

## Design Document for:

# Destination

Explore the Possibility

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Revision #2.10

Wednesday, December 5, 2018

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# 1. Game Overview

## 1.1. Philosophy

### 1.1.1. Explore Unknown

Our game is originated from the movie *Star Trek*. It is set in the environment of the space, which provides a mysterious feeling. Players will face different species and build a relationship with them. And there will be the stories of each species and a variety of star systems to get players engaged in exploring.

### 1.1.2. High Freedom in Strategy and Combat

Our game is a tower defense game. And we designed skill trees to enrich our combat system. We will provide sufficient freedom for players to make their own choices so they can manage their money and resources in their way and try to explore the whole world.

### 1.1.3. Game Platform

We are primarily targeting the PC platform. Because our game has a vast world and there will be many stars shown on the screen. On a mobile device, the screen will be too small for a player to control accurately. And the game is progressed mainly by clicking so controlling with a joystick on a console is also a pain.

## 1.1. Common Questions

### 1.1.4. What is the game?

It's a tower defense game, and it is set in the space. There will be many star systems, and some of them are occupied by different species. Players can enter various star systems to communicate with species, help them defending their planets, or start a war with them. Players may encounter a planet full of resources, and they can collect them. The theme of the game is to encourage the players to explore the world as far as they can.

### 1.1.5. Why create this game?

We all love *Star Trek*, and we want to set the game in an open world in the space. We want to make tower defense game freer for players to explore. We also want the game to be rich in stories. This game will be different from most of the tower defense games in the market.

### 1.1.6. Where does the game take place?

The game is set in a corner of the universe. There are many species and they all belong to some kind of forces. These forces occupied some of the star systems. The game is mainly about the stories between the protagonist and these forces.

### **1.1.7. What do I control?**

The protagonist is a captain of a spaceship. The player can control the ship to travel around the world. They can visit various star systems and make friends or enemies with the species. They can also help their allies defending their planets.

### **1.1.8. What is the main focus?**

The freedom of exploring the world and the strategy of a tower defense game will be the focus of the game. We want players to experience the game without following a particular order, but to explore the world at will.

### **1.1.9. What's different?**

1. Build a defense line in the space;
2. Multiple stories in every corner of the world without a specific order;
3. Explore the world freely.

## **2. Feature Set**

### **2.1. General Features**

- 3D Graphics
- Top-down View
- Free-zooming Camera
- Open World
- Explore the World Freely

### **2.2. Narrative**

- Structured Narrative
- An Engaging World Setting

### **2.3. Gameplay**

- Tower Defense
- Hidden Path
- Upgrading Turrets
- Trading Resources
- Mining

## **3. The Game World**

### **3.1. Overview**

Set in the universe, the world of *Destination* contains dozens of star systems. Each star system has one or more stars and several planets. The world allows the player to wander around and get some quests, or fight against enemies.

### **3.2. Star System**

A star system, if it's occupied, is made up of one or two stars and at least three planets. Since a trinary star system is not stable, it's not likely to have living creatures with intelligence. The occupied binary star systems, since they are rare, will have some stories that are related to its physical structure. The three planets are considered as the mother planet of the species that occupied the system, a trading port for players to buy or sell items and resources, and a front line where the war will take place.

An unoccupied star system is made up of several stars and one or more planets. The player can mine on the planets to get some resources, but the planets can also serve as a front line if the story requires.

### **3.3. Planets**

#### **3.3.1. The Mother Planet**

As the name indicates, this is the planet where the species is originated from. This planet is used for players to communicate with the leader or representative of the species and get quests. This is the only planet in the star system that needs to be habitable.

#### **3.3.2. Trading Port**

The species uses this planet as a port of importing and exporting goods. The player will also trade with the species on this planet.

#### **3.3.3. Frontline**

To defend its mother planet and the star system, most species built a defense line on one of the outer planets in the system. Thus, this is the planet where the war will happen, and the player will also experience the tower defense level here.

#### **3.3.4. Other Planets**

Other planets in an occupied star system will be places for that species to gather resources. The resources will be shipped to the trading port. The player cannot set mining points on these planets.

#### **3.3.5. Unmanned Planets**

In unmanned star systems, there tend to be fewer planets. Each one of them will have a unique set of resources. The player can set a mining point on such a planet.

### **3.4. Travel**

The player travels from one system to another by clicking the corresponding star.

The travel is limited by both story progress and fuel. The player will be able to move to a larger area only after completing key quests. Each movement between star systems costs a certain amount of fuel, related to the distance.

### **3.5. Scale**

The world is made up of fifty star systems. Around 1/3 are related to the stories; the rest of them are relatively smaller and unmanned.

The distance between systems is significantly decreased when the player is viewing the whole world. When zoomed in, the size of the star system keeps the same, while the distance between them will be increased. Also, unmanned star systems will be hidden when zoomed out for simplicity.



## 4. The World Layout

### 4.1. Overview

The world is made up of 50 star systems, and 26 of them are occupied by different species and forces. For a more detailed version of the forces shown in the map, refer to the Story part of the document.



Fig 1. A Map of the Forces in the World

### 4.2. Occupied Star Systems

The following map shows the occupied star systems.

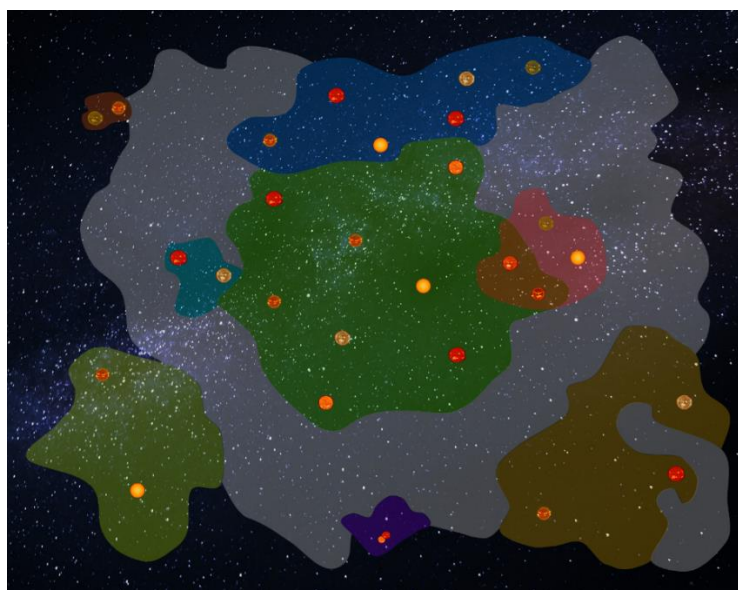


Fig 2. Occupied Star Systems in the World

The red dots in the image is the star of that star system. The player won't see the planets in the star systems when they are viewing the world map. The size of the stars is magnified for a better view.

### 4.3. All Star Systems

The following map shows all the star systems in the game that the player can visit.

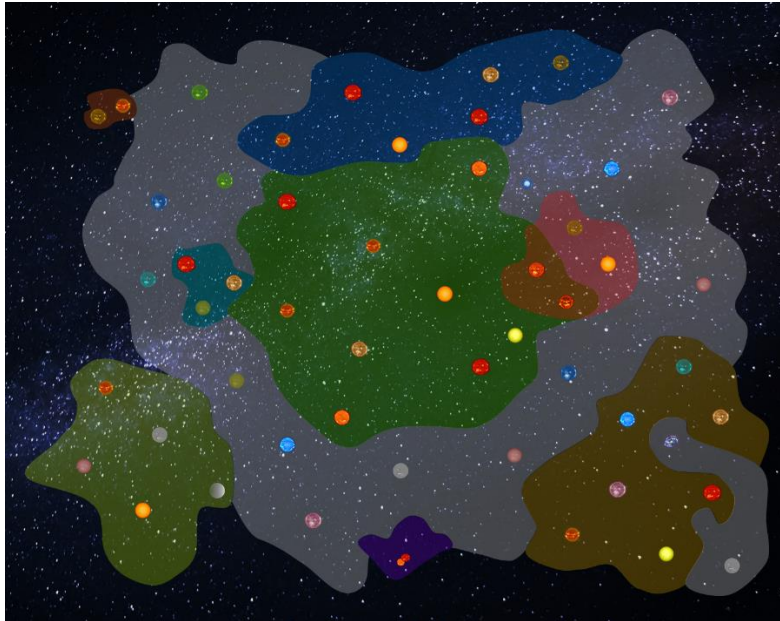


Fig 3. All Star Systems in the World

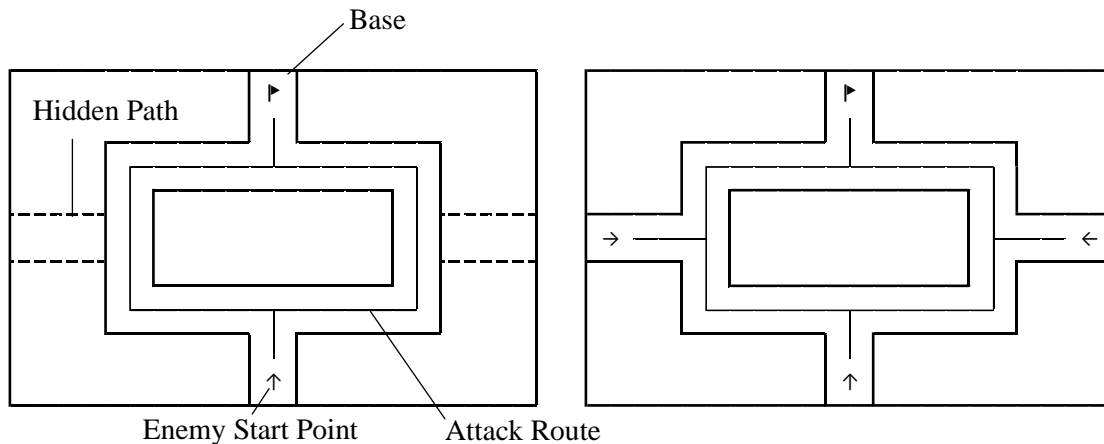
The unoccupied star systems won't show up until the player zoom in the map to some certain extent.

## 5. Level Design

### 5.1. Overview

*Destination* is a tower defense game. The game is about building turrets to attack enemies on the road and preventing them from rushing into the base. The resource of building turrets is gained from destroying enemy units and winning the battle. The following sections show the intended levels.

### 5.2. Intended Level #1



**Feature:** Beginner Level

**Objective:** Prevent enemy units from passing through the battlefield and reaching the base

**Win Condition:** Defeat all enemies with less than 10 enemy units rushed into the base

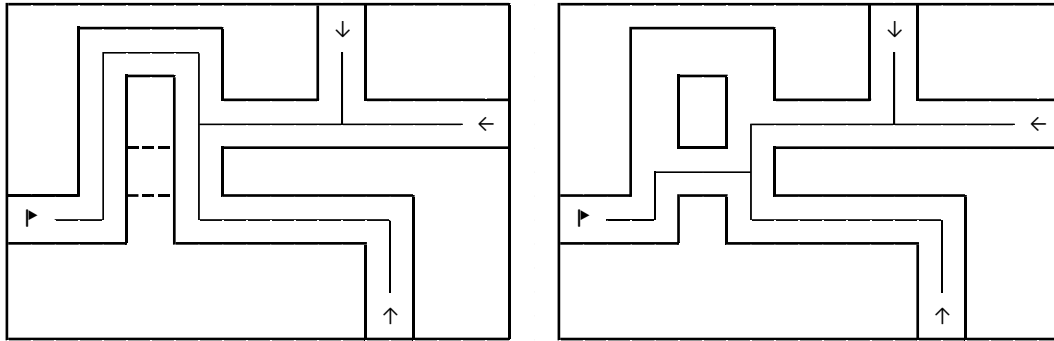
**Lose Condition:** More than 10 enemy units rushed into the base

**Hidden Path:** Opened after surviving a certain number of waves of enemies to give players a surprise attack

**Design Idea:**

- The diverged path is intended to add difficulty to the level, since one type of enemy will not follow the fixed path. So, the player cannot be too bold to use up all the resources to build towers at the very beginning.
- In this beginner level, all kinds of enemies will pop out in different waves. It could help the player get familiar with the basic mechanics including how the enemies are working.

### 5.3. Intended Level #2



**Feature:** Advanced Level

**Objective:** Prevent enemy units from passing through the battlefield and reaching the base

**Win Condition:** Defeat all enemies with less than 15 enemy units rushed into the base

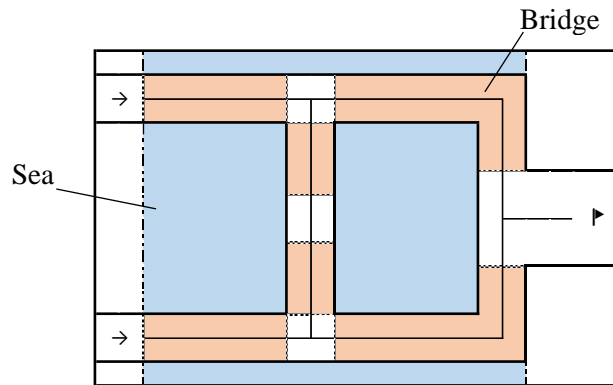
**Lose Condition:** More than 15 enemy units rushed into the base

**Hidden Path:** Opened after surviving a certain number of waves of enemies to give players a surprise attack

**Design Idea:**

- Players have spaces to place their turrets, and these turrets could cover a considerable area of enemy movement.
- After the hidden path is opened, part of the enemies will follow the shorter path. The attack route from the entry point to the base is much shorter. This will add extra intensity to the game.
- Some turrets built before would have less or even no effect on the hidden path. This will force the player to place some new turrets instead of upgrading old ones to some extent.

## 5.4. Intended Level #3



**Feature:** Bridges & Eroding Turrets

**Objective:** Prevent enemy units from passing through the battlefield and reaching the base

**Win Condition:** Defeat all enemies with less than 10 enemy units rushed into the base

**Lose Condition:** More than 10 enemy units rushed into the base

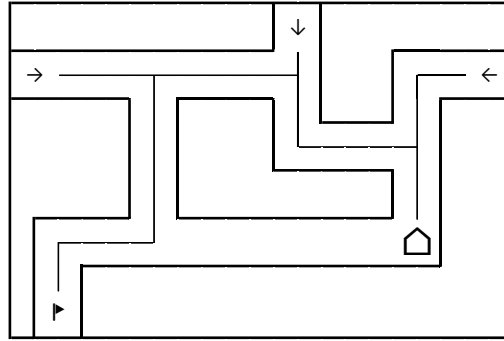
**Bridges:** Enemies can go through the bridges, and the player can use bombs to destroy the bridge to stop enemies temporarily. Enemies will try to repair the bridge, but it will take time.

**Eroding Turrets:** The sea will erode the turrets. Turrets on the battlefield will keep taking damage and eventually destroyed.

**Design Idea:**

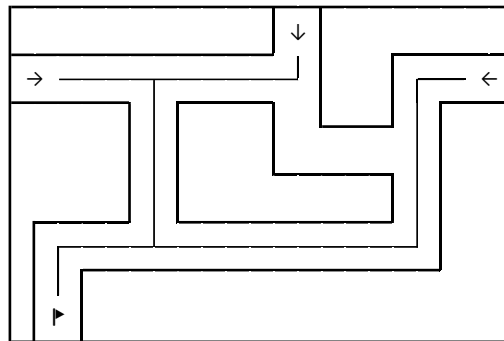
- This level gives the player a novel experience. There are bombs could be used to break paths. Also, the setting of the sea could persistently deal damage to turrets.
- This design tries to make the player concentrated on the level and think quickly about how to solve the problems they would encounter.





- Enemies from the top will keep attacking the special structure, but some of them will reinforce the enemies from left.
- Enemies from the left will focus on attacking the base.
- Enemies from the right will attack the special structure straightly.

4. Special structure destroyed & Hidden path opened



- All enemies will choose the shortest route to attack the base.

**Design Idea:**

- This level tests the player's strategic thinking. Since the enemy attack routes are not fixed, the player needs to find the pattern and build defense accordingly.
- Protecting the special structure is a sub objective. The player needs to distribute reasonable resource and build turrets strategically to achieve this. If the player ignores the challenge, this level still fulfills the basic gameplay.

## 6. User Interface

### 6.1. Overview

The player will have access to the menu and game settings with the UI. There is several information shown on the screen including money and resources that the player holds.

### 6.2. Universe View



Fig 4. The Universe View

Universe View is the main UI in the game. Players will be able to have an overview of the whole world.

The UI elements include:

- Menu  
Players can click on the menu button to access the menu.
- Money Panel  
It shows the amount of money the player holds.
- Avatar  
It shows the player's avatar.
- Resources Panel  
It shows the amount of resources the player holds.
- Setting  
The player can access the settings of the game.
- Map  
The map shows the locations of the star systems in the world. A star will be expanded after being clicked on. An enter button will show up around the star. If the star system is occupied, a trade button will also show up for players to initiate a remote trade. The player will enter the star system view by clicking the enter button.



### 6.3. Star System View



Fig 5. The Star System View of an occupied star system

After entering a star system, the player will see the planets in it. The player can visit the mother planet and communicate with the representative of the species, or they can trade with the species by clicking the planet with a trade icon. If a quest is going on which requires the player to defend a planet, a battle icon will also show up. By clicking that planet, the player will start a tower defense level.

## 7. Gameplay

### 7.1. Tower Defense

Like most tower defense games, the player will use turrets to fight against enemies. The player must make full use of their resources in hand to build a most efficient defense line. The difference is that some turrets will have special effects on enemies while some enemies will also use their special ability to attack the turrets rather than just rushing to the goal. The player can upgrade their turrets based on the skill tree. When the player interacts with other people in different star systems, sometimes they will teach the player their technology. So, the player can learn from them and unlock a variant of turrets in the skill tree.

#### 7.1.1. Acronyms and Terms

Table 1. Acronyms used in a tower defense level

ACRONYMS	DEFINITION
<b>ATTACK RANGE</b>	The range determines how far a turret can hit a unit. The attack range can be close, average, or long.
<b>ATTACK SPEED</b>	The attack speed determines the interval length between every attack. The attack range can be slow, average, or fast.
<b>ATTACK POWER</b>	The attack power determines how powerful an attack of a turret is.
<b>SINGLE TARGET ATTACK</b>	An attack that targets at only one enemy at a time.
<b>GROUP TARGET ATTACK</b>	An attack that targets at one enemy at a time, but it will have splashed hits to nearby units.
<b>AOE ATTACK</b>	An attack that will affect an area. All the units in the area will be hit.
<b>AOE RANGE</b>	AOE range determines the range of the attack that will be effective. It can be small, medium, or large.
<b>ENEMY SPEED</b>	The enemy speed can be slow, medium, or fast. It determines how fast the enemy travels on the road.

#### 7.1.2. Turrets

**HP:** Every turret has its HP. The exact value depends on the type of turret. When the HP of a turret goes to 0, the turret will explode and leave ashes there.

**Placement:** A turret can only be built on the two sides of the road. It can't be built on the road. Besides, if there are environment structures like stones or trees in the level, the turret also can't be built on that.

**Types:**

- **Laser Tower**  
Laser Tower shoots lasers, using heat to damage the target. The attack range of Laser Tower is average. The attack speed is average. The attack power is not determined; we are assuming that it will take 4 Laser Tower shots to kill a Trooper. The attack of Laser Tower is single target attack.
- **Electron Resonance Machine**  
Electron Resonance Machine uses a high-frequency wave to kill enemies. The wave will be resonating between units to cause more severe damage. The attack range and attack speed of E.R.M are average. The attack power may be a little weaker than the Laser Tower. The attack of E.R.M. is group target attack.
- **Lightning Generator**  
Lightning Generator can control the electric charge in the air and generate power lightning in an area. The attack range is average. The attack power is much stronger than the Laser Tower. However, it has a slow attack speed. The attack of Lightning Generator is AOE attack.
- **Penetrator**  
Penetrator will emit a lethal radiate ray to kill the enemies. But the ray will not disappear or lose strength when it hits a unit. On the contrary, it will continue to travel in its path. So, Penetrator may hit multiple units. The attack speed and attack range are average with attack value around Laser Tower. The attack of Penetrator is a unique form of AOE attack.

### 7.1.3. Traps

**Placement:** Traps can only be placed on the roads.

**Types:**

- **Glue**  
Glue traps can slow down enemies' speed when they step on it.
- **Bomb**  
Bomb traps, or mines, can give enemies a heavy damage. It can also be used to destroy some specific structures like bridges.

### 7.1.4. Enemies

**Health:** Every enemy unit has health. The exact value depends on the type of the enemy. When the health of a unit goes to 0, the unit will die and disappear.

**Types:**

- **Trooper**  
Trooper is the fundamental enemy that will charge at the base no matter what is happening. The player needs to be careful about them and not be too arrogant to ignore their existence. They will not attack the player's turret, and they have medium speed and health.
- **Fast Trooper**  
Fast Trooper unloads most the gears that Trooper wears. Thus, they are stunning in moving speed. However, their health remains the same as Trooper and, they can't attack the turrets.

- **Battlefield Specialist**  
Battlefield Specialist can attack a certain type of turret. When they pass by, they will be throw bombs to destroy the player's turret. It has a medium speed. The attack value will be vary based on the level. Average health. AOE attack.
- **Plane**  
Plane is a high-speed unit and can deal massive damage to the turrets. In the same time, its health is considerably low. So, do something to counter them when they appear on the screen.
- **Commander**  
Commanders can add some beneficial buff to nearby units. Thus, the power of the enemy will be significantly strengthened. Commander will follow the last unit of the attacking wave. And the health is also quite low. But be sure to kill them first, because leaving them behind will cause you trouble in the future.
- **Ghost**  
Ghosts will add de-buff to nearby turrets, and they can't be seen. One way to detect them is to enable the detection skill in a turret. When you feel something is wrong with your turret, you should immediately use that skill to check if there is a ghost. Ghosts are extremely weak, which means they have a very low health value.

### 7.1.5. Upgrade of Turrets

The turrets can be upgraded to more advanced models respectively within a battle. This will make them more powerful and efficient in attacking the enemy. The properties of the turrets, like attacking speed or attacking range, will be increased.

There will be two routes for a turret to upgrade. One is the technology that the captain, the protagonist of the game, originally holds. The other one is taught or reverse-engineered from another species' technology. By completing certain quests, these upgrades will be unlocked.

The upgrade in the level is limited by a skill tree. Only after unlocking the respective part of the skill tree can the player upgrade the turrets during a battle.

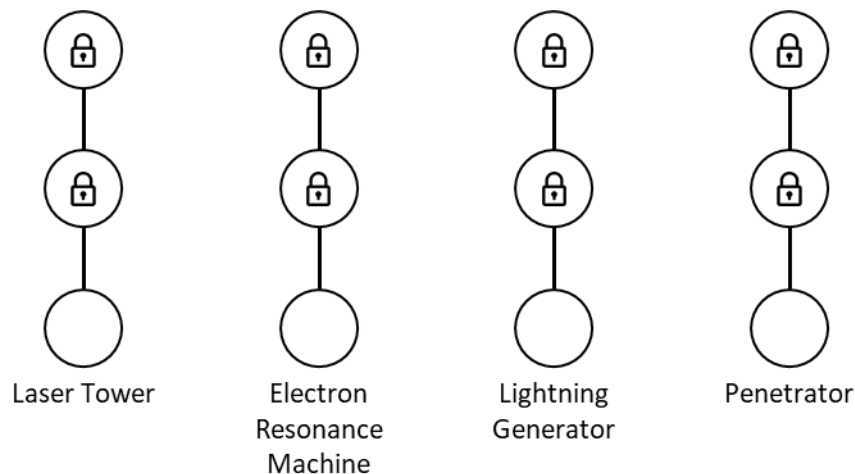


Fig 6. The initial state of the skill tree

At first, the skill tree only holds the original turrets, which means that the player can't upgrade it during a battle. After the player completes a certain quest, a rare resource is given to the player. The player may use this to unlock a perk in the skill tree, and thus the turret can be upgraded during a battle.

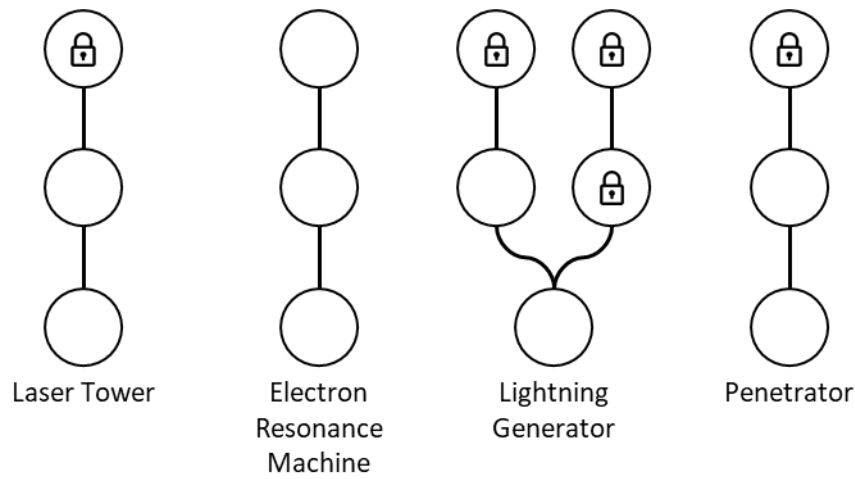


Fig 7. A possible state of the skill tree after unlocking some perks and getting another branch

After the player completes some quests, the player may have a chance to learn or reverse engineer other species' technologies, which will give the player a new branch of the skill tree and will allow the player to upgrade the basic turret to a more advanced one, integrated with that technology. This will give the player more choices during a battle.

### 7.1.6. Hidden Path

Regarding tower defense levels, the game introduces the hidden path which will be opened at the late game of a level. It could be either a shortcut or a new enemy start point. The hidden path will influence the level structure and enemy attack routes.

Since the player's defense are developing along with the progress of level, the difficulty would constantly decrease. The hidden path makes the surprise attack of enemy possible. It could help the level maintain its difficulty and keep the player engaged.

### 7.1.7. Special Environment

There is some special environment in levels. For example, one of the intended levels is located in the sea, and the turrets will get eroded by the sea, which is reflected in continuously taking damage until destroyed. The special environment contributes to the variety of levels. The different terrain on planets can affect the levels and provide the player novel experience. This also highlights the tactic and strategy of the player. The player needs to come up with different strategies according to the environment.

Moreover, the special environment reflects the diversity of planets. It helps immerse the player with established mechanics and gives them an enjoyable gameplay experience. The environment is a part of the world, which can be conveyed to the player directly. It could inspire the player to explore the world and find more distinctive planets.

### **7.1.8. Reward and Loss**

After a battle, whether the player won or lost, the resources that the player used to build turrets will be consumed and cannot be recovered.

However, if the player won a battle, the player will get rewards based on the performance during the battle. If the player completes all sub objectives, the player will be awarded even more resources than they used. If the player performs not so well, they will be rewarded a bit fewer resources.

If the player loses a battle, the resources used in the battle will be lost, and the player can choose to restart the battle or not. If the player doesn't have enough resources for fighting again, they may need to go back to the open world and try to collect some more resources and get ready for fighting again.

## **7.2. Resources**

In the game, there are 5 kinds of element resources and a currency called S.U.M. which stands for Star Union Money. The five element resources are Hydrogen, Titanium, Iron, Platinum, Uranium. These resources are required to build turrets. When the player is traveling from a star system to another star system, the Hydrogen will be gradually consumed. When Hydrogen is depleted, the ship will be moving at a very slow speed.

## **7.3. Mining**

The player can set a mining point on any planets inside an unoccupied star system. After they started mining on a planet, they need to collect the resources themselves. This can be done by revisiting the planet or have the resources shipped to the player, and the latter of which will cost the player a shipping fee according to the amount of the resources.

The resources on a planet are not infinite. After a certain amount of time, there will be fewer resources. This is shown in a progress bar under a planet with a mining point. If a planet is running out of resources, the player can stop mining. And the resources of that planet will recover gradually by time.

## **7.4. Trading**

In the game, the player can trade with the species. They can either trade with the species directly in person or dispatch another ship to make a trade.

The direct trading is very straightforward. Inside a star system, the player can click on the planet that is used as a trading port of the species to open the trading window, then they can start trading.

The remote trading can be done without entering the star system. The player can click on the star system and after that a "Trade" button to initiate remote trading. The remote trading window is identical, but the price is higher for buying things and lower for selling things because this will cost the player a shipping fee. But they can still get the things they purchased instantly.

## **7.5. Quests**

When the player arrives at a star system, in the star system view, sometimes the player will receive a message from the people in that star system. The message may come from the leader or a civilian. They will talk to the player through the screen, and the player can reply by selecting sentences provided. For

example, a leader may request the player to help them find some resources which are rear in this star system. If they reply positively, then a quest will be added to the quest list.

## 8. Narrative

### 8.1. Overview

The narrative in *Destination* is mainly driven by quests, dialogues and cutscenes.

### 8.2. Structure

The player will act as a captain who accidentally involved in a space crash accident and was thrown to a corner of the universe. In this part of the universe, the player can get quests in their own intention. There will be a main storyline that is related to the cause of the accident and its follow-up. Meanwhile, several side storylines which are made up of a series of quests will be available to players. They can hold the quests at the quests list at will and carry on completing them at any time they like. There is no time or other kinds of limits that forces the player to complete requests on time or in a fixed sequel. So, that means the player can play the game in their own order. The only constraint put on the player is that the progress of the main storyline will affect the exploring range that the player has access to. With the main storyline progresses, the player will be able to pilot his or her ship to the deeper universe and finally find the way back to home.

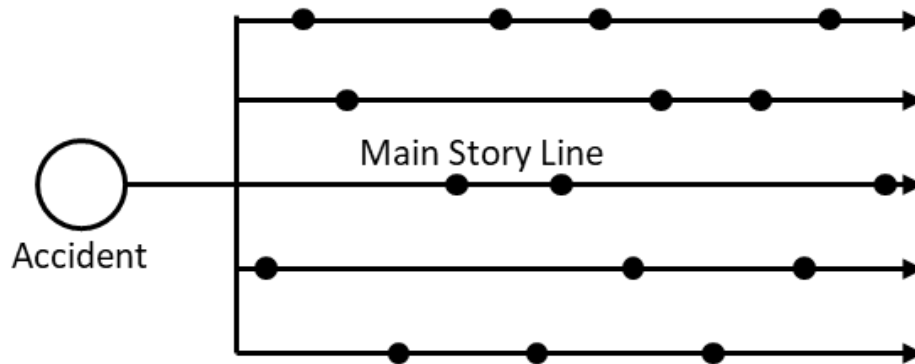


Fig 8. A graph of the structure of narrative

Each small dot stands for a quest for the storyline. In a quest, there are a series of objectives to indicate the progress. Like mentioned above, players can arrange their quests and objectives at will. Once the player picks up the quest, they can track them in the quest list and check the current stage they are in the quest.

### 8.3. Ways of Presenting Stories

- Dialogues.  
Players will see dialogues mostly when they are interacting with NPCs. Those dialogues will propel the story to go forward and are meant to reveal personalities.
- Cutscenes.  
Cutscenes are introduced to depict some certain scenes. For example, say if there is a final war that determines the fate of the captain and the world, cutscenes is an excellent tool to show the tension, the commitment of the soldiers, and the cruelty of the war.
- Quest description.  
The descriptions will show some details about the setting of the quest in addition to the quest itself.
- Pop Message.



Pop Message is a kind of message that will pop up after the player interacts with objects. For example, when the player wins a battle, they may find some trails of why the enemies are attacking them. In this case, the trail could be a damaged holographic videotape.

- Environmental Narrative.

This is a way of making the player get a sense of the event really happening. The environment of the world should be changing according to the story. For example, if there is a war on a blue planet and when it is over, the environment of the planet should be different.

- VoiceOver:

VoiceOver is planned to be used during combat, where the player will hear the voice of the characters. Sometimes they will guide the player on how to fight. Sometimes they will inform the player of the upcoming events. Sometimes they will propel the story by talking to the player or others.

## 8.4. Intent

The idea we want to convey through the story is that we want players to feel the emotions that a man could ever have and have some thoughts on the events that happened in this virtual world.

## 8.5. World Background Setting

In this part of the universe, there has been an ongoing war between Star Union and The New Order for decades. The New Order wants to overthrow the ruling of the Star Union because they are unsatisfied when people from the bottom of the society in Star Union is living an increasingly harder life. However, what they did caused discontents among other people, which resulted in their slow speed in gaining force. Star Union still has the support of a large number of people. Although many people like The New Order are unsatisfied, they still hope the Union can solve those problems by itself, so they are enduring what is happening on them. Meanwhile, Taris is waiting for the right time to get involved in the civil war.



Fig 9. A Map of the Forces in the World

## 8.6. Forces

**The New Order:** This rebel group wants to break the ruling of Star Union. Seeking a reformation of the union. Provoking science research to handle energy issue.

**Star Union:** The biggest union in this area of the universe. Its moral is equality and freedom. It has ruled its territory for over 1000 years. However, bureaucracy is becoming more common. And due to the depletion of atomic sources, the union is using military force to exploit new territory and invade other unions where hydrogen and other fusion elements are abundant.

**Avalonia:** A small union but has very advanced technology, and its people possessed a very high ethical standard. Mostly inhabited by lizard-like beings, which is called Basilisk by the people of Stellar Union.

**Mira:** An old, peaceful union. Faraway from Stellar Sector. Many stunning architectures is built there. It is known as the realm of art. The creatures there look like octopuses.

**Aeon:** Aeon is neutral, in average development.

**S.R.I.:** S.R.I. holds the most advanced space travel technology, such as warping and space folding.

**Prophecy:** A extremely advanced union, which has little contact with other forces. The information about Prophecy is limited, and only a few know about the legends of Prophecy.

**Taris Union:** The neighbor union of the Star Union. In its history, there have been several conflicts between Taris and the Star Union. But right now, they come to an agreement of seeking for prosperity together. It's the second largest colonial in this sector.

## 8.7. Characters

- **The Captain**  
“Wh... What just happened? Where am I?”  
The protagonist.
- **The president of the High Council of Star Union**  
“All for the Star Union.”  
He is straight, farseeing and devoted his whole life to the union, seeking a better place for the people of Star Union.
- **The High Minister of Taris Union**  
“Everything I did is to fulfill my father’s wish.”  
The minister has a tragic past. His father, as the former High Minister of Taris Union, is assassinated when he was 10. And his mother also passed away because of a serious disease. So, he promised himself to find out those killers. In his journey of retaliation, he managed to go back the seat of High Minister and successfully found out the man behind those killers and put him into jail. Now, he is looking for ways to make the fallen union strong again.
- **Thomas Levy**  
“Captain! We lost contact with the Earth!”  
The captain’s crew member, the only one of the crews who survived the accident.

## 8.8. Story

### 8.8.1. Main Story

The player will play as the captain who leads an ordinary life, shipping cargo from stars to stars. In one of his delivery, the protagonist is involved in an accident, where an anonymous force triggers a space bomb and creates a small wormhole that sends the captain to somewhere else in the universe. The captain passes out when he is traveling through a wormhole. When the captain finally comes to himself, he realizes that this place is a brand-new universe. So, to get back to where he comes from, he begins the adventure.

In his first stop, his ship stranded on a planet occupied by The New Order. The people there help him find shelter and told him where he can find the man to fix the ship. During his meeting with the technician, the planet is suddenly attacked by the Star Union. He is totally absent-minded about the civil war, so he wants to secure the technician from the Union force. Unfortunately, they are outnumbered, and all of them fall into the hand of Union force...

The Union force escorts him to a border planet, and he is considered as a rebel and is sentenced to death. He tried to escape but failed. Just the day before the execution, the planet is attacked by Taris army. In the chaos, he sets himself free and saves Thomas, the only survivor of his crew members, and the technician. They steal a combat ship and pilot the ship back to The New Force planet. Before they can celebrate of being free, what awaits them is a dead planet with ruins and ashes...

Ending: The captain decides to save this area of the universe from extermination and sacrifices the opportunity to go back to the world where he comes from. So, he will be living the rest of his life in this area, which means the player can still explore the world after the end of the main storyline.

### 8.8.2. Other Stories

- Eupho the Lost Ship  
The captain hears about the legend of a lost ship named Eupho from an ordinary guy. The guy is crazily obsessed with the legend. He encourages the captain to go search for it.
- Jailbreaker  
The captain runs into a prisoner who asks to help him out, and he will pay a great deal of money.