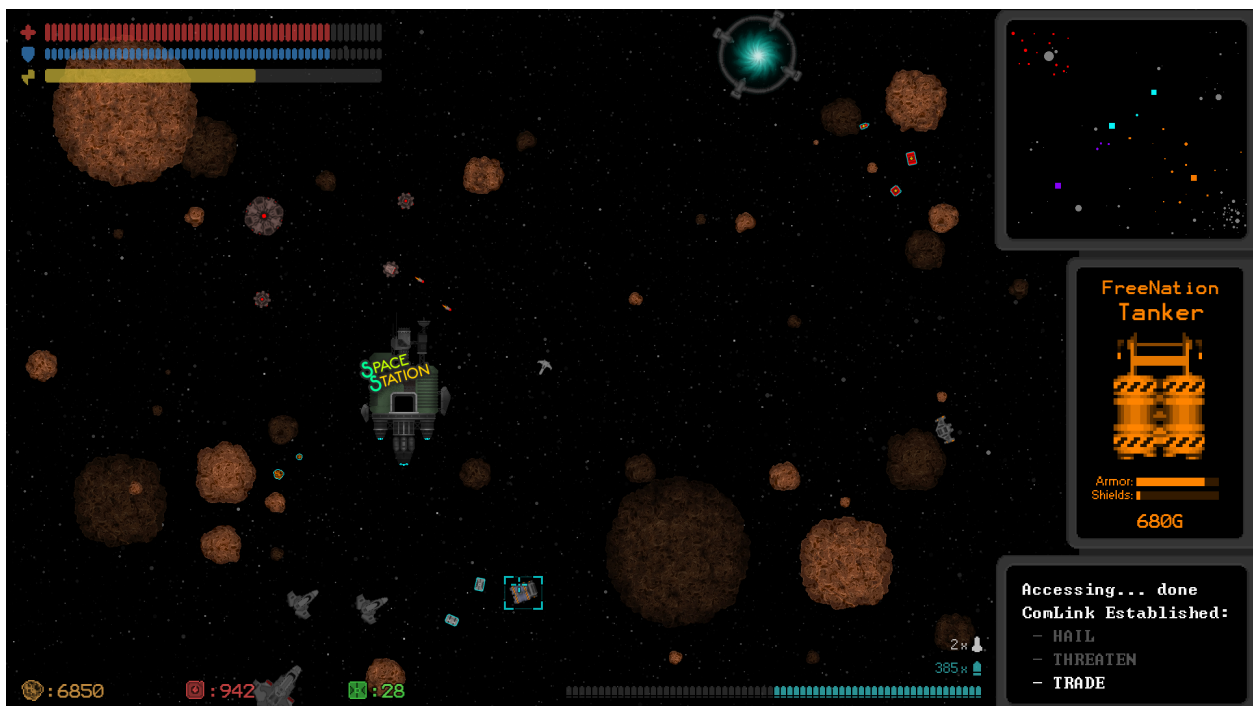


# Freebooter

Server-based top-down PvPvE space shooter sandbox game.

At the controls of a small starfighter-class spaceship, you emerge from a remote space station into a huge map that is shared with up to 12 other players. From there you can choose to complete missions, hunt other players, pirate everything you see, or just see where things take you, all while earning Credits and Renown.

Renown Levels are tracked on Leaderboards



(very early concept image)

## Startup

- Log In
  - Load Player Account
    - Pilot/Account Name
    - Squad Name
    - Guild Name
    - Renown Levels
    - Credits (currency)
    - Achievements
    - Friends List

- Keybinds & Settings
- Start Screen
  - Load HUD
    - Access Settings Menu
    - Prepare for launch
- Launch Prep (Monitors 1 & 2 Active)
  - Register Ship
    - Rookie - Free
      - 10000 Fuel (max)
    - Freebooter - 100 Fee
      - 10000 Fuel
      - 500 Bullets (half of max)
      - 1 Rocket
    - Alliance - 250 Fee
      - 10000 Fuel
      - 250 Bullets
      - Marked on Everybody's Starmap
    - Merc - 500 Fee
      - 10000 Fuel
      - 1000 Bullets (max)
      - 5 Rockets (max)
      - Show Up on Everybody's Starmap
    - Pirate\* (\*earned through bounty system)
      - Marked on Everybody's Starmap
  - Choose Missions
    - Rookie Missions
      - Message Delivery
        - Free
        - 100 Reward
      - Space Race
        - 25 Fee
        - 250 Reward
      - Short Haul
        - 50 Fee
        - 250 Reward
      - Long Haul
        - 75 Fee
        - 500 Reward
      - HVT Delivery
        - 100 Fee
        - 1000 Reward
        - Marked on Everybody's Starmap
    - Freebooter Missions
      - Escort

- Free
  - 500 Reward
- Bounty
  - 100 Fee
  - 500 Reward
- HVT Escort
  - 100 Fee
  - 2500 Reward
  - Marked on Everybody's Starmap
- HVT Race
  - 250 Fee
  - 2500 Reward
  - Marked on Everybody's Starmap
- HVT Haul
  - 1000 Fee
  - 5000 Reward
- HVT Bounty
  - 500 Fee
  - 2500 Reward
  - Marked on Everybody's Starmap
- Buy Ammo
  - 50 Bullets - 10 Fee
  - 1 Missile - 50 Fee
- Launch Sequence (HUD controls active)
  - Allocate Energy to Systems
  - Initiate Launch Countdown
  - Take-off Animation
- Load Into a Server
- Ship Launches out of the "Safest" Outpost on the Map
  - Keyboard Controls Active

## Player Accounts

This information shows up when a player targets another. It can also be accessed by the Player through Monitors 1 & 2.

### Pilot Name

Every Player needs a unique Pilot Name for both their Account and the Leaderboards.

### Squad Name

Every Player gets to make a Squad name which will be used any time they are the active Squad Leader.

### Guild Name

Each Player may be a member of one guild, whether it be one they started or otherwise.

## Renown Levels

Players have loads of Renown Levels to rank up and all of it is tied to various leaderboard brackets.

### Pilot Renown

This is sort of an overall renown bar that goes up any time you earn any kind of renown

### Registration-based Renowns

Every registration designation has its own renown level to increase. This in the leaderboards we can have the top Rookies, top Freebooters, top Mercs, top Alliance, etc

### Faction-based Renowns

Working with the various factions also results in its own Renown Level. Perhaps as a reward for leveling these we unlock better missions?

### Guild Renown

Guild Member's earned renown also contributes to the Guild's overall renown level. Since guilds can be any size, I think we should have at least two Guild Brackets: one that is just straight up the top renown earners but I think we should also have a bracket that divides the number by how many members there are so small guilds who are really good still have a chance to show up on the boards.

### Squad Renown?

Maybe? If so we would likely want Solo Renown too.

## Ship Registrations

Ship registration is chosen initially upon starting the game, and registration can be changed while Docked at any Outpost. Along with Pilot and Guild Names, each Player's registration is shown when other players select their ship.

### Rookie

Rookies start with only fuel and have access to a limited list of missions. However, killing a Rookie rewards no Renown so unless they are full of Cargo, they will likely not be worth the Bullets.

### Freebooter

Meant to be the standard experience, Freebooters start with an additional 100 Credits worth of Bullets as well as a single 50 Credit Missile in return for their 100 Credit Registration Fee. Though Rookie Missions remain open to them, they also have an extended list of more rewarding Missions.

### Pirates

Unlike the other Registrations, Pirates must earn their designation by racking up a bounty of at least 500 Credits, at which point your Registration changes from whatever it

was before, to Pirate and you are marked on everybody's Starmap as a warning that you're trouble.

As a Pirate, all Outposts become hostile to you except the Pirate Hideout in the center of the Map. Luckily, they pay top price for all Cargo and will even give you bonuses based on your Pirate Level.

Pirate Level is increased by raising your Bounty.

### **Alliance**

The Alliance is for players who wish to work together and focus on getting missions done rather than fighting it out with other players.

All alliance members receive credits whenever anything is turned in by any of them, and they receive a turn-in bonus based on their Alliance Level. But in return they are marked on everybody's Starmaps.

Alliance Level is increased by completing missions.

### **Merc**

The Merc designation is for those who wish to focus heavily on PvP combat.

Mercs are sent into servers that have at least one other Pirate or Merc in them. They are marked on the Starmap at all times and award immediate Credits for defeating them based on their Merc Level.

Merc Level is increased by blowing up Freebooters, Pirates, and other Mercs.

## **Keyboard Controls**

- Forward Thrust - W
- Reverse Thrust - S
- Side Thrust - Q&E
- Rotate - A&D
- Fire Weapon - Spacebar
- Cycle Through Weapons - X
- Reload Ballistics - R
- Sonar Ping - F
- Push to Talk - Shift

### **Energy Moves**

Requires that the Hyperdrive be powered up. Can be used even when the Player has run out of fuel.

- Hyperdrive Boost - Double-Tap W
  - Uses Energy

- Added Forward Thrust
  - Increased Top Speed
- Barrel Roll - Double-Tap Q or E
  - Uses lots of Energy
  - Pulse Left or Right
  - Dodges Projectiles
- Hard Reverse - Double-Tap S
  - Uses Energy
  - Added Reverse Thrust
- Hard Turn - Double-Tap A or D
  - Uses Energy
  - Added Rotation

## Weapons

There are three main weapons that can be cycled through using either the HUD or Keyboard

- Energy
  - Full Auto Pulse Fire (2 bullets at a time)
  - Damages Shields then Pilot
    - Ignores Hull
  - Drains User's Energy Bar
- Ballistic
  - Full Auto Alternating Fire
  - Effective against Shields then Hull
  - 50 Bullets per Reload
  - 1000 Bullets Max
- Missiles
  - Very high Damage
  - Single Fire
  - One-Shot Kill on Direct Hit (to other Players)
  - Creates an explosion that causes damage when flying through
  - 1 Missile per Reload
  - 5 Missiles Max

## HUD

The HUD is meant to replicate a busy cockpit full of controls that allow you to interact with various systems.

### Healthbars

Located at the top-left corner of the screen are the Player's Pilot Health, Hull Health, and Shield Health.

## **Shield**

With most types of damage the shields are the first to take damage. When this reaches 0 the Pilot or Hull may become susceptible to damage, depending on the damage type.

## **Hull**

After shields go down this is generally the next thing to

## **Pilot**

There are certain damage types that ignore hull health and some that even ignore shields. If this bar reaches 0 the Player dies and is sent to the respawn screen.

Powering up the Life Support System adds a heal over time that can counteract a certain level of this kind of damage. Shields may also negate certain types of damage.

## **Powered Systems**

Located along the left side of the screen is an array of systems that you can choose to allocate power to. This power is taken directly from the ship's Energy Bar.

- Life Support
  - 2 levels
  - Heals Pilot Health
- Shields
  - 5 levels
  - Increases Shield Health
- Stealth Drive
  - 3 levels
  - Harder to Detect
- Cargo Compensators
  - 5 levels
  - Increases Encumbrance Threshold
- Engines
  - Forward
    - 3 levels
  - Reverse
    - 3 levels
  - Side
    - 3 levels
- Hyperdrive
  - 1 level
  - Takes 5 seconds to power up
- Weapons (bottom-left corner)
  - 1 level
  - Takes 3 seconds to power up
  - Active Weapon Indicator (blank if unpowered)
  - Number of Bullets/Missiles Loaded (infinity if energy)

## Monitor 1

At the top-right corner is a screen that displays information and stats based on what you have targeted.

- Displays Target Information
  - Name & Associations
  - Shields & Hull Strength
- Warnings
  - Target's Weapons are powering up
  - Target's Hyperdrive is powering up

## Cargo Hold

On the right side of the screen is the Cargo Hold which shows all the loot you have on your ship.

- Represented by Color-Coded segments
  - Ore - Orange
  - Scrap - Light Blue
  - Tech - Neon Green
- Drag & Drop or Right-Click a colored segment to dump one of that type of cargo at a time

## Monitor 2

At the bottom-right corner of the screen is another monitor that displays text information and options.

- Chat Tab(s?)
  - Click on Monitor 2 to disengage Keyboard controls to allow for typing
  - Tabs (or maybe multiple can be active at once with color coding? Like an MMO?)
    - Server (orange text?)
    - Friends (purple text?)
    - Guild (green text?)
- Displays Target Interaction Options & Warnings
  - Hail (Player)
    - Target receives a request to enter the Open Channel (or Closed?)
      - Accepting activates the Open Channel
      - Denying shows other Player you're unwilling or unable to talk
  - Hail (Drone)
    - Talk (fluff?)
    - Trade (Cargo & Credits)
    - Threaten (Ship may dump Cargo & bolt)
  - Hail (Outpost)
    - Talk (fluff?)
    - Missions (brings up Missions Menu)
  - Scan
    - Target is made aware that they are being scanned
    - Reveals Target's Cargo & Supplies (ammo & fuel) after a 5 second delay



- (Or maybe link the time it takes to the amount of shields the Target has)

### **Power Cells/Excess Energy Bar**

Along the bottom of the screen are your Power Cells. This is your Energy Bar. Each level you allocate to a system removes one Power Cell from the Energy Bar. So keeping your Powered Up Systems limited allows for a larger Energy Bar.

### **Fuel Gauge**

Primary Thrusters consume Fuel. If players run out of Fuel they have to rely on their Hyperdrive and Energy Bar.

### **Temperature Gauge**

Different regions, objects, or damage types may affect your Temperature Gauge.

- Heat
  - Pilot Damage Over Time
    - Increase Life Support Power to counteract.
  - Max Fuel Cells Lowered
  - Shields take extra Damage
  - Energy Bar Consumption is Increased
- Cold
  - Pilot Damage Over Time
    - Increase Life Support Power to counteract.
  - Ballistics Reloads Take Longer
  - Hull takes extra Damage
  - Primary Thruster Strength is Weakened

### **Sonar Ping Ready Light/Button**

Players can send out a Ping to mark nearby objects around the Player's Viewport. However, this also marks you on the edge of any nearby Player's Viewports.

The Stealth Drive requires that the Pinging Player be closer in order to return a positive hit.

### **Audio Frequencies**

Along the top of the screen are various audio channels that you can activate at no cost to your energy bar. These allow you to control the in game VOIP.

- Indicators
  - Green = On
  - Red = Off
  - Unlit = Push-To-Talk
- Channels
  - Closed?
    - Do we have a Closed Channel that opens up when you Hail another Player?

- Open (Proximity Chat)
  - Receive
    - On (Default)
    - Off
  - Broadcast
    - On
    - Off
    - Push-To-Talk (Default)
- Squad
  - Receive
    - On (Turns on when a Squad is joined)
    - Off (Default unless in Squad)
  - Broadcast
    - On
    - Off
    - Push-To-Talk (Default)
- Alliance (Server Chat or do we limit it to Alliance Members?)
  - Receive
    - On
    - Off (Default)
  - Broadcast
    - On
    - Off (Default)
    - Push-To-Talk
- Radio
  - Stations?
    - Maybe this one's a dial?
    - First Station is just Off
  - Receive Only
    - No Broadcasting

## Self-Destruct

At any time if the Player feels the need to restart on a different server, they may choose to Self-Destruct. This will blow their ship up and send you to the Start Screen.

- Right-Click to disengage the Safety
- Left-Click to start Self Destruct
- Confirm on Monitor 2
- Ship Explodes
- Player is sent back to the Start Screen

## Squads

(This is probably a huge feature that will be a very late addition to the game)

Up to 3 Friends can squad up to spawn in the same server at the same Outpost. All Renown and Credits are spread evenly through the members of the Squad.

### **Squad Leader**

The Squad Leader determines the Squad Name and whether friends can join at will or if they have to be invited. They should also have the power to kick Squadmates if they need to.

### **Open Squads**

Random Matchmaking System?

### **Squad Registration**

Not sure if Squads should be able to register as Alliance or Merc, or if they should be automatically designated as a Freebooter, with the option to Bounty into the Pirate role. Or if Squad should be a designation unto itself.

## **Targeting/Scanning**

Clicking on an object in the Game Space will bring up information on that object.

### **Scanning Players**

Players can click on each other to see their Player Name, Squad Name (if any), Guild Name (if any), Renown Level, and - if shields are down - what Cargo they're holding.

### **Scanning NPCs**

Depending on the NPC they may react in various ways. Some will become hostile while others may flee. In any case it is generally considered a first step to aggression.

## **Defeating Players**

When a Player is defeated by another Player, both Players are rewarded with Renown based on their opponents Renown Level. The full amount (whatever that ends up being) is awarded to the winner while half is awarded to the loser.

### **Pilot Death vs Ship Destroyed**

If a ship's Hull Health reaches zero that ship explodes and drops its cargo. But an intact ship with a dead pilot (aka Ghost Ship) can be targeted and then looted which gives access to both cargo and supplies (fuel & ammo)

### **Playing Dead**

It should be difficult to distinguish a ghost ship from a fully powered down ship.

## **NPCs**

All NPCs are Computers, Robots, and Drones. Each one is a member of a faction which specializes in different Cargo.

## **Stations**

Player's spawn into the map through Stations. There should be as many Stations as there are potential Players to ensure a safe spawn.

Landing at a station automatically repairs & refuels the Player's Ship (maybe? Or maybe you have to pay to do so)

## **Outposts**

Landing at an Outpost automatically repairs & refuels the Player's ship (maybe) and allows Players to sell cargo, buy more ammo, and pick up new missions.

- Repair & Refuel
- Sell Cargo
- Buy Ammo
- Missions

## **Drones**

Ships from various factions populate different parts of the map. Some factions are friendly and will respond to hails while others may threaten or attack Players on sight.

- Monitor 1 Targeting Info
  - Faction
  - Shields
  - Hull
  - Power (like pilot health)
- Monitor 2 Options
  - Hail
    - Talk
    - Trade
    - Threaten
  - Scan
    - Shows Target's Cargo on Monitor 1
  - Loot (disabled Drones only)

## **Disabled Drones**

It is possible to temporarily disable Drones rather than destroying them. This state is treated very similar to a Player Ghost Ship

## **NPC Factions**

- Free Space Limited
  - Generalists
- RC Industrial
  - Heavy mining Droids
- Waste Corp
  - Scrap Collectors
- United Aerospace Technologies

- Knowledge Seekers
- Automated Armaments
  - Defenders
- Rogue Hardware
  - Robot Pirates
- Reavers
  - Human Killers

## Start Screen & Respawn Screen

Black Screen, Animated text below DOS-Style

Starting FB-OS . . .

Initiate:\>poenix\_protocol.exe

Verifying User Credentials . . . verified

Accessing Cortex Memory Systems . . . success

CMS Version Check . . . current

CMS V.1.28

Testing CMS Drive for corrupted data . . . success

Checking Status . . . active

Updating Cache . . . success

Biotics Check . . . success

Vitals - normal

Brain Function - normal

Nervous System - normal

Motor Skills - normal

Biotics Assessment . . . ready for upload

Uploading Core Memories . . . success

Initiating Data Transfer . . . success

Data Transfer . . . complete

Waking Sleeve . . .

**“Welcome Back Freebooter”**

## **Missions Menu**

We may be able to handle Mission Menu stuff on Monitors 1 & 2 but it may be better to have an entirely separate screen.