**Spacey Exploration Game**

**(Original concept ideas for “Off To Vega” before production)**

**Game Type:**

* 2d space exploration game
* Top-Down perspective

**Gameplay:**

* Home solar system based on sol system.
* Galaxy map with discovered systems in it, list expands as you explore and research.
* Each planet has its own history and data which can be discovered by scanning the planets.
* Weak not-to-scale gravity forces player to put their ship into an orbit (without a computer upgrade to do it automatically).
* Complex system for upgrading your ship’s various systems. Each system is upgraded with different levels of quality, some systems have different types, each can be upgraded with separate levels.
  + Shields (Strength against various hazards. Stronger radiation shields protect against solar radiation and allow exploration of the sun. Stronger physics shields protect against debris and allow exploration of asteroid fields.)
  + Sensors (Allow the collection of data, primary method of information gathering. Mineral and geology scanners learn about the terrain and chemical makeup of the land, Bio scanners detect life, radiation scanners learn about the sun and determine heat levels.)
  + Propulsion (Allows further and longer space flight, first systems are very slow and inefficient. Chemical -> solar-sail -> ion -> nuclear -> sci-fi[99% of C travel, warp drives])
  + Probes (Secondary method of data collection, they are expensive and unreliable until upgraded to higher tiers. Impact probes in combination with geological scanners can get a more accurate reading of below ground composition. Landers determine local temperature, luminosity level, and meteorological data. Sample probes take a ground sample and return them to the ship, but don’t reflect global data. Visual probes to return pictures of the landscape.)
  + Landing parties via shuttles (A more advanced method of gathering data, but also dangerous as crew could die easily on lower tier shuttles. Thick atmospheres require better shuttles to land; you won’t know this without first scanning the planet’s atmosphere.)
  + [MAYBE]: Weapons to fight off alien enemies, though diplomacy and defense is the best way to go and is always recommended. Aliens are also sparse and cautious just as we are.
  + Computer systems (Computers run the ship, faster research computers allow for faster collection and analyzing of data from sensors and probes, and less management from the player. Upgraded navigation computers allow quick and automatic return to previously visited planets and systems, or automatic orbit around planets.)
  + Crew (Crew run most other systems on your ship, higher standard of living aboard your ship produces better results from your crew, more living space allows for more crew. Better educated crew members and on-ship training allows for more efficient operation.)
* Upgrades are gained by exploring and researching things with the data you gather. A high standard of living, more crew space, and better educated staff could lead to random breakthroughs in various systems by the crew that give upgrades to specific systems automatically. Ex: Your propulsion engineer figures out how your engines could be 20% more efficient because he’s had time to relax and think in the recreation facilities on your ship.
* The farther you go from the star systems you know, the more you can scan with your ship and the farther you can explore.
* Different classes of ships have different purposes.
  + Exploration ships collect data and expand how far you can travel.
  + Terraforming ships use research gathered by landing parties on exploration ships to determine how easy a planet is to terra-form, upgraded terraforming ships allow faster terraforming (although it will still be very slow), and higher technology bases.
  + Colony ships will bring colonists from previously settled worlds to inhabit new planets (done so by a schedule, player doesn’t fly colony ships, only tells them where to go and they do).
  + [PROBABLY NOT] Warships protect planets and systems, might fight with other species later on.