

Commander Story

Commander tells the story of Jack, an AI in a spaceship used to mine some planets in a far far away human colony. One day, out of nowhere, an unknown alien life form comes and wipes the entire colony. Jack survives the attack and he's recovered by humans that are now aware of the aliens' evil plans. With all the data that Jack collected over his lifetime, he's engaged as a strategic adviser to defend the colonies.

Cutscene Introduction: The alien mothership wipes the first colony.

World 1: Jack tries to protect the colonies from the aliens. He fails each time because the *alien battleship* is too strong.

Assets

Backgrounds: colonies

Celestial bodies: human planets

Path start: alien little battleship

Enemies: asteroids

Level ending: alien battleship destroys everything

Cutscene 1: The aliens discover the location of the solar system and the Earth.

World 2: Jack tries to protect the human forces around the solar system's planets and the Earth but fails each time.

Assets

Backgrounds: Earth

Enemies: little alien spaceships

Celestial bodies: human spaceships

Path start: alien battleship

Path end: human battleships & space stations

Level ending: An invincible suicide-bomber destroys the human battleships & space stations

Cutscene 2: The aliens are planning their invasion on Earth.

World 3: Jack tries to protect the human forces in the Earth's stratosphere but fails each time.

Assets

Backgrounds: images of the Earth from the sky

Enemies: alien spaceships

Celestial bodies: human battleships

Path start: alien battleship

Path end: human battleships

Level ending: The alien battleship sens beams, Independance Day style

Cutscene 3: The humans reveal their own battleship and defeat the alien battleship.

World 4: Jack wins the battles in the Earth's stratosphere.

Assets are the same as in World 3

Level ending: The human mothership destroys the alien battleships

Cutscene 4: ? (Don't know yet but the general idea is that from now own, the humans are winning)

World 5: Jack wins the battles around the Earth

Assets are the same as in World 2

Level ending: The human battleship destroys the alien battleship

Cutscene 5: ?

World 6: Jack wins the battles in the remaining colonies

Assets are the same as in World 1

Level ending: Colony sends a pulse that destroys the alien little battleship

Cutscene 6: The humans discover the location of the alien homeworld

World 7: Jack wins the battle in the alien homeworld

Assets

Backgrounds: Alien homeworld

Enemies: little human spaceships

Celestial bodies: Alien spaceships and planets

Turrets: alien equivalent

Bullets: alien equivalent

Path start: Human battleships

Path end: Alien battleships and mothership

UI elements: Alien text, general menu

Level ending: Human mothership destroys everything

Cutscene 7: The humans discover the alien equivalent of the Earth

World 8: Jack wins the battle around the alien "Earth"

Assets are the same as in World 7

Cutscene Conclusion: Jack destroys the alien "Earth" by crashing the human battleship in it