Minmatar Rebellion

Project Context Spine

Core Identity

What: Top-down arcade space shooter set in EVE Online's Minmatar vs Amarr conflict

Why: Polished proof-of-concept demo to pitch official licensed mobile game to CCP Games

Strategy: "Foot in the door" approach - demonstrate technical competence + respect for IP to break into professional game dev

Production Status: v2.0 Jaguar Edition ✓

• **Playable:** 3 ships (Rifter, Wolf, Jaguar) with distinct stats

• **Progression:** Skill points + refugee rescue currency

• **Combat:** 13-boss system with 4 ability tiers, Devil Blade-inspired flow

• **Authentic:** 267 EVE ship SVGs, CCP image server integration

• **Packaged:** Windows .exe, Linux AppImage, web distribution ready

Technical Foundation

• **Stack:** Python, pygame, numpy, PIL, Cairo

• **Architecture:** Modular JSON-based configs

• **Procedural Systems:** Audio generation, graphic fallbacks

• **Integration:** CCP official APIs, type IDs, ship renders

• **Platform:** Ubuntu dev environment, cross-platform deployment

Narrative Layer

• **Cinematics:** Intro (Amarr titan explosion), upgrade sequences

• **Character:** Ace pilot with tribal selection at profile creation

• **Tribe Integration:** Thank you messages post-mission

• **Thematic:** "Time for rebellion" messaging

Development Principles

1. **Iterative checkpoints** - Each version = tested milestone

2. **Authentic + Original** - Real EVE assets + unique gameplay

3. **Professional packaging** - Multi-platform executables strengthen pitch

4. **Comprehensive documentation** - Setup scripts, guides, validation tools

5. **Respect IP boundaries** - Official integration without overstepping

Active Focus Areas

• Maintaining production-ready state

• Continuing polish for pitch presentation

• Devil Blade-inspired combat refinement

• Tribal narrative integration

• Cross-platform stability

Current Goal

Demo ready to pitch CCP Games as professional-grade proof of concept