beam
 - This weapon focuses energy from a fire quartz into a large, bright beam to slowly melt away your enemies. Strong and steady, this weapon is best at damaging a large amount of enemies at once.
- Disruptor
 - Instead of damaging your enemies, the Disruptor blasts EMP waves at your opponents that will temporarily shut down their electronics. This includes their weapons, engines, and missiles.
- Missile
 - There's a reason why missile systems were the bread and butter of the early UEF flotilla. Thousands of mass-produced explosive devices that are always guaranteed to hit their quarry made for a robust weapons system. If you're a new cadet who needs a helping hand or an ambushed veteran who doesn't have time to aim, the missile is the correct choice.
- Torpedo
 - The Torpedo is a missile minus the targeting electronics. With more explosives packed into that extra space the torpedo will do more damage than any missile. For the gunner whose aim is true the torpedo is the perfect weapon for wreaking havoc upon any adversary's ship.

3. Networking

Seize command's multiplayer feature makes setting up and joining games easy and intuitive. Just click on the 'Multiplayer' button and follow the instructions below for the action you want to perform.

Creating a lobby:

- i. Click the 'Create Lobby' button.
 - (This lets the directory server know that you are hosting a game and allows other players to be able to find your game.)

Joining another lobby:

- i. Click the 'Join another Lobby' button.
 - (This will display all the active lobbies that the directory server is aware of)
- ii. Select the lobby you want to join by clicking on it.
- iii. Click the 'Join' button.

4. Website

- i. Home Page
 - The home page contains generalized info about *Seize Command* to inform an interested user about the game. Summarized information and excerpts on the home page contain content from the leaderboard, download, manual, development, gallery, and account page.
- ii. Leaderboard
 - The leaderboard page contains the top ten highest scores of players. Users can view the highest scores from either game mode (team deathmatch or co-operation).
- iii. Download
 - The download page allows users to download the required executable file(s) for their platform. The download page contains information on how to run the installer on the Windows operating system and continue with the installation.
- iv. Manual
 - Users who wish to learn about Seize Command's features, can access the manual page to find information such as game controls and play modes. Users can also download the manual in .PDF format if they wish to have it saved onto their hard drive.
- v. Development
 - The development page details the story of the development of the Seize Command game and introduces each team member, along with their role in development. Development. The story of development commences with how the idea of the game came about, the creation of the game's documentation, all the way to its implementation

and testing. Short information about each team member, their interests, and skills is included.

viii. Gallery

- The gallery page includes screenshots of Seize Command gameplay from both the team deathmatch and co-operation modes. The gallery page gives a visual glimpse of the game to interested users.

vii. Account

- The account page allows a user to access information about his or her Seize Command account. The user would be able to view their respective high scores from each of the Seize Command's game modes.

5. System Requirements

i. Minimum:

Processor	1.5 GHz
RAM	4.00 GB
OS:	Windows 7 x64
Graphics	Intel(R) HD Graphics Family
Storage	1 GB

ii. Recommended:

Processor	i7-4500U CPU @ 1.80 GHz
RAM	8.00 GB
OS:	Windows 10 x64
Graphics	Intel(R) HD Graphics Family
Storage	1 GB