

Battle of the Stars

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High Concept

The future is here! Dominate your adversaries in an intergalactic championship where only the best players survive. Help your team to capture the flag and win all the games; in this way you gain points and glory. Stay alive, stay in the light!

Features

- A new variation of the standard **Capture The Flag** game where the teams compete each other in order to successfully deliver the only flag to their own base.
- Placed in wild space. Having a flight trial in a spaceship controlled by the player, while shooting enemies, enhance the user experience.
- **Fast paced action.** High velocity spacecrafts, fast shooting, rockets - Players never gets bored chasing the adversaries when is so much happening around them.
- Hazards throughout the game field will challenge the players in their fight. Currently only asteroids, however, it could be debris and wreckages from other spaceships. Can also be used for hiding.
- **Multiplayer.** Team up with anyone in the world and compete against real opponents in the galaxy.
- **Team based game.** Improve your experience playing alongside your friends in a deadly enviornment.

Overview

● **Player Motivation**

Players choose their squad and try to win a 5 points game against another team while avoiding destruction.

● **Genre**

Competitive, Space action game

● **Target Customers**

Competitive people who likes science fiction and shooter games eager to try new concepts.

● **Competition**

Unreal Tournament

● **Unique Selling Points**

- “One flag” - Capture the flag mode
- Cooperative
- Flight based shooter
- Competitive

● **Target Hardware**

Computers

Minimum requirements: Internet connection, Windows XP, Intel Pentium, 2 GB RAM

● **Design Goals**

Challenging: *The difficulty of the maneuvers and the targeting system keeps the player motivated and willing to do better with each game played.*

Team build: *Achieving the victory requires communicating with your team mates every second and deciding the best strategy for your squad. Cooperative aspect of the game helps to reach this goal. Communication system needed (“Pin points” on the radar, “Request help”/“Flag Lost” signals, Flag away sign, custom text to your cammarades) - Not currently implemented in the proto type.*