Spacearium

Los Tardos Studios

**Spelbeskrivning**

**Conceptual idea**

The game is an open world, worldbuilding and space survival game centered around finding minerals and resources to craft bigger and better ships to be able to take on different factions and bosses to gain access to new research and new blueprints.

**Description**

The game puts you in the boots of a group of survavialists that has been slung across the universe to an unknown system with aliens and dangers.   
Starting out with just a settler box for basic survival needs and a smal mining ship.  
The plan is simple. Survive, gather materials to fend of aliens attacking and research new materials found and craft better and stronger ships to withstand and even fight back the increasing wave of aliens assulting your new home.

**Genre**

Open world/Sandbox

Worldbuilding

Resource Gathering/Survival

**Game Mechanics**

Emphasis on using you equipment to find new and better materials to craft better and more efficient ways to gather more and harder to work materials.

Materials used for both research, upgrading your base with new stations, new ships and crafting of new weapons.

**Goal of the player**

Get stronger with new eqiupment. First survive the aliens in the galaxy and later on turn the tide and fight them back for stolen equipment and otherworldy research.

**Setting**

Space!

**Spelets utseende, stämning och känsla**

Steampunk space setting slowly going over to Cyberpunk the higher the techlevels of the game gets.

**Målgrupp,plattform och systemkrav**

**Plattform**

PC-masterrace, maby more later or something :D

**Systemkrav**

whatever

**Gameplay**

**Overview**

**Gamemechanics**

Pre-built different ships. Ships have set amount of hullpoints for equipping gear.  
Some ship are all around ships that allow for different equipment on most slots while others are specilised. Small fighters cant equip mining drills so if something rare is found that needs to be mined the pilot himself has to go out with a hand-drill and mine.

Mining-vessles can mostly only equip minin-drills and void-shields to defend against meteors and attackers with a couple of turrets as defence.

**Controlls**

WASD controller each key controlling a different direction of the ships engines. The ship itself always try to point itself towards the mouse. Some ship might not want this thous and thus a release mouse toggle button should exist that makes it for example able to shoot turrets towards the sides without turning the ship.

**UI**

Later

**End game**

The game will not have a final endgame more then most gear has been found and researched and the last boss killed. Game is open world and thus there will always be base-building to do etc.

**View**

The game is a top down view similar to astroids.

**Spelkaraktärer**

**PCs**

**NPCs**

**Spelvärlden**

**Produktionsdetaljer**

**Beräknad arbetstid**

**Bilder, Mood**