Stardust G1 Game Design Document

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Contents

> **TODO:** change colors to bright on dark, for a more in-space feel, maybe use a picture as background

> **TODO:** incorporate svg diagrams and png thumbnails into doc

Part I
Gameplay

This part covers ideas and concepts of gameplay while avoiding mention of technical requirements or constraints, technical concepts are discussed in the part of this document dedicated to those subjects.

1 Synopsis

Project Stardust G1 game idea is to produce a space opera game, main concepts include: flying a modular spaceship (chose from smallest boats to a gigantic flying city), influencing the economy via providing production/trade/services, exploring a vast interstellar sandbox world.

Aspects in order of priority:

1. production, crafting

2. extracting, procuring raw materials; processing

3. trading;

4. exploration; combat

> **TODO:** Create a section for game concepts, and write a summary for each of the aforementioned above.

2　Flavour

A lot can be drawn from EVE Online, X series

> **TODO:** flesh out this flavour/inspiration section a bit more with look/feel and gameplay ideas

3　Economy

The general idea of the game economy is that everything can be produced my the players, and nothing produced is permanent i.e. value is absorbed back into the economy and uncontrolled devaluation of currency (e.g. credits) doesn't happen due to object permanence.

4　Crafting

the player should be able to make everything he can see/use (or as close to everything as plausible) given enough effort.

Everything made should not be permanent: fuel/ammo/power cells are consumed by ships, stations, colonies; food is consumed by crew, colony population, etc; ships and installations get destroyed in conflict, most need maintenance; most blueprints are of limited use i.e. serve as licence to produce a limited amount of product;

A player should be able to extract or otherwise procure materials and produce everything starting at any stage of the manufacturing process, but everything will eventually get used up, wear out, or get destroyed in conflict.

Players should be able to automate production and supply lines to some extent, as the idea is not to be forced into a mandatory click-fest once one's industry empire grows a bit.

4.1　Large Assembly (Ships/Stations, Station/Colony Facilities)

Large structures should usually consist of a hull/frame as base and modules that can be mounted on it.

A planetary settlement/colony or a larger space station will most likely consist of several facilities that each have a frame/base and modules.

5　Combat

Main aspects to consider in combat is range and type of damage.

A weapon will deal certain kind(s) of damage depending on type of weapon chosen and ammunition loaded. Weapon/ammo combinations will be most effective at a certain range due to tracking/accuracy/ordnance stability concerns, so the armed vessel in question will want to maintain this optimal range – usually by being faster than opposing craft.

Damage types:

- kinetic (brute impact)

- heat

- static (electric charge / disruption, etc)

- radiation

5.1　Damage Types and Damage Mitigation

Weapons/ammunition will usually be most effective at dealing one or two types of damage, as well as armor/shield defences can be calibrated to be most effective at protecting from a limited range of damage types while being more susceptible to other types of damage as a trade off.

6　Questions to Answer/Develop

- pov

- navigation inside/on structures/planets/colonies, etc

Part II
Technical Implementation