



In Short

Title: Fleet Infinite

Genre: Endless Runner, Strategy, Roguelike

Vision: Upgrade your fleet to withstand the constant growing number of enemies

Topic: Sci-Fi, Spaceship Combat

Audience: 12-50

Platform: PC

Camera: Side-Scroller

Mode: Single-player

Art style: Cartoonish, Abstract

References: Star Wars: Empire At War, FreeSpace 2, FTL

Vision Statement

Fleet Infinite is a Roguelike Side-Scroller reverse Shoot 'Em Up Endless Runner where you control an ever growing fleet instead of just a single spaceship.

Summary

Your universal conquest starts by building up your fleet from the spoils of your defeated enemies over strategically commanding your spaceships on the battlefield up to epic boss battles in endless amounts of galaxies.

Each level symbolizes a solar system with a minor boss at the end that drops Device Plans which allows for different spaceship setups. Your spaceships can hold a certain amount of Devices which come in form of offense ones which deal damage, defense ones that protect and heal your fleet and empower Devices that increase the effectiveness of other nearby Devices. The more Devices a spaceship carries the more powerful they get. Once every solar system in a galaxy is conquered you face the galaxy's final boss who rewards you with bigger spaceships that can hold more Devices and spaceship skins for use on defeat. The more galaxies you conquer the more powerful your fleet becomes in your current and from the start of future runs.