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Space Strategy GDD
Galactic Command
A thrill inducing, market broadening innovation on the space real time strategy genre – blending strategic and twitch skill

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1.
Objective:
To marry strategic and twitch skill to so that RTS will be more immersive and entertaining for fans of cinematic action, while not sacrificing appeal of the RTS genre to its core audience.

2.
Inspirations:
Star Wars Empire at War
Assassin's Creed IV: Black Flag
Mount&Blade

3.
Battle – Playtime Ideal: 60%
3.1
Overview

A battle takes place in space, with space ships. A battle will have a specific objective which must be completed before victory if it is a Campaign Main Objective or a Battle Mode pre-set: This will usually be:

- Win the battle by any means necessary
- Destroy
    - The enemy fleet's Flagship
    - All enemy presence
    - All enemy Warships
- Capture the enemy flagship
- Exfiltrate the VIP(s) from the enemy flagship
- Retrieve the data from the enemy flagship
- Defend
    - VIP from enemy exfiltration
    - Data from enemy extraction

Enemy behaviour will be modified depending on the Objective. For example, if the player's Objective is to 'Destroy all enemy presence', then the enemy will likely not attempt a retreat.

Battles might also have Tactical Conditions, which are Objectives the player can choose to complete for additional rewards when the Battle is finished. These can be but are not limited to:

- Preserve initial friendly forces by _%
- Eliminate at least _% of initial enemy forces
- Don't call in reinforcements
- Complete Objective before enemy calls in reinforcements
- Don't call in reinforcements
- Don't let the enemy retreat any ships

In Campaign, if a victory is secured but the objective was not completed, or the objective was failed mid-Battle, the battle is considered a loss and the player maintains their losses while gaining no occupation over the System. They have an unlimited number of chances to repeat the objective.

The Battle map, or area of play, looks like a 2D plane, with a small amount of pathways and shape created by surrounding areas asteroids. There is a 'defend' spawn in the middle, and an 'attack' spawn located somewhere around the edge of the map – which side this is depends on the direction the Hyperoute the attacker sent their ships from enters the system. Battles have three modes which can be easily switched between at any time: RTS, Commandeer, and Cinematic.

The area of play is pretty large to accommodate for the large scale of the ships, but if the player flies any ships too far away from the map (or, 'combat zone'), they will be warned that they must return to the combat zone within 20 seconds or the ship will enter Hypershift and

retreat out of the battle for good to the nearest friendly system. If the ship is not Hypershift enabled, it will be destroyed for desertion by an uncontrollable laser from a friendly Warship.

3.2
RTS Mode

- When a Battle starts, all ships in the two fleets which encountered each other spawn immediately and have an intro cinematic playing out in real time. From here the game automatically starts the player in RTS Mode. This tactical mode is a (not directly) overhead view which the player can zoom in and out with to see more, or drag about the map to see somewhere the action isn't. They use a cursor to select ships from the 3D space, which allows the player to command all selected ships to perform singular actions. Once selected, an individual action can be specified by pressing the *Action Button (see: Controls)*. Pressing the Action button on an enemy target will move all selected Units within range of the Target for attack, and pressing it on an area in space will move them to that point. Selected ships are highlighted.
  - Combat Menu: Any selected units appear in organised into their unit category in the Combat Menu at the bottom of the screen, and from this menu, players can select individual Units. From this same menu, they can also control Manual Tactical Abilities of the respective Unit, displayed above the Unit icon. Selecting a one ship will also select the rest of its Unit.
  - Action Menu: The Action Menu is in the bottom left of the screen and consists of a mini map representing the Combat Area in 2D (which shows environmental hazards, friendly + enemy units, can be zoomed in and out of and indicates where the player camera is currently looking), and a host of tactical actions. These include:
    - Attack: Turns the cursor into an attack symbol. Selected forces will attack whatever non-friendly unit is selected with the Action Button, and will attack anything along the way.
    - Priority Move: Turns the cursor into a move symbol. Selected friendly forces will move to wherever is clicked with the Action Button, ignoring everything on the way and putting all power into Thrusters for maximum speed. If an enemy unit is selected, friendly units will still move into attack
    - Defend: Turns the cursor into a defend symbol. Selected friendly forces will move to whatever friendly unit is selected with the Action Button, and defend it, attacking enemies along the way.
    - Retreat: Turns the cursor into a retreat symbol. Capable individual friendly Units selected will first show a selection of nearby planets (one of which needs to be selected), and then engage Hypershift and start turning to face about the right direction once the Action Button is pressed. When they do this, there will be an indicator above the relevant Unit showing time until the Hypershift is engaged.
    - Reinforcements: Opens the Reinforcements Menu. Units within can then be dragged into the friendly spawn area by moving the screen around.
    - Plot Route: Turns the cursor into the Plot Route symbol. Selected friendly forces will move along wherever a route created by clicking

> multiple locations with the Action Button, ignoring everything on the way and putting all power into Thrusters for maximum speed. If an enemy unit is selected, friendly units will still move into attack. The Action Button can be pressed multiple times, each time creating a point on the plotted route
> - Cancel orders: Clears all orders being performed by friendly Units on in the Battle
> - Reinforcement Menu: A pop-up menu which can be closed. Shows all available ships in the system/area.
>
> Selected

3.3
Commandeer Mode – Space Ships
- Fighters
- Warships

3.4
Commandeer Mode – Ground Forces
- Sabotage
- Search and Rescue
- Assassination

3.5
Cinematic Mode

4.
War Table – Playtime Ideal: 40%
The War Table is the interactive commander's table at Military HQ, navigated with a cursor. From there, players view a map of the galaxy, their available units, their money and the passage of time. In terms of interaction, the player will manage their military budget and organise their military might before the next battle. Meaningful decisions are made in and out of action, and improper organisation could result in a loss at the next battle.

4.1
Fleet command
The galaxy map shows the star systems which are key to controlling the galaxy. In each system is four slots (called 'Fleets') in which the player can:
- Build (by highlighting the slot and choosing a Special Unit to construct in that slot)
- Move fleets between; by hold selecting in order to 'pick up' all mobile units contained within (which can then be dragged to another slot, of the same or different system) (these slots are always displayed).

Each slot contains 10 singular Large Ship Unit spaces and 10 Medium Ship Unit spaces (these are seen when the player clicks into the fleet slot), and (only) one of these Large Ship Units spaces can be used to construct a Special Unit. If a Unit with a hangar (e.g. a Development

Station or War Ship) is in one of the Large Ship Unit spaces (No medium Units have hangars), then 50 Small Unit spaces appear as a child of the respective Large Ship, representing the Units inside it (of these 50 small slots, 25 are Fighter Unit-specific, and 25 are Soldier specific).

Highlighting a system (not the fleet slots themselves) and clicking will zoom into it, showing the system map – a view of the sun and its orbiting planets. Of these planets, one will be the capital of the system (usually the only habitable + colonised world), or a space station in orbit of a planet will be. Above this planet or station are the same 6 slots seen from the galaxy map. Highlighting one of these slots expands it to show all items inside. An advantage to placing a ship in the same fleet slot as a structure is that if a battle begins in that space, that ship spawn next to the structure, more immediately defending it, and will remain there unless moved. If all slots on a planet are full but the player wants to make space, they can move away mobile units and repurpose or destroy immobile ones for a price.

Players can assign Units upgrades by dragging them from the upgrades screen onto the desired unit.

Enemy-controlled systems show six fleet slots, however unless spied on it is unknown what is in these slots. Two of these six slots will never be occupied by the enemy – they are for the player to drag their own fleets into.

When two opposing fleets containing combat, units are in the same fleet slot, the player will be prompted to begin the battle. If the player accepts, they enter the battle mode as usual. If they deny it, the battle will happen without the player, and the winner will be calculated. However, without the player there to play the battle itself, they will probably suffer heavier losses, or a defeat when they could've won. If a non-combat unit is in an enemy fleet slot

If a battle is about to begin, an alert at the top of the War Table screen will notify this to the player, as well as the System in which it's happening. From this alert, the player can choose to begin the battle, view the system or ignore the battle. If the player chooses to view the system, the alert will still show at the top to let the battle begin. Ignoring the battle will discard the alert and show the result of the skirmish, such as losses and winner.

The losing side of a battle loses the star system and any remaining Special Units that were stationed there can be used by the winner.

Each System comes with a bonus relevant to the lore of that system. For example, if the player captures an industrial system home to a corporation, they receive a monetary discount to anything built therein.

4.2
Hypershift routes and supplying fleets

Between all the systems are known and plotted Hyper Routes. These are safe highways which run through the galaxy, and stem to each system. The problem with these routes is that due to their nature of being narrow, they can be obstructed with blockades of big enough ships, forcing incoming traffic to drop out of Hypershift (and due to the nature of following a route, dropping out of Hypershift means always approaching from the direction of the Hyper Route). Keeping these routes clear is vital to getting somewhere fast (as a detour route could take days longer to travel) and maintaining supply runs. Every time the player occupies a fleet slot, they have to choose somewhere from which to pull their resources – a *Supply Depot (See: 4.1)*, which must first be constructed. If the fleets are not supplied at the start of a battle, those fleets will be worse in combat (lower chance of AI landing hits, weaker armour,

slower response time to commands). A system not obtaining supplies for seven days results in desertion and loss of small unit forces, such as fighters.

The player can also decide to create a Hyper Route blockade by placing their fleet in a fleet slot on one of the routes, interrupting enemy supplies – these Hyper Route slots are located at every junction and periodically along the main trunks.

To find an unknown Hyper Route, the player can spy on an enemy system to see where they're obtaining supplies from.

To plot a Hyper Route which is unknown to the enemy, player has to select a point A, and a point B, and so on. Once confirmed, they will have to wait a certain number of days in-game while the route is plotted until they can use it; the longer the route, the longer this will take and the more expensive it will be (plotting a route from one side of the galaxy will take about 200 days in-game (this is TBD with playtesting) and is a major expense). Hyper Routes known to the main enemy are Blue, and unknown ones to them are green.

To give a general idea of time passage and travel, it might take 15 days to travel from one side of the galaxy to another. When a fleet is moving on a Hyper Route it will be visible to the player on the routes themselves, moving along it. Highlighting the fleet will show two options:

- Recall Fleet: Recall

4.3
Time passage

The game operates in real time so many or few player actions can happen in a day. Before tweaking through play testing, 10 minutes of War Table game time passes one day of in-game time. When the player pauses, or enters a battle, the 'galactic day' timer stops. When the player resumes War Table gameplay, the timer also resumes. The purpose of time passing like this is to so the player can start to understand enemy attack patterns better, to plan their finances better, and to ensure the player spend about the right amount of time in the War Table as they do in combat. If there's two battles a day, and a usual battle should last about 6-8 minutes, then ≥half the play time should be spent in War Table gameplay. Against the computer, when the player is fully zoomed out of the Galaxy Map, they can fast forwards time, which will see the galactic day timer go 3X the usual speed.

4.4
Unit Creation

The player receives money from their occupied systems daily. This money can be spent on Units, of which there are two kinds; Special Units and Combat Units:

- Special Units: These are constructions the player has the option to build whenever they highlight a free fleet slot in a star system. All constructions have targetable points, hangers and Hardpoints in which to place compatible tactical abilities, essentially forming an immobile Warship for if a battle happens in its space.
  - o Research Station: Needed to develop extra Unit types and upgrades such as better weapons or engines. They can be placed in any slot. When clicked on, they present the following options to research:
    - Extra Units: Extra units can be developed at a *Development Station*, as they are all mobile and can be fit into fleets for movement.

- Probe: A Special Unit sent to an enemy's star system to scout enemy forces space and planetary atmospheres. Can be deployed to a planet's surface to relay current planetary military information. Once deployed, they are lost and not reusable.
- Spy: A Special Unit
- Smuggler: A Special Unit which if deployed to an enemy system's planet surface Smugglers are used to subvert the enemy and steal a percentage of money their daily take. If deployed to an enemy system's planetary atmosphere they can cause them even more economic damage (by strengthening the local trade of illicit goods) but these won't land back in the pocket of the player.
- Bounty Hunter

- Upgrades: All Units have two upgrade slots which are show when highlighted, which can be dragged from the Upgrades Menu to the desired Unit. Once Upgrades are researched, they can be developed at a Development Station. You don't get them back when the unit they were equipped to is destroyed.
  - Improved Rifling: Increases Damage rating (Ground Forces)
  - Shields: Provides equipable shields (All Immobile Units)
  - Improved Shields: Increases shield rating. (All Space Ships + All Immobile Units with shields)
  - Improved Shield Regeneration: Increase shield regeneration rate (All Space Ships + All Immobile Units with shields)
  - Improved Armour: Increases Health rating (All Combat Units)
  - Good Captain: Increases accuracy rating of AI (All combat units)
  - Improved Targeting Computers: Increases accuracy rating of AI

When something is built, it is finished being researched
- Development Station: Needed for developing upgrades. Once an upgrade is developed it goes into the Upgrade Menu
- Shipyard: Needed for developing space ship Combat Units
- Military Training Academy: Needed for producing Ground Forces Combat Units
- Military Hospital:
- Supply Depot: Needed for sending supplies to fleets. Can send out supplies to eight fleet slots at once.
- Probe
- Spy
- Smuggler

- o Bounty Hunter

- Combat Units: Units which can occupy planets and be used for combat.
    - o Warships: Large military spaceship capable of Hypershift, used for transporting smaller military strength such as fighters, probes, troops, etc. across the galaxy efficiently and imposing military might (usually) in the form of heavy artillery. 1 Unit: 1 Warship
    - o Clipper: Medium-sized military spaceship usually outfitted for specialised force, such as ramming or silent running. Capable of Hypershift. 1 Unit: 1 Clipper
    - o Fighters: A small space ship incapable of Hypershift intended for assaulting external targets, drawing fire, general hassle, and engaging other fighters. Each ship has individual health, and when destroyed the unit continues to act with what's left. 1 Unit: 4 Fighters
    - o Bombers: A small space ship incapable of Hypershift intended as a more mobile alternative to warship cannons for dealing heavy damage. 1 Unit: 4 Bombers
    - o Carrier: A small space ship incapable of Hypershift intended for transporting a small platoon out of a warship – in this context to board enemy ships at their hangers. 1 Unit: 1 Carrier
    - o Ground forces: Trained for infiltration and sabotage, these special forces are used to assault interior targets and can be deployed 10 at a time in Carrier space ships with the intent of landing in an enemy hanger. From their they will try and fight their way to their target. 1 Unit: 10 soldiers

5.
Tactical Abilities

Tactical Abilities are used in battle. Manual abilities can be used by clicking on a friendly unit, for relevant Abilities Wheel appears. Automatic abilities are executed when most relevant automatically by the game. If an ability is Manual and Automatic, it means they work automatically but can be activated from the Abilities Wheel nonetheless. The Abilities Wheel also shows the cooldown for each ability (which is never too long). When in Commandeer Mode, all Tactical Abilities become Manual, unless stated otherwise, in which case they can never be directly controlled. Tactical Abilities are not constructed at Special Units like Upgrades, for example. They are outfitted in the Create-A-Ship screen.

- Laser Cannons:
    - o Ability Type: Automatic
    - o Ship type(s): All
    - o Standard method of fire on most ships
    - o Varying behaviour such as fire rate and damage based on ship
    - o Tactical uses: precision aiming, general harassment, breaking asteroids
- Heavy Broadside Laser Cannons
    - o Ability Type: Manual, Automatic
    - o Ship type(s): Warships, Clippers
    - o Heavy barrage of lasers which fire directly straight out the side of a ship
    - o Tactical uses: Heavy damage at close range

- o Disadvantages: Slower fire rate than Laser Canons, heavier damage, no precision aiming
- Projectile Cannons:
  - o Ability Type: Manual, Automatic
  - o Ship types: Warships, Clippers
  - o Physical projectiles fire to ignore shields
  - o Tactical uses: quickly finishing off an enemy with low HP but active shields
  - o Disadvantages: Much weaker than lasers
- Harpoons
  - o Ability Type: Manual
  - o Ship type(s): Warships
  - o Can be attached to large asteroids, Clippers, Warships + Space Stations
  - o Fires through shields
  - o Once attached, can 'Lock' to pull something around, 'Reel' to pull something near, or 'Detach'. Ships fly through the ropes
  - o Tactical uses: prevent Hypershift retreats, drag asteroids into enemies (or vice versa), close in distance to enemy to overwhelm with direct firepower
- EMP
  - o Ability Type: Manual, Automatic
  - o Ship type(s): Warships, Clippers, Bombers
  - o Ineffective against shields
  - o Disables enemy electronics (prevents enemy fire, prevents enemy movement) doesn't disable projectile weaponry
  - o Tactical uses: shutting down a ship for boarding
  - o Disadvantages: Take a long time to charge, must be locked on to a set coordinate first – easy to evade. Hard to use with Bombers due to the risky nature of the unit
- Ram
  - o Manual
  - o Ship type(s): Warships, Clippers
  - o Requires Ram upgrade to be used, or can be done manually through commandeering
  - o If ramming ship has no ram upgrade, it will also be destroyed
  - o Small ships always destroyed if contact is made with medium or large ships
  - o Large ship with Ram ramming medium ship: Medium ship loss of HP until destruction
  - o Large ship without Ram ramming medium ship: Medium ship loss of HP until destruction, heavy player damage taken
  - o Large ship with Ram ramming large ship: Large ship loss of HP
  - o Large ship without Ram ramming large ship: Large ship loss of HP, heavy player damage taken
  - o Tactical use: Closing distance, ignoring shields, physically pushing victim ship
  - o Risk: Requires head-on charge, always deals some damage to player. Enemy can manoeuvre to avoid
- Silent Running
  - o Ability Type: Manual
  - o Ship type(s): Clippers

- o Hides ship signature for one minute (before upgrade), not seen on enemy radar
- o Tactical use: manoeuvring behind enemy lines
- o Risk: Cannot use any ability while activated
- On-Contact explosive drops
    - o Ability Type: Manual
    - o Ship type(s): Warships, Clippers
    - o Large explosives which are dropped behind the rear of the ship and remain stationary where dropped until contact with a ship, or damaged upon which they explode
    - o Tactical use: Deterring enemies on the rear of the ship, creating obstacles in space
    - o Risks: Can damage anyone
- Activation explosive drops
    - o Ability Type: Manual
    - o Ship type(s): Clippers
    - o Large explosives which are dropped behind the rear of the ship and remain stationary where dropped until damaged or activation, upon which they explode
    - o Tactical use: Deterring enemies on the rear of a ship, creating obstacles in space, precision timing, setting traps in asteroid fields
    - o Risks: Can damage anyone
- Tractor field generator
    - o Ability Type: Manual
    - o Ship type(s): Warships
    - o Creates an artificial gravity well around the Warship, pulling all enemy ships (and environmental hazards) within the vicinity towards itself, until they are within very close proximity of origin
    - o Tactical use: Closing proximity to enemy, keeping distance from enemy, preventing Hypershift retreat
    - o Risks: Pulls in environmental hazards
- Shield generator
    - o Ability Type: Automatic, including in Commandeer Mode
    - o Ship type(s): All
    - o Blocks all energy damage
    - o Will slowly regenerate its own HP – damage must be dealt faster than regeneration rate
    - o Tactical use: Absorbing energy-based damage
- Turret
    - o Ability Type: Automatic, including in Commandeer Mode
    - o Ship type(s): Warships, Clippers
    - o A standard addition to medium-large vessels, they fire light high-precision lasers with high fire rate to provide additional hassle and try and repel enemy fighter threats
    - o Automatically fires lasers on closest threat to Turret
    - o Tactical use: exploiting small weak points on Clippers + Warships, repelling enemy hassle

6.
Other

Planets will sometimes ask for money for various things. As an occupying faction, you should support them in order to increase general happiness and reduce crime, bolstering the economy and resulting in more money for you. This is not so much a feature to get lots of extra money as it is one to keep the player earning as much as they should.

Player behaviour in Single Player will probably see them reloading previous saves instead of carrying on with a fail. To remedy this, if a player reloads a save before the most recent Battle but before two Battles ago, their losses will be carried through to that save. However, if the player wants to repeat two Battles by selecting a save from that long ago, they won't suffer a penalty. The player is notified of this save system before starting a single player Campaign or Conquest.

7.
Goals

- Occupy Galaxy
- Occupy planet
- Occupy system
- Break blockade
- Infiltrate/Board Warship
- Destroy enemy forces
- Destroy specific ship

8.
What a battle looks like

- Player has a goal, battles are freeform so that players can do what they want when they want to attain a more cohesive and efficient execution of their goal
- Player and enemy engage
- Warships control the battle and deploy fighters
- Usually player will want to disable or destroy enemy Warships
- Player selects Fighter Squadrons to target specific external targets to better accomplish their goal (thrusters>prevent escape, less mobility/turrets>less incoming damage/shield generator>less resistance/enemy squadrons>less incoming damage/communications relay>less enemy coordination/tractor beam>able to close in/escape pods>prevent escape of key target)
- Player can send Fighters into enemy hanger to initiate infiltration to accomplish internal targets (engines>no thrusters/life support>kill enemy inside/prison cells>extraction/bridge>assassination/bridge interface computers, consoles, instruments>power distribution, coordination/auxiliary systems control>no backup power/escape pods/communication relay)
- Infiltration is difficult and usually requires taking down turrets/tractor beam first
- Most shields are photon shields and do not protect against physical projectiles

- Once enemy ALL warships are disabled (20% health with life support intact) (or all but one is destroyed), they can either be destroyed (by simply taking the remaining health), to finish the battle quickly or boarded (resulting in resistance depending on previous choices) to gain resources including weapons and the warship(s).

9.
Game Pillars
- Immersive, intense space battles
- Use separate mechanics at key moments to craft your own stories of victory
- Sense of defending or conquering a galaxy
- Meaningful resource management decisions

10.
Painting a picture
The player has two warships and is taking massive damage on both of them. They decide they want to save at least one, but positioning themselves and charging the Faster Than Light engines and recalling the fighters will take too long. The player therefore decides to divert all power to the shields for Warship One (allowing them to take more damage), and all power to the Engines for Warship Two (allowing them to charge their Faster Than Light quicker). The plan is to use Warship One as a shield for Warship Two, allowing Two time to charge without being destroyed. The player decides to specifically divert all power in Warship One's shield to the Hull (leaving every other face unprotected), then, utilising the Commandeer mechanic, turns Warship One so that the Hull is facing the enemy Warship's canons, and is in front of Warship Two. Now all incoming damage from the enemy's warship is hitting One's hull as Two is about to make the FTL retreat. Warship One takes the damage, allowing Two to escape, but the player has sacrificed One.

The Commandeer mechanic allows players more innovate, free-flowing and personal tactics to the strategy genre.

11.
Create-A-Fleet, Create-A-Warship
From the War Table, the player can choose to spend resources they obtain on building warships, fighters, space stations (for R&D or as weapons), transports (for supplies) or training soldiers as pilots or infiltrators.
When a warship is made, the player can name it. All Warships have a number of external Hardpoints depending on the size of the ship. Anything can be put on Hardpoints (which require extra resources), from Turrets to Shield Generators – it's up to the player how they want to build their ship/specialise it. The player can also create a Warship from a pre-set Blueprint, which can be aqquired through R&D. If a player makes their own ship, it will automatically be saved as a Blueprint, meaning that despite ships being gone once they're destroyed, they can be rebuilt.

12.
How power is held and built: Gameflow

1) Player needs to *occupy* the capital planet or station of a star system in order to control it.
2) Player needs control of star systems to generate money from those systems.
3) Player needs money to create military strength (Units).
4) Player needs military strength to win battles.
5) Player needs to win battles to occupy systems.
6) Player needs to occupy systems to win the war.

- If the player doesn't take the time to grow their army and reinforcements they will be overwhelmed fairly quickly in battle. Because building recourses takes time, this also allows the enemy to grow their recourses: this is how challenge is maintained; by keeping the player constantly having to make decisions instead of waste time while waiting, meaning they'll be more engaged to each minute of gameplay otherwise their slack will be punished – if they only generate enough military might to win a battle by maxing out their forces at one location, they will be overwhelmed by not being able to defend surrounding systems when the campaign difficulty ramps up because of the time it takes for ships to travel between systems.
- Of the two factions, the Empire start with control over a much smaller amount of systems.

13.
Definitions

"Occupy": Player presence, no enemy presence.
"Commandeer": To take direct piloting control
"Hypershift": Shifting the space ship into gear for Hyper Travel, allowing ships to move faster than light across the galaxy.

14.
Factions:

- The Holy Interstellar Initiative –
  - Starting control: 65%
  - Goal: Crush any threats to the Initiative. Don't leave a power vaccum.
  - A technocratic religious movement controlling of the galaxy. After a major paradigm shift in religious thinking, a large percentage of the then-mostly atheist population came to believe in the chance of God again. It is also thought that with technology advanced enough, humans could meet or become God. This is because they believe that if the universe is infinite in either space or time, then that must mean an infinite number of chances for life to attain power which would equate it to God could exist, and so statistically God (or an equal to that) probably does exist to them. The Holy Interstellar Initiative was a separatist result of this theological paradigm shift, who quickly amounted a private military through big new-age donors, aiming to focus on developing and realising their philosophy of Actualisation;

reaching or becoming God. Their religious leader is a pope who is selected after the previous died, said to have seen heaven. Their defining features are their mix of neo-classical Greek and neo-old kingdom Egyptian architecture, sense of duty, and growing militarism despite larger poverty.

- The United Star Systems:
  - Starting control: 35%
  - Goal:
  - The USS is the oldest, and was up until recently, the largest power in the galaxy, and is a spiritual successor to the old United States. The recent fracture of the pressure and provoked them to war. put them at a
- Independencies: These are either independent governments or pirate havens, however they do not look to expand territory. They can provide extremely difficult challenges, but there is never a 3-way battle.

15.
Enemy AI Tactics:

16.
Multiplayer:
- Players start with equal amount of territory, or not, if agreed on.
- All players who join the in the lobby when the game is created is a part of it, others can't join once a game is created.
- When someone leaves, the game pauses and gives them two minutes to re-join before kicking everyone who hasn't already left out the game.
- The game can be paused and resumed if both players agree.

17.
Random threats:

18.
Pirates:

19.
Space creatures:

20.
Output Randomness:
- Two equal forces engaging each other directly
- Being targeted by pirates: small relatively defenceless fleets will be targeted by pirates

- Being targeted by space creatures: large fleets causing a lot of disturbance/disruption might provoke large creatures to attack
- Recourse rewards from boarding or destroying warships: chance of getting loot disproportionately good from relatively easy fights, not useless rewards things from hard ones – risk vs reward.

21.
Environmental hazards:
- Asteroids
- Explosive canisters

22.
Challenge & Difficulty:
Three difficulties: Easy, Medium, Hard

Difficulty can be increased through pressure put on the player. Pressure can be increased in three ways: Decreased time in which to make decisions (through faster enemy decision making), increased enemy resources (so the player has more difficult battles and has to consider important systems to defend) and increased enemy aggression (so the player has less to keep on moving troops and replenishing them more often). These are designed so that each decision the player makes becomes more important, and to worsen their decision making by putting them under tougher pressures. Difficulty should increase as the Campaign/Conquest goes on so that the player can have both confidence at the beginning and struggle at the end, creating more of an emotional rollercoaster.

To help evoke emotion from the player, some challenge will be alleviated without them being informed. This would come in the form of:
- During Battle, enemy attacks never being able to take player Warship HP to 0% if was above 5% when the damage was dealt. Instead, no matter the incoming damage, the player Warship HP will be reduced to 1%, which might create more close shaves in retreat situations.
- During Battle, if a player is overwhelmed by opposing forces, enemy attacks will miss more often by a factor of up to 15%.
-

Fine details TBD largely with play testing.

23.
UI:

24.
Controls:
- War table:
- Battle: Strategy
- Battle: War Ship:
- Battle: Space Fighter:

- Battle: Trooper:

25.
Game Modes
25.1
Campaign

A mode with a story narrative which takes the player through a variety of objectives relevant to the galactic war (the mission design will inform the narrative however, as opposed to vice versa). The enemy faction will behave in a scripted way so as it has its own objectives which are the same every time, but like the player can perform strategic actions such as gaining neutral systems, blocking routes, and growing recourses in between to better achieve the main objectives in a naturalistically varying way (so the strategies make sense but are do not have to be the same each time). The difficulty in this mode starts off relatively (to the difficulty setting preference) low by allowing the player breathing room to construct and develop their might and learn the war table gameplay before the number of enemy actions starts increasing each day and the player has to increase their own play speed. Progression can be controlled in this mode by locking off certain systems until certain objectives are complete (for example, the bulk of enemy controlled territory won't be attackable until the narrative allows the player to start to push enemy lines backwards, which should be about $1/3^{rd}$ into the campaign playtime to allow for good beginning, middle and end pacing).

25.2
Conquest

In conquest, the player chooses either side and their difficulty. In this mode, there is no narrative elements; instead, it is an all-out war of attrition. No systems are locked from the start, and the player only has to eliminate the opposing faction once and for all. Before starting the player can set:

- Starting friendly system percentage (default – 35%)
- Starting enemy system percentage (default – 35%)

In this mode, like Campaign, the enemy will give the player breathing room at the start and ramp up the difficulty as the AI faction acquires more recourses.

25.3
Battle

A series of Battle scenarios the player can choose between, with no War Table gameplay before or after. The player can choose their faction. Each scenario has its own objectives for each side. Before starting a scenario, a player can customise the battle to increase or decrease their handicap from its scenario default, which will in turn increase or decrease the number of Units available to the player, in ratio with the enemy's. The player could also select the music and map they'd like to play in. Functionally, Battle mode plays the exact same as it does in Conquest and Campaign.

25.4
Multiplayer

Multiplayer supports both Conquest and Battle Modes, but they are different in the following ways:

- Conquest:
    - Two player limit
    - One player creates a game, and invites a friend to join
    - Both players select their preferred faction; if they pick the same, one of the players at random is asked to pick heads or tails and a coin is flipped. Players get to see the coin flip, and the chance of either side landing up is 50%. If the choosing player guessed correctly, they play their desired faction
    - Players cannot fast forwards the galactic timer
    - If a player presses pause, the opponent is prompted to accept or deny the pause. If the prompted player does not respond to the pause after 60 seconds, the game is paused. They are also prompted to (only) accept the resume (only the player who initiated the pause can initiate the resume). There is no time limit to accept the resume – the prompt instead stays up until the player accepts the resume.
    - From the pause menu, only the player who initiated the pause can initiate a Save and Quit, which sends no prompt to the second player
    - Players MUST participate in Battles
    - Tertiary factions such as pirates do not operate or battle with the players

26.
Story details relevant to gameplay

- Planetary shields – these are super heavy shields which cover entire planets and control flow in and out of the atmosphere. Because of this, planetary bombardment and land invasion is not and viable option of warfare.

Faction Ideas:
Small Democracy vs Big Empire
Small Empire vs Big Democracy
Anarchists vs Communists
Fascists vs Communists
Anarchists vs Fascists
Conservatives vs Fascists vs Communists
Technocrats vs Fascists
Corrupt Democracy vs Uprising Fascists
Corrupt Democracy vs Uprising Communism
Communists vs Fascists vs Corrupt Democracy vs Conservatives vs Anarchists