

STAR COMMAND



Star Command

<https://portfolio.fh-salzburg.ac.at/projects/2023-star-command>

Wunschbetreuer*in

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Story & Game Description

In "Star Command," you take on the role of a seasoned Spaceship captain in a vast and mysterious universe. Your mission is to command and manage your ship while leading a powerful fleet of diverse spacecraft. Explore the cosmos, engage in thrilling battles, and make critical decisions that will shape the fate of your fleet and the galaxy itself.

As a captain, you will have to manage your ship with its crew, consisting of hundreds of crewmates. It is your responsibility to order them whatever actions are required.

"Star Command" is powered by Unreal Engine 5, offering players amazing visuals, seamless gameplay, and immersive worlds to explore. UE5's cutting-edge technology brings the vastness of space to life with stunning graphics and realistic physics.

Story WIP:

Factions:

The Unitary Social Republic vs. The Greater Tobani Consortium

Independent Planets/Forces

Pirate Alliance

Main Campaign Faction: Unitary Social Republic

Gameplay

- **Different types of crewmates:** The crewmates you command will have different classes.
Mariners: They will be responsible for attacking the targets using the weapons in the spaceship.
Engineers: Engineers will be responsible for repairing the damaged parts of the spaceship.
Maintenance: Maintenance will be responsible for overall clean environment.
Co-Pilots: Co-Pilots will be responsible for controlling the ship whenever you are AFK.
- **Galactic Travel:** Navigate your fleet through vast interstellar distances, facing challenges such as resource scarcity and hostile territories. Make critical decisions about your fleet's route, seeking out new opportunities, alliances, and threats as you venture deeper into the unknown reaches of space.
- **Space Skirmish:** Engage in intense space skirmishes as you navigate your fleet through epic battles against enemy forces. Command your ships strategically to gain the upper hand in these high-stakes conflicts. Master the art of space combat and outmaneuver your opponents to secure victory and advance your mission in the cosmos.
You only possess the ability to command your own ship and its crew. You can only give orders to other ships in your fleet.
- **Ship Classes:** You have access to a variety of ship classes, each with its unique strengths and weaknesses. Choose from corvettes for speed and agility, destroyers for screening, light and

heavy cruisers for versatility, battlecruisers for a balance of offense and defense, and battleships for sheer firepower. Carriers provide support with small spacecraft deployment.

- **Non-Controllable Ships:** Your fleet includes non-controllable support vessels such as repair ships that provide essential maintenance during battles.
- **Small Spacecraft:** Deploy and command non-controllable small spacecraft like light and heavy fighters, interceptors, bombers, and gunships during intense space skirmishes.
- **Economy:** Manage an economy, balancing your funds and resources. Collect money through various means, including trade, missions, and exploration. Use steel resources for ship upgrades and improvements, ensuring your fleet remains competitive. Keep your crew well-fed with food resources to maintain their efficiency.
- **Black Market:** The galaxy is a lawless place, and the black market offers opportunities to acquire rare and forbidden items, but at a cost. Be cautious, as dealing with the black market can have consequences.
- **Resource Replenishment:** Visit friendly space stations orbiting planets to replenish your resources. The amount you receive depends on the size and capabilities of the station. Choose your destinations wisely to resupply effectively.

Bonus Section (probably not achievable for mmp3)

- **Multiplayer mode:** Players will be able to interact with each other in Space. There will be different classes to choose from (like in Destiny 2 game). Depending on which classes interact with each other, the outcomes may vary. If 2 Players are with the same class, they will have the opportunity to help each other, by sending each other missing resources and repair parts. However, if players encounter each other from different classes, they will also have the option to attack and have a battle. The winner will get large portions of resources.
- **PvP Battles:** The winner of the battle is determined by how well equipped, as well as their Spaceship is and by fast decisions from the captains. During the Battle Battle, the captain will have different options to choose from and give orders to the minions.

Interface

Navigate an interface that provides you with essential information about your ship, fleet, resources, and objectives. Access detailed ship management screens to fine-tune your vessels, upgrading weapons, shields, and propulsion systems.



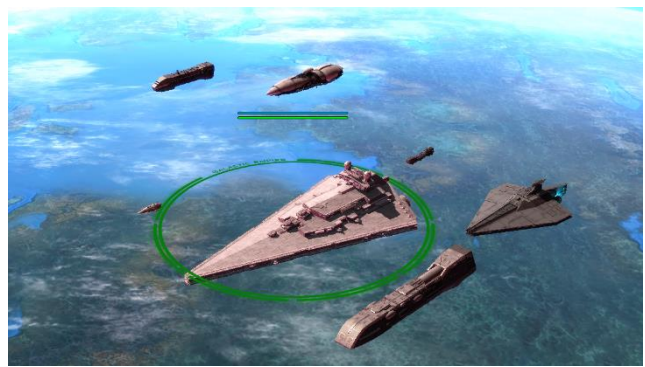
Assets

Current List of Assets to be included in the Project (could be expanded/reduced/modified):

1. Main Spaceship Exterior (5 variations)
2. Small Spaceship (5 variations)
3. Alien Spaceship (3 variations)
4. Main Spaceship Interior
5. Panel for the Spaceship Bridge
6. Spaceship Crew: (4 variations)
7. Planet (10 variations)
8. Asteroids (5 variations)
9. Weapons (10 variations)
10. Captain Model

Look and Feel

"Star Command" offers a combination of futuristic aesthetics and the raw beauty of outer space. From the cold, metallic interiors of your ships to the awe-inspiring vistas of distant galaxies, the game's visuals are a treat for the eyes.



References

Draw inspiration from classic space opera franchises like "Star Wars" and "Star Trek" for storytelling and character development.

Cues from real-time strategy games for fleet management and tactical gameplay.

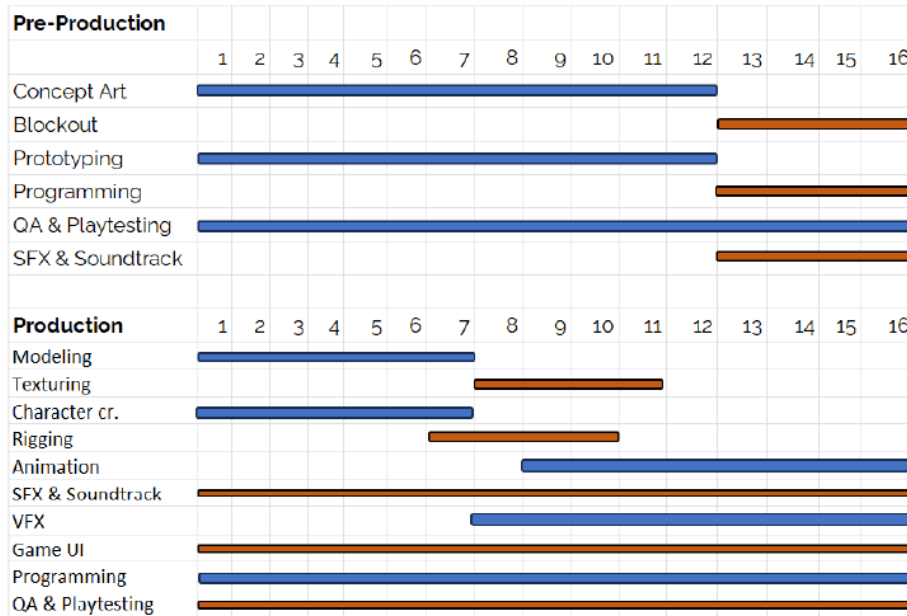
Science fiction literature for compelling narratives and world-building.

Roles

Luka Stojkovic: Game Programming, AI Programming, Game Design, Audio Design, Graphics Programming, Game UI, Playtesting, Concept Art, Prototyping

Davit Poghosyan: 3D Artist, Modelling, Texturing, Animation, Rigging, VFX, Game Design, Game UI, Playtesting, Concept Art, Blockout, Prototyping, Character Creation

Project Plan



Summary

"Star Command" is an ambitious RTS-like space exploration and fleet management game that immerses players in a vast and visually stunning universe. With a range of ship classes, resource management, and thrilling battles, it offers a deep and engaging experience for fans of both space simulations and strategy games. Your decisions as captain will shape the destiny of your fleet and leave a lasting mark on the galaxy. Are you ready to embark on this epic journey through the cosmos?