# Title Page

[INSERT COMPANY LOGO HERE]

**Project Stark**

**Game Concept**

**Date: 04/07/2012**

**Revision: v1.1**

|  |  |
| --- | --- |
| Viorel.V.Iliescu | Stark Gaming @ 2012 |

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Revision List

|  |  |  |
| --- | --- | --- |
| **Revision** | **By** | **Comments** |
| 1.0 | Viorel V. Iliescu | Initial Game Concept |
| 1.1 | Viorel V. Iliescu | Complete Document Overhaul |
|  |  |  |
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|  |  |  |
|  |  |  |

Project Stark

Introduction

Information about me, people that have influenced my idea, the idea of Stark and a snapshot of what it is.

Scope

This will cover the game and all of the aspects and assets it may contain.

Conclusion

You will come to understand the game and how it plays out, and get a rough idea of what I wish to achieve.

# Chapter 1 - Game Overview

## Brief Description of Game

The game takes place in space, the game will be a slow, tactical RTS focused on spectacular space battles, resource management and construction.

The game will allow the player to customize a single ship that will be the basis of the player’s experience. The player will be able to expand that ships capabilities to create a deadly battleship/capital ship or transform it into a flying construction yard that unleashes a torrent of fighters upon his enemies.

## Introduction to Game Environment

As the setting is space, the main things the player needs to look out for are Asteroids, other ships, enemy fire, resources and management of his units

## Game Flow

The game would begin with the player selecting what pieces he/she would like to use to build their Command Ship (Out of available funds/Points). Upon completion, the player will then be presented with a list of available starting locations on the map. In future, one would be able to filter the matches for specific themes, such as stealth only, or laser weapons’, certain fund/point limits. Etc…

~~In the campaign?? Upon match completion, the player will be rewarded with credits or more regularly, ship parts, then the process will begin all over again. Shop for pieces, upgrade or change ship modules, begin battle.~~

Multiplayer games will present the host with a pre-determined point/resource limit to build their Command Ship from.

## Control Scheme

RTS CONTROLS

TBA

# Chapter 2 – How to Play

## Your Ship, Your Baby

Your ship will become an extension of you and will slowly take the form you envision. This will obviously be affected greatest by your play style and the modules you equip it with, hopefully no 2 ships will be exactly the same (planning to release significant amounts of modules/content).

I would like to have many options and modules available for people to customize their ship into their image and for them to grow a connection with it so that they do not blindly throw it into dangerous situations.

## Upgrading your Ship

### Ship Modules

#### Cockpit

Cockpits generally increase Specific weapon type’s damage output, increase shield strength, or thrust speed and generally buff the ship in one way or another.

#### Hull

Hulls are your health sources. They usually provide the maximum (If not only) source of Health for your ship. They are also the main (If not only) type of module that allows the connection of shields/armor/stealth/reactor pieces.

#### Engines

Engines are what give the maximum (If not only) amount of thrust/turning/strafing speed to your ship; they are in charge of providing your ship with momentum and often eat the most amount of reactor power.

### Weapon Types

#### Lasers

Out of all the weapon types, Laser type weapons’ eat the most reactor power, but do the most damage to shields and stealthed ships.

#### Cannons

Cannons eat the least amount of reactor power to operate, but do minimal damage to shields. They are however, quite effective on ship hulls and asteroids.

#### Missiles

Most missiles are virtually useless against stealthed targets and shields cause them to detonate prematurely, passing only a quarter of the damage onto the ship itself. They are however effective at damaging the hull, and strikes a balanced reactor consumption level.

### Defense Types

#### Shields

Shields provide excellent defense against cannons and missiles, but lack the strength to neutralize a constant onslaught of laser weapon fire which is incredibly effective and overloads the system. Although many types of shields are available, the majority eat a large amount of reactor power to keep active and drain a portion of reactor energy when they are brought down as power backlash.

They are affective against Cannons, Missiles and Space Debris.

#### Extra Amour

Although these plates do not regenerate like shields, they do provide a boost to the ships health level, and provide the best protection from direct fire. Extra Armor reduces the most amount of damage out off all available options, Best of all, they consume no reactor power.

#### Stealth

Stealth systems demand the highest level of reactor power to maintain. Whilst stealthed, most players will have a hard time gaining a lock on you, this includes NPC’s and often fire blindly in your last known location, or around themselves.

Although not rendered completely invisible, the stealth system will bring ones ship awfully close to it. This renders most targeting based missiles useless, with only the most expensive tracking and damaging stealthed units.

Lasers do extra damage against stealthed units whilst the stealth system is active.

Firing from a stealthed position, makes one visible for a time depending on the effectiveness of the stealth system.

Taking overt amounts of damage whilst stealthed will temporarily interrupt reactor output and the stealth system will be brought down for a short duration.

### Reactors

Reactors are the only source of power for the player’s ship. It provides a constant output of energy, which is immediately stored by the ship in the reactors energy containment thingy which the ship then uses to power the modules the player is using, like thrusting from the engines, firing ones weapons’, or raising shields to deflect incoming damage.

Most reactors provide a specialty in Output or Capacity, but some models provide bonuses.

(In future I would like to expand on this to further customize the player’s ship, reactor pieces, or a smaller rector in a reactor slot and fill the remaining gap with charge holders, etc…)

### Turrets

Turrets will probably be most players friends, firing in the direction of the targeting reticule (And thus increasing the turn angle, speed, etc… that a weapon can fire from), or automatically target and fire on enemies beyond the players vision (E.g., firing on an enemy chasing the player from behind).

Turrets may drain a small amount of reactor power during operation.

## How to Score/Win

Scoring will be calculated via numerous factors such as whether or not you Command Ship is still alive, how many enemies the player has destroyed, possibly what and how many resources are still in the stockpile.

To win the player needs to achieve specific mission requirements or in multiplayer games, have the most amount of stockpiled resources/Destroy all opposition/ create a long lasting alliance/ etc…

## Collecting Objects

There may be neutral space stations the player’s ships can dock with and purchase items that may reveal new technology to research, items that upgrade the player’s global army or a selection of ships, or various other buffs.

Alternatively the player may be able to capture or even destroy these neutral stations.

## Game Over

Death occurs when the player has lost all his ships, often this will include the players Command Ship. Too much damage will cause the players ships health bars to be depleted and their hulls to be breached and explode/be destroyed.

Upon this happening, your ship will explode in a bright assortment of colors and reign debris in all directions around you causing extensive damage (Based on your reactor strength).

You may lose said match when your Command Ship explodes. (Depending on the objectives).

The player will then be returned to his ‘Central HUB’, to either rebuild another ship (If the player’s funds/points permit), or select the forfeit button to submit their score and prepare to play a new game.

Ina multiplayer game, one will be given the choice to either observe the ongoing battle (Via floating camera), or exit to the multiplayer matchmaking screen.

# Chapter 3 – Environment Interaction

## Asteroids’!

Space is not as empty as we are led to believe, there may be Asteroids, debris or other random objects floating around. Most of the time bumping into smaller than your ship sized things will be ok, but larger things may cause extensive damage to your ship hull.

If you have a shield about your ship, the shield will deflect most of the rubble you fly through, but larger objects may damage the shield as it pushes the objects out of the ships way.

## Incoming Ship!

Smashing into other ships is generally a bad idea, as it will damage both hulls. Ships that have shields will actually push other ships out of the way, or bounce of another ships shield, damaging the other ships shield and the player’s hull in the process.

Generally, smashing into things without Extra armor, or shields active is a bad idea.

## Other

Other things?

# Chapter 4 – Button & Function Layout

## Moving & Shooting

The player may select his ships then click on the enemy or object in question to attack, sending his ships to fire on the object.

If the space is empty, the selected ships will often simply travel to that location.

## Special Actions/Weapons’

Eventually implement a task bar like thing (Number based activation?) that has buttons on it for using special abilities, e.g. raise/lower shields, activate/ deactivate stealth, if has cannons, fire volley instead of default cannon shot, load different missile warheads (eg corrosive missiles, plasma warheads, standard missile, etc…), Supercharge lasers and hold for fire, other sexy stuff?.

# Chapter 5 – Managing Your Campaign

## Space Station

This will be the main HUB for the player. Here there will be options to Save, Load the game state. Select what matches to participate in next and navigate to and from the Command Ship, Global Relations and Exit (Quit) to the game Main Menu or submit ones score to the in game highs scores table.

(Elaborate)

## Global Relations

This will be the location that the player can buy and sell objects, ship parts, weapons’, amours’ and various other found treasures! And trade with factions that may or may not be friendly with the player based on his actions within the game world during the campaign.

(Elaborate)

## Command Ship

The player can attach new weapons to his ship, see advanced information about objects collected, or swap out ship modules for other modules.

(Elaborate)

# Chapter 6 – Misc

## Random Ramblings

Health/Hull Depletes = Death.

Shields Deplete and can recharge.

* Recharging drains 2 x upkeep cost from energy reserves?

Reactor output = as health depletes, reactor generates less and less power.

Power = Consumed as you do just about anything, thrust, raise shields, fire weapons’, etc…

*Potential* ship classes;

***Size******Class******Comments***

Tiny Fighter/Drone Small, Fast

Small Frigate Hit/Run Tactics (Ship not Fighter)

Medium Destroyer Support Roles

Medium Cruiser Mid Capabilities Ship

Large Battleship Human Front Line Battle Ship

Large Battle Cruiser Droid Front Line Battle Ship

Huge Command Ship Only One, Unique, Players Base of Operations

Massive Dreadnaught Incredibly Expensive, Powerful Units

Ideas –

Human Dreadnaught does something?

Droid Dreadnaught can have the Command Ship Dock and it transforms into something awesome?

# Chapter 7 – Projected Development Timeline

## Step ? –?

*???*

???

(MOAR!)

## Step ? –?

*???*

???

(MOAR!)

## Step ? –?

*???*

???

(MOAR!)

## Step ? –?

*???*

???

(MOAR!)

## Step ? –?

*???*

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(MOAR!)

## Step ? –?

*???*

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(MOAR!)

## Step ? –?

*???*

???

(MOAR!)

## Step ? –?

*???*

???

(MOAR!)

# Bibliography

## Websites

Name of Organisation owning the site:

Full URL:

Date the site was accessed:

## Books

Authors name:

Year of publication:

Title:

Publisher:

## Journals

Authors name:

Year of publication:

Title:

Publisher:

Article:

Page Number:

# Appendix

Organized A to Z

## Basic Interactive Matrix

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Ship |  |  |  |  |  |
| Ship | Hull  Damage | **Shield** |  |  |  |  |
| Shield | Shield Damage Ship Hull Damage | Shield Damage 'Bounce' | **Cannon Fire** |  |  |  |
| Cannon Fire | Hull  Damage | Shield Minor Damage | **X** | **Laser Fire** |  |  |
| Laser Fire | Hull  Damage | Shield Extra Damage | **X** | **X** | **Asteroid** |  |
| Asteroid | Hull  Damage Asteroid Damage | Shield Damage 'Bounce' | Asteroid Damage | Asteroid Minor Damage | Asteroid Minor Damage 'Bounce' |  |
|  |  |  |  |  |  |  |