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Company Captain

Game Design Document

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A document designed to organize the thoughts of Company Captain into 3 Categories. Specification, Gameplay, and Software tools.

Table of Contents

Section 1: Introduction.....	3
1.1 Scope	3
1.2 Type Conventions.....	3
Section 2: Specification	4
2.1 Concept	4
2.2 Story	4
2.2.1 Setting.....	4
2.2.2 Origin	4
2.2.3 Player Direction.....	4
2.3 Game Structure	4
2.4 Players.....	4
2.5 Combat.....	4
2.6 Objective.....	5
2.7 Graphics	5
2.7.1 Entities	5
2.7.2 Combat Scene	5
2.7.3 Menu Scenes	5
2.7.4 Star Map.....	5
2.7.5 System Map	5
2.7.6 Planet Map	5
Section 3: Gameplay	6
3.1 World	6
3.1.1 Home World	6
3.1.2 Loyal Worlds	6
3.1.3 Captured Worlds	6
3.2 Requisition.....	6
2.4.1 Earning.....	6
2.4.2 Spending.....	6
2.4.3 Milestones**	7
3.3 Company Management	7

3.3.1 Standard Squads	7
3.3.2 Librarium	7
3.3.3 Support Units**	7
3.3.4 Mechanicum (Support Unit).....	7
3.3.5 Apothecarium (Support Unit).....	7
3.3.6 Individual Astartes	8
3.4 Vehicles	8
3.4.1 Ships	8
3.4.2 Ground	8
3.5 Combat.....	9
3.6 Player Faction.....	9
3.7 Ally Factions	9
3.8 Enemy Factions	9
3.9 Victory/Defeat	9
Section 4: Development Software	11
4.1 Godot.....	11
4.2 Aseprite	11
4.3 Photopea	11

Section 1: Introduction

This document specifies a design for the gameplay of a game which is currently titled "Company Captain." This will be the first of such documents modified as the game is modified over time. The workings of this document are entirely up to change and the creation of Trever Watson.

If the concept has its own legs, it will be moved off the Warhammer IP in order to be a self-created concept.

1.1 Scope

This Document is intended to be read by programmers or friends involved in the design, implementation, and testing of Company Captain.

1.2 Type Conventions

Currently, all text will be in Arial 12 font while changes in the future will be marked in **Arial 12 Bold**. All features currently being debated are marked with a double asterisk.

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Section 2: Specification

2.1 Concept

The goal of Company Captain is to simulate the command of a newly formed and growing company of Astartes from the position of Captain.

2.2 Story

2.2.1 Setting

The game is set in the Warhammer 40K Universe.

2.2.2 Origin

The player is tasked with reconstructing a shattered battle company by their Chapter master. On top of this, the player is tasked with the defense of a sector of space while they grow.

2.2.3 Player Direction

Many facets of the story are in the player's control, such as their Chapter, Captain, and company. Who the chapter is, what's important to them, and what they specialize in are entirely up to the player's discretion, whether aping an existing Chapter or creating their own.

2.3 Game Structure

The game will be a map of star systems with a turn order alike Total War's. The player will send larger ships around the map to control and defend their sector of space. The player will earn a currency, "Requisition," as they fight. Planets, besides the player's home, will be controlled by local government that pays a requisition tithe for protection.

As time passes, enemy factions will pour in from the edges of the screen (never spawning mid system), prompting the player to move forces around the system to meet these forces and exterminate them.

The player will need to grow their company in order to meet ever increasing external threat's forces.

2.4 Players

The game will be playable by one player at their own machine.

2.5 Combat

Combat will be automated to mimic the dice rolls of tabletop 40k. The player or AI will take the lead depending on the context of the fight until one side takes losses to prompt a retreat or rout.

2.6 Objective

The player's goal will be to defend their sector of space, preventing the loss of imperial planets while growing their company with as few losses as possible. The player will be able to grow new gene seed (or requisition gene seed) to create new Astartes from their home planet in order to grow the company in size

2.7 Graphics

The game will be entirely 2D, with menus used for managing the company and squads of Astartes.

2.7.1 Entities

Players, allies, and enemies will be represented by 2D sprites layered on top of each other based on their equipment.

2.7.2 Combat Scene

Combat will feature a background landscape that Entities will be layered over and 2D menus over the Entities.

2.7.3 Menu Scenes

Once again, background landscapes with menus overlaid, this time for Company Management and informational screens.

2.7.4 Star Map

The Star Map will be a set of systems represented by star symbols. Systems with ships inside them will have an icon next to them to symbolize a lone ship or fleet. These same icons will move between systems with a travel time when moused over. Clicking on a system will open a System Map.

2.7.5 System Map

The System Map will be a set of 2-6 planets around a sun. The player can move drop ships from in system ships to planets in order to garrison them with Astartes and move Astartes around the Planet's Map. Clicking on a planet will open the Planet's Map.

2.7.6 Planet Map

The Planet Map will be a random assortment of cities and bases each under the control of a faction (typically local government). Faction control will be symbolized by color. During combat, individual cities and bases will be attacked by enemy factions in order to control the planet while the local government moves its forces around to defend the planet. Forces will be noted by a symbol near the planet. The player's forces can be moved around the map in order to defend or attack locations.

Section 3: Gameplay

3.1 World

The world will consist of a map of star systems, each with a random number of planets, and each planet having a randomly generated map to fight on. The planet maps will be a set of cities, connected by lines that represent ground paths. Ground vehicles and units can be moved between friendly cities by air and towards enemy cities by ground. Drop pods may be added later. The player can move portions of the company around the Sector by Larger Battleships, cruisers, and escorts, while squads are moved around in systems by smaller drop ships like Thunderhawks. **Moving a squad from ship to drop ship or ship to planet takes one turn.**

3.1.1 Home World

The player's home world is where new neophytes are trained and become scouts. It's also the only planet the player personally controls. New ships are crafted here, and Chief Officers work here. Loss of this planet does not result in defeat, but it is incredibly important and will eventually result in loss by resource starvation.

3.1.2 Loyal Worlds

Loyal worlds can be controlled by either Guard or Mechanicum and will be guarded by their own forces. The player can earn reputation with these factions and gain bonuses from their cooperation. You can request forces from Loyal Worlds to assist in the capture of Captured Worlds. Loyal Worlds give Requisition Tithe to the player past a certain reputation.**

3.1.3 Captured Worlds

Captured Worlds and worlds taken by enemy factions. They can be recaptured by player assault with or without the assistance of Loyal Worlds.

3.2 Requisition

Requisition will be earned and spent to further the growth of the company.

2.4.1 Earning

Player's earn requisition by completing combat (more for victory), collecting tithes from loyal worlds, and reaching milestones.

2.4.2 Spending

Player's may spend requisition on equipment, vehicles, ships, defenses, and more geneseed from the Chapter Master.

2.4.3 Milestones**

Milestones are essentially achievement like rising to a certain Astartes count or slaying a number of an enemy faction.

3.3 Company Management

The Company will contain up to 100 Astartes (Potentially More). The beginning company will look more like the player's Captain and 1 or 2 squads of Intercessors.

There will be an HQ squad of 5 men including the player's representative Captain, a champion, a standard bearer, and 2 Honor Guard. All HQ units initially begin empty, as their status needs to be earned.

Each specialist section of the company will be headed by a chief officer. The special sections include Librarium, Mechanicum, and Apothecarium. These roles will also need to be earned, as they give bonuses to their respective members. (Psykers, vehicles/techmarines, and apothecaries/injured).

3.3.1 Standard Squads

All squads will consist of 5 Astartes; there are however several roles a squad can fulfill defined by their equipped armour-type. Intercessors, Jump-Assault, Gravis, Terminator, Scout, and Phobos. Intercessors

3.3.2 Librarium

The Librarium will consist of a Chief Librarian and a number of Psykers that can take place within Intercessor, Gravis, or Terminator squads. They offer buffs in combat, defensive abilities, and devastating offensive abilities (with risk).

3.3.3 Support Units**

Support units act within ships, they provide benefits to those hosted within the same ship rather than directly contributing to combat.

3.3.4 Mechanicum (Support Unit)

The Mechanicum will consist of a Chief Techmarine and a number of techmarines. They increase the repair rate of vehicles and create equipment without requisition.

3.3.5 Apothecarium (Support Unit)

The Apothecarium will consist of a Chief Apothecary and a number of apothecaries. They won't assist directly in combat, instead acting outside of squads as a support unit. They increase the recovery of injured marines, recover geneseed, and help mortally wounded marines recover (Chance to avoid battle-scars).

3.3.6 Individual Astartes

Individual Astartes can gain rank, achievement, and individual equipment/artifacts. Astartes must earn enough experience to be considered for promotions and promotions are only enacted at the player's discretion. Promotion order is as follows:

Scout -> Battle-Brother -> Squad Sergeant -> Lieutenant -> Captain.

At any time an, a distinguished Astartes may be moved out of this promotion chain to hold an honored HQ role such as Champion, Standard-Bearer, or Honor Guard.

Astartes with aptitude may take on an additional role among the special sections of the company. However, ascension to a tech marine or apothecary will remove them from their squad roster to serve as a support unit.**

3.4 Vehicles

Vehicles exist both in combat as individual units and as methods of transport between systems, planets, and cities.

3.4.1 Ships

Ships come in two major classes, Spaceships and Drop Ships.

Spaceships offer Intersystem travel and are space combat effective**.

Meanwhile Drop Ships are intrasystem. Drop Ships can also allow for friendly units to travel straight from one location in a planet to another, instead of traveling by ground. Drop *Ships* are the only way vehicles can get down to a planet.

3.4.2 Ground

Ground vehicles come in transport and combat classes.

Transport vehicles allow assault units to get into melee quicker** and allow foot troops to travel across the ground quicker. They are cheaper than combat vehicles but less combat effective.

Combat vehicles are vehicles like tanks and participate directly in combat. They also facilitate transport to a lesser degree and are more expensive due to their devastating firepower.

3.5 Combat

Certain squad types will have different equipment and speed to determine their stats and firing order. Heavier units are slower than lighter ones and foot units are slower than vehicles.

Planet maps will have AI factions automatically move around on the ground to defend and attack cities. The player will move their units around independently on the planet map to bolster both defenses and attacks. Ultimately it falls upon the players forces to defend imperial homes and destroy enemy forces.

When a player gives the order for a unit or units to move on a location, local forces in the same location should follow the players units and join the assault.

With the inclusion of drop pods, Astartes can be prepped to drop on a location when either player or local forces make their assault.

3.6 Player Faction

The player's faction will be a preset or custom Loyalist Space Marine Chapter.

The player will be able to choose a focus or generalized set of bonuses in order to further characterize their Astartes.

3.7 Ally Factions

Ally factions will include mostly Imperial Guard and Mechanicum forces. They'll guard their own planets but won't expand on their own. Reseeding raised worlds is something only done once the player instructs a friendly faction member to do so.

3.8 Enemy Factions

The enemy factions can vary, but we'll start by aiming for Chaos and expand from there.**

The enemy faction will arrive at an outer system and attack each planet in the system until they control every one. After that, they'll move their fleet to another and repeat the process.

Enemy controlled planets will act as a seedbed for more enemy forces. As long as the enemy holds them, the planets will slowly spawn more enemy forces and ships, spreading across the Sector until they control every System.

3.9 Victory/Defeat

War is eternal, so victory is self-defined. A player could play until they have a full company of 100 Astartes or until they're defeated. They win when they decide they've won.

Defeat however is binary; the player loses when they control 0 Systems and 0 forces.

The Player's Captain may die, but an Astartes from the company will have to take his place.

Section 4: Development Software

4.1 Godot

Godot is an engine well suited for low budget 2D game development. The whole game will be scripted in GDScript.

4.2 Aseprite

Aseprite will be used for all of the games art assets, as anything beyond pixel art is past the budget.

4.3 Photopea

Photopea Is good for photo editing, a free replacement for Photoshop.