

SPACE RIVALS!

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INDEX:

SPACE RIVALS!	1
INDEX:	1
OVERVIEW	3
Concept:	3
One Sentence Summary:	3
Platform:	3
Game Structure:	3
Gameplay	4
Gameplay (Brief):	4
Combat style: Fractured Space Reigniting an Excellent Game PvP & PvE battles.	4
Core Loop:	4
Camera:	5
Core Mechanics:	5
Menu Flow:	5
User Interface:	5
Controls:	5
Gameplay Features Detailed	6
Ships:	6
Corporations:	6
Jumps:	7
Wormholes:	7
Blackholes:	7
Modules:	7

Recipes:	7
Stations:	7
Planets:	8
Bays:	8
Players' Cities:	9
Respawn:	10
Crystals and ore:	10
Scoring:	10
Reputation:	10
PVE Events:	10
ART	12
Art Style:	12
SOUND	13
Theme / Style:	13
PLANETS ADDITIONAL INFO:	14
ASSETS:	15

OVERVIEW

Concept:

A MMORPG 3D Space Simulator with 6 civilizations to choose from, each one with its own galaxy and characteristics; different crew categories and high Ships customizability.

One Sentence Summary:

A MMORPG 3D Space Simulator with high speed ship fights, 6 civilizations and a whole galaxy system.

Platform:

Available on Steam.

Game Structure:

There are 2 types of galaxy:

- Civilization galaxies.
- Neutral galaxies.

There are 6 Civilizations, each one located in its own galaxy.

Each Civilization galaxy have:

- 1 Sector with the capital station
- 8 Sectors each with 1 planet and 4 city stations orbiting each planet.
- 6 Tier 1 planets.
- 2 Tier 2 planets.

Each Neutral galaxy have:

- 36 Sectors each with its own planet and 4 city stations orbiting each planet.
- 24 Tier 2 planets.
- 12 Tier 3 planets.
- 6 Tier 4 planets.
- 3 Tier 5 planets.

World Map Reference:

<https://i.pinimg.com/564x/1d/e5/16/1de51602729555239f78fe6ab8b2d9b1.jpg>

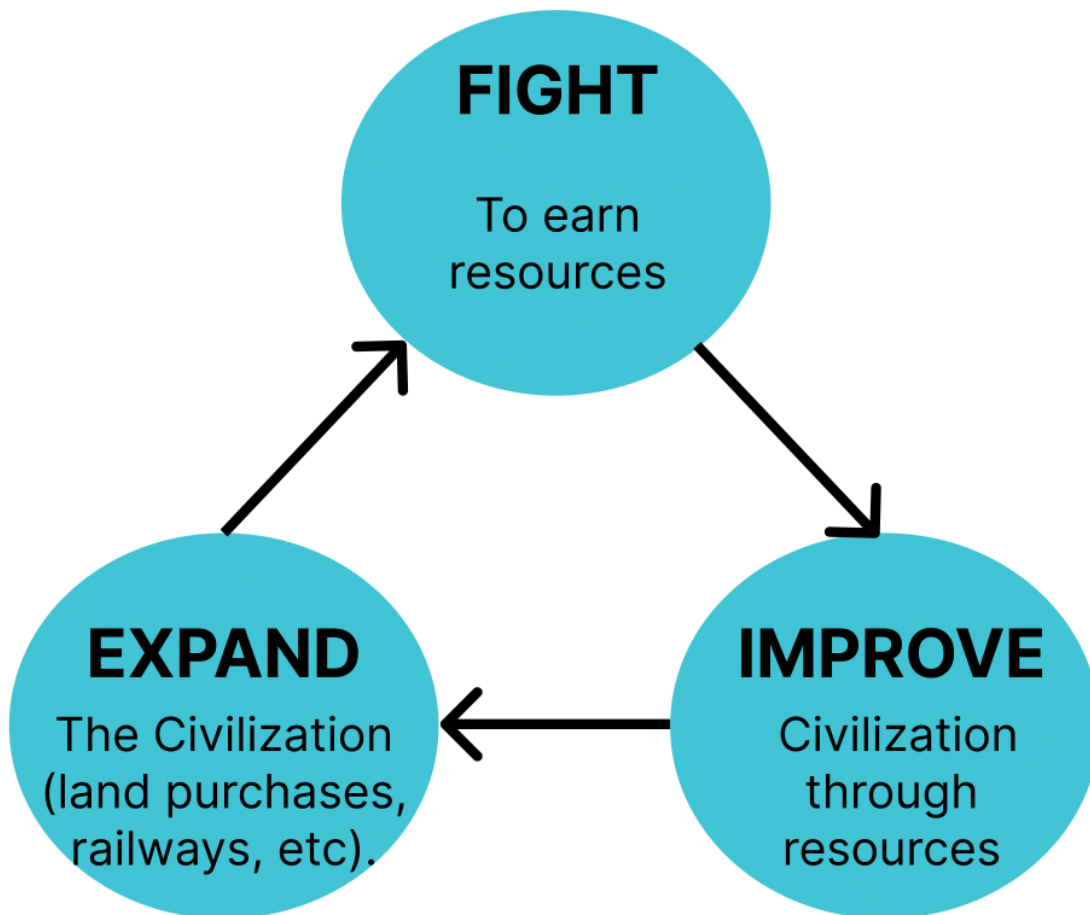
The 6 Civilization Galaxies are circular around the map, and the neutral galaxy is in the middle.

Gameplay

Gameplay (Brief):

Combat style:  Fractured Space | Reigniting an Excellent Game
PvP & PvE battles.

Core Loop:



Camera:

3D graphics with third person view.

Core Mechanics:

-Spaceships' fights: Fight using your ship's Weapons Loadout, Utility skills & Shields.

-Capturing: Capture City Stations to obtain control of Planets; Blackholes & Mines stations.

-Improve & Expand: Utilize your resources to improve your crew members, ship's loadout & bays.

-Jumps & Wormholes: Jumps are necessary to move between your possessions. Wormholes are necessary to change the galaxy.

Menu Flow:

Flowchart Coming soon.

REFERENCES:

Menu System:

<https://www.unrealengine.com/marketplace/en-US/product/game-menu-system/reviews>

Combine with:

<https://www.artstation.com/marketplace/p/dNJex/data-analysis-fui-in-4k>

https://www.artstation.com/marketplace/p/kkx7A/4k-hud-overlays-volume-2?utm_source=artstation&utm_medium=referral&utm_campaign=homepage&utm_term=marketplace

User Interface:

The User Interface of Players shows their inventory, which contains:

Ship stats; Ship Crew; Ship Implants & Ship Weapons.

General Game UI:

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-space-full-gui-ui-kit-over-700-png-psd-ai-sources>

UI image *coming soon*.

Controls:

Coming soon.

Gameplay Features Detailed

Ships:

Ships are necessary for players to fight and obtain resources.

All ships have 3 basic stats:

Hull Strength: Represents ships' Life Points.

Max Speed: How fast your ships move, can move side, up or down.

Energy: Used for some weapon abilities.

And 6 sides:

Front – Rear – Left – Right – Top – Bottom

Each side of the ship has its own strength, when one side is less than 30% the weapon on that side is disabled for use. When 3 sides drop to 0%, your ship is destroyed.

There are 3 types of ship:

-Heavy Ship: Low speed and high hull strength.

-Medium ship: Balanced mobility and hull strength.

-Light ship: High speed and low hull strength.

Each class will allow players to pick between 5 basic ship skins and players can unlock more skins in the customization bay.

-Scanning: Ships are able to scan for PVE and PVP ships that are not in line of sight. Scanning has a cooldown of 30 minutes and you can only scan up to a certain area. Upon a scan they will remain marked for 5 minutes.

Ships can be customized with the following elements:

Crew Members, Implants, Weapons Loadout, Ships' Specialization, Power-ups:

On THIS DOCUMENT you can find the full explanation of each of the above mentioned elements.

Corporations:

Corporations can be formed in order to represent a group of players up to a maximum of 100 players. The leader who formed the corporation can set the ranks for each member:

- Admiral
- Captain
- Commander
- Lieutenant
- Chief

- Junior
- Cadet

Each rank will have special permissions for Corporation management.

Corporations are required to capture City Stations and also give extra perks such as a Technology Tree that can be upgraded and benefits to all members.

Jumps:

Jumps are necessary for players to move between their possessions.

Jumps can be performed only to Capital bases, Forward Stations (within the galaxy), Corporation Stations and bases that the players' Corporation are trying to capture or have already captured within the galaxy.

Players can jump once every 60 minutes and have a warm-up of 20 seconds.

REFERENCE min 12:45: https://www.youtube.com/watch?v=Qctd2_YLL6E

Wormholes:

The only way to move from one galaxy to another is via wormholes. Wormholes appear randomly every 30 minutes for 5 minutes near the capital area to the neutral galaxy only.

Blackholes:

Blackholes are events that happen within a galaxy and last 30 minutes.

Players can capture up to 4 city stations within the blackhole area before it disappears again into another sector for higher quality modules. Respawn time for it to reappear again is 5-10 times.

In the neutral galaxy 4 blackholes appear at the same time.

Modules:

Modules in the world can be dropped by attacking other AI ships and destroying mining ships.

The higher the tier level the planet is, the higher is the chance of getting a higher category item.

Modules have 5 tier levels. For example, in order to recruit a crew member with tier 3 skills, you will need to collect all 4 modules in tier 3.

Types of Modules:

Crew Members: A - B - C - D; Power-ups: A - B - C - D; Weapon Loadout: A - B - C - D.

Recipes:

Recipes are needed for manufacturing bay in order to unlock new Crew Members, new Implant types & new Weapon Loadout upgrades.

Stations:

There are many types of stations:

-Forward Stations: Strategic placement necessary to jump into a part of the world easier. The Forward Station can only be placed by players once every 1 hour and has certain health points that can be destroyed by other players. Forward stations also have their own defensive turrets to fight off attackers.

-Corporation Stations: Acts as a bigger Forward Station placed by the leaders of the corporation as a strategic placement. This station has even more health and more defensive turrets. Can only be placed 1 time every 24 hours.

-Mine Stations: How to capture a Mine Station:

<https://www.youtube.com/watch?v=dqjPqKo8EqQ>

When a player catches a mine station or destroys a mine ship, players get Crystals.

-Capital City Stations: The Capital of a Civilization. Contains all the planets, the bays and it is where players will respawn after their ship gets destroyed.

-City Stations: Stations that orbit around a planet that players have to capture in order to capture the planet.

Planets:

There are different types of planets with different tiers: see the explanation [here](#).

A Planet can be captured by players by controlling the 4 city stations orbiting the planet. Capturing planets is similar to the capture of Mine Stations but with AI ships involved as well as other players/corporations that want to capture the 4 City stations within the inner orbit of the planet.

Requirements needed to capture a planet as a Corporation & **explanation:**

- Leaders have to pay a hefty fee
- -Timer of 24 hour before the attack start if the base it's controlled by the AI
- -If the base it's controlled by a Corporation the battle will be at the siege time settled by the Defender Corporation.
- -Once it's time for siege, both corporations will go to the Capital City and a special Wrap Gate will open towards the planet's orbit.
- -The orbit can only be entered at the time via the warp gate until the siege is over, and a siege can last up to 1 hour.
- -Only the players eligible will be able to enter the wrap and enter the battlefield zone.
- -There will be 4 city stations randomly moving around the planet within the inner orbit of the planet, guarded by AI ships which attack any nearby players that aren't part of the civilization. Players need to capture all 4 City Stations in order to have control over the planet's benefits. Apart from this, each planet in the outer planet orbit will have 8 mining stations which can be temporarily captured for crystals.

Bays:

Bays are the shops Station players can access in their own Civilization.

All the bays start at Tier 1 and they can be upgraded up to 5 levels. The base stats of the Bay increase for every upgrade of a Planet's Tier. The more usage (players interacting with the city), the more ore the corporation gains.

Each Bay have his own role:

- **Shield Bay:** Upgrades the shield of the City station.
- **Turret Bay:** Upgrades the turrets of the City station.
- **Missiles Bay:** Upgrade the missiles of the City station.
- **Hanger Bay:** Upgrade the AI ship and produce new AI defenders to fight off offenders (6 different ships and 2 different routes, one within the inner orbit of the city station and one moving between City stations).
- **Mining Bay:** Upgrades the crystals and ore income and produces more mining ships to generate more income (6 different ships and 2 routes one between City stations and one to the Capital City).
- **Arsenal Bay:** Needed to upgrade weapons for ships.
- **Implant Bay:** Allows players to manage their implants.
- **Bank Bay:** Allows players to deposit their crystals and modules collected.
- **Repair Bay:** Needed to repair the ship.
- **Manufacturing Bay:** Needed to recruit new crew members, craft power-ups with modules and increase weapon load out power. To create it, players need all 4 parts (A-B-C-D) for the recipe.
- **Recruitment Bay:** Needed to manage and upgrade crew members.
- **Market Bay:** Needed to access the Auction House in order to list modules and recipes and buy new modules with crystals.
- **Ship Bay:** Needed to view and switch between the ships and also customize players' ships including visuals and power-ups.
- **Innovative Bay:** Upgrade the City base with modules needed for the upgrade. All players can donate modules they earn to the city and donate towards a future upgrade. The corporation who owns the City base will be able to choose which upgrade to focus on and also needs a minor requirement to start the upgrade.

Players' Cities:

Players can purchase cruises inside a planet. Each planet has a limit amount of space for sale (scattered around the world about 5% of the total planet size) and awards players the following benefits as they grow their personal City:

- A secondary jump point with it's own cooldown to the City station
- Personal Innovative bay to do upgrades on the player's City, customize it and expand the City limits.
- Obtain a constant source of crystal income via the railway bay and port bay upgrades. As players upgrade the bay they can buy more railway and transport stations to mine within the City limits.
Railway will provide the crystals to the port station and the port station will deliver them to the City station in space. Players get more crystals if the Planet has a higher tier level and also if the City is upgraded to higher levels.

Players' Cities can be destroyed if the City isn't powered by specific modules and they can lose the City entirely for others players to claim. Players also have the option to sell off the City.

Railways: Railways would be moving around from one end to another and also up/down, players can also build and expand portions of the city and build transport stations that goes from players' City up to space where the City station for the planet is.

Respawn:

Everytime a ship gets destroyed, players will choose where to spawn either the Capital City Station or a Forward Station. When a ship gets destroyed, players have to go back to a repair bay to fully operate the ship.

For each death, players lose between 4-10% damage to all inventory. The lowest an inventory module can take is 60%.

When a player dies below 60% overall ship damage he will automatically respawn at the Capital City.

Players must deposit their crystals/modules earned or they will lose the crystals/modules that are not deposited when dying and, the player who most damages the destroyed ship, will gain the crystals/modules from the destroyed ship.

Crystals and ore:

Crystals and *Ore* are the currency of the game.

Crystals are needed for: ship upgrades, crew upgrades and to siege a planet.

Players gain crystals from capturing mining stations and destroying mining ships (mining ships that are on the route from City base to Capital base).

Ore is needed for: Corporation upgrades and Innovation bay.

Players can extract Ore from rare asteroids floating around the galaxy.

Scoring:

After the end of each mining capture, blackhole or city station capture, at the end there will be a scoring system, reference: <https://fracturedspace.fandom.com/wiki/Combat#Score>

Reputation:

Players can gain *Reputation* by destroying other players from other Civilizations and destroying City station defenders that are not part of their Civilization.

Players can attack other players that are not part of their Corporation but part of their Civilization only within the mining station orbits or City station orbits. Players can attack other players that are not part of their Civilization at any location.

Reputation is needed to upgrade the Ships' Specialization.

PVE Events:

Finding rare isolated starship crashes/ruins/aliens/temples scattered around the planet, fight off enemies and extract crystals. Upon completing a successful run, players can also earn recipes for manufacturing bay.

Players will also be able to seamless enter inside a planet (some references):

https://www.youtube.com/watch?v=5lGy_sRdA3k

Inside the planets, there will be PVE events and purchase limited plot land in the planet for a personal player City housing.

ART

Art Style:

Futuristic & Realistic style.

Reference: *FRACTURED SPACE*.



More information, references & images/videos coming soon.

SOUND

Theme / Style:

General Game Music:

<https://www.unrealengine.com/marketplace/en-US/product/ambient-video-game-music-space-station>

Menu/Alerts Sounds:

<https://www.unrealengine.com/marketplace/en-US/product/future-ui-sound-library>

PLANETS ADDITIONAL INFO:

Planets can also be habitat by flying AI ships in 4 different scenes scattered around the planet (should cover about 20% of planet space in these scenes:

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-desert>

<https://www.unrealengine.com/marketplace/en-US/product/crashed-starship-pack>

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-alien>

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-glacier>

Once players discover the scene they would fight off the guarding AI ships and capture the source of the scene for rewards. Upon completion, the scene would be depleted replaced by natural planet scene which would cover 70% of the planet space:

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-ix-four-seasons>

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-x-desert-storms>

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-viii-doom-skies>

The remaining 10% would be for plots of lands that can be purchased by players and build a modular city with several customization options. The purchase of these player-owned cities would provide several benefits as they expand the city limits they can build more. There will be 2 types of AI mechanical systems which would provide passive income to that player who owns the city which is by railway mining and transport mining. They will be able to build one of each but this amount can increase as they expand their city limits using these assets:

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-city-environment>

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-port-environment>

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-vertical-railway-station-environment>

ASSETS:

Below is the complete list of assets needed for the game, until now. (Only those not inserted into other sections).

Map/Environment Design:

<https://www.unrealengine.com/marketplace/en-US/product/space-creator-pro>

<https://www.unrealengine.com/marketplace/en-US/product/wormholes>

Tutorial Video for the Environment Design:

<https://www.youtube.com/watch?v=JDUwCukD6KI>

Gameplay Blueprints for main station and ships including UI:

<https://www.unrealengine.com/marketplace/en-US/product/space-frontier-stations-ships>

Audio for most spaceship effects including hyperspeed:

<https://www.unrealengine.com/marketplace/en-US/product/solar-sky>

Explosion for ships:

<https://www.unrealengine.com/marketplace/en-US/product/space-explosion-pack>

Effects for ship power ups:

<https://www.unrealengine.com/marketplace/en-US/product/electric-magic-spells-niagara-effects>

<https://www.unrealengine.com/marketplace/en-US/product/catalyst-sci-fi-vfx-pack>

Effects for ships projectiles:

<https://www.unrealengine.com/marketplace/en-US/product/01c4e89842df40698474fb6bd99fae33>

<https://www.unrealengine.com/marketplace/en-US/product/05438829e85b4308a032ebfa82d56537>

<https://www.unrealengine.com/marketplace/en-US/product/future-war-pack>

Thruster Exhaust VFX:

<https://www.unrealengine.com/marketplace/en-US/product/rocket-thruster-exhaust-fx>

Menu System:

<https://www.unrealengine.com/marketplace/en-US/product/game-menu-system/reviews>

Combine with:

<https://www.artstation.com/marketplace/p/dNJex/data-analysis-fui-in-4k>

https://www.artstation.com/marketplace/p/kkx7A/4k-hud-overlays-volume-2?utm_source=artstation&utm_medium=referral&utm_campaign=homepage&utm_term=marketplace

Multiplayer Plugin:

<https://www.unrealengine.com/marketplace/en-US/product/aws-cognito-dynamodb-gamelift-lambda>

OR

<https://www.unrealengine.com/marketplace/en-US/product/eoscore/reviews>

More Fighter Space Ships:

<https://www.unrealengine.com/marketplace/en-US/product/spaceships-vol-10>

<https://www.unrealengine.com/marketplace/en-US/product/spaceships-vol-8>

<https://www.unrealengine.com/marketplace/en-US/product/spaceships-vol-9>

<https://www.unrealengine.com/marketplace/en-US/product/spaceships-vol-7>

<https://www.unrealengine.com/marketplace/en-US/product/spacecraft-modular-pack>

Warp Gates:

<https://www.unrealengine.com/marketplace/en-US/product/warp-gates-pack>

Mining Space Stations:

<https://www.unrealengine.com/marketplace/en-US/product/modular-asteroid-space-station-with-spaceport>

Multiplayer Leveling System & Stats:

<https://www.unrealengine.com/marketplace/en-US/product/leveling-multiplayer-template>

Icons for abilities:

<https://www.unrealengine.com/marketplace/en-US/product/250-sci-fi-flat-icons>

Avatars for crew:

<https://www.unrealengine.com/marketplace/en-US/product/cyberpunk-avatars>

Icons for modules:

<https://www.unrealengine.com/marketplace/en-US/product/steampunk-loot-icons>

Mini-Map Solution:

<https://www.unrealengine.com/marketplace/en-US/product/multiplayer-advanced-minimap-system>

Inside planet assets:

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-ix-four-seasons>

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-x-desert-storms>

<https://www.unrealengine.com/marketplace/en-US/product/matte-painting-skybox-pack-viii-doom-skies>

PVE events for inside plants:

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-desert>

<https://www.unrealengine.com/marketplace/en-US/product/crashed-starship-pack>

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-alien>

<https://www.unrealengine.com/marketplace/en-US/product/elite-landscapes-fractal-glacier>

Player City Housing:

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-city-environment>

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-port-environment>

<https://www.unrealengine.com/marketplace/en-US/product/sci-fi-vertical-railway-station-environment>