**Summary:**

        1-6 player first person space based rougelike with modular ships which players must repair as they fight and escape a superior force.

**Gameplay:**

        Ships can be flown in 6dof, and fight with pilot and turret mounted weapons. Ships are made of modular components which break individually but can be repaired. Components with functions are attached to pipes which carry energy. A Fallout 4 style building system can be used to repair or upgrade your ship with salvage found from enemy ships. Enemies are unmanned drones which are made of components the player can salvage. Depending on the number of players, important systems are either fully the purview of the pilot, or distributed between players.

**Loop:**

Jump to a level. There may already be enemies present or you may have some time to explore first. "First wave" of the following enemies will arrive < 5 minutes. Afterwards there is a 3-10 minute period of safety before a larger fleet follows. Players use spare time to explore points of interest (modular stations, wrecked ships, minable asteroids) and repair/upgrade their ship. Once FTL cooldown has completed, if players have fuel, they can jump to the next system. The longer they stay the better their nav calculations, therefore the better their options for the next system. The long the game goes on, the stronger the enemy fleet becomes, until ultimately players must confront the final objective.

**Tech requirements:**

6dof relativistic ship physics, but with systems (fly by wire, auto thruster balance, assist modes) to make flight easier. | Player eva | Artificial gravity within ships | Efficient and easy to use build system which can support player ships | network multiplayer for 1-6 players

**Roles:** (some filled by multiple people) (some marked for outsource)

| **Full Dev** | **Partial dev:** |
|---|---|
| **Game director: Me** | Music (outsource?) |
| **Programmer A:** | SFX creation (Outsource/library) |
| **Programmer B: me** | Character artist (if not handled by 3d artist) |
| **Potential 3rd programmer** | (outsource?) |
| **3d artist:** | UI artist |
| **Potential second 3d artist:** | Graphic design |

**Challenges:**

Tech and performance, ergo 2 programmers. Good AI will be hard.

**Stretch goals:** VR support,

**Funding:** Create tech demo first, kickstarter. Revenue share for core team members, one time contract pay for outsourcers from kickstarter funds. If kickstarter funds are

**Target audience:** People like me who are excited for space games, and seeking a unique and immersive experience. We provide a grounded version of the ftl "i'm under attack and everything is on fire" but ditch the "ship's captain" aesthetic (except for players who want to role play) method to instead focus on teamwork and coordination with friends. By cutting out common bloat features of space games (bespoke ship hulls, planets and landings, massively multiplayer) we can ensure development can proceed smoothly.

**Timeline:**
Develop prototype part time with as much of the core team as possible to assemble. Once kickstarter goes through, begin development as a whole.

**Prototype:**
Functioning eva, ship gravity, flight, multiplayer, basic combat, pipe system, build and repair, basic enemies, basic art. Has all the technical challenges completed, so we don't have to ask for faith from our audience. Possibly just start with 2 coders.