# Title Page



**Project Stark Game Concept**

**Date: ASAP**

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

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Revision List

|  |  |  |
| --- | --- | --- |
| **Revision** | **By** | **Comments** |
| 1.0 | Viorel V. Iliescu | Initial Player Manual |
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Project Stark

Introduction

Firrin my Lazah!

Scope

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

Conclusion

You will come to understand the control scheme I wish to implement, the layout and basic structure of the game.

# Chapter 1 - Game Overview

## Brief Description of Game

The game takes place in space, in arena like matches where several players or a single player is set against by enemies and must destroy them in order to survive.

The game allows for players to customize their ship with different modules, and parts. Including weapons, amours , shields, reactors and several other objects. Gathering money (Credits) in order to buy and upgrade their ships further.

## Introduction to Game Environment

As the setting is space, the main things the player needs to look out for are Asteroids, other ships, and enemy fire.

## Game Flow

The game would begin with the player selecting what pieces he/she would like to use to build their first ship (Out of available funds). Upon completion, the player will then be presented with a list of available matches that they may participate in. in future, one would be able to filter the matches for specific themes, such as stealth only, or laser weapons’. Etc…

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.

## Control Scheme

Being in space, the player should be able to move threw all fields of 3D space.

The controls will be as follows;

Q & E = Rotate the ship horizontally.

W & S = Rotate the ship vertically, Pitching it forwards or backwards.

A & D = Roll the ship Counter-Clockwise, or Clockwise.

‘Space’ = Will be used as Thrust.

A cursor on the screen will provide a targeting reticule for players to fire their weapons’ in the direction off.

LMB = Will fire most Cannon/Laser based weaponry.

RMB = Will fire most Missile based weaponry.

MMB = Nothing as of yet, possibly activate or de-activate the Cloak? & Raise or Lower shields.

MMB Roll = Moves the camera closer to or further from the ship.

T = Turrets focus on direction of targeting reticule, or Fire freely.

# 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 exact.

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 is simple, as you go about blowing ships up in the arena; you get points for their destruction. There is no winning per say, the aim of the game is to survive as long as possible and get the highest score.

In a multiplayer Game, Last ship surviving will be declared the winner.

## Collecting Objects

Objects may be bought from the shop or given as rewards from some arena matches. Your collection of objects will be stored on the space station in the ‘Garage’ screen.

Some objects may have no actual in game point and be used more as vendor trash and provide an income of credits.

## Game Over

Death occurs when your ship hull is breached. Too much damage will cause your health bar to be depleted and your hull to be breached.

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 lose said match when your ship explodes.

The player will then be returned to his ‘Central HUB’, to either rebuild another ship (If the player’s funds 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 one could bump into are #### insert other things, power-ups? Etc? #####

# Chapter 4 – Button & Function Layout

## Moving & Shooting

Moving is handled via keyboard; one can roll the ship, strafe, turn the ship, pitch the ship forward or backward and use the engines to thrust throughout the 3D space.

Shooting is a little more complex, simply clicking the left mouse button will fire the ships lasers and cannons in the direction of the targeting reticule, Some weapons’ may have limitations on their firing arc based on their location on the ship.

Other firing methods may be used via right click, which include missiles and missile based ordinance.

Turrets may be attached to hard points on ships, that provide a greater firing arc and may be toggled to fire towards the players targeting reticule via ‘T’ or fire freely at enemy targets in range..

## 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 Career

## 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 Garage, Shop and exit (Quit) to the game Main Menu or submit ones score to the in game highs scores table.

(Elaborate)

## Shop

This will be the location that the player can buy and sell objects, ship parts, weapons’, amours’ and various other found treasures!

(Elaborate)

## Garage

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 Small, Fast

Small Destroyer Slightly Bigger then Fighters

Medium Carrier can hold 4 Fighters

Large Cruiser can hold 2 Carriers or 3 Destroyers or 6 Fighters

Huge Battleship can hold 4 Carriers or 9 Destroyers or 20 Fighters

Massive Dreadnaught can hold 1 Cruiser and is Massive!

# Chapter 7 – Development Timeline

## Step 1 – Moving Boxes?

*Control Scheme and Camera positioning.*

Block or rectangle that utilizes desired control scheme and has a chase cam attached.

(MOAR!)

## Step 2 – Incoming FIRE Captain!

*Objects firing at each other.*

Previous rectangle able to fire Spheres (Cannon Fire) and Cylinders (Laser Fire).

Able to erect a shield as a barrier via MMB.

## Step 3 – That’s G.U.I!

*Heads up display much?*

Health and Shields showing via Bars that shrinks and grows according to level.

Reactor output strength and Possibly an Energy bar that drains with usage.

Perhaps a symbol denoting what weapons’ are equipped on ship?

(Squares that show cannon or laser?)

## Step 4 – Firing Mah’ LAZAR!

*INCOMING!!*

Generate Asteroids and other ships to blow up and attack!

Generate Points per destroyed ship that accumulates.

Receive Credits when no more ships are Available.

## Step 5 – Navigating Menu’s!

*Now we got a menu going!*

Have a Main Menu that provides a new game and load game option, with grayed out Multiplayer.

Link to the main Space Center HUB, and link that to Shop screen and a Garage Screen

(Can be inactive)

## Step 6 – Kid in a Candy Store

*I can go SHOPINGQ!*

Activate shopping menu so that player may buy and sell objects and credits work correctly.

Show Items bought and faded out ship modular design in Garage menu.

Try and work drag and drop controls?

## Step 7 – Modular Design

*Custom Paint Jobz Cuz!*

Expand on Garage and allow player to drag and drop objects into certain locations in the ship.

Show selected equipment via different colored blocks and allow for custom load outs in the arena.

Work laser module and cannon module to be equip able and showing in the arena.

## Step ?? – In the Blue Corner!

*Multiplayer Shenanigans!*

LAN DEATH DEALING!

# 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' |  |
|  |  |  |  |  |  |  |