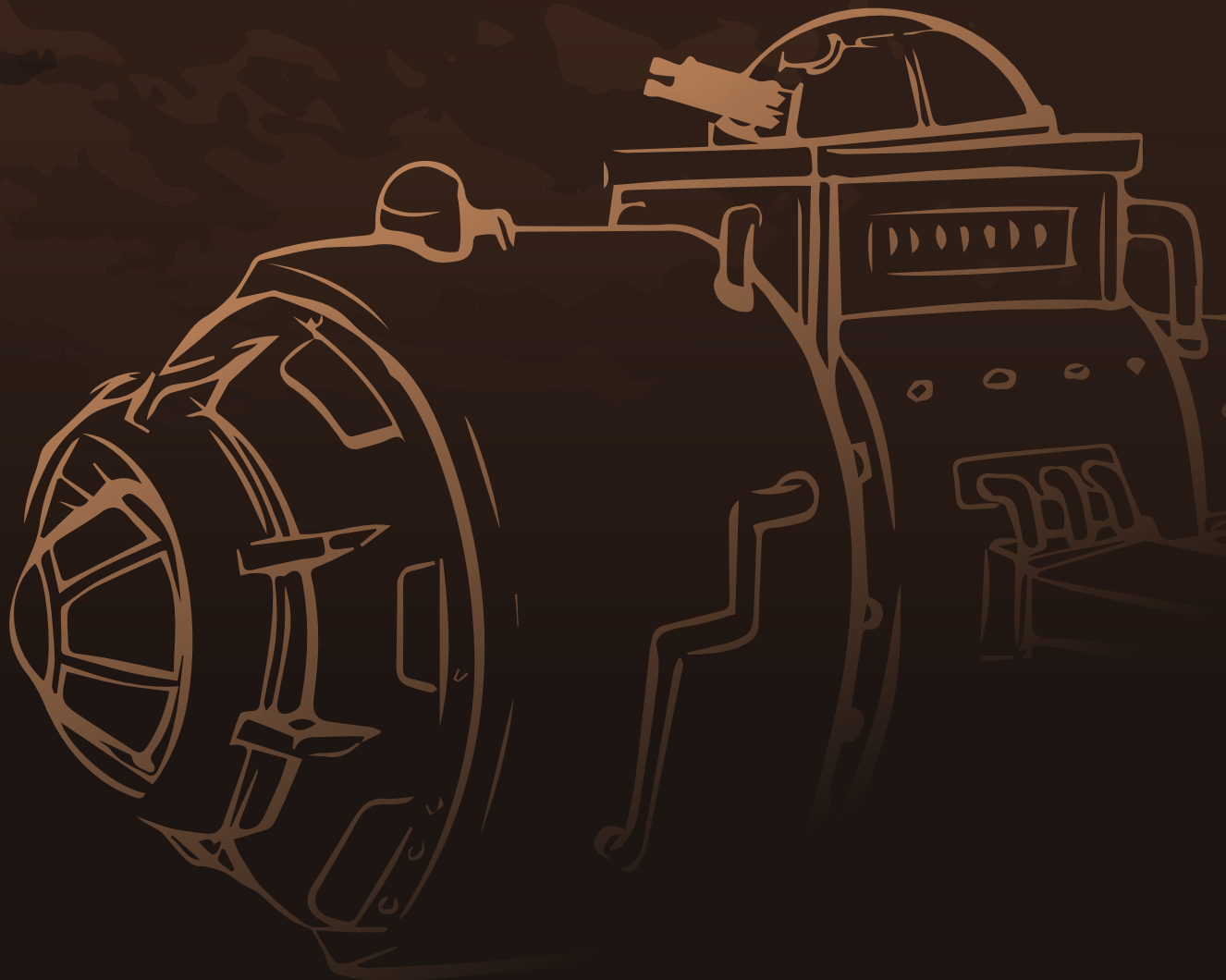


# GALACTIC BOUT



# ABOUT

In Galactic Bout you man a ship together with a competent crewmate or a newbie fill-in and try to beat a second team in a mission. Every time you go on a mission, you have a goal to fulfil, that can be different from the opposing team. Of course, you would want to clear the goal as fast as possible and before your rivals can, but you have to watch out since you can't complete your mission if you've gone missing in action.

# YOUR SITUATION

You two finally saved up enough money to buy a ship and go take on missions. You thought you could become the number one mercenaries in the galaxy. If only there wasn't another team there to get in your way. Everywhere you go, every mission you take, there's someone there to beat you to it and steal your well-earned victory. I think it's finally time to fight back, either by being faster than them, or by making sure they won't come back, if you get what I'm saying. But I wouldn't be so sure about that being so easy as you didn't particularly splurge when you bought that ship meaning there might be a thing or two breaking some time soon. To be honest, it was only a matter of time. But that's nothing a bit of tape can't fix, right?

# LOOK AND FEEL

We are in a distant galaxy surrounded by planets, asteroids and junk. The arena in which the players are located is complexly constructed of large asteroid boulders. Some of them moving, some static. Anchored in these asteroids are pieces of scrap that have accumulated over the years and formed into tunnels, retreats or large obstacles.

The spaceship is like the space junk in diesel punk style. This is defined, for example, by a lot of metal, rivets, pipes, cables and switches.

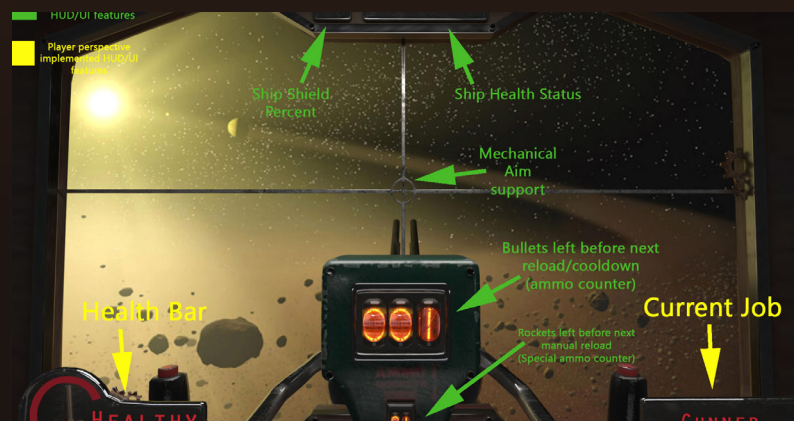
We combine old technology with Sci Fi.

The interior looks worn and yet complex to make repairs tricky.

Players play astronauts in worn suits and darkened helmets.

With this style we aim to feel that the player has to take responsibility and care for the ship all the time, because many things break down quickly and can only be repaired by hand.

# CONCEPT ART



# MOODBOARD



# UI

The UI is almost completely diegetic, information is displayed on in game screens for module status, gauges for temperature and nixie tubes for ammo count. Information display is limited and the players have to rely on each other to communicate the missing information. Communication is handled via a classic push to talk "radio".

## The gunner

- Bullet and rocket count via nixie tubes

- Lock-on screen displaying a wire frame picture

- Light indicating whether the gun or the rockets are currently selected

- Static iron sights

- "Compass" showing the turrets orientation relative to the ships front

## The pilot:

- A classic radar on a sonar style round display

- A Light indicating whether dampers are on or not

- Ship status, a wireframe top-down view of the ship

- 3 lights per component indicating its status

# THE PILOT

The pilot has the role of safely maneuvering the ship to their goals while trying to dodge the opposing gunfire. Since this can be somewhat taxing on the person, this isn't a fixed job but rather a position that both players have to take turns at. Of course, leaving the position open is also an option since you can turn off the "brakes" but that leaves you an easy target.

The pilot also has the role of giving information to the other player since he has screens that show him the condition of the different parts of the ship. That leaves him to coordinate together with his team partner on who has to do the necessary repairs and when. Right?!?

# MANNING THE TURRET

Since you have to defend against the other team, if not attacking them, there has to be a person operating the turret. He is in charge of attacking and trying to keep a steady aim while the pilot flies the spaceship. Telling the pilot to keep the ship steady is part of that as well. The gunner has different types of weapons and ammo. At his disposal are a two Barrel machine gun and a rocket launcher. The ammo used with these includes anti-air bullets, homing rockets and EMP rockets.

- The anti-air bullets are similar to shotgun ammo in that they spread in a small area to more easily destroy incoming rockets.

- The rockets already have a simple homing built-in by default in where they fly to where the crosshair is pointing at, but the true homing rockets fly straight to the locked-on target, though ignoring obstacles on their way.

- The EMP rockets are strong in comparison but also very limited. If they explode, all electronics in a certain radius get deactivated and have to be restarted manually. They can be triggered on command.



# GAME LOOP

15-30min

Players spawn into the map and receive their mission over the radio. They don't know where the other team is and need to find their way to the objective. Constantly on the lookout for the other team.

5-10 min

If the Teams clash, the following could happen:  
Team 1 spots the other on the radar, one of the players rushes to load AA ammunition into the turret. The second team locks the target and shoots a rocket. Team 1 destroys it and speeds up to get out of sight. The teams pursue each other, shooting and repairing.

1min

The players do the tasks that are most urgent, this could look like this:  
A rocket is incoming so one must man the turret a to shoot it down. They managed to get one of the two, the second one hit the engine. Now some one has to repair it in order to keep the ship moving.

# TASKS

While on your missions, you will have to do several tasks to keep your ship up and running so you don't become sitting ducks waiting for their enemies to end their suffering. These tasks can be a variety of things and have different priorities and results if not done in time. Tasks are mainly split into two groups: Player-caused tasks and Ship-related tasks.

The first type revolves around damage caused by your enemies. This can go from plain damage to the hull or the drives to network attacks causing systems to fail. Below is a collection of some of these tasks:

- Fix the hull
- Fix the drives
- Block cyber attacks
- Fix the systems damaged by the cyber attack

The second type is about normal ship tasks like piloting and problems that come up from the ship being this cheap. Underneath is a list of some of these tasks:

- Pilot the ship
- Man the turret
- Reactivate the shield generator
- Repair the engine cooling system
- Repair the engine
- Reload the turret

# MISSIONS

To avoid a plain two versus two spaceship scenario, we introduce a mission to every match. This mission is an optional objective that can be different for both teams, as in an attacker-defender situation, and can decide the match as well. These missions include, but are not limited to, the following:

## **Destroying/Defending target:**

One team's goal is to defend a galactic base with important cargo or diplomats while the other tries to leave no trace of it.

## **Escort/Wipe out target:**

While one team tries to safely move a group of diplomats to another location, the other tries to stop that from happening.

## **Data Probing:**

Both teams race to get the most data out of randomly positioned probes while trying to stay alive.

## **Exploration:**

Both teams race to explore a yet undiscovered bit of space.

## **Espionage:**

One team tries to uncover the secrets the other team is trying to hide at all costs.

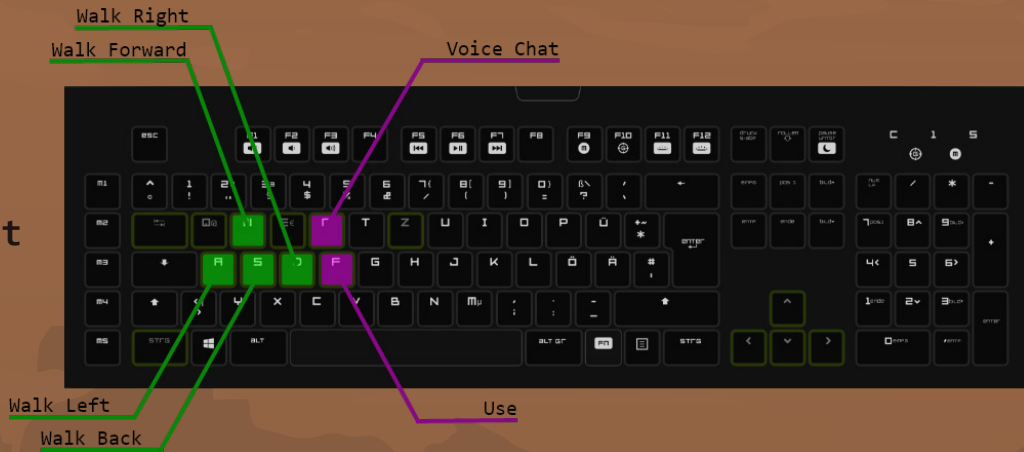
## **Delivery:**

The teams try to receive and deliver their package the fastest. Each team has a different spot to collect the package at and the same destination for delivery.

Coop Multiplayer

# GAME CONTROLS

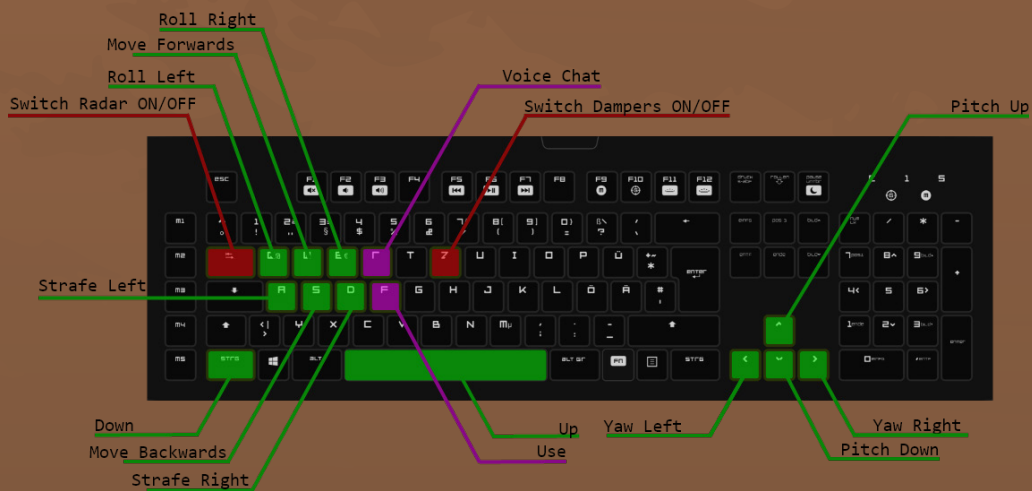
## Movement



## Shooter



## Pilot



Mouse: Look around,  
LM = Shoot (if shooter)

# PRODUCTION PLAN

The following is a short estimate for a production plan.

-4th. Academic Term:

Idea finding, concept refinement

-5th. Academic Term:

(If possible alongside internship) Pre-Production

-6th. Academic Term:

Production, Production End

# PRODUCTION COSTS

3 coder

1500 each

plus 1300 per month each

plus open source software 0 per month each

2 animators

1300 per month each

plus vray 53 per month each

plus maya 225 per month each

plus substance (painter, in collection) 48 per month each

plus zbrush 40 per month per person

1 animator = 1666€ per month, rounded up 1700

1 coder = 1300€ per month (+1500 to total)

working time: 6 months

1 animator for 6 months = 10200€

1 coder for 6 months = 9300

2 animators + 3 coder for 6 months = 48300€

include potential unexpected costs = 50000€

# COMPETITION ANALYSIS

## Sea of Thieves

- ship combat
- being able to walk on the ship and steer it, fire cannons and repair it

Our Ships navigate in a 3D space, in Sea of Thieves it just moves on Water in 2 Dimensions. We've got it more tactical, only two people per ship with more tasks which are connected with each other.

## Among Us

- tasks and teamplay

## Star Citizen

- spaceship combat with similar structure

Our Game is designed to be more competitive. Fighting in a spatially limited arena. Tasks are more important and the players have just one ship.

## Others:

Black Wake

Barotrauma

Starwars: Squadron

# DEVELOPMENT TEAM

## Programming:

- Crome Philipp
- Huber Lena
- Kerschner Luca

## Animation:

- Kocjan Adriana
- Sander Tim