

Orbital Drift

Papers, Please, in space

Gameplay

User Interface

The user interface is represented by the dashboard of the station admin. Every element seen on screen exists in the universe of the game. The dashboard is divided by three panels, one is wide on the left, the other one is smaller on the right, and the last is a banner on the top. On the two bottom screens, we can see different views:

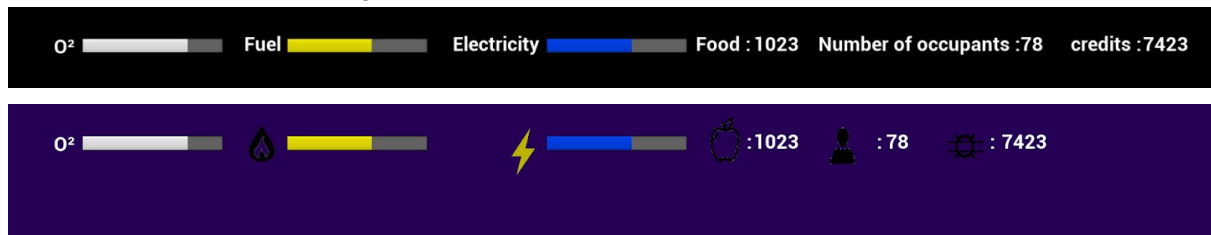
Left panel :

- assets management
- incoming ship analyse, scan and board information
- docks and storage spaces
- map view (station surroundings)

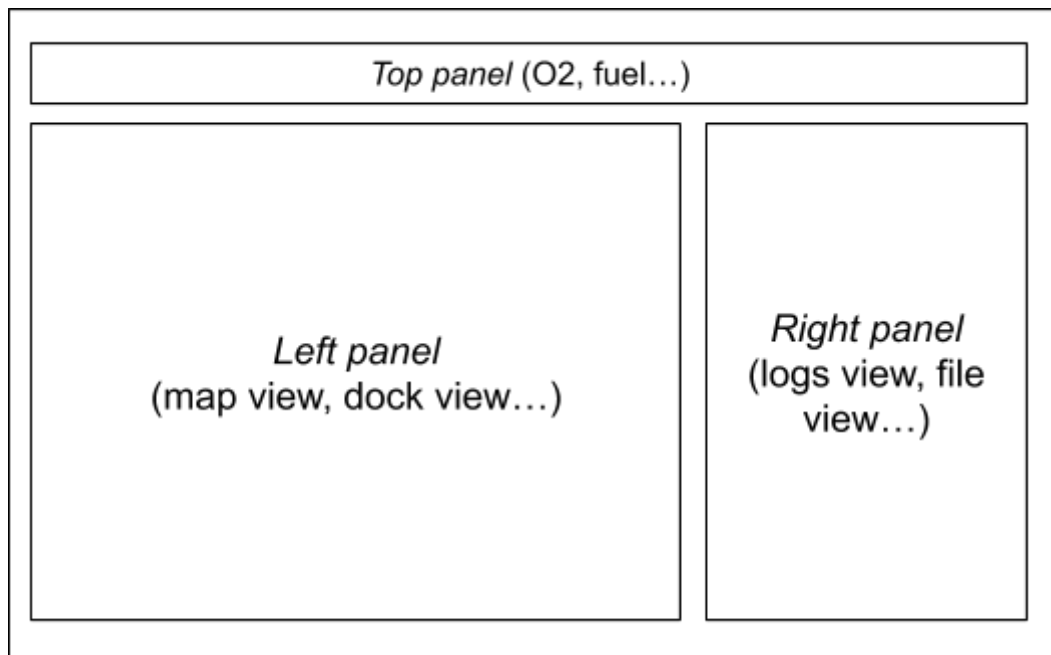
Right panel :

- logs (events, alerts)
- crew members files

The resources will be arranged in the banner at the top pane like that :

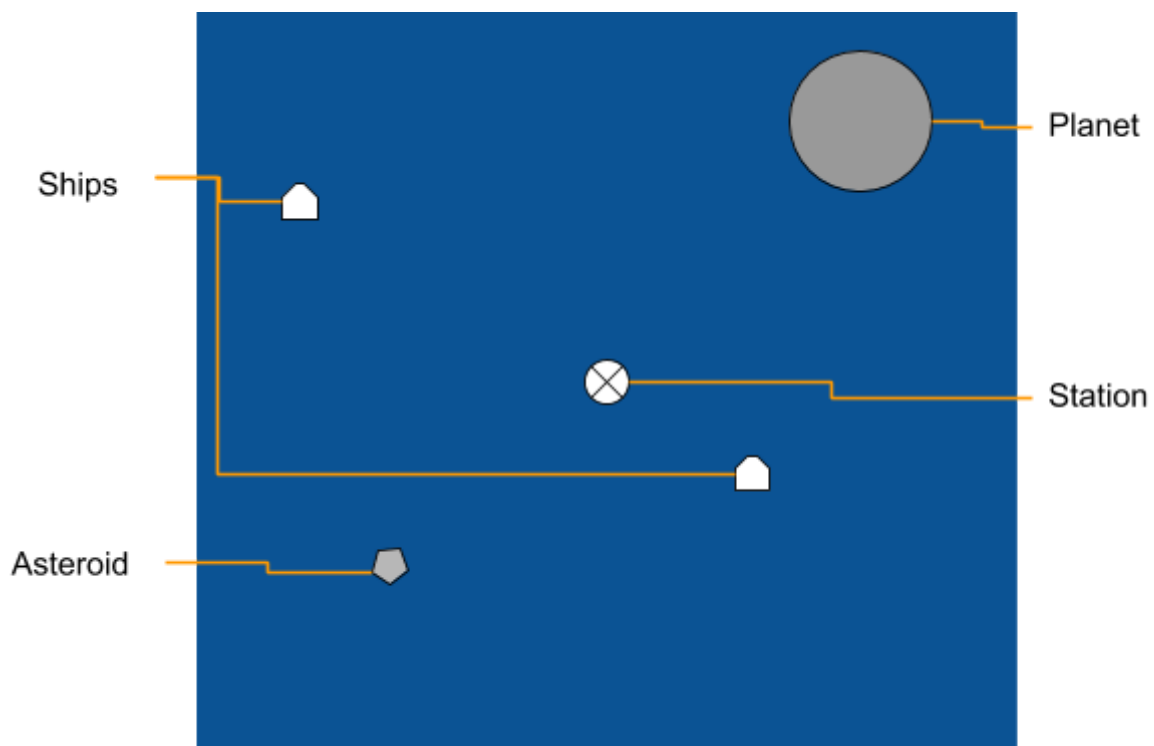


Top panel



Dashboard

Map view



Map view (white elements are clickable)

The information of the spaceship and its pilot will be visible on the map by clicking their icon if they are close enough to the station. The following different information can be then displayed:

- the license of trader or transport (if applicable)

- the recent actions of the pilot (if not available, there will be the possibility to question the system around the station to access this information)
- a scan of the spaceship which allows you to see the number of life forms and resources on board

The station will be visible from an external point of view by clicking on it on the map view allowing to visualize the state of the shields, the availability and the size of the hangars (the size is easily identifiable by a letter followed by an identifier, example "A2" for the second big hangar, "C4" for the fourth medium hangar). By browsing the different rooms of the station on the map, it will be possible to distinguish by signs whether a room has been sabotaged or requires any maintenance.

Logs View

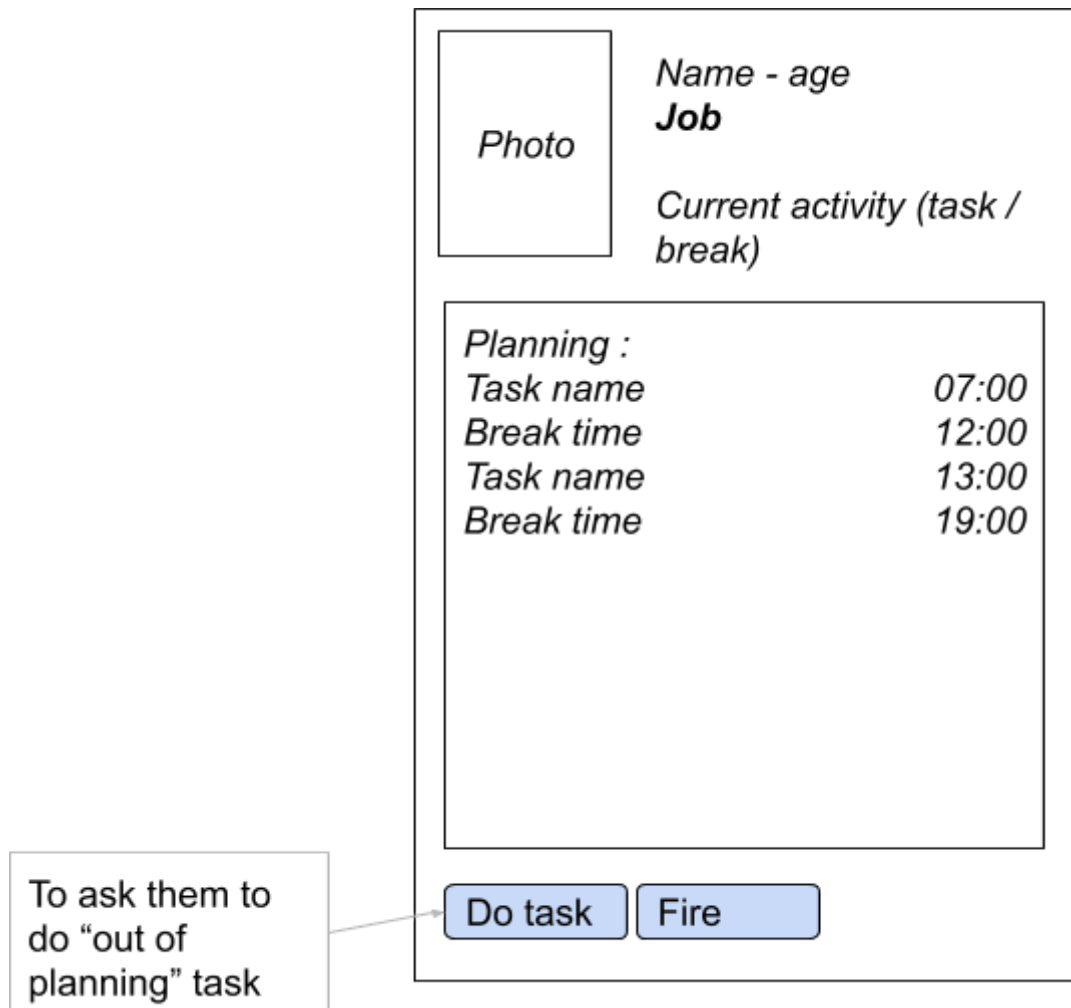
Alert description	
<input type="button" value="ok"/>	
Log example	12:20
Ship approaching	12:17
Ship leaving dock B3	12:12
Crewmember ended task	12:11
...	...

Displayed if an alert occurs (low o2 levels, anomaly, damage taken, task successfully achieved...)
The background color may change following the alert level (red = danger; yellow = warning; green = info)

An alert is like a "mega log" that stay on top of the stack until the player clicks "ok"

Crew file view

Each crew member gives access to a file accessible from a menu in the right panel where all their information is documented (functions, history, salary, schedule, etc.).



Development

Character

The character is defined by the administration table with the dashboard (map, communication, management of resources, systems (O² ventilation, shields ...)) of the station, with its buttons, sliders and electronic / paper / information modules...

Controls

Everything is controlled with the mouse, with shortcuts to change the dashboard screens.

Camera

The whole game takes place on the dashboard, the camera does not move. Slightly effects such as camera shake may however occur.

Walkthrough

Procedurally generated ships and scripted will come at random times during the day, forcing the player to respond to their requests. It's up to the player to make choices so the supplies of the station stays up. Events like oxygen vents malfunction, pirate attacks, hull damage, sabotage may occur. The player needs to use their crew members so these events are fixed.

Event List

- Oxygen vent malfunction - *Generates alert (danger)*
Job type : Tech
- Pirate attack - *Generates alert (danger)*
Job type : Shooter - Pilot
- Hull damaged - *Generates alert (warning)*
Job type : Tech
- Storage slipping - *Generates alert (warning)*
Job type : Any
- Hack - *Generates alert (warning)*
Job type : IT
- Space anomaly - *Generates alert (info)*
Job type : Scientist
- Incoming inspector - *Generates alert (info)*
Job type : None (Shooter / Pilot if choose to kill)

More may come.

Victory :

Maximum station improvement levels, the value of wealth exceeds that of the faction or system,

Defeat :

oxygen or electricity and or occupation by pirates or a rebel faction, starving population, or bankruptcy.