Fleet Hackers Design

# Game Overview

## Philosophy

Let’s play with the idea of the heroes’ journey. A short game that takes what Starfleet command is and build some characters around it.

Fleet Hackers v1.0 won’t be like a conventional game, it will be an abstract story of the Hero’s Journey. The game will have procedural elements, dream-like and very surreal sequences, but we’d like the game to have some continuity.

Our focus, once we’ve got all of our sequences together will be to derive the monomyth method of storytelling, and create a game that is full of surreal and unique experiences. Each stage of the journey, will choose from a variance of a scene or dialogue.

We might also throw in some player influence, though no direct correlation should be noticed.

An example of the game follows:

* You encounter an enemy, but you’ve captured his crew, and taken his ship, sparing his life.
* No direct or foreseeable outcome, but this could unlock a few extra options in the end of the game, like a possible extra variance at the last mission of the game.
* Think of how some games have achievements. Our game will also have achievements, and achievements unlock bonus mission, content, or possible random events that occur in a mission or cut scene.

This allows the game to be slightly different through each play through, allowing the player to become more aware of their surroundings, and better utilize the tools they are given. The game will eventually have this meta-story that won’t be revealed until the very end.

# Features

## General Features

* Campaign story mode.
* Procedural generation of the story, short but sweet campaign.
* Multiplayer or CPU skirmish.
* In-game cut scenes that lead to the start of each mission.
* A fully 3D starship navigation system.
* Starships have subsystems which can be utilized individually or destroyed.

## Multiplayer

We should have a basic skirmish, matchmaking service to start.

## Gameplay

The game follows three modes:

FPS, allowing you to explore the environment, feel the scope and size of the ship as if you were truly there on the spot. This modes allows you to follow the story. We’ll limit the amount of cut scenes by making the interactions among the characters take place in first person view.

Flight mode, this mode will allow you to fly a space ship. Full 6 degrees of freedom, you will be allowed to experience how the space craft moves around in game. This is also another narrative mechanic.

Tactical mode, the core feature of the gameplay will be tactical mode. You will primarily control a starship from the captain’s chair. And allowed to order around a small fleet of ships to assault a group of enemies, or achieve some kind of objective.

Tactical mode will feature ship-to-sip combat. This means you’re in charge of targeting and firing on the enemy and their subsystems. A list of sub systems include, but not limited to:

Weapons, tactical beam (tractor beam), shields, marines, engines (also includes primary and auxiliary power), and sensors.

This mode also includes fleet command which will allow the player to order a group of ships to stage an attack. The player can chain a combination of tactics from each ship, such as two ships can attempt to capture a ship, while a third one can tractor it away from the main battle, while the other ships distract the rest of the enemy fleet. Cool stuff like that.

# Game World

## General

This world is a cyber punk space world. It’s a colorful, saturated, rainy universe. Populated by large spaceships that dominate the skies and space. Space itself is usually a vast and perilous arena filled with gravitational anomalies, planets, asteroids, and, massive space faring beasts.

Most of the game will take place in space. You will be allowed to pilot a small ship, or pilot a starship, and of course, command one. The larger the ship, the less control you have over its systems.

Flying a small ship will require you to dock with a larger one, the sit inside the command seat to give it orders.

The world will feel as close as possible to a mission in outer space, as if you were really there. Events will unfold mission by mission, while you have to focus on the main goal, make strategic or political choices on how to handle each mission.

This is a space game, we’ll focus mainly on the central galactic plane when it comes to battles, whereas flying the ship itself, or how ships behave, and they should conform to the laws of gravity, and orient themselves in any direction they choose. The player should have control of this aspect, which should also decide the outcome of a battle.

Stellar anomalies should play a large role in influencing the battles. Such as a fight in an asteroid belt where although asteroids are rather scarce, meteor showers pose a threat. A battle near a dust cloud can cause lighting storms, a battle near a black hole can cause a ship to break apart if caught within a certain radius of the singularity.

We’d like to explore other special anomalies, such as ghosts (seemingly supernatural phenomenon), time travel, doppelgangers, alien viruses, and many other types of strange occurrences. We want space to be more than meets the eyes, and to truly make deep sci-fi adventure would definitely make everything very interesting.

## Characters

This is still pending, we’ll be reusing characters from our previous attempt.

Centering the story on Captain Mautch, Saul, and Billy Chase.

# Levels

This section is pending on scene development for now. But a rough outline of levels to follow:

Level 1: Tutorial mission, covers basic flight maneuvers, firing commands, usage of mines and subsystem management.

Level 2: First non-tutorial mission, introduces the usages of shields, energy management, and teleportation beam to board and capture enemy vessels.

Level 3: In this mission, we introduce gravity tethers, sort of like tractor beam, the player will face an enemy that disables all their weapons and teleportation beams. The only way to fight the enemy is tether them, or ram them.

Level 4: This third mission will introduce fighters, and fleet members that will allow for advanced tactics.

Level 5: The final mission is about a final battle against overwhelming odds. Using all of the abilities learned from before will help the player survive this final mission.

Level 6 and onward….

# Concept

This game will be designed to re-explore the concept of a tactical space combat sim. However, we’re taking a different twist on it this time around the idea that each level is part of a recurring dream.

This idea is presented to make the game short, light weight, and fit for a mobile and desktop game. The mobile version will be significantly shorter and feature a different UI than its full desktop counterpart. The mobile will be sort of the demo, and the main game will better utilize the larger screen size.

The game is about controlling a ship and or a fleet. We’d like to have this game progress, from smaller single fighter crafts to larger scale battle seating the player in successively large ships and larger roles. Only the first play through will the game be played in a sequence. Each successive play through will re order the mission and dialogue, emulating a less coherent, more random and chaotic dream state. Ideally giving the game a more meta-physical feel, with more abstraction, variation, and of course a conclusion allowing the player to start the cycle all over again.

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# Story

Set in an undefined time and place, we’re illustrating a universe of great beauty. The overarching story is still to be determined, but the idea is it follows multiple characters in various places across the galaxy. From a single pilot alone and stranded, a group of thugs on a heist, a crew of explorers. The game deals with elements of experimental game play, abstract storytelling, and a technological universe filled with space travel and intrigue.

# Scenes

### The Ice Planet

One of the first scene in this game takes place on an ice planet. A man who has seemed to have been locked up for ages is negotiated with, and allowed to leave his prison in return for his service for an oppressive empire. He leaves the cold depths of a large whole in the icy surface to join an eager crew.

The Heist

Hackers infiltrate a building in a cyberpunk type city. As their dark silhouettes outlined by the distant city lights through the glass windows of the sky scrapper, police space ships shine their light through with the intimidating message to cease and desist. A group of swat break down the door towards the elevator entrance. The thugs approach towards the top of the sky scraper, seemingly cornered, a storm breaks out pouring down rain all around, then a large starship rises from the background to rescue them.

The Fight

After a daring escape from a catastrophic battle, a damaged ship is leaving a planetary atmosphere and is accelerating towards the sky, only there is an enemy on the hull who has planted a bomb on the exterior. The captain must confront the intruder as the damaged ship attempts to leave the atmosphere fleeing the unstable planet. The captain fights the intruder, and after many blows were exchanged, the intruder falls off the side of the ship, the bomb is disarmed just as the ship crosses the upper atmosphere layer allowing the ship and her crew to escape the exploding planet just in time.

The Picnic

The ship hovers quietly above some forest covered mountains in a deserted part of the world. They are enjoying a beautiful day in the sun, having a nice picnic.

The Dance

A man is walking through the dark forest, above him silently a ship closely tracks him. He walks towards at the edge of a small town where a gymnasium is hosting the school dance. The crew pretends to be high school students trying to blend in. They waltz, and share whispers over the intercom searching for someone. The skies getting dark and cloudy, flashes of thunder storm can be seen, leaves fly in the air. The man opens the large gym doors, and frightens the crowd. The ship shines its light on him, he is a friendly, breaking the covert operation to bring news of a terrible storm, and that the crew is needed on the ship immediately. Cover is blown, and the crew boards the ship via rope ladders. The captain who is if fairly young age bids farewell to his sweat heart as he boards this large shadowy ship into the dark stormy skies.

### The Badlands

The crew arrives on a barren planet. They look like they’ve been searching for something for some time, and came upon no such luck. They give up, turn around and board their shuttle back to the space ship.

### The Darkness

The ship approaches an enemy in an asteroid belt. The captain holds his crew steady as the ship approaches on its stealth drive. It is immediately attacked by another larger ship, and finds itself in an ambush, outnumbered and out gunned, the ship jumps to a nearby dust cloud to seek cover and repairs. They find themselves investigating a strange relic on a planet completely void of light. The relic appears to be an abandoned outpost. The ship’s main crew is taken hostage, the ship is attacked by her pursuers.

# Spaceships

At least three classes of ships will be needed.

### Fighter class

Small, nimble, generally only a one person seat. Needs a cockpit, engines, and weapons.

### Frigate Class

Holds a fairly large crew, around 40-90 people. Has multiple weapon systems, and some scientific/advanced equipment for carrying out various tasks.

### Cruiser class

Presented as a larger ship, with significantly more firepower but generally, the same basic elements that frigates have. Houses multiple fighters, and is usually available only during a full tactical deploy where the player has the fleet command ability.

### Battleship class

Huge dreadnaught type star ships housing dozens of weapons and powerful systems. Almost impossible to take control of without using multiple marine frigates.

### Carrier class

Houses dozens of fighters. Usually accompanied by a large fleet.