

Game Tools 2 - Final Project Brief v1

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Brendan Hewson

ID: C18748299

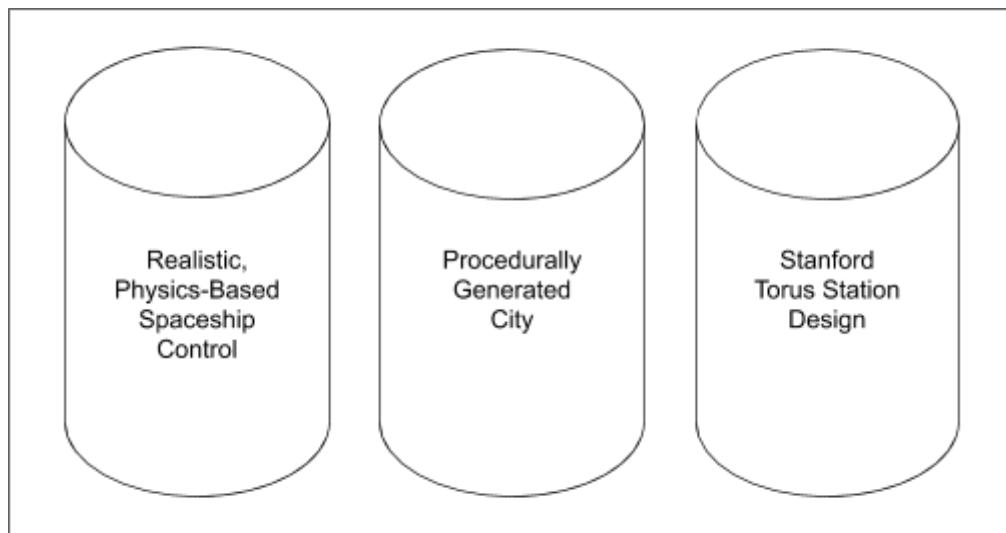
Lecturer: Rob Bogucki

Space Station Torus:

Overview:

Space Station Torus is a short sci-fi game in which the player controls a small spaceship and is tasked with transporting/towing packages between buildings on a large space station.

Design Pillars:



Gameplay Synopsis:

The gameplay of Space Station Torus will consist of a loop in which the player character, a “Space Trucker”, gets a contract to deliver a package from one location to another on Space Station Torus. The Space Trucker must deliver the package before the end of the day (after a fixed amount of time) and in good condition. The packages can have modifiers which will adjust the difficulty of the delivery or the strategy required. The Pick Up and Drop Off locations are randomly chosen based on the procedurally generated city. The main objective is to complete as many deliveries as possible in the given timeframe, after which you will be given a score.

Delivery Modifiers:

Hard Modifiers (Greater Reward):

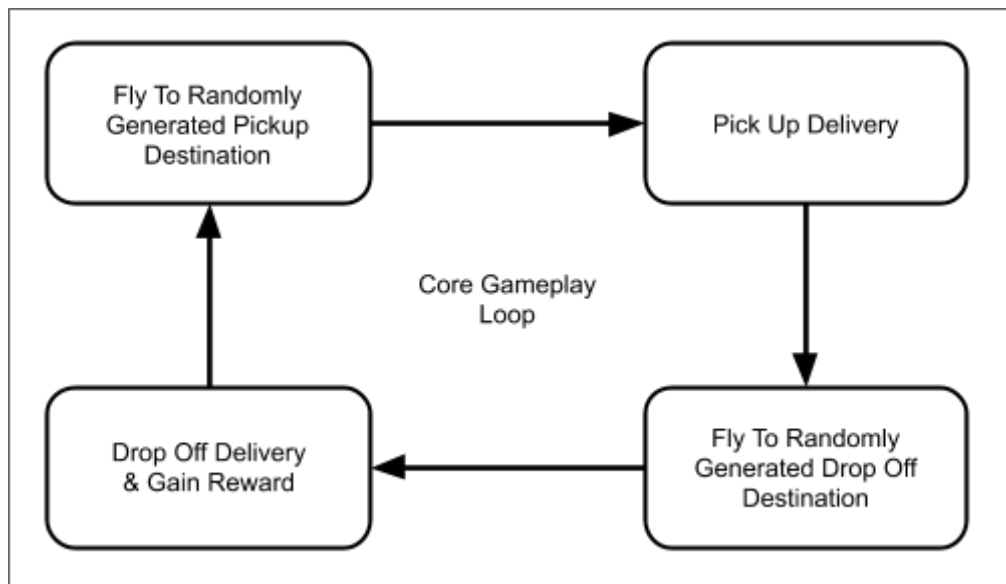
URGENT: The package must be delivered as soon as possible!

EXPLOSIVE: Excessive movements/damage to the ship will cause the package to explode!

Easy Modifiers (Less Reward):

JUNK: The package must be disposed of in the vacuum of space.

Core Gameplay Loop:

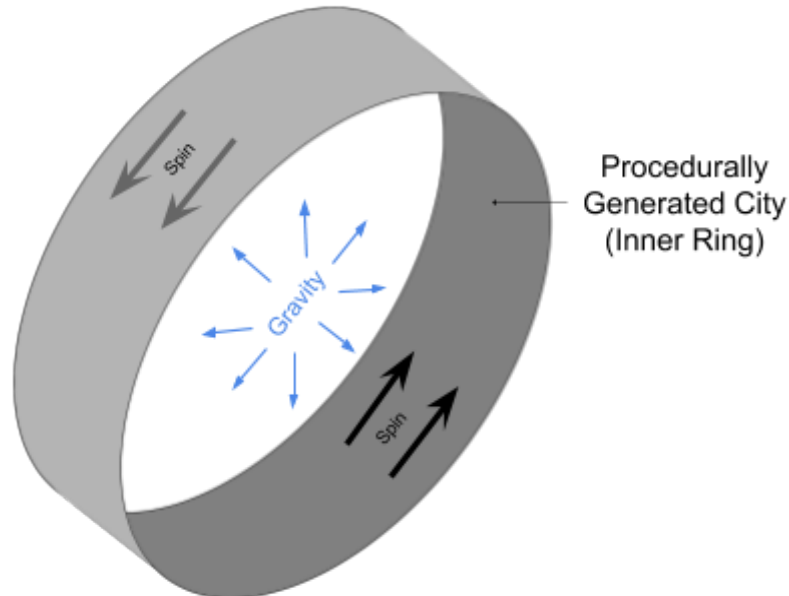


Inspirations:

Games: *Elite: Dangerous, Euro Truck Simulator 2, Death Stranding*

Film & Television: *Interstellar, Cowboy Bebop*

Level Layout Diagram:



City Layout & Gravity:

The USP of Space Station Torus is the design of the play area. The procedurally generated city will be on the inner surface of a Stanford Torus style space station. Narratively, the pseudo-gravity is simulated by the spinning of the station however, programatically, the game will simply have a gravity force applied outward from the center of the ring. This will make for some interesting gameplay as the player will need to match the rotation and alignment of landing pads with their spaceship.

