

# Final Game Design Doc

## Premise

As the CEO of SmorgisCorp, you command a fleet of ships against incoming waves of marauding pirates. As waves increase in intensity, your goal is to survive as many waves as possible while managing a backbone, or core, of resource gathering to supply your defenses. Your core ships will gather scrap from asteroids and generate the power needed to keep you and your fleet alive. If you run out of resources, you won't be able to defend yourself.

## High level: Objectives & conflicts

- 1) What is the player's goal, and what do they need to do to achieve it?
  - a. The goal of the player is to defend a fleet of space stations and collection ships which operate as the "core." This fleet is defenseless on its own and must be protected by your fleet of fighting craft from marauders. The marauders will come in waves.
- 2) What are the most significant obstacles/conflicts to the player succeeding?
  - a. Surviving the waves of oncoming enemies as they become more numerous and powerful.
  - b. As you build defenses, you must keep them supplied with scrap and electricity, gathered by your core.

## More specific: The central system dynamics

- 3) What is the most important player action? The most common?
  - a. The most common action will be to direct individual ships to a location where they will either be firing at enemies or collecting resources.
  - b. The most important action will be to direct resource collection to keep the fleet defenses increasing.
- 4) List the possible ways that the environment can respond to those actions (outcomes).
  - a. If the player lacks the resources to feed their defenses, defense capabilities will be degraded or lost entirely.
  - b. When a player directs a ship to consume an asteroid, it will slowly deplete until the asteroid is no longer a viable resource. At which point, the player must consume new asteroids.
  - c. Enemy ships can be destroyed by the player's own fleet.

## Commit to a specific idea

- 5) List 2-3 player experiences that will make the game fun and interesting. Be specific and player-focused!
  - a. The ability of the player to fight is predicated on their decisions to gather different resources. They must manage a balance between fleet production and maintenance

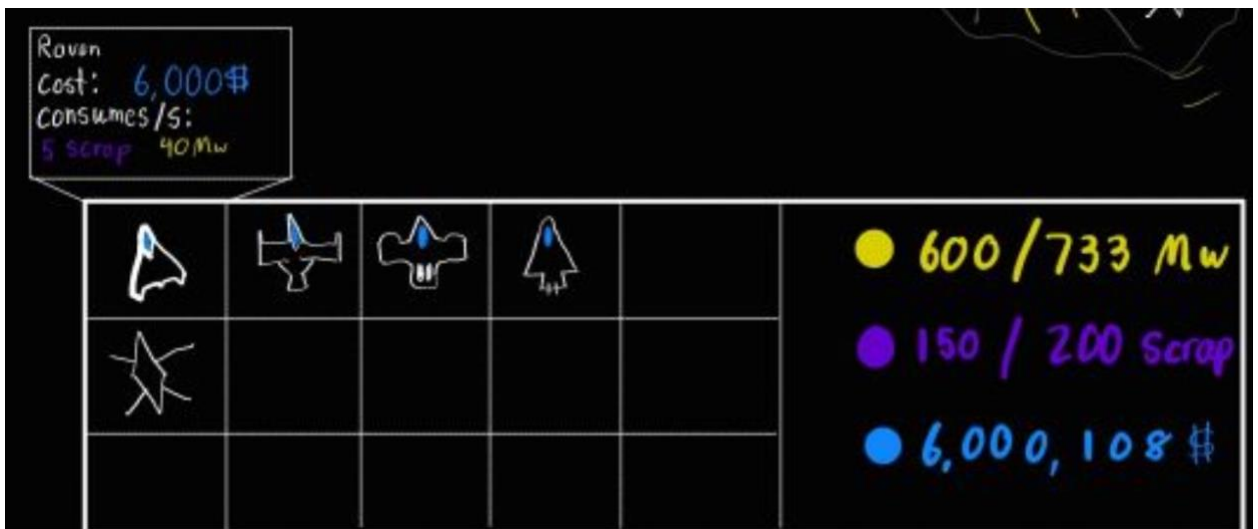
(which consume resources) and resource production, which could take away from their capacity to defend in the short term.

- b. The players can build and command a fleet of ships in an ever-growing battle against the pirates.
- 6) Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 5. Pay attention to what information is on screen (environment and UI elements). You have to commit to a certain visual perspective here (2d/3d, fixed or rotating camera).

The game is 3D, using assets from the unity asset store or other sources.



Mockup made in unity ^ I imagine the game will evolve quite a bit from this.



- 7) Write a 1-2 paragraph description that “sells” this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose.
- As the CEO of the SmorgisCorp fleet, you must defend against waves of space pirates. Your mission: protect your resource-gathering core fleet and survive the pirate

onslaught. Manage your fleet, gather resources, and build defenses to stay alive. It's a strategic battle for survival in space.

- b. This game is a 3D RTS/TD type game along a similar premise to Mindustry, Factorio and Creeper World IV. You cannot win, as the waves will continue to increase in difficulty for the rest of time; it is like flappy bird, to see how long you can survive.