

# Void Knights

## Even more info

I want it to be a First person third person Space Sim with RPG elements and Exploration. It needs to be 3D. I want it to be singleplayer for now. But multiplayer should be on the table.

The games features will be almost realistic physics with the need to counteract movement to go in another direction but simplified.

I want Economy to the level where each and every Space Port and Star yard will have its own resources materials and ships, they can sell.

I want 3 Factions 1 optional that the player could create the second will be **United Earth Front** a democratic coalition controlling the Sol system the Alpha Centauri system the Barnard's Star system and the Luhman 16 system.

The third will be the **Constellation Empire** is a feudal society created from all the dictatorships from planet Earth. They would control the Lalande 21185 system the Wolf 359 system the Wise 0855-0714 system and their Capital and most populated System the Sirius system.

I want ships like a Mineral or Gas Miner to a Transporter in the industrial sector each having a Small-S Medium-M

Large-L or an Extra-large-XL classification in the Industrial side and different generations of ships with Gen 1 ships not being able to travel between Star Systems and no shields. Generation 2 Ships being able to travel between Star System but have limited shields and Generation 3 Ships Which would have the best in everything being able to travel between Star Systems and have good shields.

On the military side of things, I want

- Starfighters Short range fighter with no faster than light capability.
- Light and Heavy fighters' medium range with faster than light capability.
- Frigates a Small combat vessel with the main focus of being nimble and countering all kinds of Fighters.
- Destroyers the backbone of every fleet fast agile but can't take damage while dishing out a lot of it.
- Cruisers a perfect middle ground between a Destroyer and a Battleship. Having light armor medium sized armament and still maneuverable. -
- Battleships Brings Big guns and Much armor to the fight to the expense of maneuverability.
- Starfighter Carrier the sole purpose is to carry Starfighters where they are needed. And at last

-Dreadnoughts Kilometer long behemoths with enough firepower to level cities but not to overpowered that you would only need 1 by itself to win fleet battles.

I also want the player to be able to buy a plot of space from a Superpower or to colonize his own space in the Luyten 726-8 system so he could build his own Population Centers and Military Installations or Star Ports and Star yards to be able to build his own Ships.

I also want the player to be able to direct his ships and fleets through his tactical map. Or to be able to **customize** his **Ships before and after purchase**.

**The ability to travel to a planet's surface without a loading screen** and to be able to bombard the planet's surface with from orbit.

**All planets and gas giants and the rings around those giants should be procedurally generated.** I want the game to run on **Unreal Engine 5** and the code to be **C++**.

**Ship movement and Navigation is best done by Elite Dangerous** I want to be inspired by that and **implement it with the tactical map remote fleet and ship control**. The **Hud will be minimalistic only showing** when you are **Injured** have a **Lack of Oxygen** and if your **Jetpack is running out of fuel**. Personal Inventory is not yet important.

Even more info! (Almost the same):

I'm Planning to launch with **9 Procedurally generated Star Systems** with **handmade elements** all planets land able and 1 ship in every class of ship for 2-3 (AI) Factions with more being added every update with **a monetization centered around early access to these Ships a Star Systems**

Planets: Will be generated procedurally then we will go over them and add structures and places where the player will be able to build his own operations be it a City for Trading a Mine for mining operations or Military Installation for the storage of arms and control of a planet. But beware most Cruisers and above WILL NOT be athnospheric capable due to the limits of technology and you will crash!

**Instancing** will be done **like Elite Dangerous** to have better optimisation and to lower pc requirements.

Throughout the post I alluded to your Gen1 Ships not being able to go faster than light which will be the case with Gen 1 being able to only go with 99% of the speed of light with various acceleration speeds in travel mode.

Don't Be afraid you WILL NOT HAVE TO look at the screen for hours to do a transit between planets in singleplayer. I want to make distances feel vast but not to the detriment of gameplay. Thus, some realism will be sacrificed on the altar of enjoyment.

With that I interduce the modes your ship would be in.

**Basic** is when you're only going a few hundred meters/s mainly will be used near stations above ground and in asteroid fields.

**Combat** your maneuvering thrusters kick in 1.5x mode weapons go online shield starts to glimmer, Ai starts to calculate leed, Prayers start.

**Mining Only** avaible for Mining ships and Mining Barges Maneuvering Thrusters become more responsive yet a bit slower too.

Travel mode is self-explanatory if you want to go places fast use this one. Although I'm at an impasse how to implement not having a jump drive into multiplayer. Cus in Singleplayer the clock will just go forward like 10 hours if you're traveling between star systems. But in multiplayer

this cannot be done. My idea is to have a 30 second traveling animation play between planets and 1m 30sec one between solar systems

Classes of Ships will be:

Starter -Small multirole ship to start the game with.

Miner Mineral/Gas -From a small 1-man miner to a whole barge running an operation.

Transport Mineral//Gas/Commodity -The backbone of any operation/project!

Starfighter - Small limited range fighter with a big puch!

Fighter/Heavy Fighter -Small Fighter with relativistic speed capability.

Frigate -Support warship small size small guns excellent maneuverability.

Destroyer -Backbone of any fleet decent in anything except taking hits.

Cruiser (Cruisin for a Brusin') -Big guns almost no armor yet one of the best!

Battleship -Varies wildly for Gen to Gen But always brings Big Guns and Armor Can be 500 Meters long.

Starfighter Carrier -45 Starfighters all armed with Thermonuclear warheads... Ah Yes! Can be 700 meters long.

Dreadnought -Admiral I want that general area GONE by lunch! Only Gen2 Can be 1 Kilometers+ in length

All ships will be either Generation 1, Generation 2 or Generation 3 and Small Medium Large and XLarge

-Gen 1 Ships are the earliest ships humanity built to conquer the stars they are usually sporting an umbrella like appearance and have fortified armor to withstand impacts during interstellar travel and due to this they are slow and lack many newer technologies. That DOES NOT MEAN that you can't retrofit one into a proper warship!

Gen 2 Ships are the bread and butter of the modern age reliable fast advanced and have an Electromagnetically Projected Anti Kinetic Shield also can travel between star systems in mere hours!

Gen 3 Ships Creme of the crop the most advanced and the fastest ships money can buy the first ever ships that have the energy production necessary to continuously Travel Faser Than Light. They have a lot of heat dissipation

issues, so they are usually small and unsuitable for War.

SAUDI-REDNER Usually makes yachts out of Gen 3 ships!