

The Traveler GDD

Game Description:

Space RPG exploration game.

Explore the galaxy, meet mysterious creatures & alien races, upgrade your ships & gear, collect ancient artifacts & find your way to freedom

Story one liner:

A man's journey from oppression & enslavement to freedom & liberation

Core Pillars:

Unpaused, un-interrupted, space flight & exploration (immersive)

- Everything happens in real time, UI menus/maps/etc is overlaid on the game view & doesn't pause the game.
- Actions like building & repairing takes a little bit of time, and can be done only when player is safe

Captivating Atmosphere

- Meditative music that get you in the zone
- Great looking & unique art

Rich Story World To Explore

- Rich & round characters
- Galaxy history & factions
- Space creatures & other mysteries

Aesthetics: (by priority)

1. Fantasy - be a space pilot, be an explorer, be a mercenary, be your space fantasy.
2. Discovery - explore the galaxy and its mysteries, discover new ships, game mechanics & items
3. Expression - customize you spaceships, make your own story

Dynamics:

- Exploration
- Looting & Mining
- Simplified space combat
- Ship management

Mechanics (high level):

- Ship flight rotation & aiming
- Ship flight movement
- Ship flight movement boost
- Targeting, push a key to toggle between targets
- Aim assist with predictive aim
- Weapons shooting
- Ship Energy
- Shields Hit Points
- Ship Special abilities
- Module Hitpoint
- Hull Hitpoint

Game Loops:

Long term loop:

Explore > Find ancient artifact > Get special ability

Medium term loop:

Explore > Find quest > Perform quest > Receive Upgrades, Abilities & Blue Prints

Short term loops:

Explore > Enter combat > Get Resources/Loot > Repair ship & modules

Explore > Mine Asteroids > Get Resources > Buy/Build Modules or Ships

Note about explorations:

- Encourage players to explore by making discoveries meaningful
- Reward players for going and explore far places
- Make the journey to the discovery interesting full with story/gifts/small discoveries/useful info
- Making the player "work hard" to get to a certain place, then reward according to the difficulty.
- Creating higher level areas reachable but much more dangerous for beginners and by so much more appealing because of better loot
- Travel back to previously visited places with new information that reveal new item/quest/encounter/special location
- Give the player glimpses of a higher level region (While traveling between wormholes?)
- Fun and engaging way to move (slingshot maneuvers?)
- Discovery types: Mechanical, Content, Narrative, Geographical

Features:

- Ships Classes
- Drones Classes
- AI space monsters
- AI Pilot
- Ship selection & customisation
- Gear tier
- Loot

Spaceships Parameters:

- Engines
- Mass
- Hull points
- Shield points
- Weapons
- Special ability slots
- Cargo Capacity

Weapon types:

Energy:

- Beam
- Laser

Projectile:

- Missiles
- Junk
- Shells

Mission types:

- Rescue
- Search/mine/loot & bring back
- Search & scan
- Hack
- Destroy something
- Destroy amount
- Open gap in asteroids belt
- Steal something
- Race
- Escort
- Investigate (find stuff & report back)
- Spy (with notes the player makes & report back)