



Space Force Official

A project by:

Evan Boardway

Ryan Kinahan

Abbey Diller

Max Foreback

and Wyatt Davis



SPACE PIRATES

Space Pirates is a game about... well, Space Pirates. You are a disgraced former pilot for NASA who was banished from Earth for crimes you (probably) didn't commit. As a new pirate with a hefty vendetta, you need to collect resources, beef up your ship, and gather an arsenal of cool laser guns in order to take revenge against NASA. You may as well take down the whole earth while you're at it.

Go big or go home... and you can't go home, so...



What We've Done So Far (1)

September 23 - September 30

- ❖ We each got ourselves familiar with Git
- ❖ Decided on using Godot game engine
- ❖ We discussed the development of our game in terms of the scope of the project
 - What can we realistically get done in the allotted time?
 - What's too ambitious?
- ❖ Started looking at strategies for implementing:
 - Randomly generated maps
 - Story elements and interactions



What We've Done So Far (2)

October 11 - October 13

- ❖ Finally laid out final details for what we expect the game's first prototype to include
 - **Stats:** Attack, Hit Points, Speed, Fuel
 - **Goals of the game:** Traverse systems → interact with planets → gather resources → trade resources → upgrade stats → defeat the final boss (the Earth)
- ❖ Crafted some outlines for the **Main Scene**, the basic **System Scene**, and the **Earth Scene**
- ❖ Each group member was assigned to create a basic Main Scene prototype in Godot, this would:
 - Allow each group member to get a better feel of Godot
 - Allow each group member to come with a variety of strategies that could potentially be implemented into the final prototype



What We've Done So Far (3)

October 21 - Present

- ❖ After exploring Godot, we had begun to implement many elements of the game, including:
 - A working title screen that then takes the player into the game
 - A moving ship sprite
 - A navigator that allows the player to select a system to travel to
 - Generates selected system
 - Sets that system as the current scene
 - Systems that include randomly generated planets
 - Randomly generated planet resources and the ability to collect these resources
 - Player stats and resources that remain consistent between scenes
 - Trade functionality
 - Resources for gold
 - Gold for fuel
 - Enemy NPCs



Tasks Remaining

- ❖ Draw tileset maps for the planets
- ❖ Create maps for the planets, with resources for the player to collect
- ❖ Implement ability to fly into planets and spawn onto map
- ❖ Create items for ship upgrades - shields, different tiers of weapons
- ❖ Finishing off trade station functionality
 - Add the ability to trade currency for upgrades
- ❖ Create combat system
- ❖ Establish endgame objectives and implement endgame fight
- ❖ Implement epilogue scenes
- ❖ Animations for transitioning between scenes
- ❖ Add friendly NPCs
- ❖ Add the option to recruit crewmates



Use Case Description (1)

❖ Use Case: Interact with Planets

- **Actors:** Player
- **Description:** Player moves ship near planet. Text box is generated, giving player different options
- **Cross Ref:** Functional Requirements 2.1: "The game shall randomly generate a series of planets for the player to explore."
- **Prerequisites:** "Start Game" use-case

❖ Use Case: Collect resources

- **Actors:** Player
- **Description:** Once a planet is interacted with, give the player opportunity to collect resources.
- **Cross Ref:** Functional Requirements 3.4: "Players shall collect resources from planet interactions."
- **Prerequisites:** "Interact with Planets" use-case

❖ Use Case: Encounter

- **Actors:** Player
- **Description:** Chance for a random encounter when the player interacts with a planet
- **Cross Ref:** Functional Requirements 2.2: "The game shall randomly select a text-based encounter for the player when the player interacts with a planet."
- **Prerequisites:** "Interact with Planets" use-case.

❖ Use Case: Negative Encounter

- **Actors:** Player
- **Description:** Chance for the player to choose a losing resources or combat initiation
- **Cross Ref:** Functional Requirements 2.1: "The game shall allow the user to participate in combat."
- **Prerequisites:** "Interact with Planets" and "Encounter" use-cases



Use Case Description (2)

❖ Use Case: Positive Encounter

- **Actors:** Player
- **Description:** Chance for the player to choose a positive encounter
- **Cross Ref:** Non-Functional Requirements 1.5: "The user shall be able to choose between different treasure for different effects on their ship."
- **Prerequisites:** Interact with Planets and Encounter use-cases.

❖ Use Case: Complete Objectives on Earth

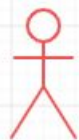
- **Actors:** Player
- **Description:** When the player reaches Earth, they'll have the choice to complete certain objectives.
- **Cross Ref:** Non-Functional Requirements 1.1: "The game shall warn the player when they are approaching the Earth. The game shall alert the player if they do not have high enough stats to attempt their objective."
- **Prerequisites:** Interact with Planets use-case.

❖ Use Case: Decrease Resources

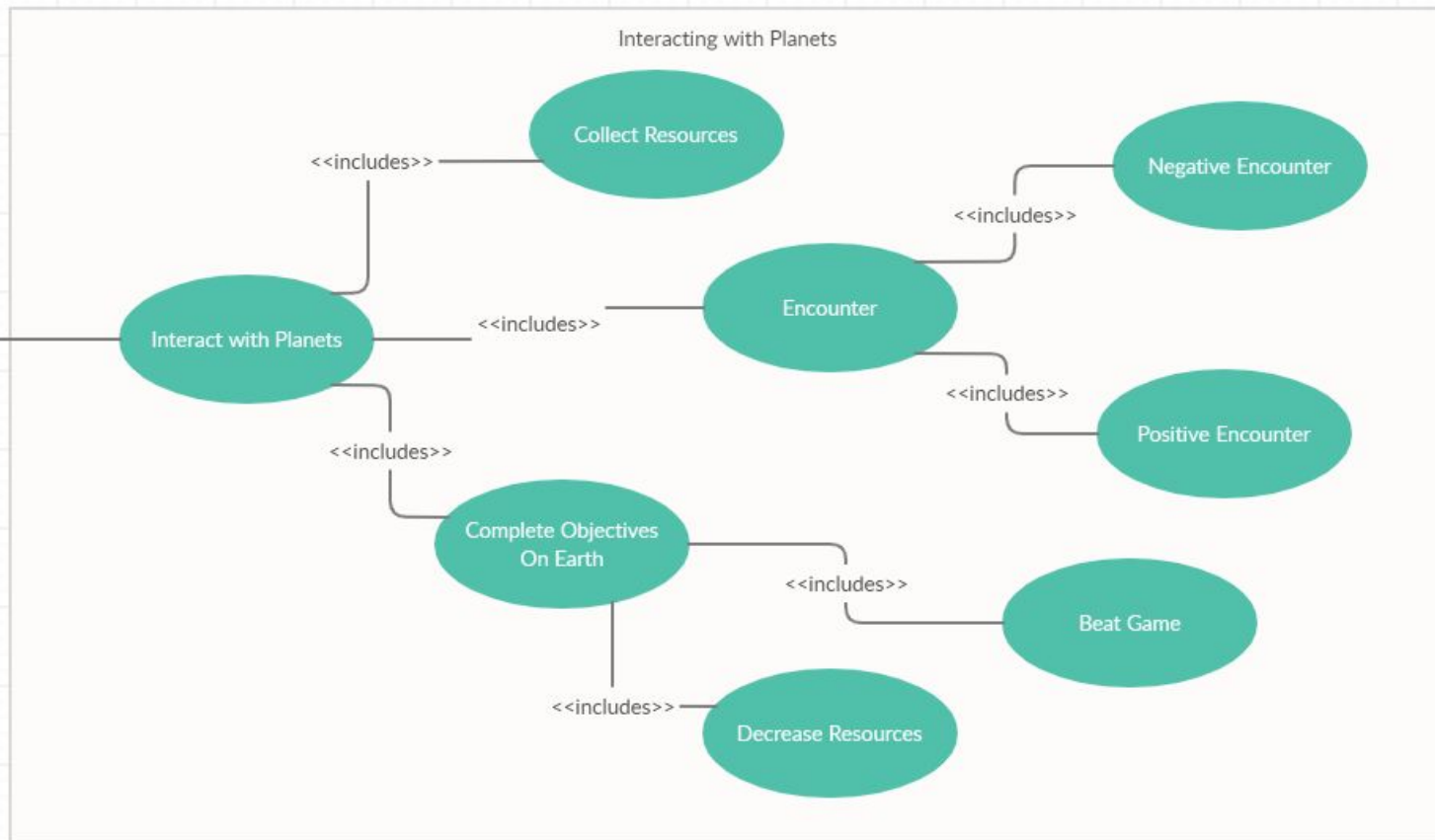
- **Actors:** Player
- **Description:** The player will need to use resources to complete the objectives on Earth to weaken it.
- **Cross Ref:** Non-Functional Requirements 4.1: "Enemy speed in the "Earth" system shall be high enough to offer the player a relative challenge, but not too high as to cause frustration or excessive difficulty."
- **Prerequisites:** Interact with Planets and Complete Objectives on Earth use-cases.

❖ Use Case: Beat Game

- **Actors:** Player
- **Description:** The game ends when the player defeats the Earth.
- **Cross Ref:** Functional Requirements 2.4: "The game shall end once all objectives on earth have been completed."
- **Prerequisites:** Interact with Planets and Complete Objectives on Earth use-cases.



Player



Demo Time!

