

Empire Rebuilt

World Document

Andrea Bugeja

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Environment

Visual

Environment



Environment: Imperial Factory

Location: Kaas City, Drumond Kaas.

This is a factory located on the Imperial Stronghold. It's the starting point of the Empire's Rebirth. Without this last standing factory, the Empire would have fallen.

Audio

Ambience

<https://youtu.be/Id1ut4qjWjc> - Factory Ambience due to player being situated in the Factory.

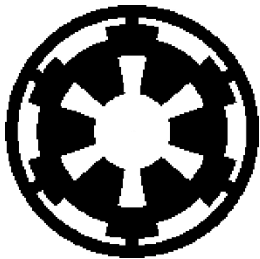
https://youtu.be/bDZVYI_hIEs - Technological Ambient Sounds.

<https://www.youtube.com/watch?v=527qyauNEEI> – Radio Chatter over Comms providing immersion.

World Elements

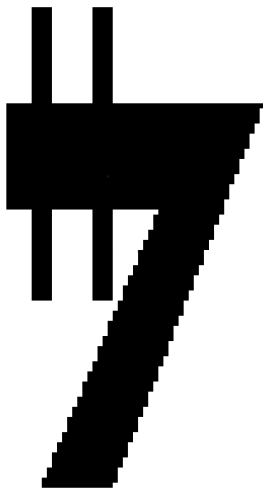
Clicker

This is the place where the user will click. This insignia is used as to show the player that they form part of the Empire



Credits

This is the currency symbol used throughout the Galaxy.



Stormtrooper

Stormtroopers are the low-level units within the Empire. Thus, the first element encountered are these Stormtroopers. They have a 0.1 CPS

Base Cost: 10

Credits per Second: 0.1



Recon Trooper

Recon Troopers are a bit more advanced than the basic Stormtrooper. In return they cost more and provide 0.3 CPS

Base Cost: 100

Credits per Second: 0.3



Commander

For Stormtroopers to obey orders, a commander is needed. They appear fewer in number when compared to stormtroopers, but in return have higher CPS.

Base Cost: 1,000

Credits per Second: 1



Speeder

The speeder is the most basic means of transportation, used by Recon Troopers. Production Cost increased but the return is also greater.

Base Cost: 10,000

Credits per Second: 3.1

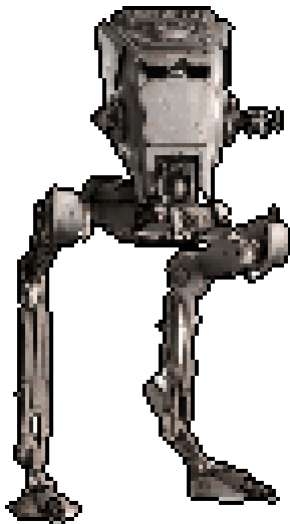


AT-ST

Advancing from the speeder is the AT-ST, it is a small Armoured troop vehicle. Commonly found across the galaxy where Imperial control is present.

Base Cost: 50,000

Credits per Second: 6

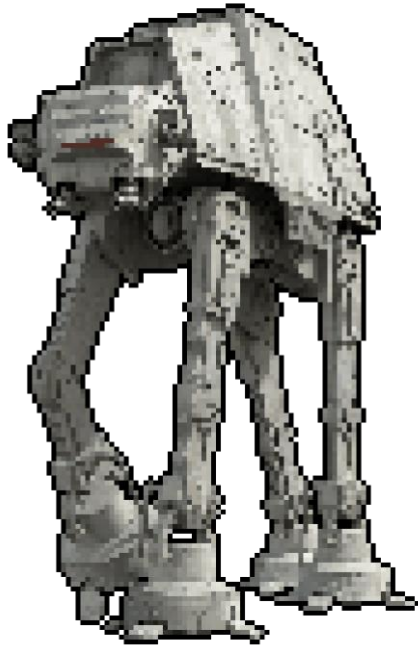


AT-AT

This behemoth of a vehicle is a must for attacks and regaining control of lost sectors and planets. Highly armoured and carries stormtroopers. It's medium cost returns a 20 CPS.

Base Cost: 200,000

Credits per Second: 20

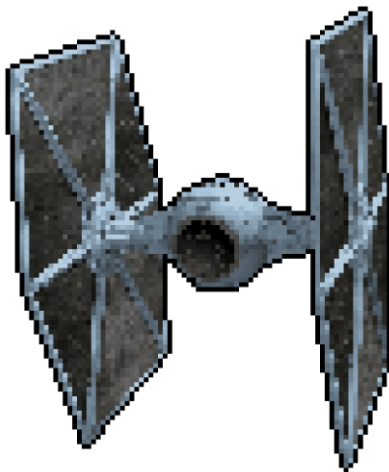


Tie Fighter

Tie Fighters are the back bone of the Imperial Space Fleet. They are similar to the Stormtroopers. Returning 40 CPS

Base Cost: 500,000

Credits per Second: 40



Tie Interceptor

This elite spacecraft costs twice as much as the Tie Fighter but in the long run they are more effective. Quality over quantity applies here.

Base Cost: 1,000,000

Credits per Second: 70

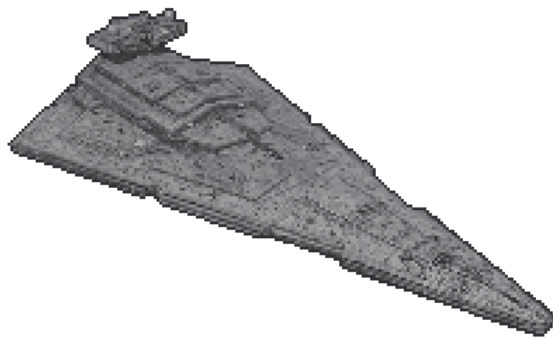


Star Destroyer

In order to house all the troopers and spacecraft needed for a full-scale attack, the Star Destroyer is needed. This ship comes at a high price but has a return of 300 CPS

Base Cost: 5,000,000

Credits per Second: 300



Death Star II

"That's no moon"

This is hugest ship the Empire has. At the price it is, it is definitely worth it with a 1500 CPS.

Base Cost: 30,000,000

Credits per Second: 1,500



References

Art:

<http://www.stickpng.com/img/at-the-movies/star-wars/stormtrooper>
https://clonetrooper.fandom.com/wiki/Advanced_Recon_Commando_sergeant
[https://starwars.fandom.com/wiki/Stormtrooper_\(First_Order\)](https://starwars.fandom.com/wiki/Stormtrooper_(First_Order))
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<https://www.deviantart.com/ameeeeba/art/TIE-factory-734751532>

Software

<http://pixelatorapp.com/>