

# Space Traders and Raiders

BroadSword Games

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# **Overview**

## **Game Concept**

Space Traders and Raiders is a digital board game about conquering the universe by conquering others, obtaining a mass of resources, or advancing your technology and infrastructure. In the game you can play as one of four unique races as you build a galactic empire by collecting resources to build ships and facilities.

## **Target Audience**

This game is targeted for those who are interested in sci-fi/2D Pixel Art. The audience is fairly broad in terms of age range, considering that it isn't graphic or any other vulgar content. The age range should be 10+.

## **Genre**

Tabletop, 4X, Sci-fi, Strategy, Hotseat, Space

## **Look and Feel**

The game is intended to feel similar to games such as 'Sid Meier's Civilization' or the large suite of Paradox Interactive titles such 'Crusader Kings' or 'Stellaris'. These games give the player a wide range of options on how to navigate any scenario that the game throws at them, with a multitude of different resources at their disposal depending on their desired gameplay style, with this project being very similar.

# **Gameplay**

## **Objectives**

The player(s) must actively explore and expand their empire throughout the galaxy, while competing with other players for resources. Building ships, soldiers, and new facilities on colonized planets consists of the bulk of a player's main objectives, with attaining victory being the ultimate long-term goal. Outside of these objectives, players can also trade, raid enemy systems and ships, initiate space combat with other ships, and upgrade existing systems within their possession.

## **Game Progression**

Players will start out with a single home system, and a single ship. Over the course of the game, players will take turns moving their ships and producing minerals on colonized systems, growing their stockpile of resources and the size of their empire. Players also have a choice to become a trader or raider (two unique playstates), which changes the overarching mechanics each player will abide to and how they can ultimately obtain victory.

As the game progresses to its midpoint, most players have made a decision on which of the two playstates they will be aiming for, and how they wish to obtain victory. At this point in a game, most players will also have multiple systems, ships, and upgraded facilities, all of which speed up the expansion of their empire and increase their overall competitiveness when faced with other players. It is expected that space combat and raids will increase in ferocity and frequency.

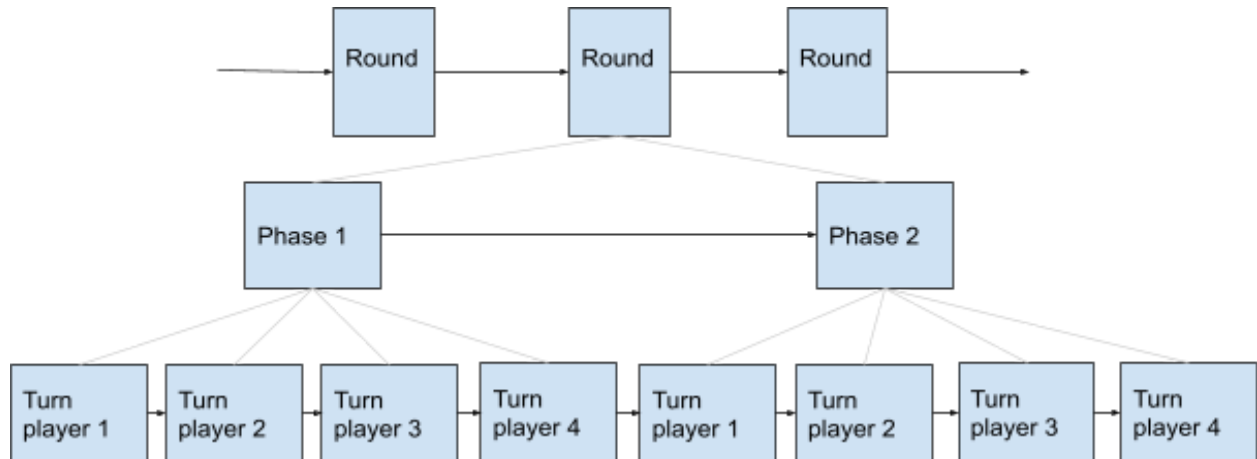
By the end game, all players have more or less reached the pinnacle of their in-game potential, with a large fleet of ships and numerous colonies on most if not all of the game board's available systems. It is now a race for every player to fulfill one of the given victory conditions depending on how they planned out their general strategy, while exploiting the resources and infrastructure they have developed over the course of the game. By the end of the game, only one of the players can be declared the victor, and it is an active competition between players to come up on top.

## **Challenges**

The main challenge of the game is to outsmart and exceed your opponents leveling. To do this, you need to upgrade your ship components and facilities and place your systems strategically.

# Mechanics

## Game Flow Summary (controls and movement)



The player moves by WASD around the system and has all of the controls that the ship can perform in the bottom corner of the screen. You can place structures on planets and collect resources every turn. You can attack other ships using your space marines menu and buy ship components as well.

## Core Mechanics

### Facilities

In any system the player owns, they can construct facilities which each perform different functions. Mines generate resources for building, Ship construction facilities create ships and components using resources, Static Defense Systems protect the players systems from raids, and Barracks create space marines.

### Ships

At a ship construction facility, the player can build various ships of different sizes or “hulls”. There are 5 classes of ships: Frigate, Destroyer, Cruiser, Battleship, and Dreadnaught. To start construction, you must have the required resources and must be done in a free Ship Construction Facility. Each facility can only build one hull a turn to start but can produce more as it’s tech level increases. The ship is complete and deployed when all the hulls are completed. There is a maximum of

Ship parts (components) can be built at any available ship construction facility owned by the player. In the components menu(click on the ship construction facility), parts can be dragged onto on a ship within the given system where the ship parts are being held. As long as you have the components needed, you can instantly build components . The amount of empty hulls determines how many parts an individual ship can support.

## **Combat**

Combat can take place on multiple fronts, but more often than not it happens between ships engaged in space battle. The game has a risk-style system when it comes to combat, utilizing internal dice rolls and each combatant's default combat bonuses to determine a winner. Between ships, a majority of the strategy comes down to how much firepower one can place onto a given vessel, coming down to simply upgrading or creating parts to make them as powerful as possible.

Players also have the option to utilize space marines for both space and terrestrial combat. Space marines can be used to both raid ships or player owned systems, and can also be used as a bulwark against other players who would do the same. Marines have to take into account both the presence of static defense systems and other adversarial space marines. Space marine combat also utilizes a similar dice-based system which determines the outcome of every engagement

## **Tech System**

Each facility within a player's empire can be upgraded, increasing its productivity and efficiency. Every type of facility can be upgraded a total of four times, granting progressively increased benefits each time. For instance, a mining facility will begin to generate more and more minerals each time every time a player upgrades it. These tech levels do contribute more than raw efficiency with some types of facilities

When it comes to something like the space dock, tech level determines the quality of parts that can be produced for ships. A ship with higher level parts gains increased benefits, such as better defense, movement, and combat capabilities. An upgraded space can also produce more ships and parts per turn, offering a hefty productivity bonus equal to the facility's level.

# **Aesthetics**

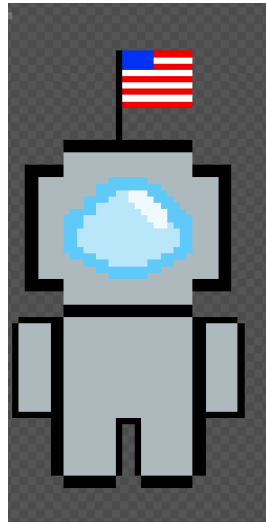
## **Backstory**

In the year XX20, the universe has entered a golden age of cultural and technological prosperity. Across the galaxy, many species have been working vigorously to reach beyond their terrestrial existence, and travel to the stars. Within the sol cluster of the galaxy, four races of beings have perfected their galactic age space technology, and have sent explorers on a course to the unpopulated regions of space. However, what started as an optimistic venture would soon create a power divide within the brave new world beyond the stars.

After settling their first colonies within the new galactic frontier, four races were completely cut off from their home planets. Caused by a strange intergalactic phenomenon, the path back to their systems was lost, effectively stranding them in the outer-reaches of space. At first the races tried to cooperate, creating a mutual system of trade and commerce to survive in this inhospitable environment. Eventually, after the resources had been picked clean from their systems, and everything of value was exchanged, desperation began to stir amongst the colonizers.

Now, a new set of colonizers have set out from these broken systems, with the intention of laying siege to their new galaxy and plunder their resources. It is up to the generals of these four diverse races (the players) to decide the destiny of their species. Abandoned in space with minimal resources, will you become a trader or a raider?

## Races



### Homosapien (Humans)

#### Summary

A self-righteous and militaristic race of mammals who have the most to gain from the colonization of space. Though they are not particularly good at anything, their one characteristic that has single-handedly brought them to the intergalactic stage was unyielding determination. Four limbs, a body, and a full head of hair, Humans are easily recognizable to the inhabitants of the Gia System, but are a foreign sight to even their close neighbors.

#### Design

Cities and buildings are ala-blade runner/ghost in the shell. Very cyberpunk, with implementation of neon and tightly packed buildings.

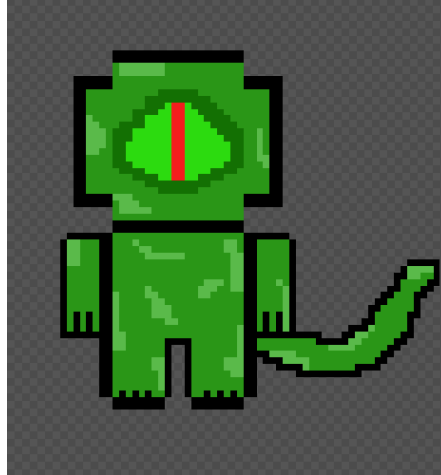
Ships are akin to the modern equivalents we'd find on earth, suped up with hyper-modern technology and following the cyberpunk aesthetic.

#### Culture

Their culture is very diverse, having developed in unique environments and adapting accordingly. Unlike the other denizens of the galaxy, they rarely share a whole lot in common amongst kin from different regions.

Their society has developed a fascination with technology and especially war, which has caused many problems for them in the past. Despite numerous setbacks and several nuclear holocausts, humans managed to reach the stars, proving to the galaxy their abnormal resilience and adaptability.





### **Squsurius (Reptilians) Squ-sir-e-us**

#### **Summary**

The traditional and superstitious Squsurius sought galactic travel as a form of religious pilgrimage, as an ultimate journey to discover their patheon in physical form. Simultaneously inviting and cunning, they approach every situation with religious zealotry and ill-intentioned piety.

#### **Design**

Squsuri resembles a bipedal lizard, having many of the tell-tale features of reptiles with vague similarities to avian species throughout the known universe. They have incredible sight and are unimpeded by darkness.

Their construction is similar to egyptian and mediterranean designs and aesthetic. They mix this with technology and metal plating rather than constructing with masonry.

Ships are based on reptiles, utilizing scale-shaped plating and natural-like structures.

#### **Culture**

Their culture is overtly similar to the ancient egyptian culture found within the Gia system, yet they inhabit an entirely different part of the galaxy. Despite the similarities, they integrate the aesthetics of the old egyptians with space-age technology, making them far more advanced.

As stated previously, they have a deep-seeded relationship with a divine pantheon, which has developed a society of strict order and tradition. their very existence has been leading them to extraterrestrial space-travel for non-secular reasons rather than colonization or discovery.



## **Thekopetra (Bugs) Thee-co-pet-ra**

### **Summary**

This matriarchal society sees the galaxy as prime real estate for hives, and thus have an insatiable appetite for conquest. They are inherently xenophobic because of their hive-like social structure, and are generally considered crule or down right vicious.

### **Design**

A Thekopetra resembles what could be a cross between a bee and a butterfly, blown up to the size of a human. Similar to other insects, they are extremely strong relative to their size, allowing them to lift several times their own body weight.

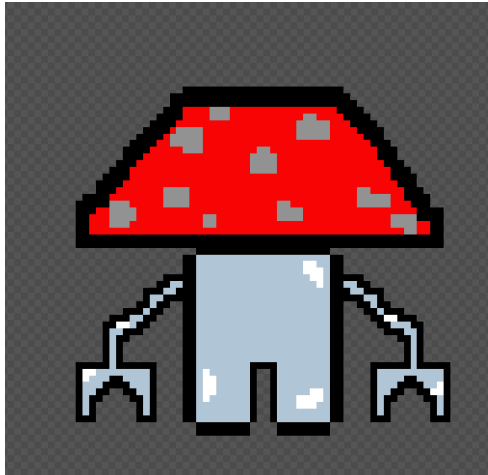
A strange mix between feudal-age architecture and dress, space-age tech, and insect-based biomass composes many aspects of their culture. Enslaving other races for agricultural or hard forms labor is common, though they will often eliminate other species given the chance.

Structures are overtly hive-like, being constructed from sheets of paper-like husks and comb-shaped structures. This is mixed with Medieval European designs and castle-like iconography.

Ships share a similar naturalistic look, being fused directly onto or into haphazard metallic shells. This gives them a jury rigged look.

### **Culture**

This species is predisposed to a monarchical society, having a single female queen which is far larger than the rest, with the remaining members of the population being composed of only males. To keep the hive in relative prosperity, the Thekopetra desire to use their space-faring technology to conquer surrounding systems, ultimately becoming the dominant or sole inhabitants of the galaxy.



## **Eukcota (Fungi) You-co-da**

### **Summary**

Despite being a cluster of fungal spores and capped shrooms in a metal suit, the Eukcota Strive to be considered a species, and leave their mark on the galaxy. Their most remarkable traits are their ingenuity and curiosity, but they are also known to be kind and courteous despite their cold metal exterior.

### **Design**

These are not robots ; The Eukcotans are semi-sentient fungi who have developed metal suits with high-tech computers to brave harsher environments. This makes them extremely resilient to damage and tough to destroy. A glass dome on their head contains the spores and acts as a small colony for several members. The dome also acts as a screen which flashes emoticons in order to express feelings or communicate in order to appear more sentient then they actually are.

Their aesthetic is very industrial when it comes to construction, utilizing factories and work-sites in almost every facility. Some nature has taken over the facilities as well, mixing in fauna with the hardened metal aesthetics

Spaceships have a steam-punk feel to them, mixed with a tinge of space-age technology. It looks like someone's interpretation of what spaceships would look like without really knowing what they should look like, as though a kid designed it.

### **Culture**

Their culture is very mechanical, with little in ways of triviality. Efficiency, production, and innovation drive every facet of their lives. They are in fact a very ethical and prosperous people despite their proclivity towards machinery.

The Eukcotan society is more of a cooperative venture than a fully organized collective. Each metal suit can contain a dozen or more individuals, and each has a collective capacity to pursue their own ambitions. The eventual development of

intergalactic travel was pure accident because of this, opening the door for discovery beyond their terrestrial home.

# **Interface**

## **HUD**

- Minerals & mine levels displayed in the top left
- Minimap tracks player ships
- Player turn & phase
- Trade button
- Buying ship component buttons
- Combat buttons
- End turn button

## **Menus**

- Start Menu
- Planet Menu
- Error menus
- Combat Menus
- Trade Menu
- Start/Pause Menus

## **Camera**

- Player Camera
- Minimap Camera

# Assets Needed

## Art

- Galaxy Background
  - Galaxy 1
  - Galaxy 2
  - Galaxy 3
  - Galaxy 4
- Space Marines
  - Humans
  - Fungi
  - Bugs
  - Reptilians
- Ships
  - Frigates
    - Human
    - Fungi
    - Bug
    - Reptilian
  - Destroyers
    - Human
    - Fungi
    - Bug
    - Reptilian
  - Cruisers
    - Human
    - Fungi
    - Bug
    - Reptilian
  - Battleships
    - Human
    - Fungi
    - Bug
    - Reptilian
  - Dreadnaughts
    - Human
    - Fungi
    - Bug
    - Reptilian
- Ship Components

- Anti Missiles
- Missiles
  - Missile
- Armor
- Engine
- Shield Generator
- Laser Gun
- Ore
  - Common Gem
  - Rare Gem
  - Very Rare Gem
- Facilities
  - Barracks(Tech levels 1-4)
  - Mine(Tech levels 1-4)
  - Ship Construction Facility(Tech levels 1-4)
  - Static Defense System(Tech levels 1-4)
- Systems
  - Green System
  - Yellow System
  - Blue System
  - Red System
- Other
  - Ship Markers
  - Flags(one of each race)
  - Minimap UI

## **Intended Style**

The game utilizes full sprite-work, from UI, to Entities and objects. The ideal aesthetic is to aim for something in between the game “Stellaris” and the game series “Space Quest”. With the current concepts, I’d recommend leaning towards “Space Quest”, but highly suggest giving the aesthetics of “Stellaris” a peak (especially when it comes to race, UI icons and portraits). Generally nothing too realistic, simplistic sprites, light shading, no or limited outlining with a stylized look. No objections to having some level of visual humor (seriously, have fun with it). Top down 2D For Active Game Sprites and Map, 2.5D for Home planets, Markers, and Facilities

## **Code**

- Mining System
- Turns/Phases
- Trading
- Multiplayer capability
- Main Menu
- Credits
- Scene Loading
- Ship Scripts
- Ship and Space Marine combat
- Ship movement
- Interaction system