Marwan Al-Obaidi
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High Level Concept/Design

Working title

Star Wars: Galaxy at War

Concept statement

"Conquer the galaxy in epic land and space battles with your favourite heroes and villains."

Genre(s)

The genres for the game are: Strategy, Science Fiction, Story, Co-op and Competitive.

Target audience

The target rating is PEGI 12. The expected audience is estimated to be teens and young adults that are interested in science fiction strategy games and especially Star Wars fans.

Unique Selling Points

A Star Wars strategy game that appeals to the fans of the franchise and strategy gamers looking for a new game to play.

Product Design

Player Experience and Game POV

The player starts off in the main menu from which they choose if they wish to play singleplayer or multiplayer, all game modes are available with either option. For single battles, the player may choose Skirmish and select from there if they wish to play on land or in space. For large scale conflicts, Galactic Conquest offers a bigger playing field with multiple planets to play on. The game will be played top down. Figure 1 shows the menu layout, Figure 2 shows the interface in a space battle and Figure 3 shows the Galactic Conquest interface.
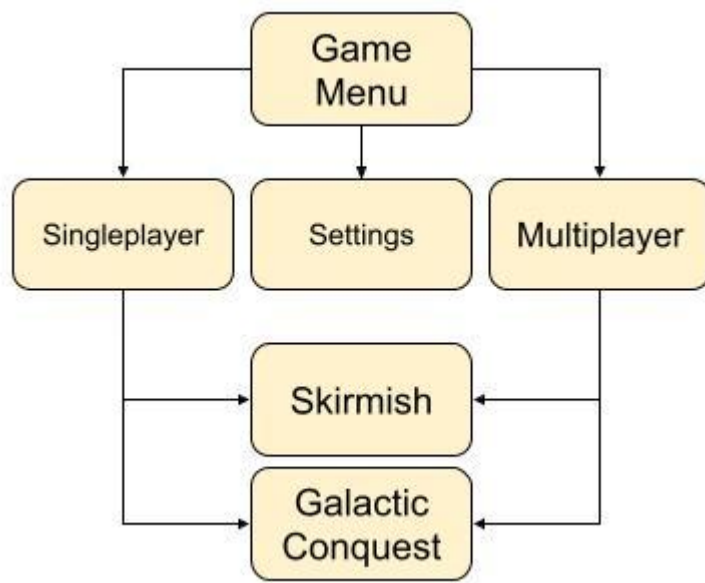
Figure 1. Menu layout.

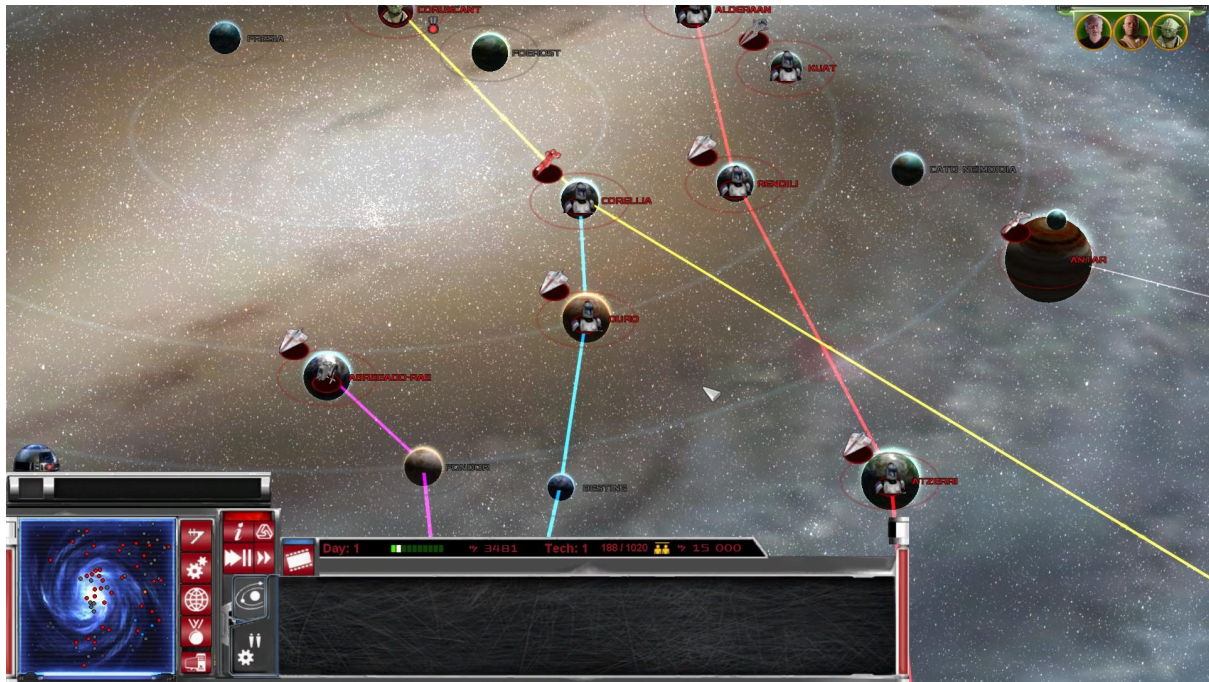*Figure 2. A space battle in the Coruscant map.*

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Figure 3. Galactic Conquest interface.

Visual and Audio Style

The game will feature sound effects and soundtracks from the movies, tv shows as well as other Star Wars games. Visually the game will attempt to recreate Star Wars battles that feature the same types of characters and units seen in the movies and spin-offs. Figures 4 and 5 show examples of basic fighter units in space for the original trilogy.
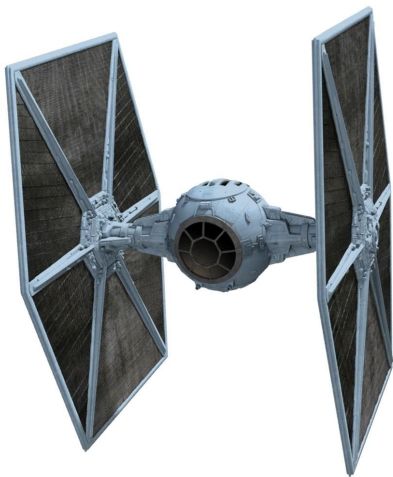

Figure 4. A Tie Starfighter.   *Figure 5. An X-Wing Starfighter.*

Game World Fiction

The game takes place in the Star Wars universe and will include all three main movie eras as well as some spin-offs. For each trilogy, prequel, original and sequel, there will be a story

campaign. These campaigns will be 10-12 missions long and will take place in fan favourite locations and battles. The battles and campaigns can be played from either factional perspective in the current era of conflict. Figure 6 shows an example of the planned mission list for The Clone Wars campaign.

	The Clone Wars
1	The First Battle of Geonosis
2	Battle of The Malevolence
3	Battle of Kamino
4	Battle of Ryloth
5	First Battle of Felucia
6	Battle of Mon Cala
7	Battle of Umbara
8	Battle of Anaxes
9	Battle of Cato Neimoidia
10	Battle of Coruscant

Figure 6. Showing the planned mission list.

Monetization

The game will be sold with a one time purchase of 60€ with a physical collectors edition for 90€. The physical collector edition will contain a game poster, a key chain and mini model of a Venator-class Star Destroyer. Figure 7 shows the rendering of the destroyer model.

Figure 7. Venator-class Star Destroyer.

After one year of launch, there will be one DLC expansion which introduces The Old Republic Era to the game with new units and story missions set at that time. New maps and

planets from that DLC will be free so as to not separate the community, however the factions and their story missions related to the DLC will be locked to paid customers. The DLC will cost 20€

Platform(s), Technology, and Scope (brief)

The game will be sold on PC for the Steam platform. An improved version of the Alamo engine will be used in development. The game will take approximately 3 years to complete and an additional 1 year for the DLC. Figure 8 shows the timeline and with Figure 9 showing the costs and team resources.

	Year 1				Year 2				Year 3				Year 4				Maintenance
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1 onward
Programming	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
Design	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
Levels	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	
Sounds	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X		
Art	X	X	X	X	X	X	X	X	X	X	X	X	X	X			
Bugs/QA		X		X		X	X	X		X	X	X	X	X	X	X	X
Mechanics	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	

Figure 8. Showing how much time is used on certain areas of the game.

Development Team:
- 1x Team lead
- 7x Coders
- 2x 2D Artists
- 3x 3D Artists
- 5x Artists
- 5x Level Designers
- 3x Game Designers
- 3x Sound Designers
- 10x Voice actors
- 3x Quality Assurance
- Total of 42 Staff over 4 years

Costs;
- 4.25M € Budget for staff costs
- 300K € Tech costs
- 500K € Office Costs
- Total of 6.84M € over 4 years

Figure 9. Showing the total costs.

Detailed & Game System Design

Core Loops, Objectives and Progression

When it comes to skirmish battles the loop consists of the steps needed to win the match. Firstly the player must build a base and expand it by upgrading the structure and their technology or building new ones. From there the player is capable of producing units to fight the enemy. These units have their own strengths and weaknesses and should be used appropriately. In combat the player can take control of units and attack or defend against enemy units. The outcome of the battle will determine which player or opponent will win or lose. If the player wins they are capable of capturing more resources and producing more units. If the player loses they will be set back, have to rebuild their base or even lose the match. Figure 10 shows the core loop for a skirmish battle.
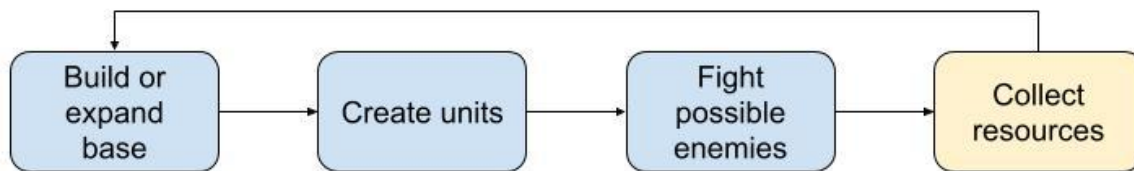

Figure 10. The core loop.

There are many positive feedback loops in the game. One example is the territory control feedback loop in which the more territory the player controls, the more resources and units they can produce, which in return allows them to win more battles and lead to more territory control. In other modes such as Galactic Conquest the player will have an entire map to manage, this makes the territory control loop much bigger in scale depending on what game mode the player is playing. Another example is the technology feedback loop in which the player upgrades their technology level. The higher the technology level the better units and buildings the player can create. This in return allows the player to win more battles due to stronger and better units and the ability to research further more power technologies. Figure 11 shows the positive feedback loop for territory control.
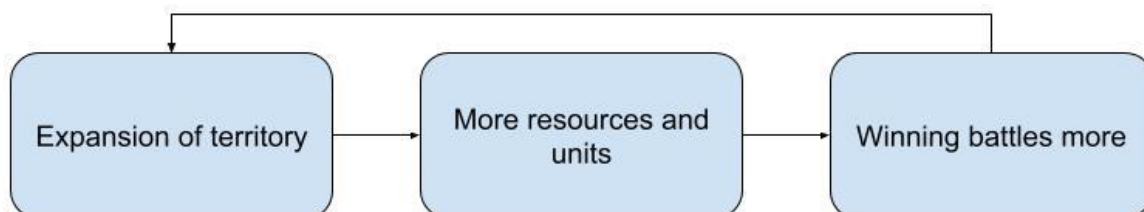

Figure 11. Territory control loop.

There are negative feedback loops as well. One example is resource depletion in which a player fails to maintain or manage their resources in an effective manner. If they run out of credits, which is the games resource currency, it will be harder for them to recover and build units. Another example is overextension of territory. If the player spreads their units too far, it may be more difficult to defend all territories which results in weaker defences and higher chance of defeat in certain territories. Figure 11 shows the negative feedback loop for resource depletion.
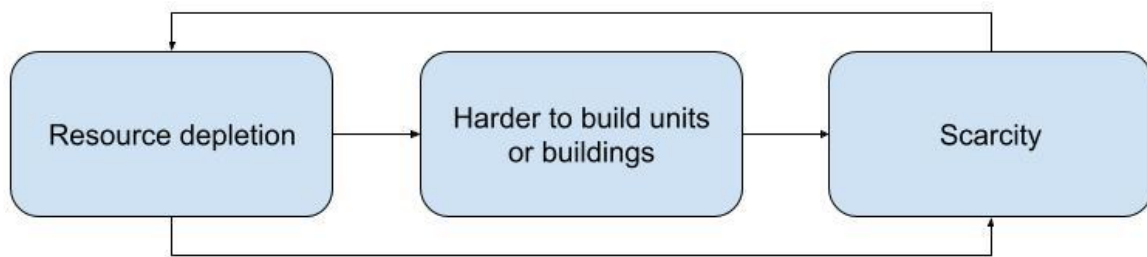

Figure 11. Resource depletion loop.

Interactivity

The player can move around the menus with a mouse and the rest of the game with both the mouse and keyboard. In the main menu the player can choose to start a game, play alone or with others and even change their settings. While interacting with the game world, the player can select buildings to see what upgrades or units they can create. They can also drag along the screen to select multiple units to move them around. The units can also be tasked to defend or attack certain objectives. Figure 12 shows the keybinds for the game.

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DEFAULT CONTROLS (CAN BE REMAPPED VIA THE OPTIONS MENU)

UNITS

Action	Key
Create Group	Ctrl 1 through 0
Select Group 1	1
Select Group 2	2
Select Group 3	3
Select Group 4	4
Select Group 5	5
Select Group 6	6
Select Group 7	7
Select Group 8	8
Select Group 9	9
Select Group 0	0
Select All	Ctrl A
Select Like	Ctrl Q
Next Unit	F
Previous Unit	D
Guard	G
Attack	A
Stop	S
Move	M
Waypoint	W
Retreat	E
Reinforce	R
Place Beacon	B
Super Weapon	Ctrl W

LAND

Action	Key
Force Crush	Ctrl C
Force Push	Ctrl F
Force Lightning	Ctrl L
Force Corrupt	Ctrl R
Force Heal H	H
Force Protect	Ctrl P
Deploy/Undeploy	Ctrl D
Take Cover	Ctrl Z
Flame Thrower	Ctrl T
Jet Pack	Ctrl J
Capture Vehicle	Ctrl V
Eject	Ctrl E
Thermal Detonator	K
Drop Thermal Detonator	Ctrl K
Emp Burst	Ctrl S
Rocket Weapon	Ctrl G
Cable Attack	Q
Sensor Ping	Ctrl O
Control Turret	Ctrl Y
Repair Vehicle	Ctrl U
Boost Weapon Power	Ctrl B
Self Destruct	Ctrl X
Deploy Stormtroopers	Ctrl H
Maximum Firepower	Ctrl M
Sprint	Ctrl N

SPACE

Action	Key
Boost Shield Power	Shift O
Weaken Enemy	Shift K
Gravity Well Generator	Shift G
Barrage Area	Shift B
Hunt For Enemy	Shift H
Boost Engine Power	Shift E
Lure Enemy Fighters	Shift L
Missile Jamming Field	Shift M
Lock Wings	Shift W
Tractor Beam	Shift T
Proton Beam	Shift P
Call For Wingmen	Shift C
Lucky Shot	Shift S
Redirect All Firepower	Shift R
Ion Cannon Shot	Shift I
Seismic Charge	Shift X
Invulnerability	Shift Z
Destroy Planet	Shift D

INTERFACE

Action	Key
Game Options	Esc
Initiate Chat	Enter
Scroll Up/Down/Left/Right	↑ / ↓ / ← / →
Reset Camera	End
Camera Center	Page Up
Camera Home	Home
Camera Zoom in	Ctrl
Camera Zoom out	MIDDLE MOUS
Tactical Overview	Insert
Camera Tether	Scroll Lock
Movie Mode	Spacebar
Cinematic Camera Mode	C
Screen Shot	F12
Quick Save	F6
Quick Load	F5
Mission Holocron	Tab
Planetary Information	Caps Lock
Taunt 1 / 2 / 3 / 4	NUM PAD 1 / 2 / 3 / 4
Give Credits (Multiplayer)	Shift + Y
Toggle Interface	I
Toggle Droid Advisor	-
Toggle Player List	P

Figure 12. keybind maps.