

Universe Rampage

For Windows
Ship Date: TBA

Game Outline

Game Story:

The player chooses one of several spaceships with which he tries to survive as long as possible. To survive he has to dodge asteroids, shoot enemy ships and loot enemy ships and wreckages. Furthermore, he has to keep an eye on his valuable resources.

Elevator pitch:

Enhanced Asteroids with much more options and features.

Character

The player chooses a spaceship which will then be considered his character. Each ship has a specific amount of the following resources:

1. 1. Health
2. 2. Mass
3. 3. Energy
4. 4. Fuel
5. 5. Shield capacity

When health or fuelbar hits zero, the session is over. Same engine power combined with higher mass provides a lower acceleration of the ship. Energy is needed in order to use weapons and the shield generator. Fuel is necessary to move the ship. The Shield prevents damage from lasers and lowers the amount of damage taken from other weapons.

Gameplay

The player controls his spaceship in a survival-like scenario, trying to survive as long as possible while scavenging wreckages, avoiding asteroids and fighting enemy ships which try to scavenge wreckages before the player or try to destroy him.

With his own weapons and by using energy, the player can destroy asteroids and enemy ships, where the latter will turn into wreckages ready to scavenge.

Before a session, the player chooses one out of several ships. Each ship provides different bonuses such as a higher mass.

A session lasts until the player is destroyed or runs out of fuel. That means, that there is no win condition since with elapsing session time the environment will be more difficult, e.g. more enemies or asteroids spawn or reducing spawn times. This increases until the player has no chance to survive.

After a session, the player will be rewarded with points calculated from the amount of scavenged wreckages or destroyed entities, which can be used to purchase modules for the next session or to unlock new ships.

Purchased modules last only for one session, since the ship will be destroyed (when running out of fuel, sooner or later the ship will also be destroyed by asteroids), so they have to be purchased again in the next session. Through scavenging wreckages, the player can find new module blueprints, recharge energy, replenish fuel or repair damage.

The points obtained in a session will be stored in an online database, so that players can see the results of other players in a ranking.

Game World

A game session takes place in a plane in outer space, which is restricted by a boundary. The player can not get out of that boundary, but asteroids can travel through. Enemy spaceships and wreckages will spawn only inside the boundary.

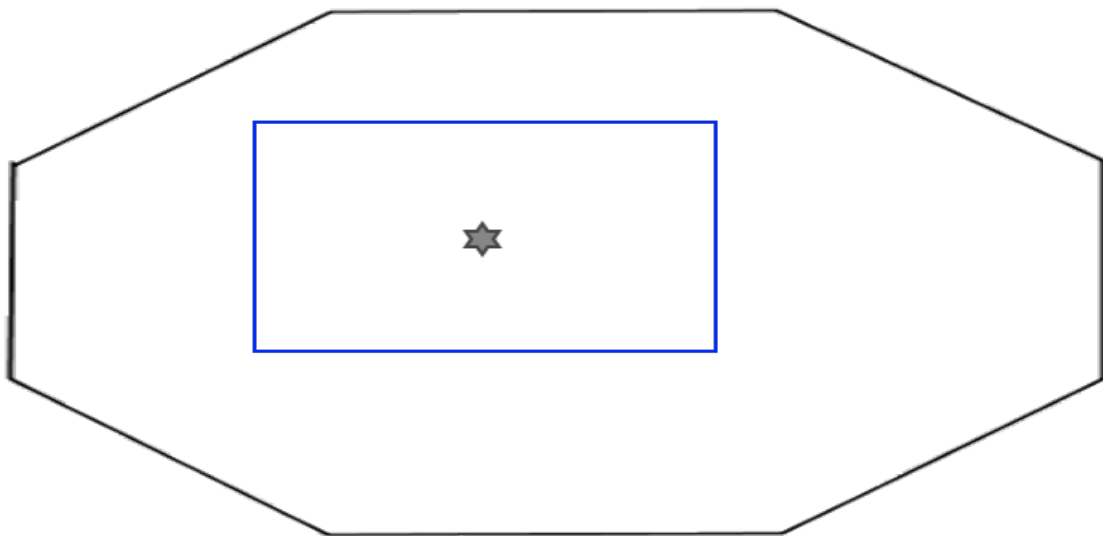
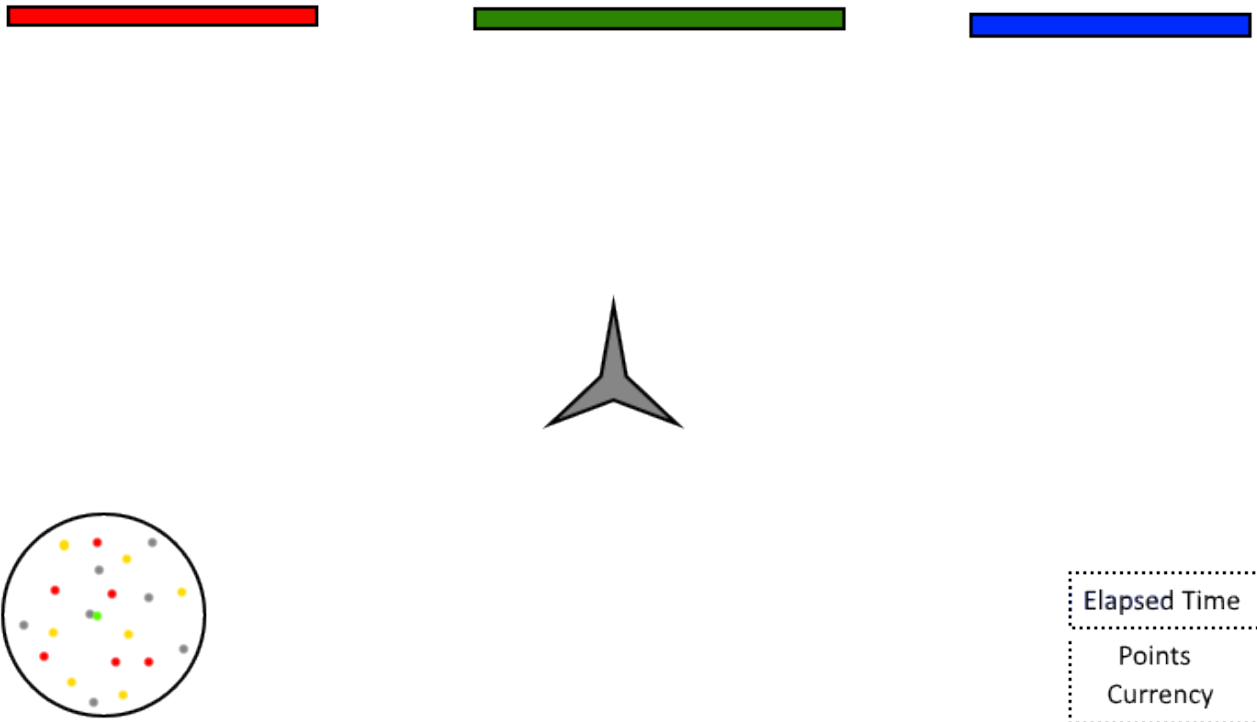


Image: Shape of the map

The map is an octagon. The blue square represents the screen the player sees through his monitor. The star represents the ship.

Interface



The red gauge represents the ships structure, the green gauge represents the ships energy and the blue gauge represents the ships shield capacity.

In the bottom left is the minimap that shows the positions of asteroids (grey), enemy ships (red) and wreckages (yellow) relative to the player who is in the center.

In the bottom right, the elapsed time of the session, the player's points, and the accumulated currency are displayed while pressing the "Display Statistics" button,

The star in the middle represents the player ship.

Game experience

Power up your ship, unlock new bigger ships, defeat mighty enemies (including random boss fights), dodge giant asteroids and become the number one player on the leaderboard.

Gameplay mechanics

Mechanics:

The player's ship moves in a physically realistic way. By accelerating, a force is applied to the ship. If the ship stops accelerating, it floats indefinitely until it hits an obstacle or until the ship decelerates.

Wreckages can be scavenged by flying through them and holding the scavenge button for a second. While pressing the button a gauge will appear which states the scavenging progress. If the player releases the button before the process is finished, the progress will be reset. Scavenged Wreckages provide at least one of the following effects:

- Fuel
- Energy
- Repair
- Module blueprints
- Extra currency

Hazard:

Asteroids can hit the player and destroy it. Enemy ships will also be damaged by asteroids.

Collectibles:

The player will be rewarded with points by destroying asteroids and ships or by scavenging wreckages.

Economy:

After a session, the player will be rewarded with a currency, which can be used to buy modules or new ships for further sessions.

AI:

Enemy ships will act on a behavior pattern that can change relative to the distance to the player or other factors. Multiple ships can fly in a swarm pattern (Flocking).

Controls

Keyboard-only and Game Controller.

Keyboard:

WASD – Movement

J – Primary Weapon

K – Recover Shield

L – Secondary Weapon

Space – Scavenge

Left Alt – Show session stats

Game Controller:

Left Stick – Turning

Right Trigger – Accelerate

Left Trigger – Decelerate

Right Bumper – Primary Weapon

Left Bumper – Secondary Weapon

A – Scavenge

B – Recover Shield

Back – Show session stats

Action Costs

Energy

Every shot of a weapon costs energy. The cost is determined by the weapon itself.

Fuel

Fuel cost when accelerating is calculated by the ships' mass and engine power.

Rotating costs less fuel than accelerating. Decelerating does not cost any fuel. While floating, no fuel is consumed.

Collision

Collisions will result in physical responses like force or impact and in both entities being damaged. The damage calculated depends on the masses and the velocities of the entities.

When damaged, the hull structure of the entities is reduced. If the hull structure hits 0, the entity is destroyed. If one of the entities is a laser and the other has a shield, the shield will be damaged before reducing the hull structure. When one of the entities is a mine or a missile, the shield will only reduce a part of the damage, resulting in damage both to the shield and the hull structure.

Asteroids will be destroyed when they hit a player (in higher difficulty they could split into smaller asteroids).

Minimap

The minimap shows the location of other entities close to the player. What will be shown depends on the difficulty level:

Easy – shows Asteroids, enemy ships, and wreckages

Medium – shows enemy ships and wreckages

Hard – shows wreckages

Lost – doesn't show anything

Difficulty Level

While choosing a ship, the player can also choose a difficulty level out of four levels:

- Easy
- Medium
- Hard
- Lost

The higher the level, the more points are rewarded, but on the same page, the spawn count and spawn times also decrease.

Wreckages

In the beginning of a session, a set amount of wreckages are placed all over the game boundaries.

When enemy ships are destroyed, they turn into wreckages which can be scavenged.

Asteroids do not leave behind wreckages.

Engines

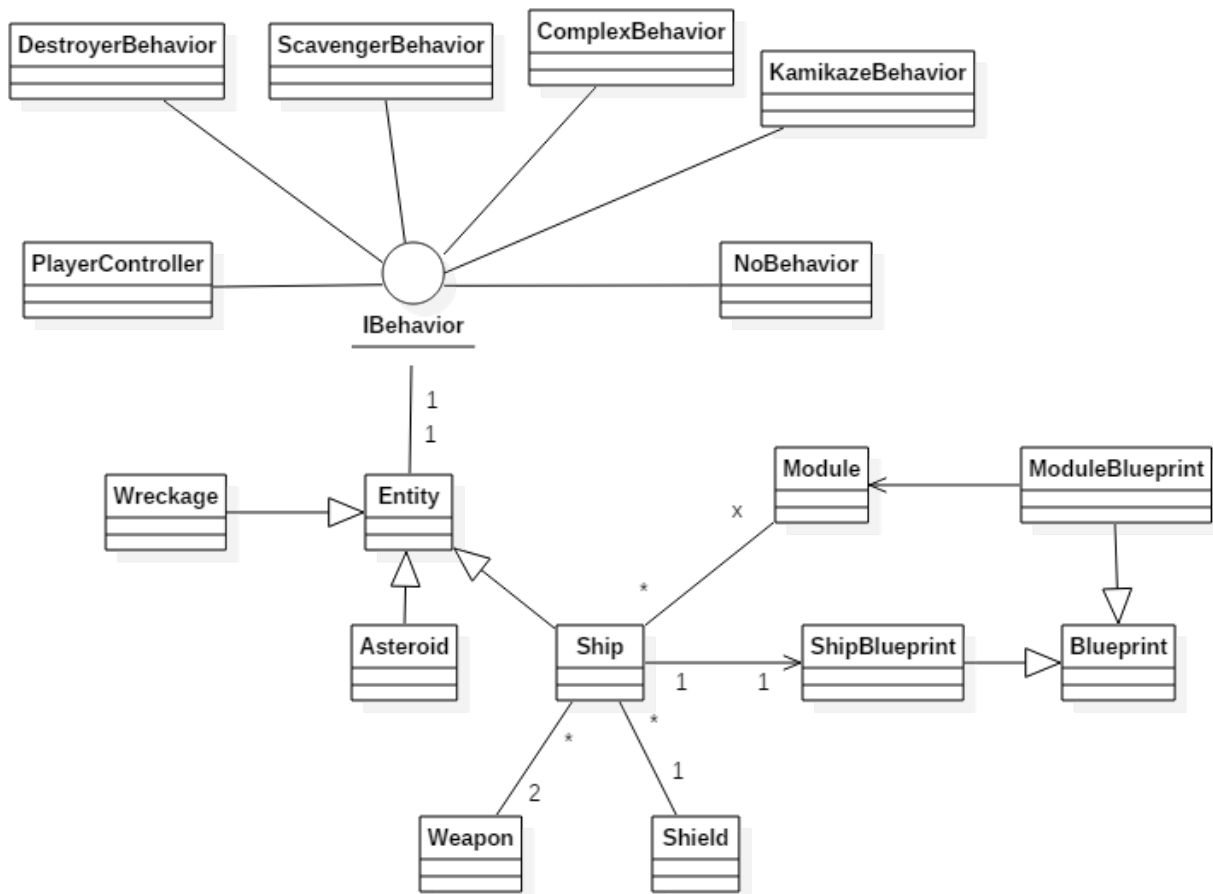
Engines emit visible particles, which move into the opposite direction of the engine's direction with a random distortion.

Shield

When hit by a weapon the capacity of the shield is reduced. The player can use energy by holding the "Recover Shield" button to restore his capacity.

When the player is hit by an asteroid or by a ship, the shield is not damaged but the damage goes through into the structure of the ship.

Class Design



Enemies

From time to time, enemy spaceships will come from other dimensions through wormholes into the boundary of the game space. These enemy ships are divided into four different classes:

1. Destroyer

The destroyer class is equipped with weapons and tries to shoot the player ship

2. Kamikaze

The kamikaze class has no weapons but will try to ram the player ship

3. Scavenger

The scavenger class will focus to avoid the player and scavenge wreckages

4. Dreadnaught

The dreadnaught class is like a boss, equipped with high damage weapons, much more structure, multiple times bigger than your standard enemy and will try to destroy the player

The enemy class only describes the behavior of the ship. In a class, there can be several different types of ships. The equipped modules of an enemy will be determined on spawn.

Each destroyed enemy rewards points and currency. The amount depends on the enemy class and type.

Multiplayer and bonus materials

Multiple players can connect via P2P to play against each other, trying to survive longer than the others or to play in a cooperative mode, where more enemy ships will spawn than in single player mode.

Monetization

A player can buy exclusive ships in a store.