TEMPEL

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# introduction

Tempel is not a game.

It is a grown-ass mother-of-all-simulation-games epicly concentrated ball of unrivalled complexity, in a universe filled with spaceships, aliens, weapons of mass destruction, robots, wooooah-esque moments and even alien robots. Featuring a development time longer than your great-grand-father’s lifetime.

# Factions

// Factions description / Few pages

# The beginning

Tempel is a simulation game. It will simulates different forms of life trying to colonize the deep and dangerous space.

## Is it a game or a simulation?

Both of them! But this game will mainly rely on the simulation part. Because the player will influence the simulation in some proportion. But will not command or act with the different races of the simulation. This game is so intended for some player who like to watch a simulation and the consequences of their actions. We can take the game “The Last Federation” to illustrate our purpose.

// Beginning of a game description / Few pages

# Mechanics

// Game mechanics, a lot of them, explained in details / Frickin’ lotta pages

// Among them : Resources harvesting, Navigation, Sensors, Combat, Research, Diplomacy, Progression, Random events, Population, Ship management, Base management, Space stations, Trading, etc…

# Gameplay

// What the player does, to what extent he influences the factions // Few pages