

# Concept Proposal

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## Stargate: Galaxy

**Peter Mitchell  
Andrew Krix  
Karlos White  
Phil Lavender  
Kane Stone**

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## 1 Purpose of Documentation

The purpose of this document is to outline the concept being proposed by the team members who are identified on the cover. The document introduces: the project and its background, a description of what the project will be, the key features that will be involved, what research and benefits come from completing this project, the genre and platform for the game, any concept art that we have that can be shown, a brief market analysis and legal analysis, and most significantly a storyboard of features. This document is intended to be a very brief document that is just an overview of the project that is being worked on.

## 2 Introduction

For this project titled Stargate:Galaxy, the group has decided that our time will be spent working on a game based on the Stargate TV show franchise. The TV show involves many large scale space warfare battles that have provided inspiration. Some of the driving questions that we would like to see played out during potential gameplay include: “What would happen if the Wraith were to attack a fleet of Ori ships?” and “What would happen if a player was put in control and it was up to them to protect Earth and its allies from destruction at the hands of so many adversaries?”. The envisaged gameplay that as a group we would like to create for this project will allow the answering of these questions.

## 3 Background

The Stargate franchise originally released a movie in 1994 titled Stargate. The movie was popular and after a number of years the series Stargate SG-1 was begun. Stargate SG-1 ran for 10 seasons and has had another two additional movies that concluded some of the loose ends before production ended. Two other series have also been created including Stargate Atlantis and Stargate Universe. The shows Stargate Atlantis and Stargate Universe ran for 5 and 2 seasons respectively.

The TV show primarily focuses on travel through a circular puddle allowing traversal all across the galaxy and into other galaxies where other gates have been placed. The Stargate program run on Earth seeks out new technology and forms diplomatic relations with other cultures. They also have made many enemies and have gained defences they may use to defend themselves. The first large battle ship that the people of Earth (who have been dubbed under the name of the Tau'ri by the Goa'uld who are the initial enemies) was called the Prometheus. After further development a series of more powerful ships were created to combat the growing numbers of enemies. Some of the enemies that face Earth include: the Goa'uld, the Wraith, the Replicators, and the Ori. And Earth's greatest ally against these forces is the powerful Asgard.

## 4 Description

Stargate: Galaxy is a space based third person action adventure shooter where the player must attempt to make the galaxy a safe place. They will initially begin only controlling the planet Earth in the centre of the galaxy and have a single ally; the Asgard. They must venture to planets that may be under the control of potentially deadly enemy forces. To rid the galaxy of the many enemy factions the player must win many victories against smaller groups of enemies until they are capable of destroying the real bosses. Perhaps after careful progression, the player will manage to succeed in ridding the galaxy of the myriad of threats to Earth. Earth's survival is left to the player and the crew of their ship.

## 5 Key Features

**Free Roam**, a player is able to choose on their own accord where to go in the game. Some sectors have requirements such as clearance of a path to safely access the surrounding areas but there are no actual locks present.

**Space Combat**, the primary feature of Stargate: Galaxy is that the game is set in space and is predominantly based on combat between two or more spaceships.

**Upgrades via Trade or Experience**, a player is able to customise their ship using experience gained or through trade with the Asgard. Experience allows players to customise the core statistics of their ship, providing improvements such as armour, damage or even speed. Trade

allows for different weapons to be attached to the ship which means one ship has the opportunity to possess all types of weapons.

## 6 Research and Benefits of this Project

Research that will be involved in the development of this project shall include, but not be limited to:

- Use of a game development engine (in the case the development environment will be unity).
- Development methods and practices for the development cycle.
- Aspects of the game development that have not been included under normal course content like development on artificial intelligence features within the game.
- Testing methods extending from those acquired during software engineering 3.

## 7 Genre

The main genre of Stargate: Galaxy is action-adventure as there are multiple challenging combat scenarios to partake in as well as the ability to partly define your own storyline and character. Like most other action-adventure games Stargate: Galaxy may be classified into a sub-genre to better define the game. The sub-genre could be defined as a space shooter played in the third-person where the player is in control of a spaceship.

## 8 Platform(s)

The primary and currently only supported platform for Stargate: Galaxy will be windows based PC. However due to the nature of the Unity platform used to design the game it would be possible to relatively easily switch between multiple platforms such as web, consoles, PC/Mac and mobiles. The only restriction placed upon the available platforms is the necessary support needed for C# which will be the language used for programming.

## 9 Market Analysis

The current games market is growing; however, it is a very difficult industry to become successful within. Currently the United States is the focus point for the games industry with most major titles coming from there. The Entertainment Software Association (ESA) of America states that “From 2005 to 2009, the entertainment software industry's annual growth rate exceeded 10 percent.”<sup>1</sup> This demonstrates that the industry is able to handle new games and that there is room for a new competitor in the industry. Additionally ESA have also stated that “The most popular game genre in 2010 was "Action," which accounted for nearly 22 percent of all games sold.”<sup>2</sup> Which is good news for Stargate: Galaxy as it is partly action based.

The most recent games based on the Stargate franchise include simple themed games such as a pinball game, trading card game and role-playing game. A larger game based on Stargate that more follows the storyline and style has yet to be successful. The latest attempts and thus failures have been:

- Stargate SG-1: The Alliance was to be a first person shooter based on Stargate SG-1 but was cancelled due to legal issues which have since been resolved but the future of the game is unknown.
- Stargate Worlds was to be one of the first MMORPG based on Stargate SG-1 but was never completed.
- Stargate: Resistance was an online third-person shooter that was not able to maintain player numbers and has since been shut down within a year of release.

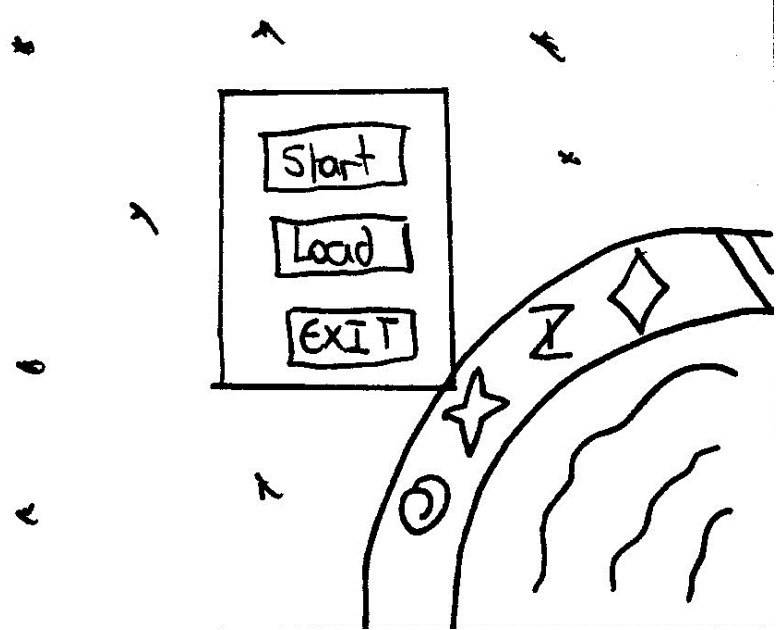
It is due to these failures that there still remains a spot for a Stargate based game that follows the actual storyline or style of the franchise. This means that Stargate: Galaxy may be the game to fill such a void and that there would not be any current direct competitors.

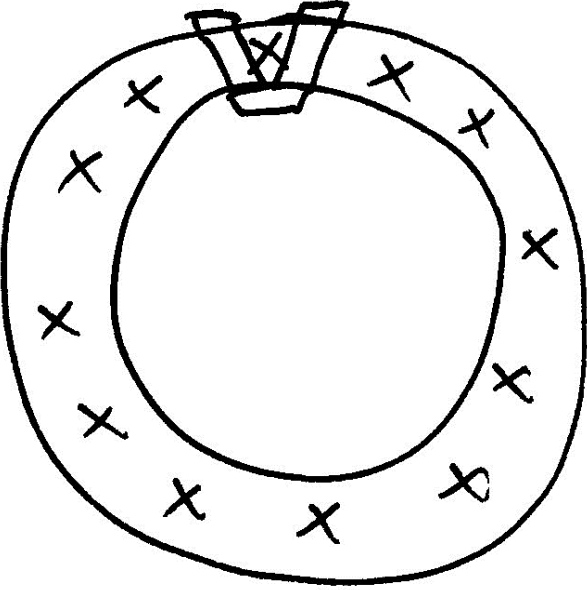
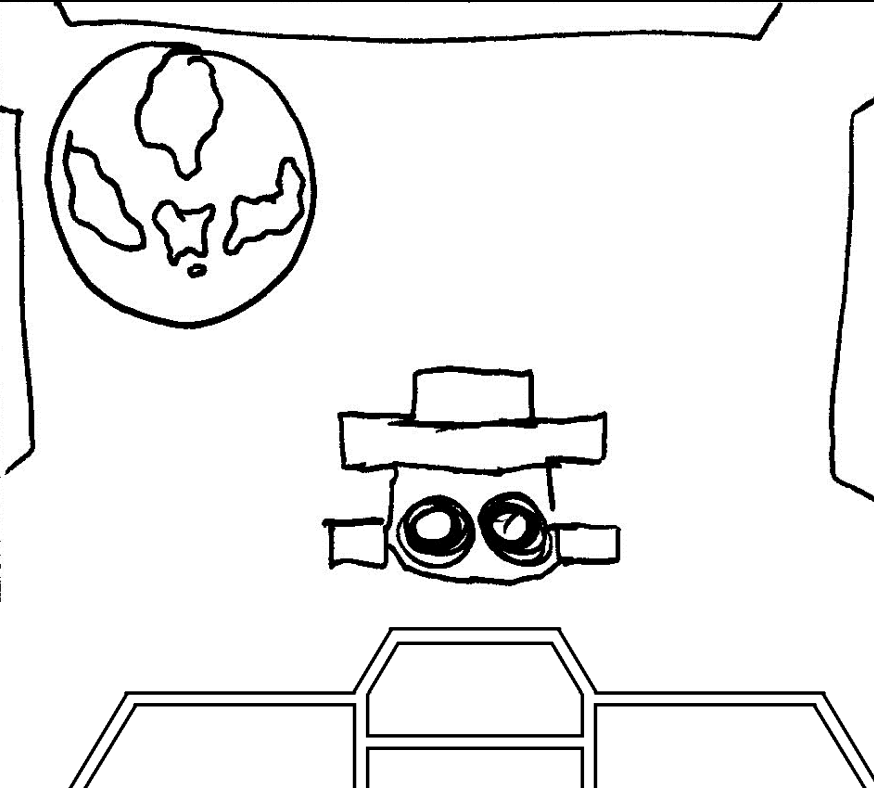
1. <http://www.theesa.com/facts/econdata.asp>
2. <http://www.theesa.com/facts/salesandgenre.asp>

## 10 Legal Analysis

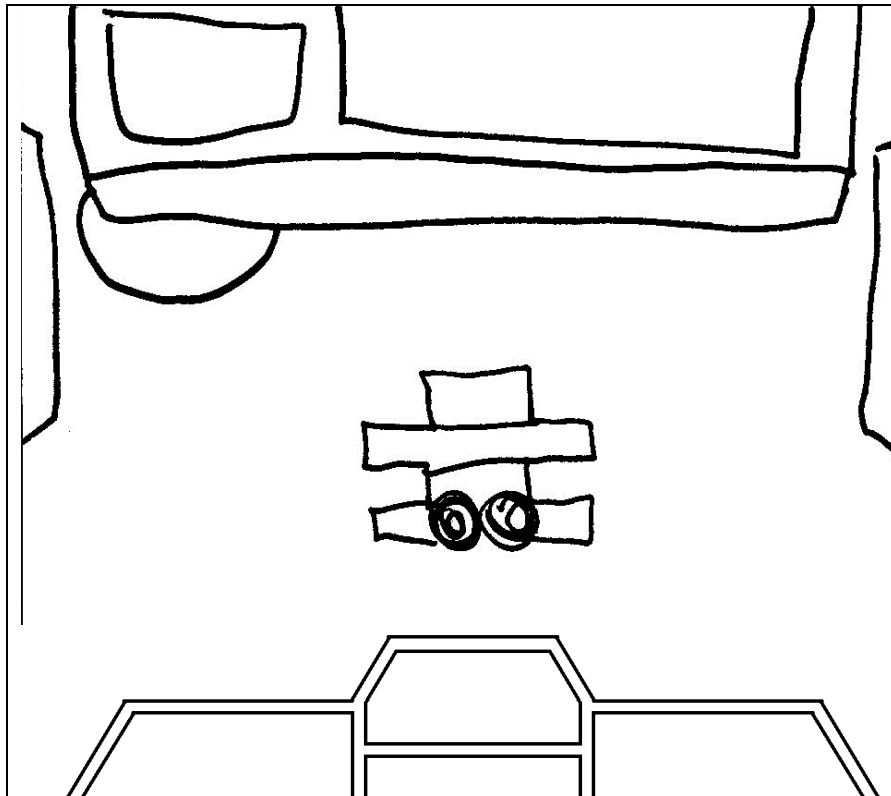
The Stargate franchise is owned by MGM. They will be referenced appropriately in the credits of the game. The content to be used in the game will be our own or used with permission. The names “Stargate” and other associated terms and themes along with the general representation of visuals shown within the TV program will be used as a basis for the game.

## 12 Storyboard

	<p><b>Menu Screen.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- Start, begins a new game overriding any previous game saves. The user will be given a warning and the option to continue or cancel new game request</li><li>- Load game, returns the user to last save if there is one.</li><li>- Exit, closes the game</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Button clicks</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- Program first loading</li><li>- Main menu selected from game world</li></ul>
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	<p><b>Loading screen.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- Transition window while loading the game environment. The symbols around the stargate will light up to show the system is working.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- None</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- Game loading</li> </ul>
	<p><b>Ship floating over earth.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- The game environment will consist of a GUI for user to control ship functions and a 3<sup>rd</sup> person view of their current ship</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- engines</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- Entering game world</li> <li>- Hyperspace travel to earth</li> </ul>



**Bring up map.****Description**

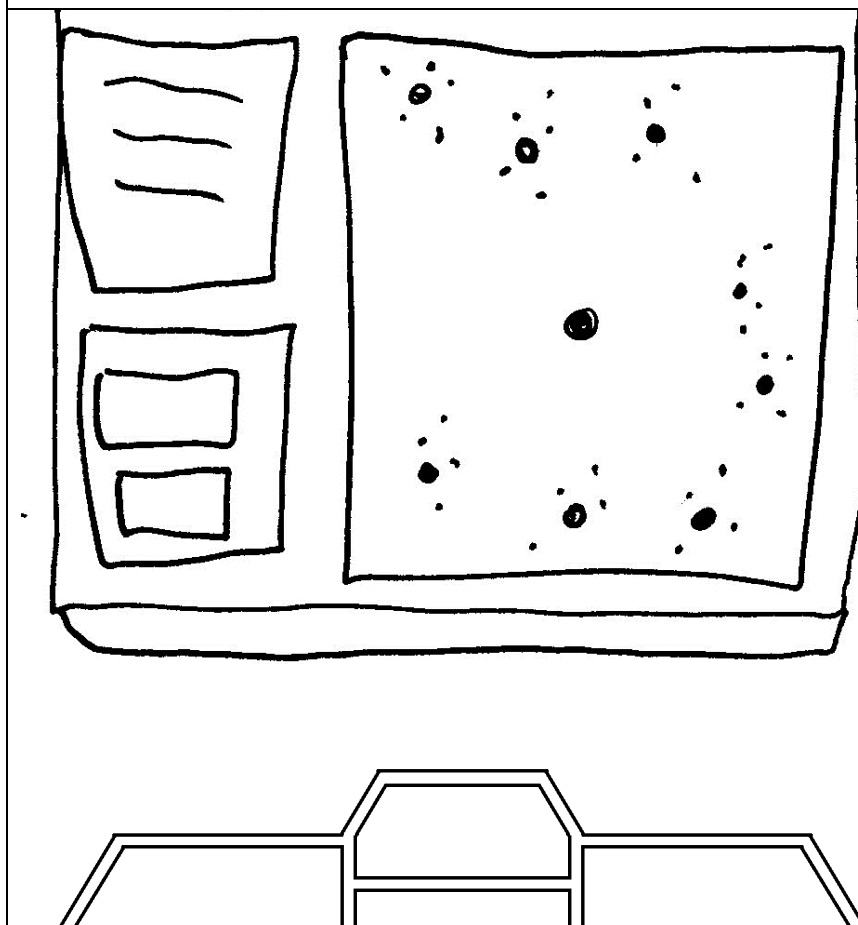
- Clicking on the top tab will open a map view which allows the user to select where to fly to. Explored zones will show as colours depending on factions and uncharted territories will appear grey.

**Sounds**

- Ambient ship noise
- Engines
- Button clicks

**Trigger**

- User selecting map from GUI

**Select where to fly to.****Description**

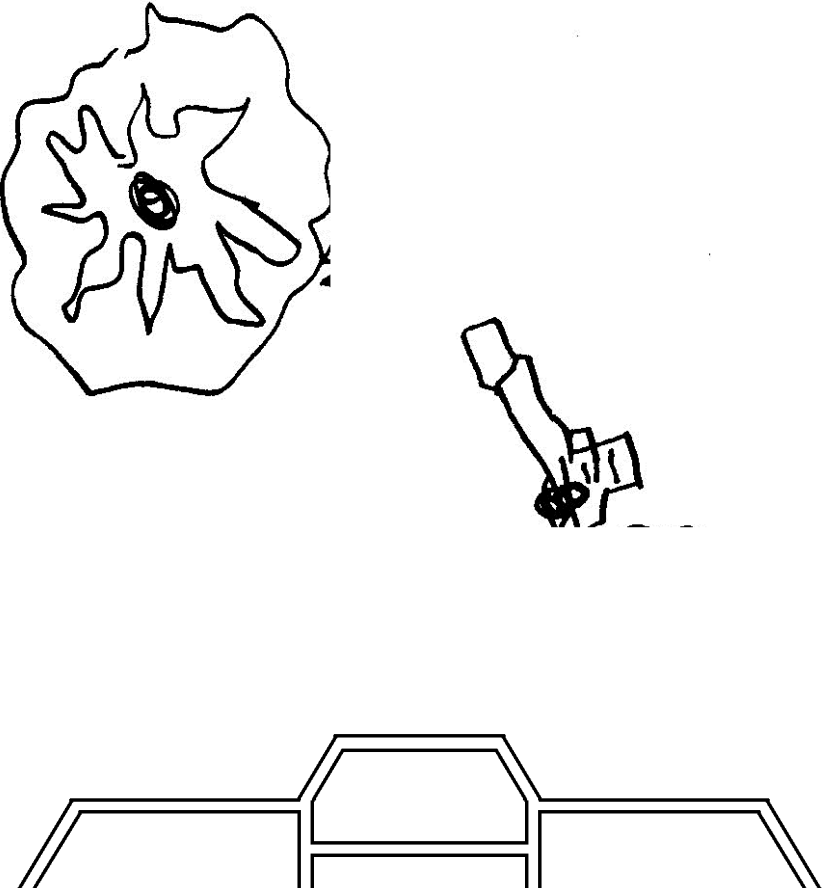
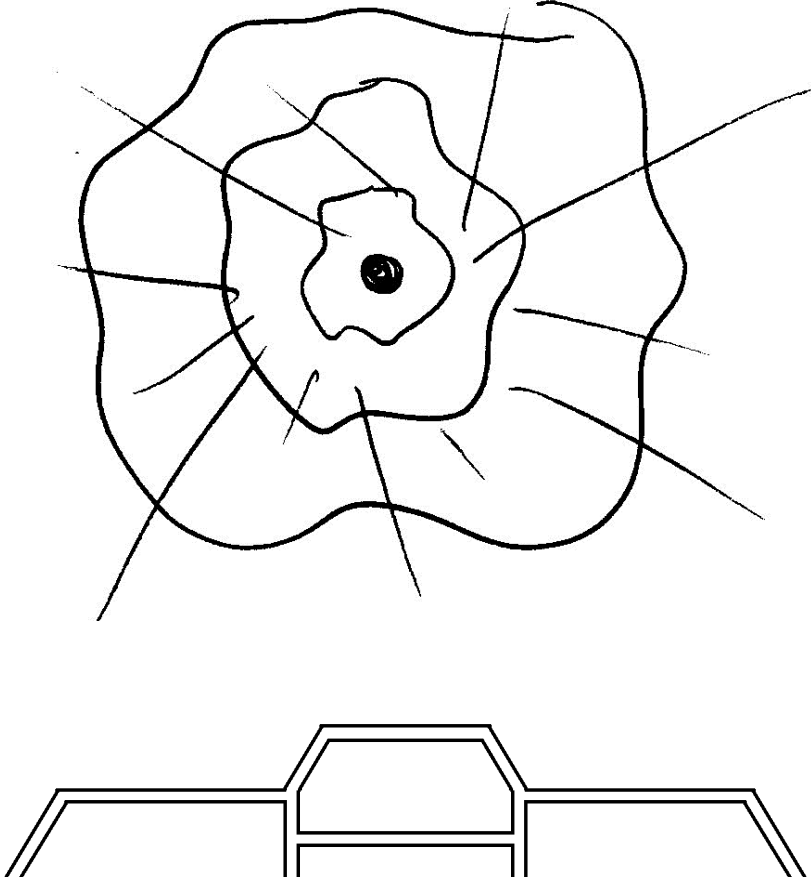
- Selecting an zone on the map will allow the user to relocate to that zone. The user will first be prompt before travelling to the new zone.
- Hovering the mouse over each zone will bring up meta data for what is known for that zone.

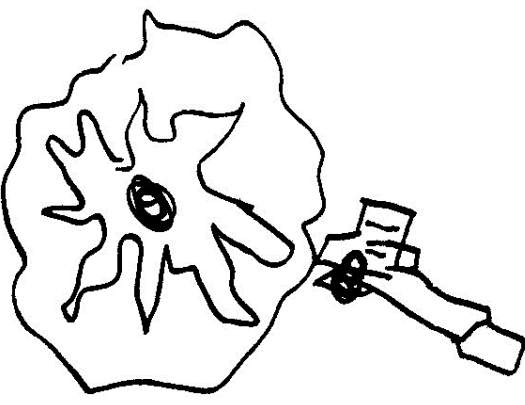
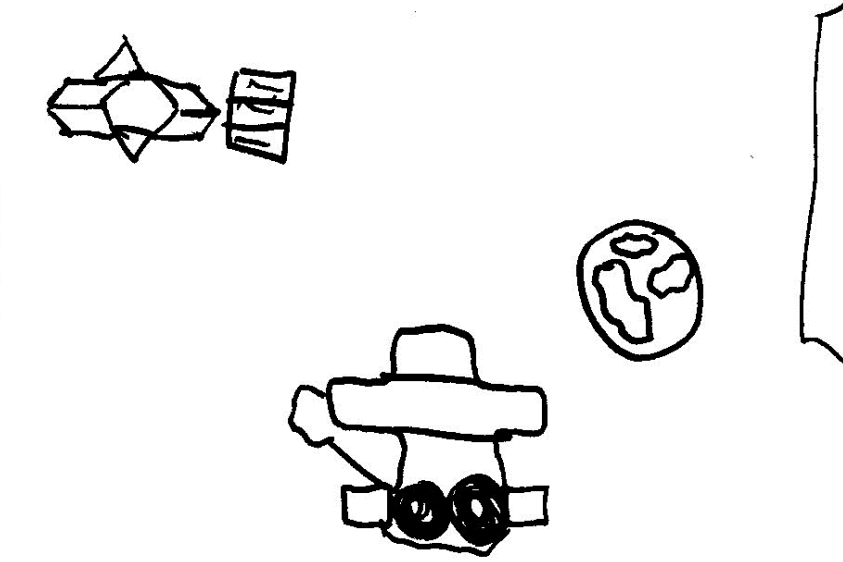
**Sounds**

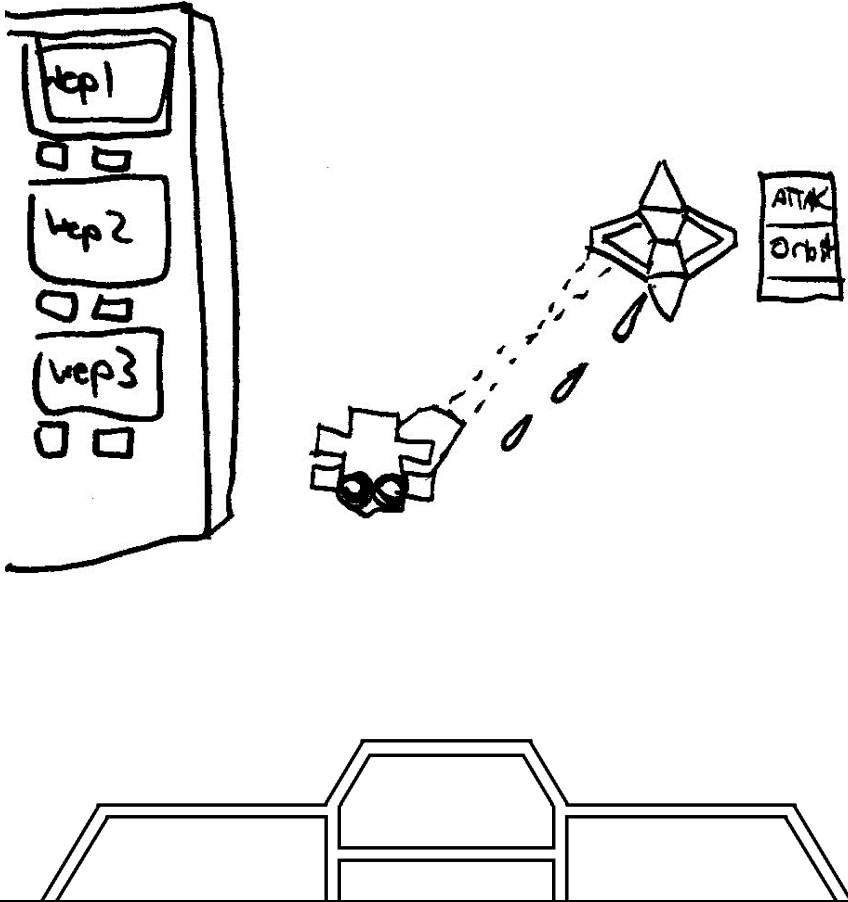
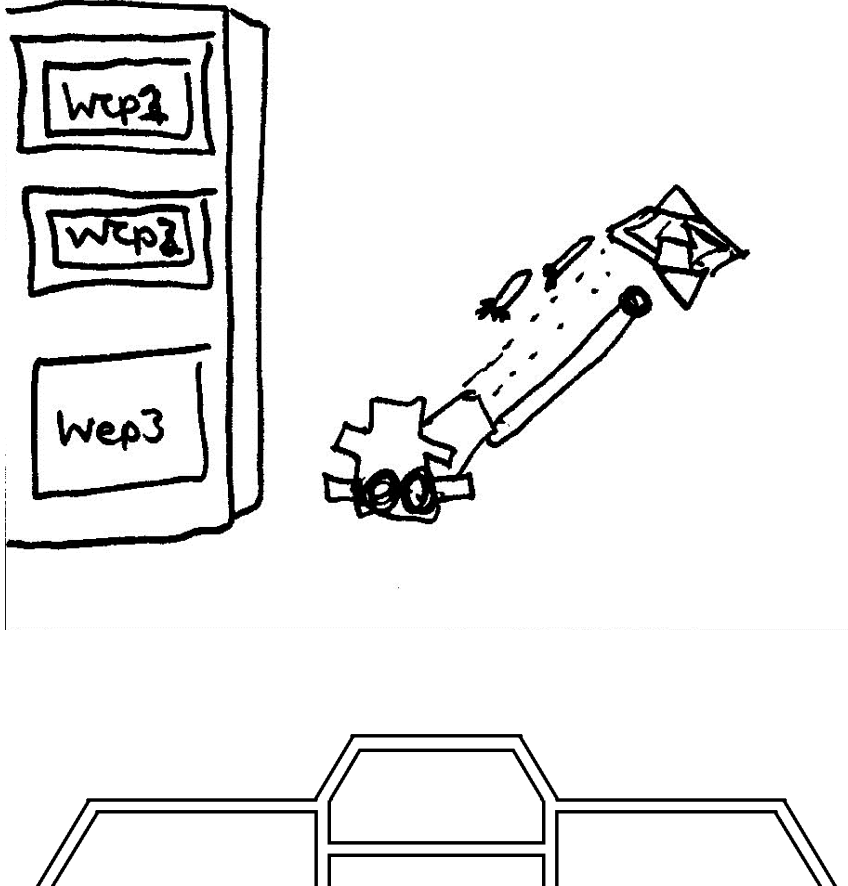
- Ambient ship noise
- Engines
- Button clicks

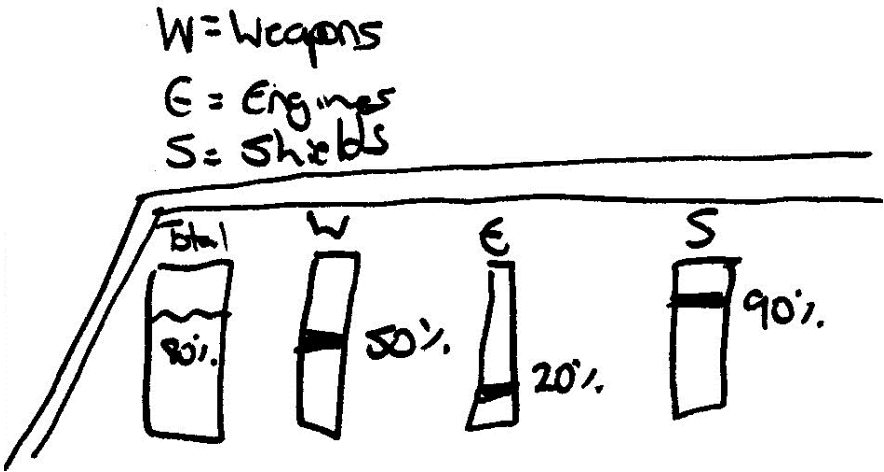
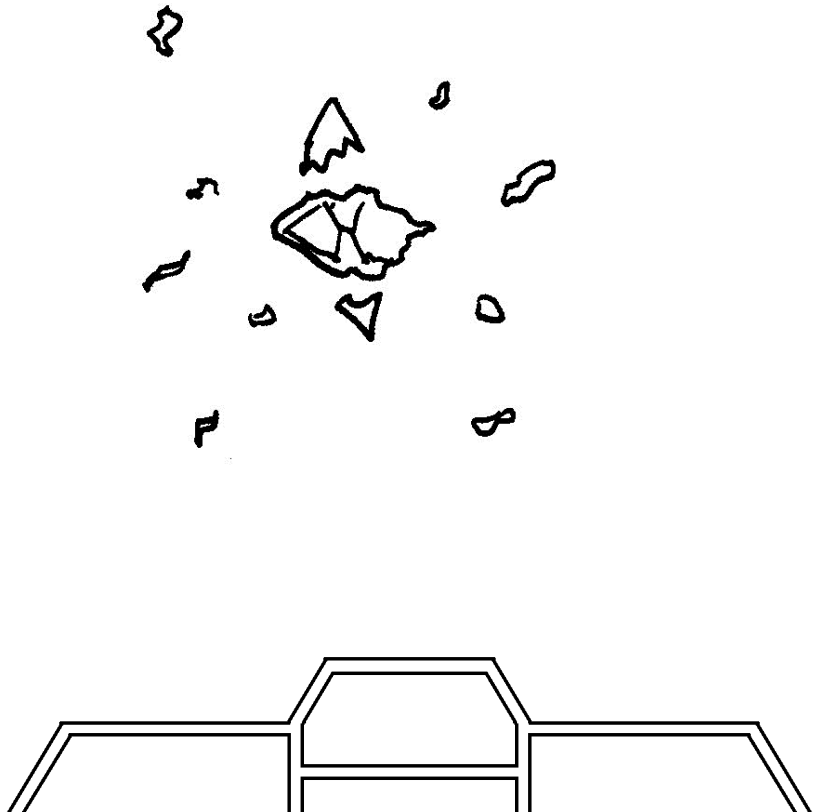
**Trigger**

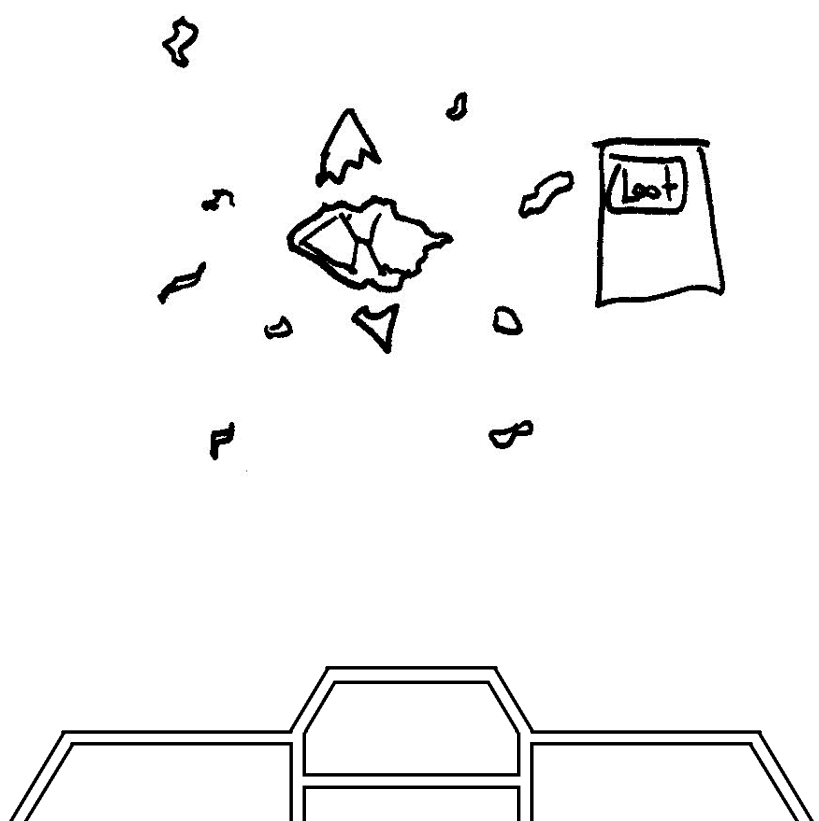
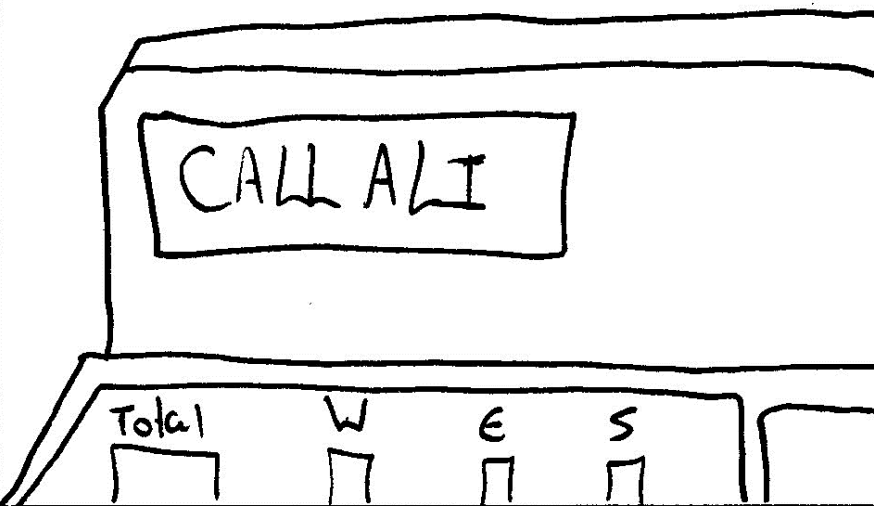
- User selecting to zone

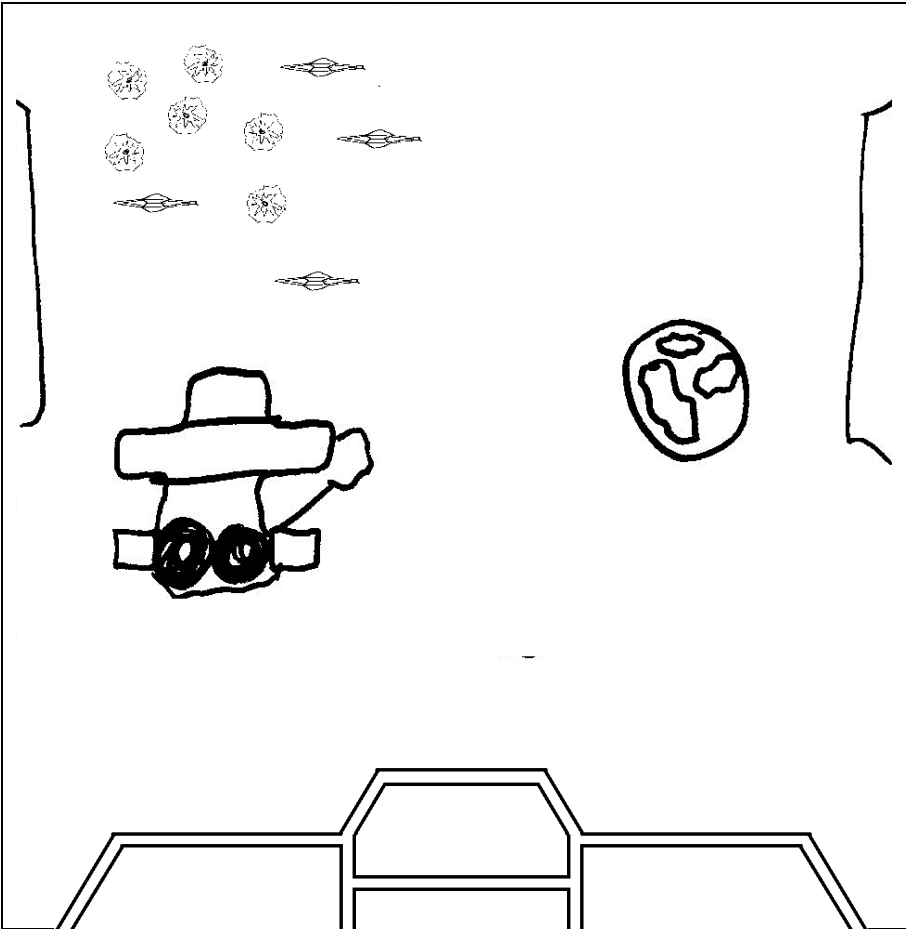
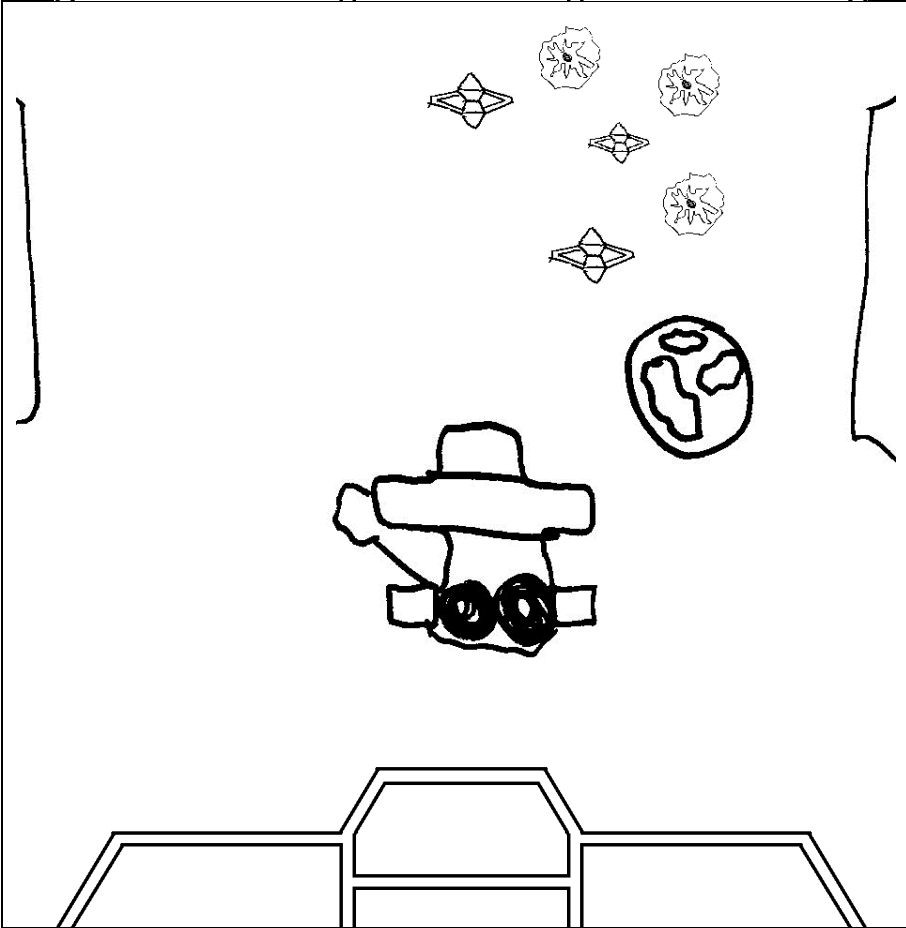
	<p><b>Enter hyperspace window.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- Travelling between zones is done by travelling in “hyperspace” this will be an animated while the new zone loads.</li><li>- Hyperspace begins by opening a hyperspace window</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li><li>- Open hyperspace window</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- Zone selected from map</li></ul>
	<p><b>Hyperspace flying.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- The user will appear to travel through a hyperspace tunnel as the game loads the next zone.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Hyperspace travel</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- Travelling to new zone</li></ul>



	<p><b>Exit hyperspace.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- An in game animation of the player's ship leaving the hyperspace tunnel and entering the new zone.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li><li>- Exit hyperspace</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- New zone loaded</li></ul>
	<p><b>Approach target (enemy/friendly ships).</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- The user can manually fly to an object by clicking on the object and selecting the appropriate option. The user's ship will then proceed to fly to that object.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li><li>- External ship engines</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- User environment navigation</li></ul>

	<p><b>Engage combat.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- When in range the user can select a target and select which weapons to fire at the target from the GUI.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Button clicks</li> <li>- External ship engines</li> <li>- Weapons</li> <li>- Background weapon fire</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User environment interaction</li> <li>- User selecting weapons from GUI</li> </ul>
	<p><b>Firing different shot.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- Selecting different weapons.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Button clicks</li> <li>- External ship engines</li> <li>- Weapons</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User selecting weapons from GUI</li> <li>-</li> </ul>

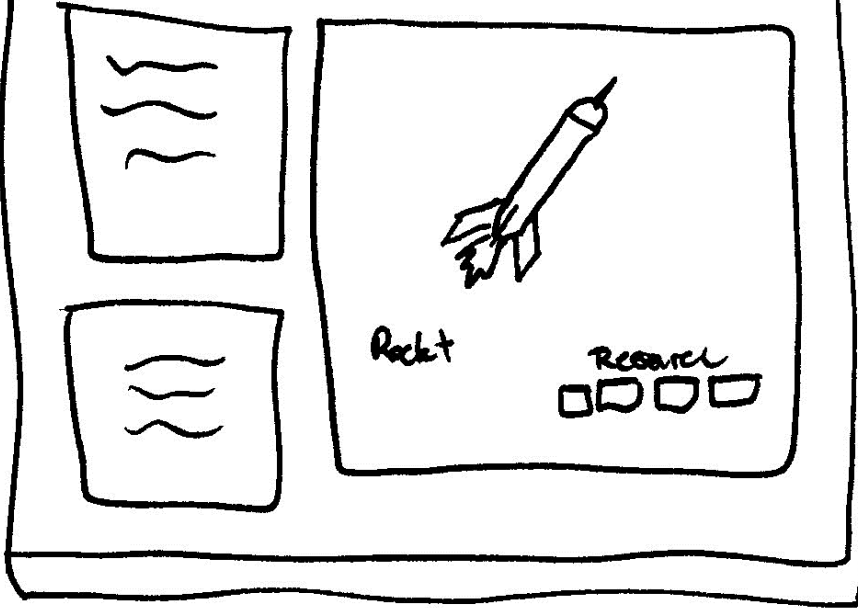
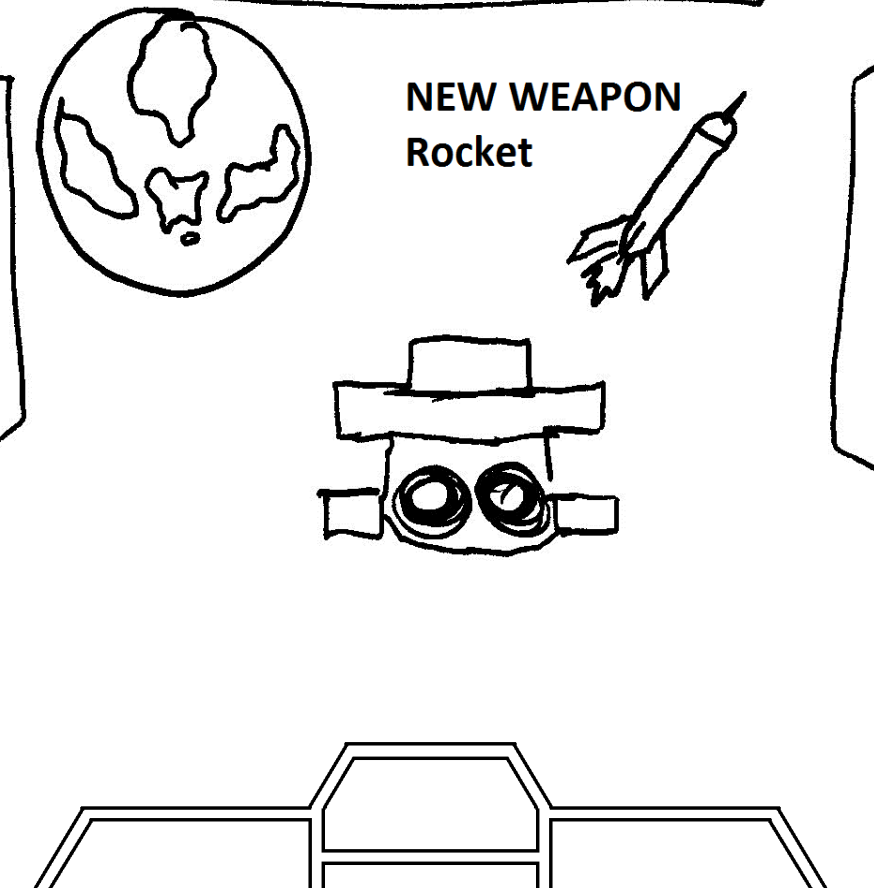
 <p>W=Weapons E=Engines S=Shields</p> <p>Total 80% W 50% E 20% S 90%</p>	<p><b>Manage power.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- A crucial part of ship management will be managing ships power and its allocation to shields, weapons and other vitals.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Button clicks</li> <li>- External ship engines</li> <li>- Weapons</li> <li>- Shields</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User GUI interaction</li> </ul>
	<p><b>Destroy enemy ship.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- When a ship reaches 0hp it will explode leaving behind a lootable hull.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Button clicks</li> <li>- Explosion</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- Ship hull strength reaching 0</li> </ul>

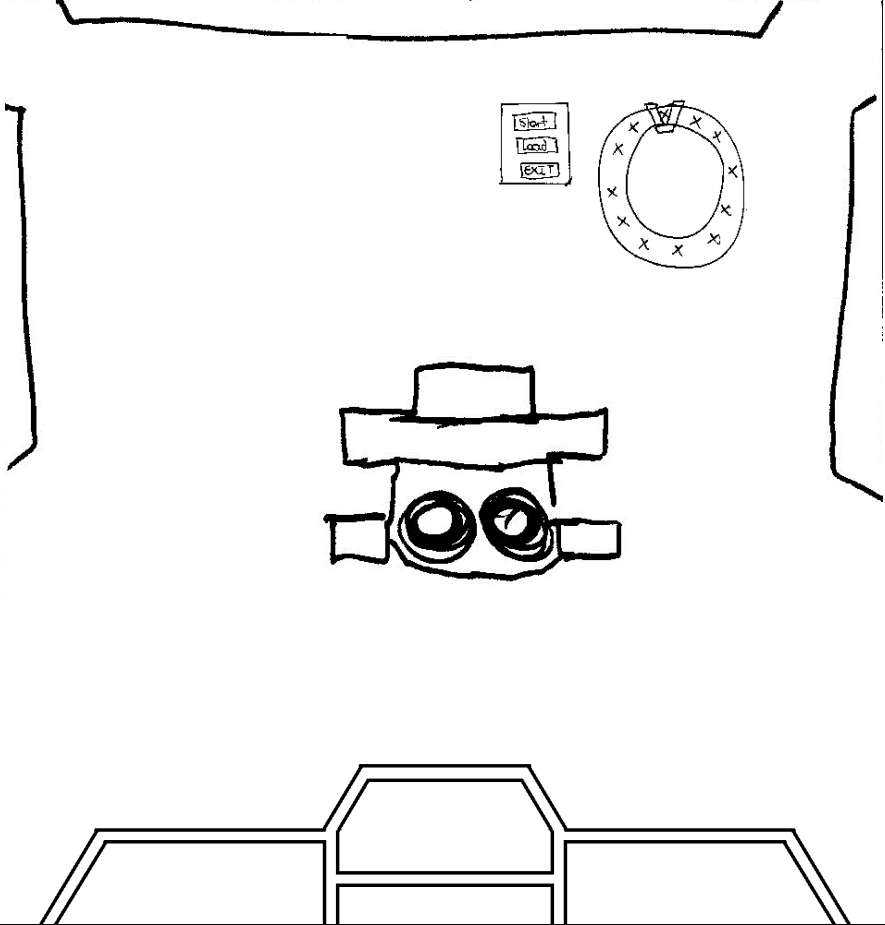

	<p><b>Loot enemy ship.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- Once a ship has been destroyed it may leave behind resources that can be traded with allies.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- User environment interaction</li></ul>
	<p><b>Call allies</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- When outnumbered it is possible to call in allies to help, will not work all the time</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- User GUI interaction</li></ul>

	<p><b>Allies come to rescue.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- If allies respond to a help request they will jump to your location and assist in battle.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li><li>- Warp windows</li><li>- External engines</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- User GUI interaction</li></ul>
	<p><b>Enemies retreat.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"><li>- Enemy units enter hyperspace windows to retreat from a losing battle.</li></ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"><li>- Ambient ship noise</li><li>- Engines</li><li>- Button clicks</li><li>- Warp windows</li><li>- External engines</li></ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"><li>- AI generated response</li></ul>

	<p><b>Capturing planet.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- After a planet has been cleared of all enemies it is possible to launch a satellite that will warn you of any future attacks on that planet.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- planet cleared from hostile units</li> <li>- User located in planet orbit</li> </ul>
	<p><b>Planet captured.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- Once a satellite has been launched the planet will show up as protected on the map.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- sounds</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- planet cleared from hostile units</li> <li>- User located in planet orbit for X time</li> </ul>



	<p><b>Trade materials with allies.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- Recourses obtained from looting enemy ships can be traded with allies for ship upgrades.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User environment interaction</li> </ul>
	<p><b>Equip upgrade.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- When ship upgrades are purchased they must be equipped to the ship.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User selecting upgrade</li> </ul>

	<p><b>Using super gate.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- To travel between the Ori zone and the normal zone ships must travel through the supergate.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Stargate address dialling</li> <li>- Creation of event horizon</li> <li>- Stable wormhole</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User environment interaction</li> </ul>
	<p><b>Ship levelling up.</b></p> <p><b>Description</b></p> <ul style="list-style-type: none"> <li>- Indication that the ship has progressed to the next level.</li> </ul> <p><b>Sounds</b></p> <ul style="list-style-type: none"> <li>- Ambient ship noise</li> <li>- Engines</li> <li>- Ship level</li> </ul> <p><b>Trigger</b></p> <ul style="list-style-type: none"> <li>- User obtaining a set amount of experience</li> </ul>

## 13 Conclusion

To conclude, this project is a large under taking. It will provide the development team with an interesting and instructive experience in the development cycle of a game. The game itself could very well mark the way for a larger scale game that incorporates a lot more gameplay and particularly exploration of worlds through the Stargate itself.