

Design Detailed for:

Actium

Devastation looms!

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Design Overview

Actium presents a new hero, named James Xandor. Our hero is a cadet in the Aileron Space Guardian Academy. James is an ensign. One of the protagonist's flaws is his prideful attitude. Xandor dreams of galactic peace and prosperity. His closest colleagues are Luna Jefferson and

Jake Robinson. James has a great support group. Luna and Jake are both higher ranks in the academy than James and provide their expertise to help James grow. When calamity strikes, the Aileron Force is first on the scene. Recent activity by the Feartem syndicate has caused great strife in the galaxy. Supreme leader Tyrannus seeks to enslave all non-syndicate worlds using his new destructive bioweapon the Vortak Virus. James has a paramount goal to save the galaxy from utter destruction and develop over the course of the story. Our hero is brave and capable, but is he the best possible chance for galactic survival!

Game Features

- Space flight will be the primary focus of the game. Action role playing game elements will determine the type of Space Guardian the player becomes. Choices before and after each mission will have an impact on the outcome of the game.
- A skill tree indicative of most action role-playing games will enable the player to grow throughout their adventure. Skills will include attack, defense, special attack, special defense, charm, intelligence, dexterity, and speed for ground combat. A separate skill tree for space combat will also allow for improvement of spacecraft.

- Ground Combat will be different. This part of the game will include turn-based role-playing game elements. Each character will take a turn attacking the opposition. After the player ends their turn then non-playable characters will have a turn to attack the player characters.
- Experience points will incur for action & turn role playing moments of the game when antagonists are defeated in battle. Experience points may be spent to increase the player characters stats.
- Player decisions will greatly impact the protagonist's direction throughout the game. Dialogue and physical actions in the game will make a great impact leading up to the conclusion of the game.

Weapons

- **Liquefier:** This weapon tears apart molecules leaving behind only a puddle of organic remains. Strong armor is needed against this item.
- **Plasma Whip:** A melee weapon that severs limbs. Stand far away when the enemy whips this out.

- **Magma Eruptor:** Launches magma at its target. Magma is heated to 2000 degrees Fahrenheit.
- **Zero Gravity Ray Gun:** This item causes any organic matter struck by its beam to experience weightlessness.
- **Rocket Launcher:** This fires a rocket propelled grenade at the target of choice. Rockets take awhile to reload.
- **Blaster:** The players' default item.
- **Blades of Fury:** This shotgun fires lethal blades that eviscerates anything in its line of fire.
- **Suck cannon:** Vacuums up small enemies and shoots them at larger foes.

Single Player game

- **Mission 1** begins on planet Jeremek. This mission starts in the middle of the game. It is an action-packed sequence with Reedus Xandor being chased through the streets of Xytol City. Reedus has acquired some confidential plans from the Feartem Empire.
- **Mission 2** we flash back to Reedus in flight training in orbit around the planet Epsilon. Reedus is reprimanded by his superior officer for his hotshot attitude. He destroys one of the Aileron fighter ships upon reentry.
- **Final Mission** Reedus confronts Opuant in a battle taking place on the Orsolon moon.
- More missions to come at a later date.

Game World

Aileron: Ailment Part One takes place in the Exotorn Galaxy in an alternate timeline and universe from our own. Humans known as Demorl are a minority race. The majority alien race known as the Feartem are capable of interstellar travel and control a vast empire. Demorl have been enslaved by the Feartem for 3,000 years. The Exotorn Galaxy contains one trillion-star systems which is similar in size to the Andromeda Galaxy in our reality. Aileron is the name of the Demorl (Human) resistance force. In the 4th age of the Feartem empire the capital world is Jeremek. This world exists within the Teolor System. In our reality a system includes a major star that has planets or smaller stars revolving around each other because of gravitational pull. Teolor is a system with 13 planets. Another term for the setting is a solar system like our 9 planets and sun in our timeline reality. Because of time dilation Demorl (Humans) live longer than Humans in our reality. Demorl have a life expectancy of 160 years. Time passes slower on the Demorl home world of Epsilon much slower than Earth in our reality. Some Demorl are detrimental to the player. Feartem are very intimidating. They are much larger than Demorl. Feartem stand at 9 feet tall on average. Feartem have very pale skin and missing a nose with an empty cavity. Some Feartem may prove helpful to the player.

Game Characters

- Vortak - Emperor of the Feartem Empire (Feartem)
- Opuant - Lord Protector of The Exotorn Galaxy. Adorned in jewels he lives a very privileged existence. (Feartem)
- James - The protagonist of the story and player character. He starts out as a ensign in the academy. He dreams of a better existence for all. (Demorl)
- Luna – Best friend of James. She is always quick to add a humorous quip but creates awkward situations by opening up to others. Everyone admires her. (Demorl)
- Tolkaneske – A wise influential teacher and mentor. He imparts his wisdom on the player. (Demorl)
- Oratoren – A great speaker and leader of the Demorl resistance. She guides the player from time to time. (Demorl)
- Hubrisum – Always prideful he is unable to separate his ideals to help others. (Feartem)
- Albert Dent Hei - A dentist the player asks him for medical advice, but his knowledge is limited to dentistry. (Demorl)
- Eeebertt – An alien from Synatom. They are always critical of the player, always giving them two thumbs down. Criticism is important though to grow. (Rogeorts)
- Jake - He is just your friend through thick & thin, life & death.

Musical Score & Sound Effects

- Ambient planet sounds will determine character and charm of each world.

- Heavy Metal will set the tone for action sequences in space flight.
- Lite Jazz will provide a relaxing atmosphere for players while off mission back at home base.
- During ground combat battles limited music will be played. Music will alternate between loud and soft tones.
- Sound effects gunfire & space ships & alien environments.

World Layout

The Exotorn Galaxy contains many star systems. The primary Solar system in which the characters live and work is the Teolor system. Teolor has 13 worlds which includes 5 rocky planets similar to Earth and Mars. The other 8 planets are classified as gas giants. The rocky planets are located close to the star and the gas planets are located after the rocky planets. Unlike our solar system in the Milky Way Galaxy most of Teolor's rocky planets are habitable. The closest planet to the star is Combrion. This planet is very similar to Mercury in temperature, with an average surface temperature of 350 degrees Fahrenheit. Combrion is twice the size of Mercury and has thousands of large stratovolcanoes on its surface. No organic life could step foot on Combrion without protective equipment. Combrion contains very valuable minerals. In an attempt to mine this world, the Feartem Syndicate has contracted with Synthetic Mining Intergalactic Limited Liability Company to create robots and machines capable of withstanding the extreme temperatures. The planet contains the mineral dentior which is vital to the advanced technology needed to build Feartem spacecraft and weapons. The second planet is

called Epsilon. This world boasts many lush plants and an abundance of animal life. Epsilon is the home planet of the Demorl. The planet is covered with many jungles and in tropical regions and forests in temperate regions. It never gets below 40 degrees Fahrenheit. The average temperature is 72 degrees and the highest recorded temperature is 140 degrees. Most Demorl live in the capital city of Omega. The city is located in the southern hemisphere in the temperate region. Aileron Space Guardian Academy is located here. The third planet is called Jeremek and is home of the Feartem. Their capital is call Xytol City. The ammonia atmosphere of Jeremek makes it inhospitable to humanoid life. Demorl can only visit Jeremek with special equipment. Weremire is the fourth planet of the Teolor system. This planet is covered completely with water on its surface. Most life on Weremire are sea creature. This planet is the best place to go fishing in the solar system. There is one intelligent race on the planet known as Klondew. They have adapted to be able to swim and walk. The Klondew have created city structures that go from the sea floor to the surface. Klondew have feet and fins and are capable of breathing air and water. They hide from their enemies in the ocean depths. The average temperature on Weremire is a constant 69 degrees Fahrenheit. The final habitable planet is called Synatom. This world is tidally locked. Only one side of the planet faces the star. As a result, the side facing Teolor is fried by constant radiation. The surface temperature of the star facing side is 250 degrees and the "dark side" has a surface temperature of 30 degrees. Synatom has two intelligent races one is called Rogeorts and the other is called Frosect. The Rogeorts live on the star facing side and have skin strong enough to protect them from gamma radiation. They need high temperatures between 150 and 300 degrees to survive. Frozect are a race of insect like creatures with razor sharp limbs and a crushing mandible.

Frozeet burrow underground to stay warm. They can't stay on the surface when temperature reach -30 degrees. All other planets are gas giants and are only on occasion traveled for various reasons.

User Interface

Main Select Menu

- New Game
- Load Game
- Settings – includes graphic options, volume options, subtitles, controls, language:
English, Spanish
- Downloadable Content Purchases

Game Menu

- Start
- Quit
- Control settings
- Settings
- Skill Progression
- Weapon Menu

Rendering

- Python Engine

- The plan is to use this engine to develop a
- I want this game to look as real as possible.
- If development includes only a small team then we will scale back on graphical fidelity.

How to Play

- Player controls James Xandor on ground missions. The player can fire guns and use close range weapons from a third person perspective. The player uses a reticle to aim and fire at their enemy.
- Player controls James Xandor in space combat. Using an Aileron Guardian fighter craft, the player maneuvers through space. The player can activate shields and fire ion lasers. A reticle is present to help the player aim.
- Another mechanic is the communication tree. Based on how players speak with non-player characters determines the course of the game.
- Crafting medicine and weapon parts is essential to gameplay.

Game Code Here

Art Here