

# **Empire Rebuilt**

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Taking over the Galaxy, 1 step at a time

19/4/2019  
*DarkSiders*



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## **Executive Summary**

The idea that this game is being built upon is that the character just joined the Empire, just after the Death Star got destroyed. The goal for the player is to rebuild everything from the ground up. Unlike its competition, this game will feature some of the best features that other games lack.

- Fully interactive world
- Simplistic yet mature Graphics
- You are the bad guy
- Progressive story line
- Random Events

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# Game Overview

## High Concept

The off-spring of Star Wars & Tycoon games

The Death Star just got destroyed by the Rebels, it is up to you now to rebuild what the Empire once had. This time bigger and better. You as a player will oversee the production line. Slowly building up the Empire's Net Worth again and taking back what once was under Empire Rule. Troops and ships must flourish once again in order to maintain such order.

## Genre

The game is comprised of two main genres. These involve Sci-Fi and Business Simulation, also known as Tycoon.

## Hooks

- When other games focus on the good guys, this game give you the feel of what it's like to be one of the bad guys.
- It is fairly addictive as the player will continuously try to improve their production

## Gameplay Highlights

- Pixel Art Style

## Content Highlights

- Quotes
- Recognizable Sound effects; Darth Vader breathing, Palpatine Laughing
- Pixel Art

## Technology Highlights

- Visual cues

## Hardware

- PC

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# Game World

## Backstory

The Death Star just got blown up. It is all over the Imperial Galactical News. Recruitments just opened again and you start considering joining the cause, being for the Empire. This time it's different. You don't want to end up shot up by some Wookiee, you seek the high role. Power and Management. Time passes and the Emperor sends back to meet you personally. He places the task of rebuilding the Empire, piece by piece, into your hands. It is now your responsibility to make the Empire great again.

## Objective

The player's main goal is to make the Empire the greatest ruling empire of all time. It is their duty to choke out the Rebellion and destroy all hope.

## Characters

### Commander Rogan



Rogan, 20 years old. Fair colored, dark brown and deep voiced Human Male. High official Imperial commander. Blind from one eye due to a street fight against a Bounty Hunter. Cocky, arrogant but also strict. One eye yet still notices everything

### Emperor Palpatine

Overseeing Rogan's Task

**Darth Vader**

**Commander Tarkin**

## Setting

Dark metallic room, empty at first. The art style that will be implemented is that of Pixel Art.

## Story Progression

You start from nothing slowly working your way up. Throughout the progression, Rebels can attack and steal resources or slow down production lines. These must be overcome in order to be able to rebuild the Death Star

## Character Development

None

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## **Gameplay Details**

### **Challenges**

Overcome rebel obstacles and deterioration of resources. Deserting of troops

### **Primary Gameplay Mode**

Top down view. The player will mainly be focusing on the production and assembly line of Imperial Units

### **User Interface**

Point-and-click game

Indicators showing when attacks are on going and sounds to immerse the player will be implemented.

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## **Summary**

As a whole this concept once brought to production will be able to sell in quantities. The game will be mainly aimed at casual gamers, those who aren't ready to invest a lot of time yet still want to have fun playing.