Star Squabble Game Design

# Background Story

In a faraway elliptical galaxy, a smallish cluster of stars had formed from a dense molecular cloud. Conditions were nearly perfect, and the cluster was teeming with life. An incredible diversity of forms had evolved on more than two dozen planets, and in two cases, sentience had been achieved.

Sadly, before the X and the Y had managed to contact one another, they both discovered that the massive blue star (120 solar masses) at the center of the cluster was becoming unstable and the Y had deduced that it was about to go supernova.

When the explosion came

On fifteen of the worlds, the hardiest ameboid life managed to survive in the crust of the planets.

Life, as it is wont, started again on its long evolutionary journey.

We pick up our story 1.5 billion years later. Sentient species have emerged on ten of the worlds and they are beginning to explore and colonize their solar systems

# Project Objectives

Develop a streamlined and visually simple game to focus on the gameplay, strategy, and game architecture.