

GALAXY WARS



TEN PAGER

GALAXY WARS

ver 1.0

DESIGN BY
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General Overview



Embark on an adrenaline-pumping space odyssey with our multiplayer, super-energetic spaceship shooter. This 2D top-down arcade-inspired video game thrusts players into frenetic battles where they showcase their prowess as spaceship pilots. With a simplistic aesthetic yet unimaginable powers, players will engage in high-stakes encounters, navigating through cosmic battlegrounds armed with laser weaponry. It's time to prove your mettle in this visually compelling, action-packed experience that brings the thrill of classic arcade battles into the dynamic realm of multiplayer gaming.

ACTION MECHANICS

360° virtual joystick

Using a single joystick for the main movement of the spaceship or main character in the video game, the player can navigate freely in 360 degrees of direction.

Precise movements

Immediate responsiveness of the spaceship enables seamless navigation through the various obstacles presented in the game, allowing players to master their skills and evolve into the ultimate master pilot.

Life and collision system

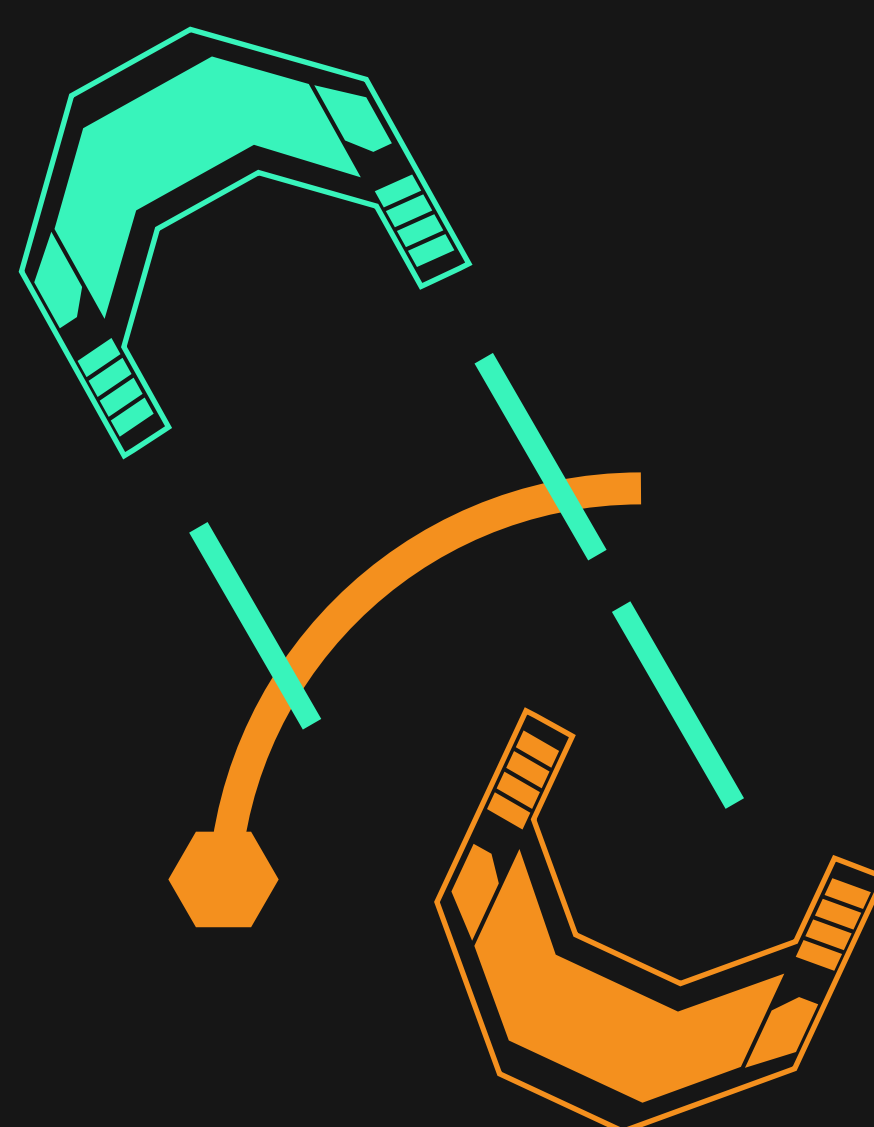
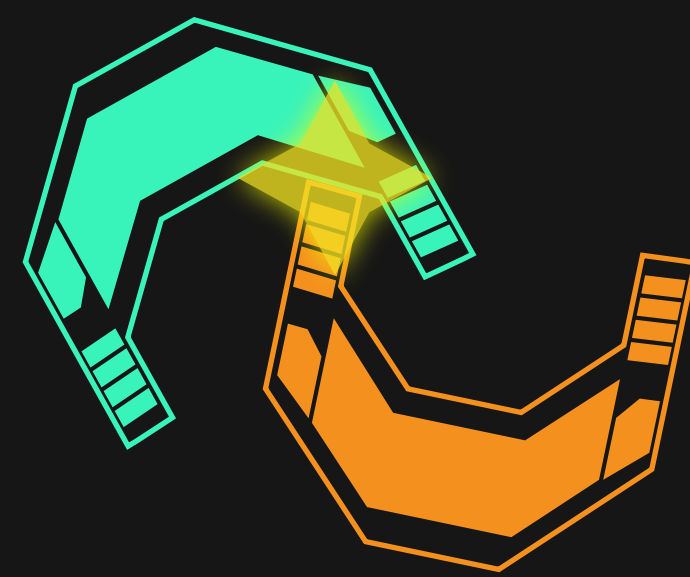
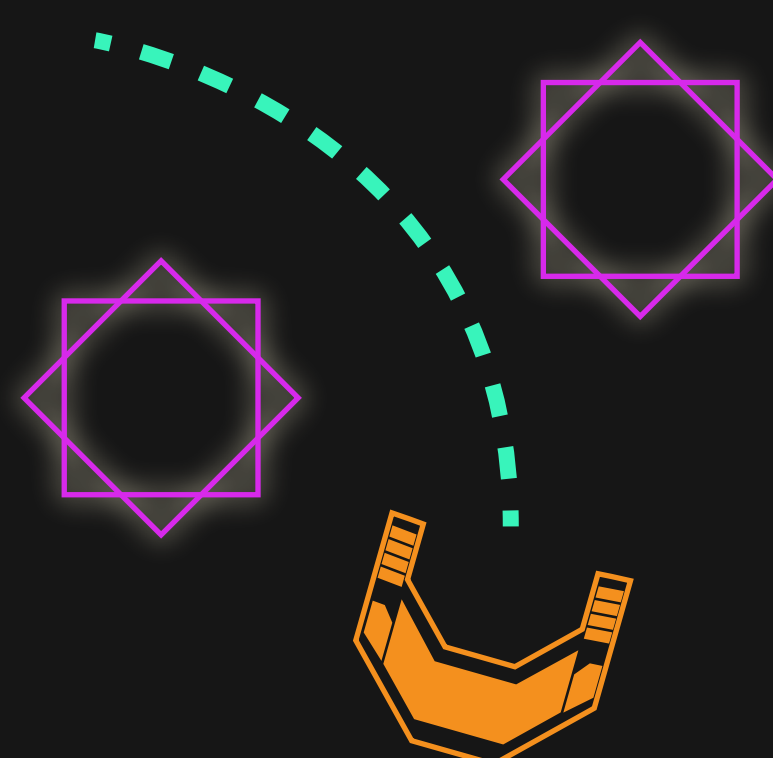
Shield and life control are intricately linked to collisions with enemies, bullets, and obstacles, involving both NPCs and other players. Players must strategically manage their shield and health resources to withstand the impacts and navigate the challenges presented by adversaries and environmental obstacles.

Form-based collisions rather than area-based collisions.

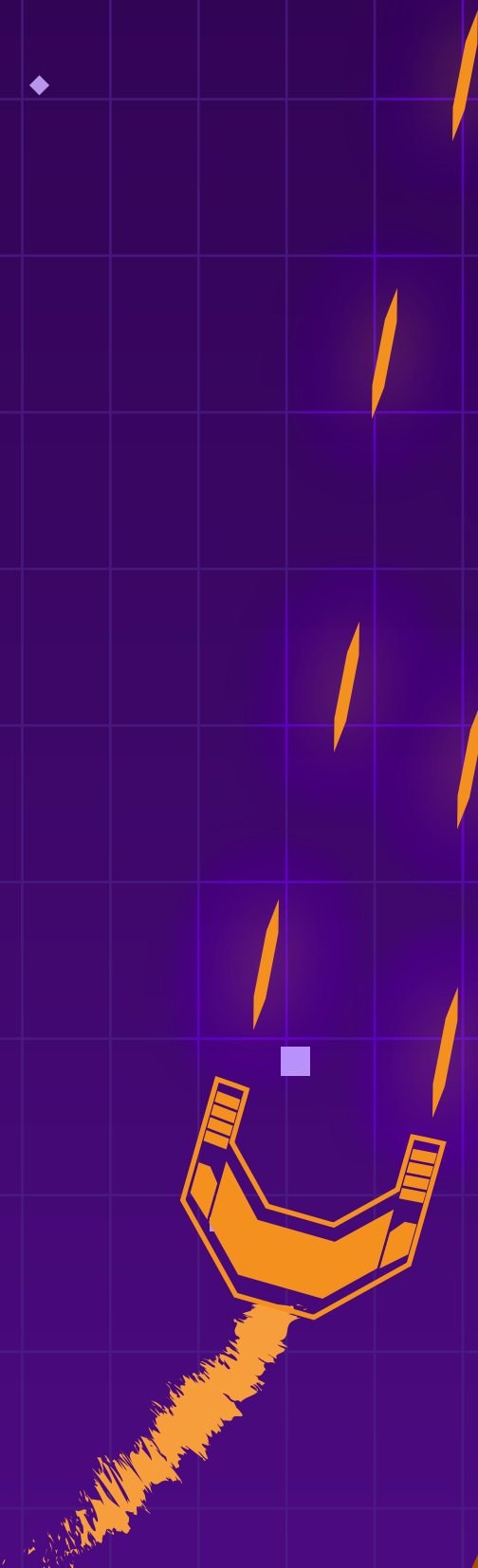
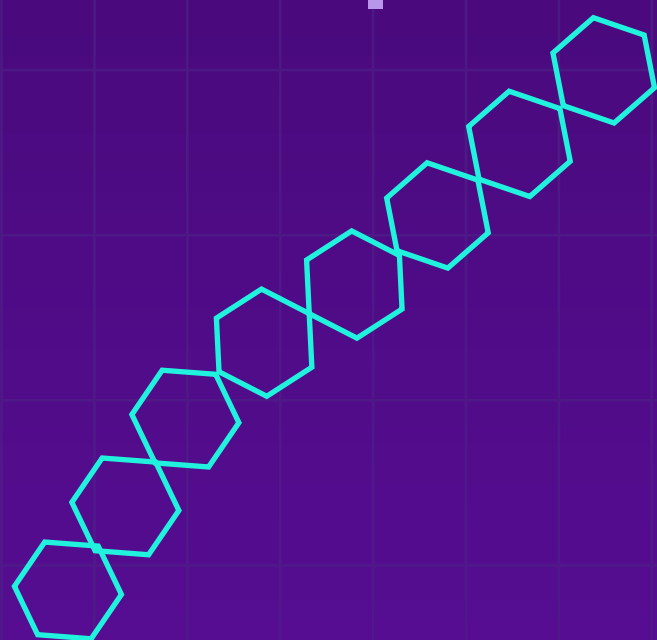
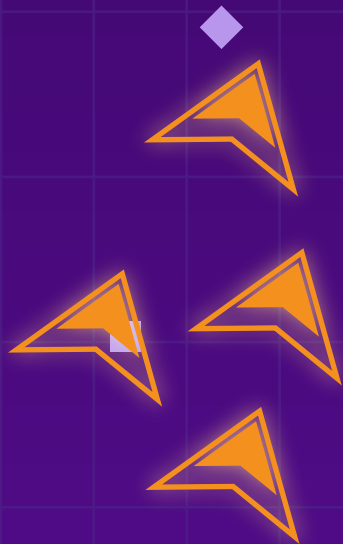
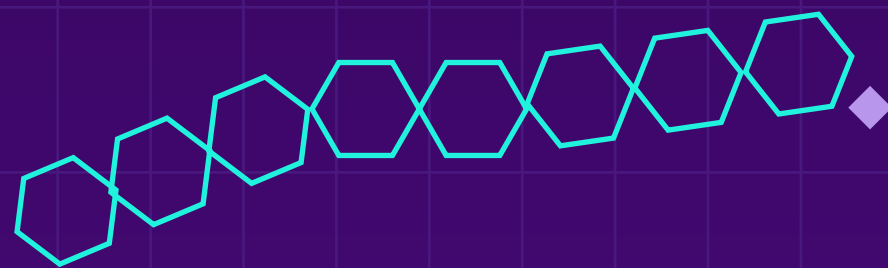
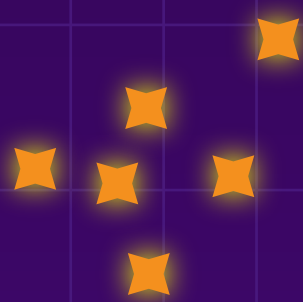
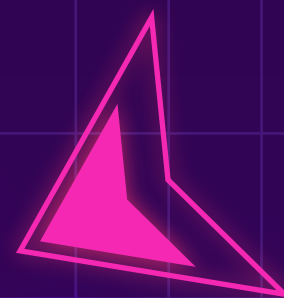
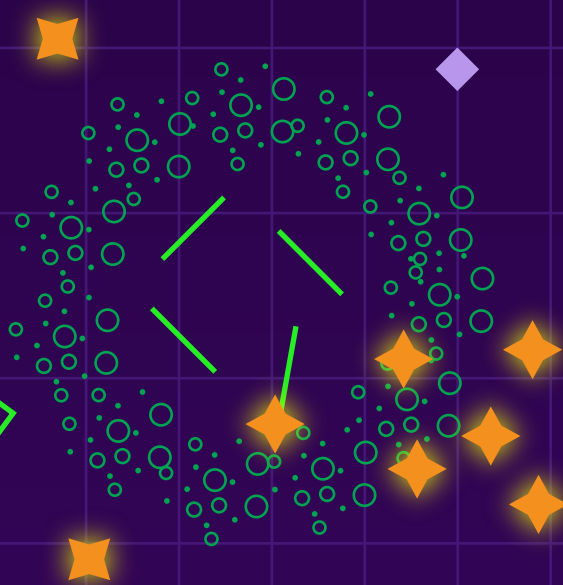
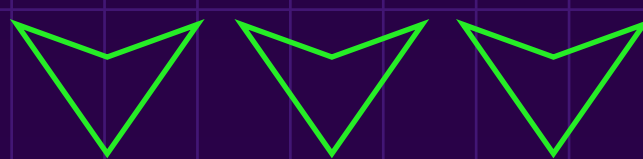
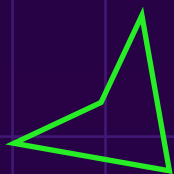
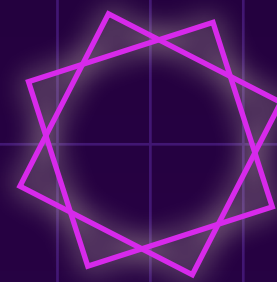
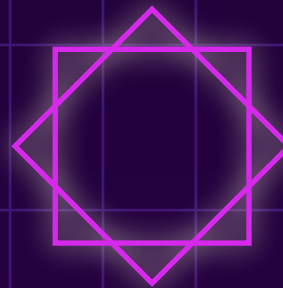
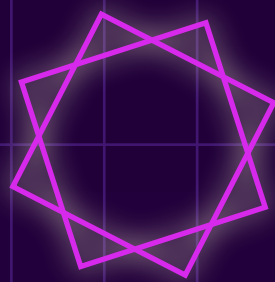
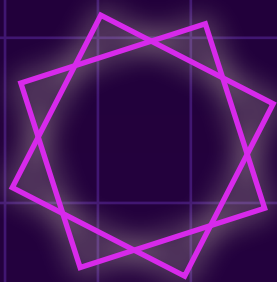
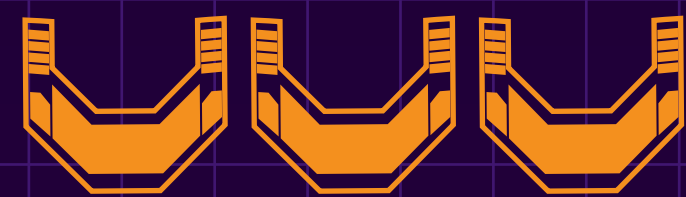
Auto aim and bullet system

Dynamic proximity-based shooting system against enemies, along with a weapon switching and upgrading mechanism.

Incremental weapon system, where acquired weapons can be upgraded and retained by the player during a match.



SCORE
126.020



*concept version

PROGRESSION MECHANICS

SCORE SYSTEM

Simple and classic score system for keeping track of the best players and plays.

Progressive level system

Progressive level design for a gradual control of difficulty.

Weapon upgrade system

Incremental and gradual design of three different types of weapons and defenses, such as lasers, rockets, and shields, each system with its incremental logic of power.

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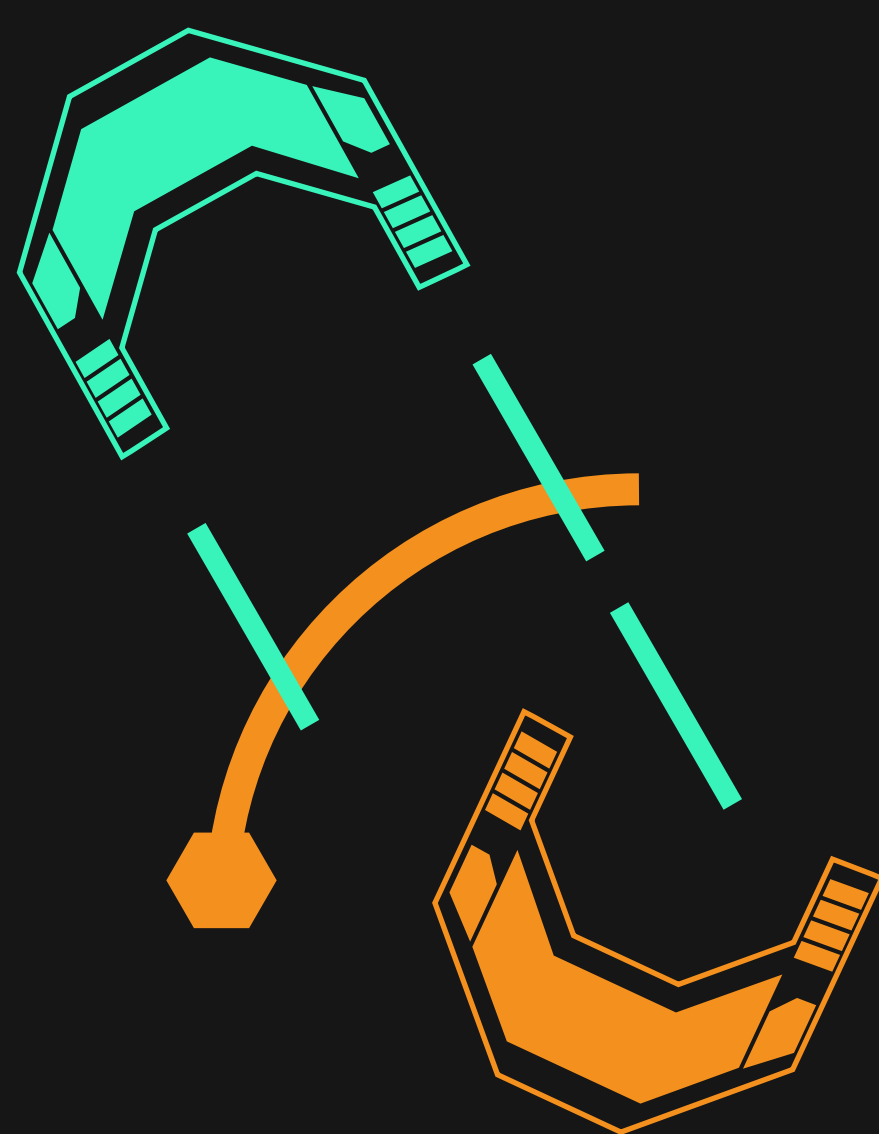
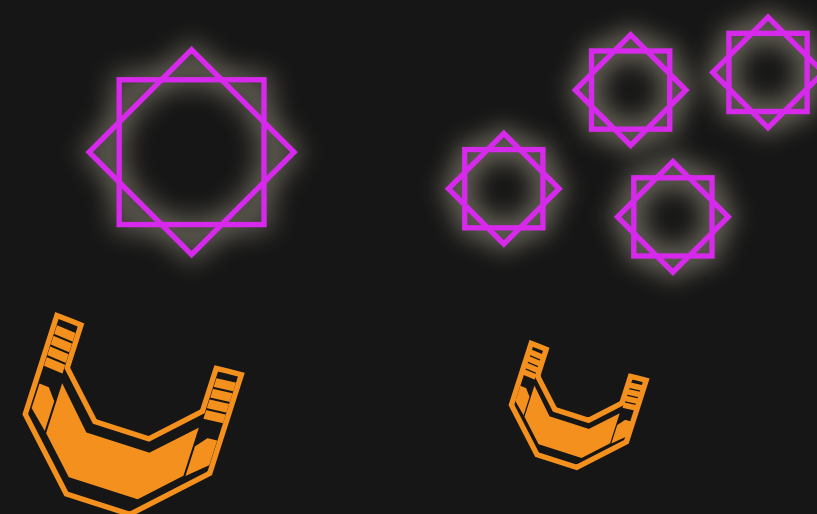
Level recollection system

Energy gem collection system that allows players to level up and spend the points earned on reward upgrades.

SCORE
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Rewards MECHANICS

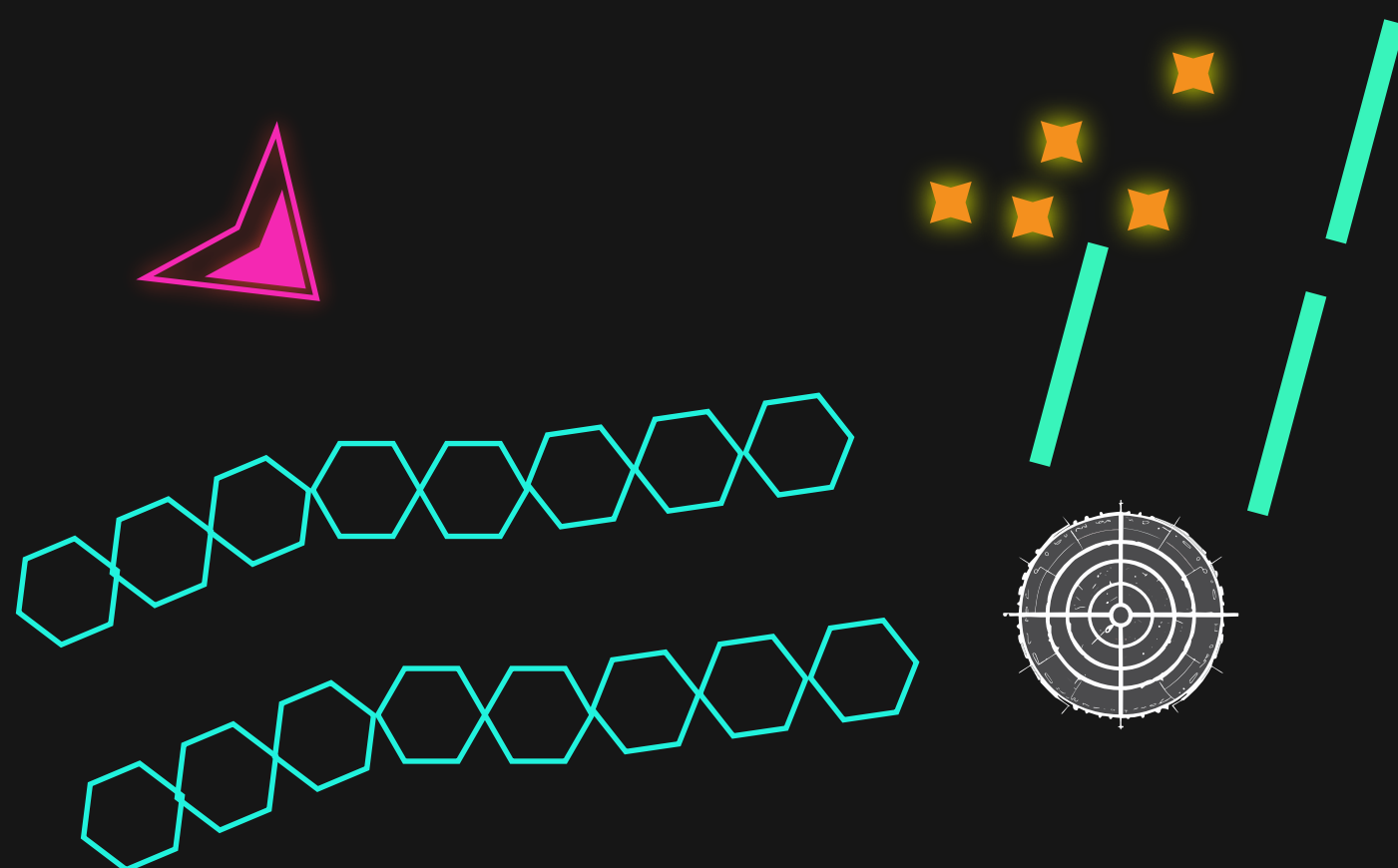
Pilot level scale system

A reward system based on awarding medals for achieved scores.



Game Objective

Eliminate hordes of enemies that come from all directions within specified timeframes, each with different mechanics. Also, have the opportunity to play in multiplayer mode, either with allies or competing to be the best pilot.





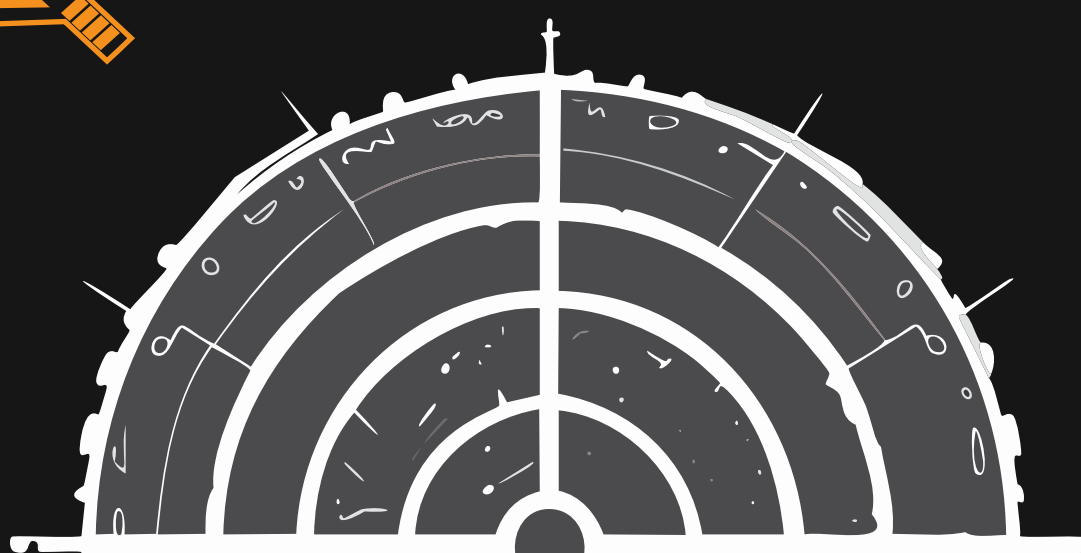
Story background

In a forgotten corner of the universe, on the borderlands of the known empires, an epic battle unfolds between brave intergalactic pilots and the imposing Kron supremacy. The darkness of space is illuminated by the flashes of Kron's organic ships, while the pilots' vessels flicker with the last breath of hope.

The squadron leader, the fearless Captain Renn, gazes with determination at the control screen of his K ship. They have lost every battle so far against Kron's lethal ships, but they refuse to surrender to the enemy's advance.

With the enemy on the verge of overwhelming their last defensive line, the team remembers the ancient radar remote control system they had overlooked. It's their only chance to turn the tide of the battle.

With the tiny control screens as their only tool, the pilots plunge into a desperate virtual battle. Every move, every maneuver, is filled with tension and determination. It's a fight not just for their lives, but for the fate of sector nine and beyond.



⚡ THE ENEMY

ELDER END



Elder End has been the supreme leader of the Kron for thousands of years, consolidating his power through a series of leadership battles that have seen rival leaders fall and absorbed their psychic energy to strengthen himself. This system of government based on strength and domination has taken the Kron from being simple fearful creatures on the planet Kronnis to becoming a formidable threat in the known universe.

His relentless control over the Kron troops is based on an organic system of control through psychic impulses, which allows him to direct his forces with millimeter precision and coordinate devastating strategies against his enemies. Under his leadership, the Kron have evolved technologically and militarily, becoming an unstoppable force that has even challenged the most powerful empires.

Elder End is considered a legendary figure among his people, revered as a living god whose will is law. His vision for the future of the Kron is ambitious and ruthless, and he will not hesitate to sacrifice any number of lives to achieve his goals of total domination in the known universe.

⚡ THE PILOTS

9 SECTOR ALLIES

The pilots are a brave and diverse force, each one an expert in the art of space combat. Connected to their ships through helmets that link directly to the radar systems, these warriors are fully immersed in battle, feeling every movement of their ships as if they were an extension of themselves.

They have undergone rigorous training covering various formats of ship handling, from real space combat to holographic simulations and combat using the emergency radar system. This variety of training has provided them with exceptional versatility and prepared them to face any challenge they encounter on the battlefield.

Each pilot has their own style and unique skills, but they all share an unwavering determination and absolute commitment to the cause of protecting their home and defending their people against the Kron threat. Their bravery and skills are the last hope in the battle against the enemy, and they are willing to give everything for victory.





Multiplayer Rune tech

Using the Rune Multiplayer platform, the necessary logic will be developed to play from 2 to 4 consecutive players depending on the system's capabilities.



R multiplayer web games