

Seize Command

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1. Introduction

You're a disgraced former ruler that has traveled the depths of the universe in order to escape the government that you once ruled. All that's left of your former glory is your trusty Homer class vessel and a loyal crew. You come across a band of kind explorers who tell you of a mysterious space station that is said to house ancient artifacts of a godly power. However, it's heavily guarded by the sector's detachment of the Royal Navy. You and your crew must battle those who stand in your way and Seize Command!

2. Features

i. Game Modes

○ 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
 - Tank is one of the strategy ship class 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
 - Skirmisher is served as the revenge killer ship class. 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

- 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

- Advanced technology from Sylter enables these missiles to lock onto your opponent from afar, preventing them from dodging your projectiles. However, this feature comes at a cost, causing these missiles to only do a small amount of damage.

- Torpedo
 - The Torpedo is packed with a large amount of explosives, which causes it to pack a punch but move very, very slowly. This type of weapon requires a good deal of skill to properly aim at your opponent.

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
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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