



**Team Rocket**

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beyond

reach

2. Milestone  
Game Prototype

# Feedback

hexagon planets

I'd like to see different types of planets.

Concentrate more on one single big planet

Push back the multiplanetary part and focus on AI and very solid single-Planet gameplay.

really think you need multi-planet PvP

Expanding to other planets and fighting in space while doing so.

I think the procedural planet generation has been done too many times before

The idea of the randomly generated planets out of hexagons.

The moral dilemma seems a bit forced

Expanding on the decision making aspect

I'd add some sort of fighting right from the beginning

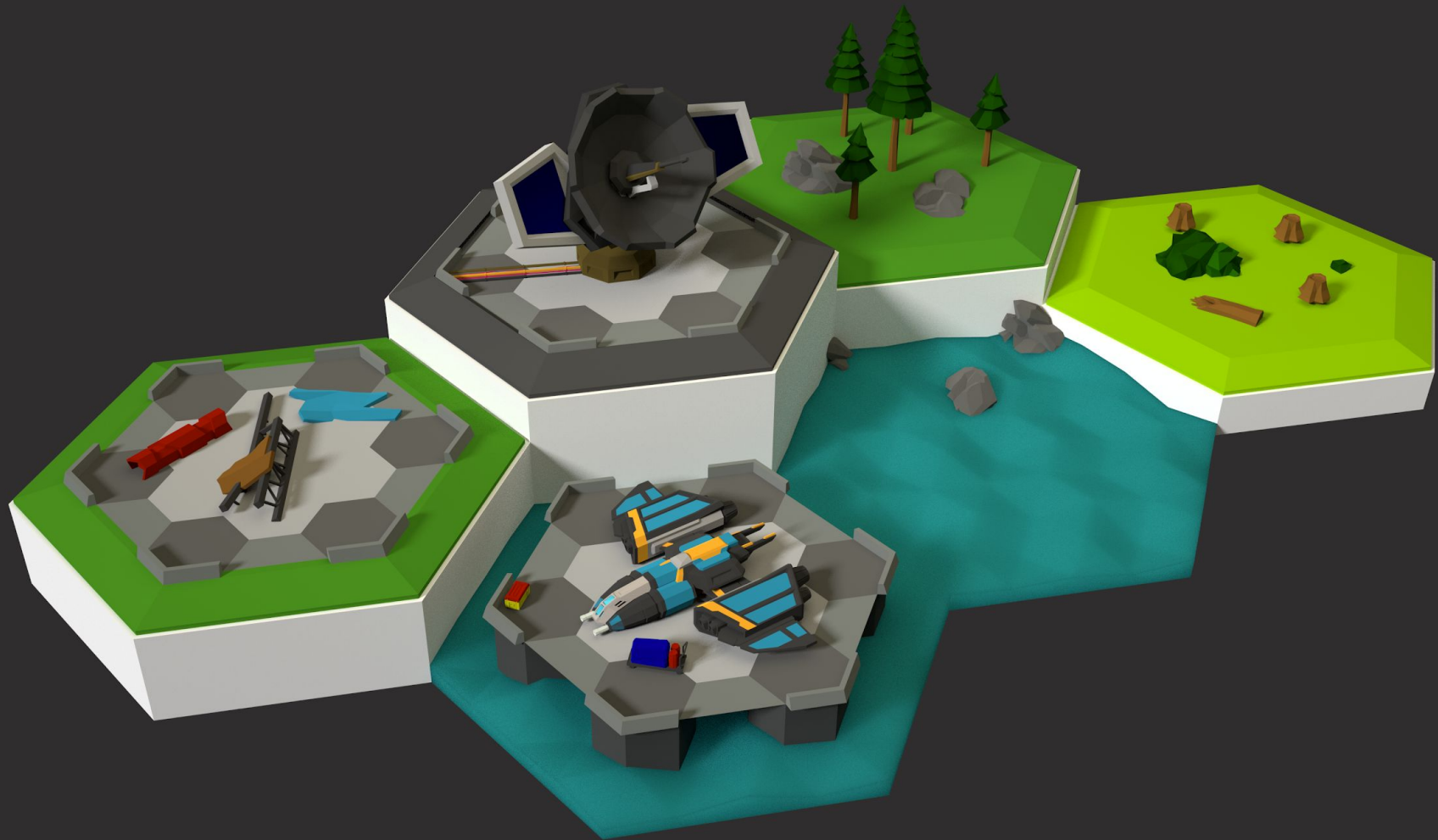
The combat system

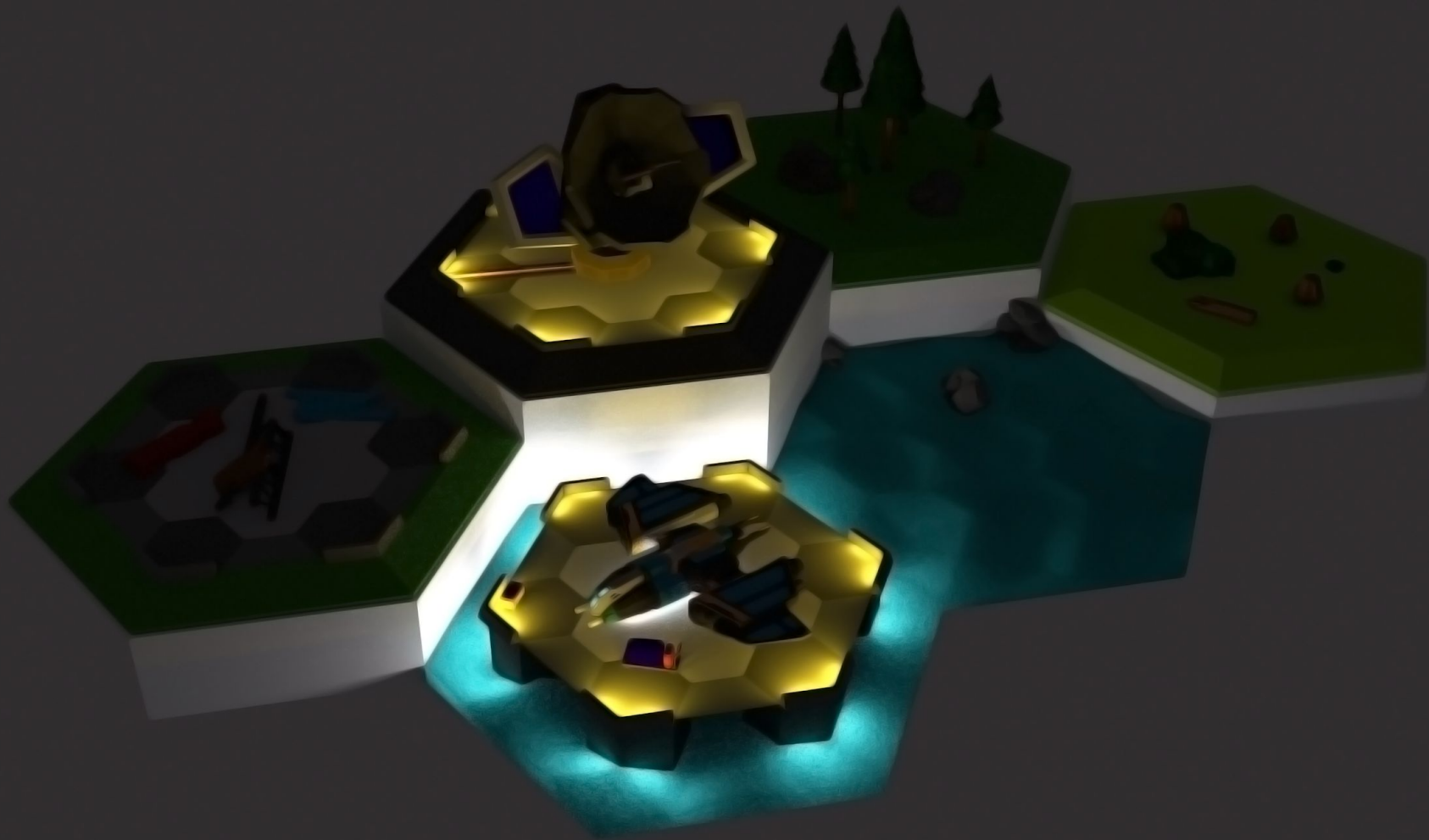
# Game Pitch

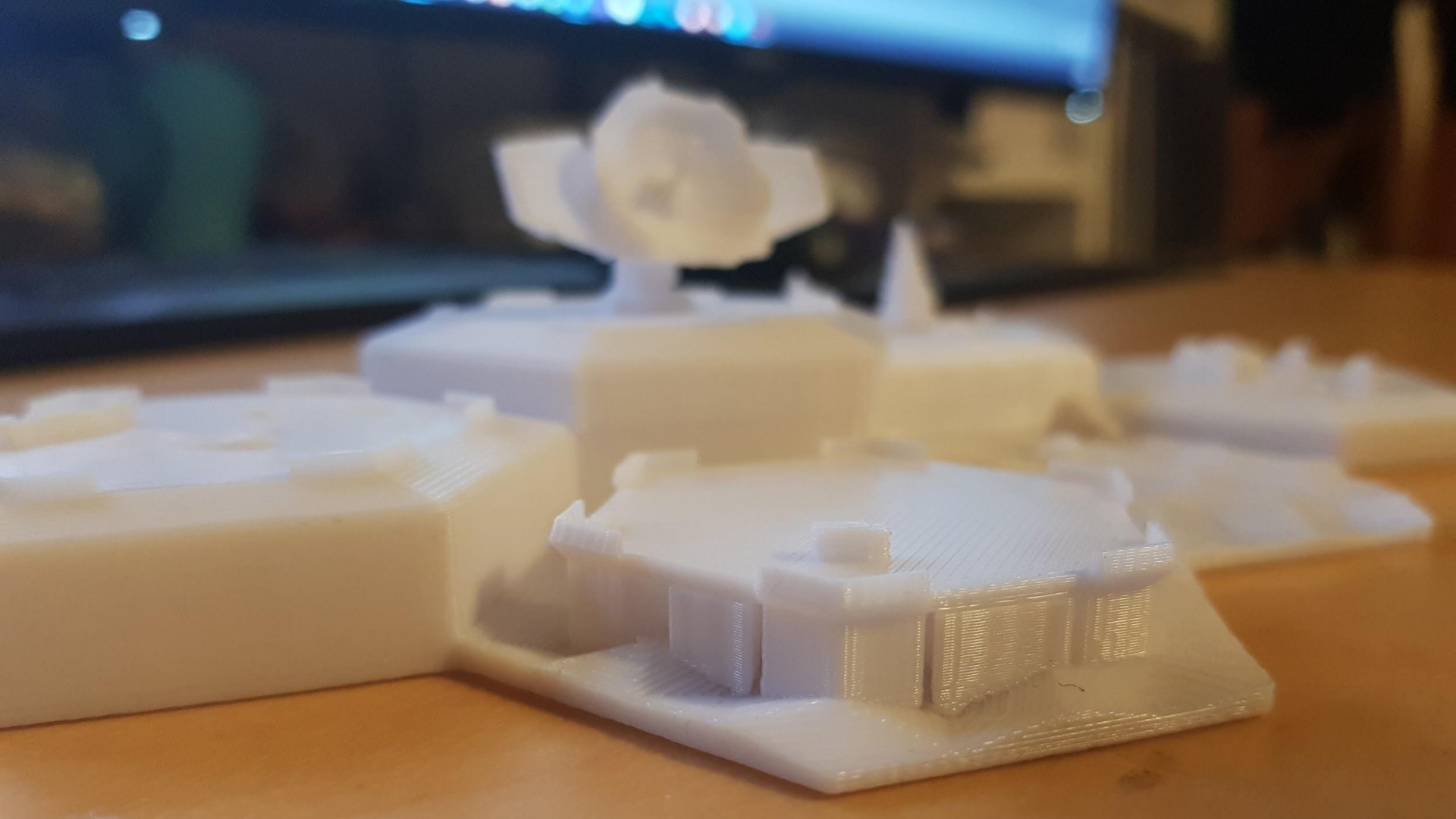
- Hexagon Planets
- Procedural Generation
- Solarsystem
  
- No combat
  
- High Target: Moral Decisions
- High Target: More Resources and Buildings

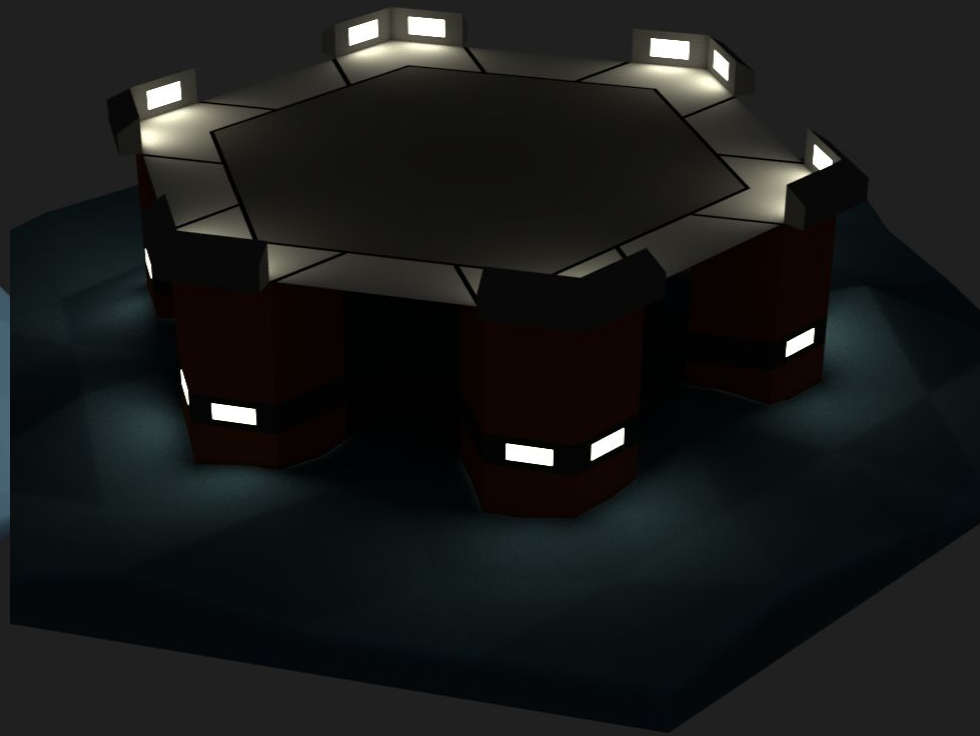
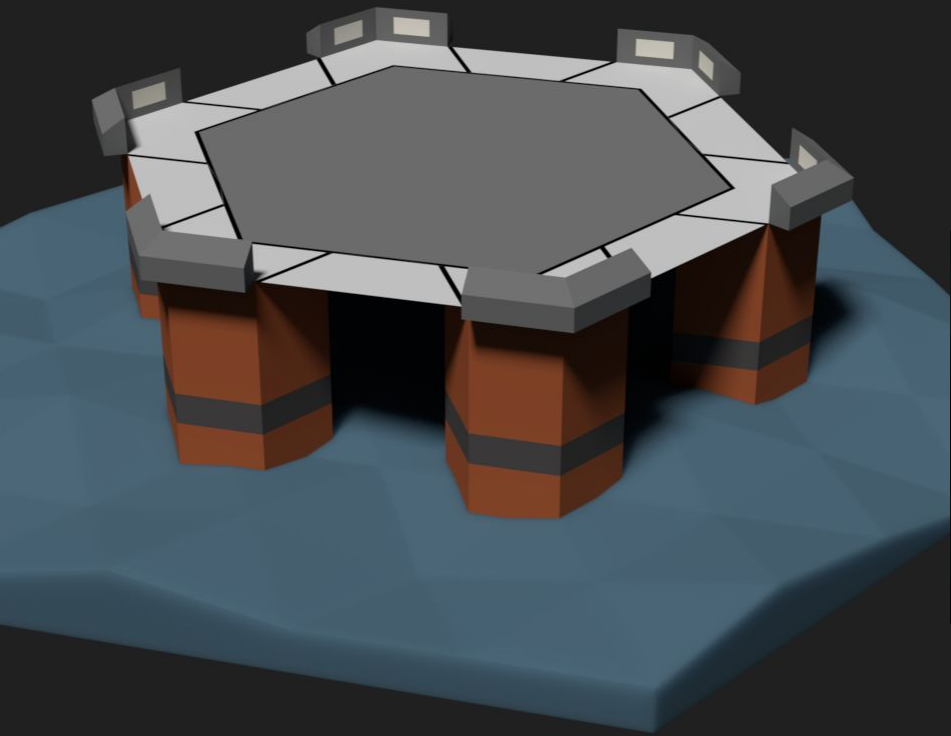




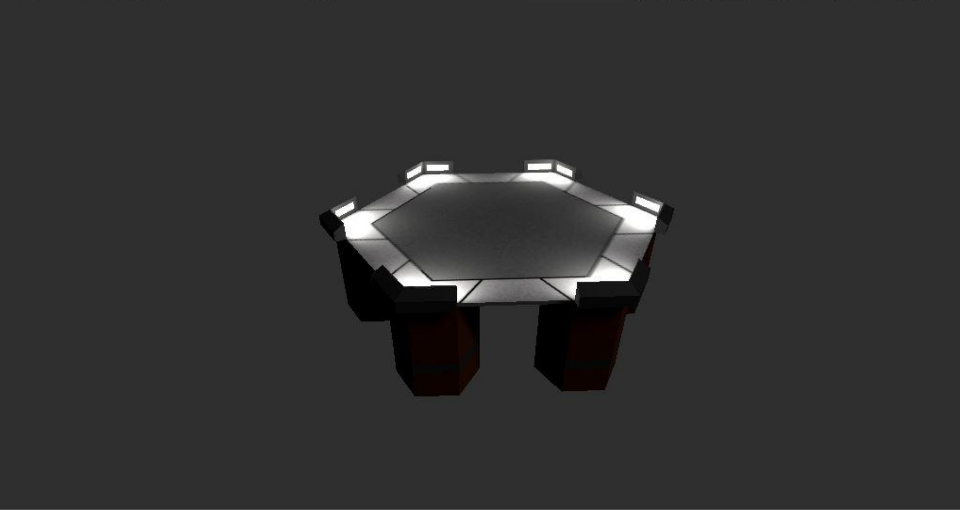
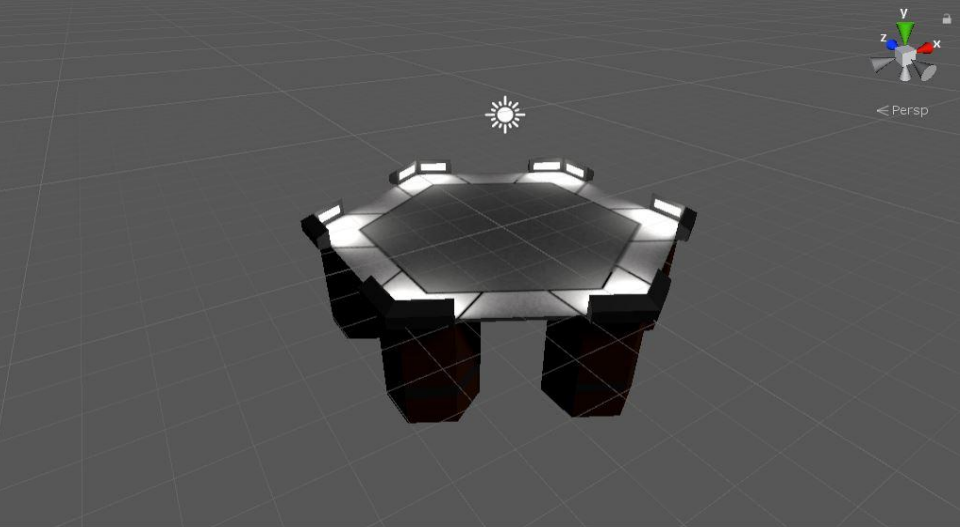












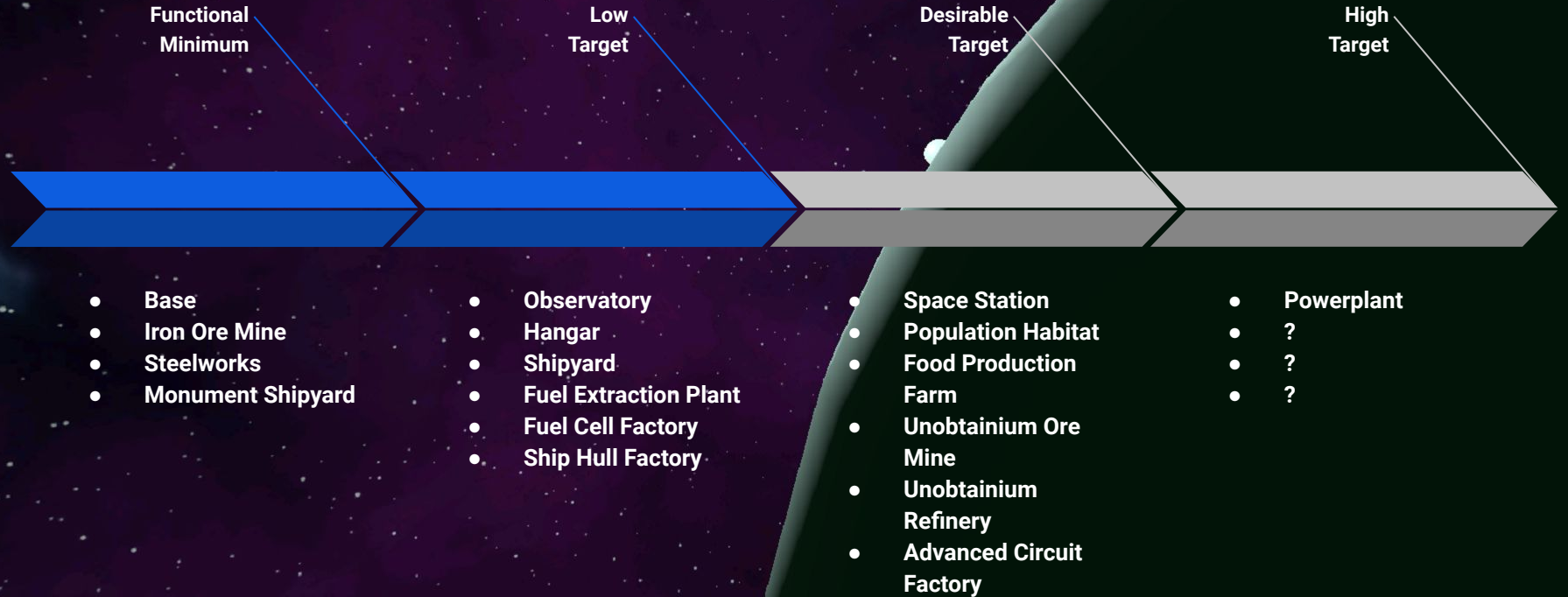
# Performance

- Terrain
  - Should be fine
- Water (Snow?)
  - Tessellation
- Flat shading
  - Use fragment shader derivatives...
  - ... and nointerpolate
- Buildings
  - Billboarding
  - Time of day
- Vegetation
  - Billboarding
- Atmosphere
  - Tessellation
- UI

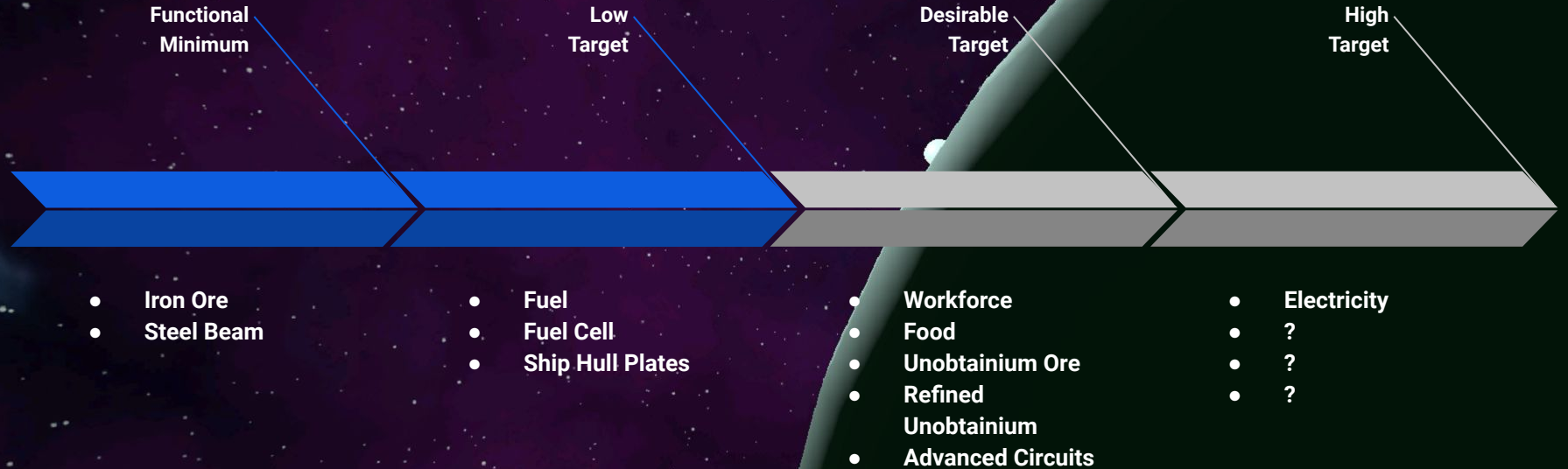
Overview	Total	Self	Calls	GC Alloc	Time ms	Self ms
▼ PostLateUpdate.PlayerUpdateCanvases	59.0%	0.0%	1	0 B	14.62	0.00
▼ UIEvents.WillRenderCanvases	59.0%	0.0%	1	0 B	14.62	0.00
▼ UGUI.Rendering.UpdateBatches	58.9%	18.6%	1	0 B	14.61	4.61
▼ Canvas.SendWillRenderCanvases()	33.6%	0.0%	1	0 B	8.34	0.01
▼ Layout	33.6%	32.8%	1	0 B	8.33	8.13



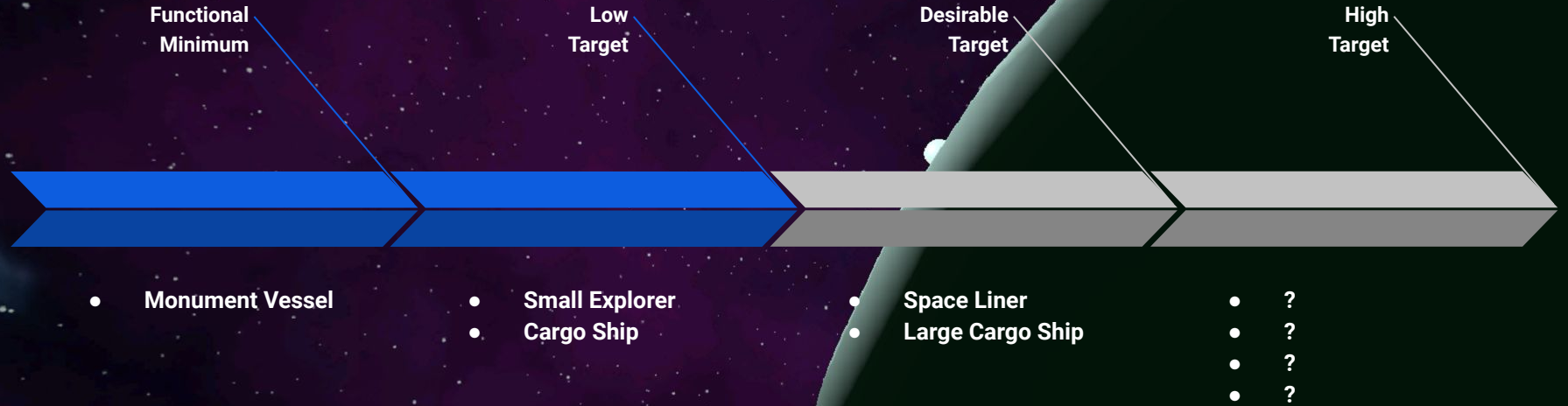
# Buildings



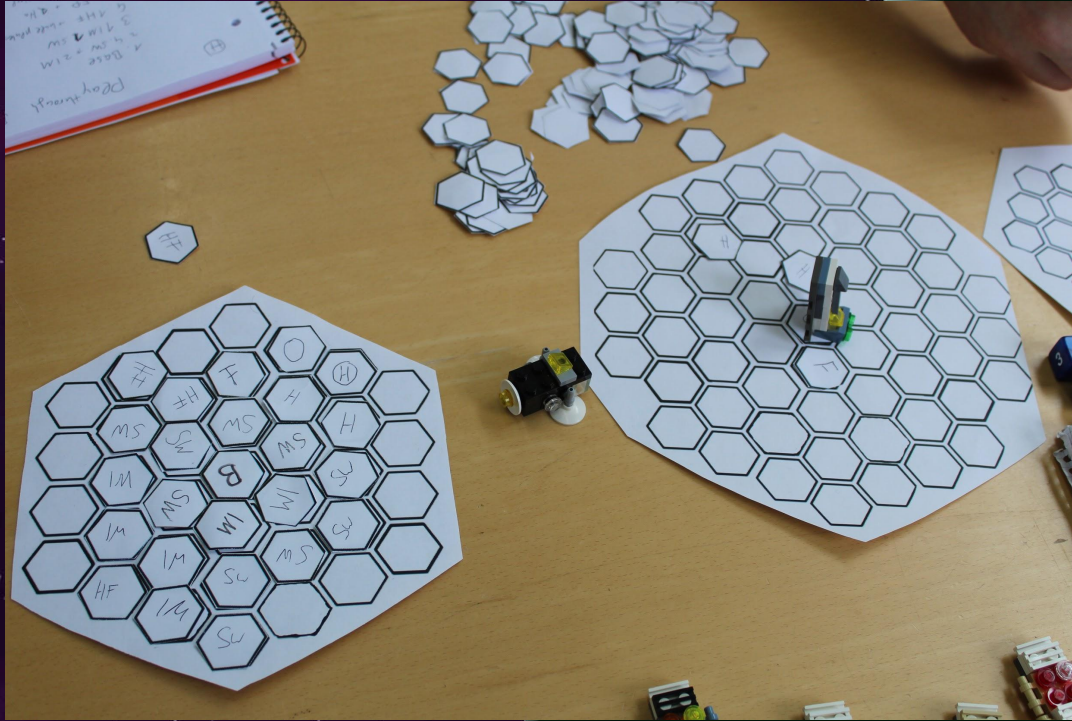
# Resources



# Ships

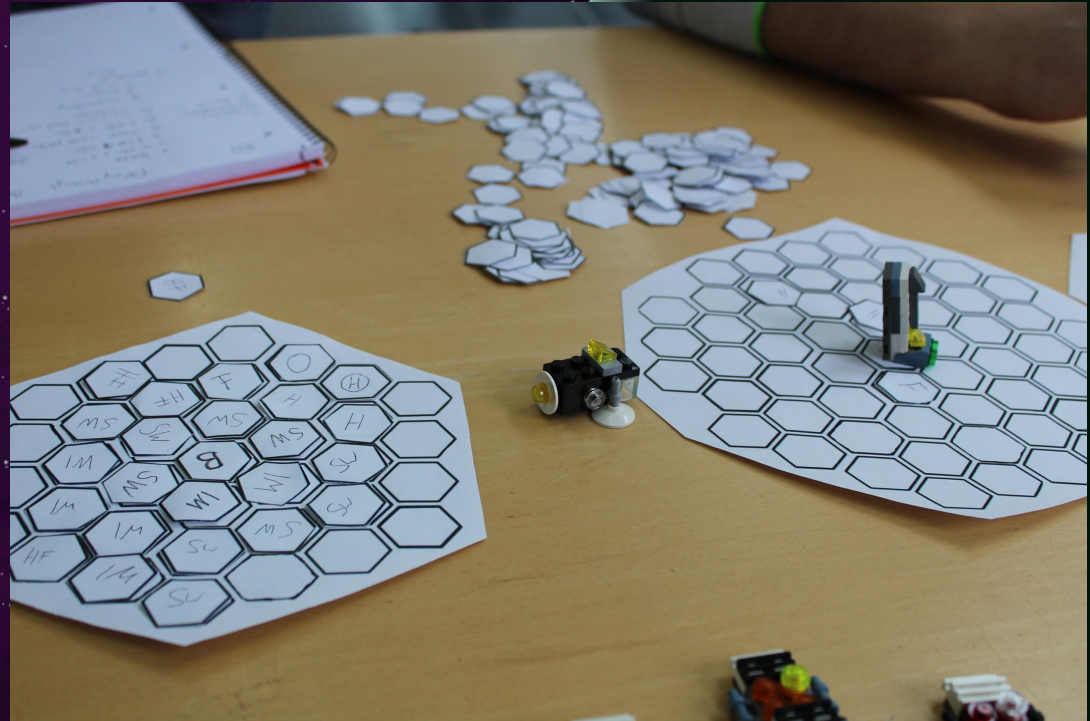


# The Paper Prototype

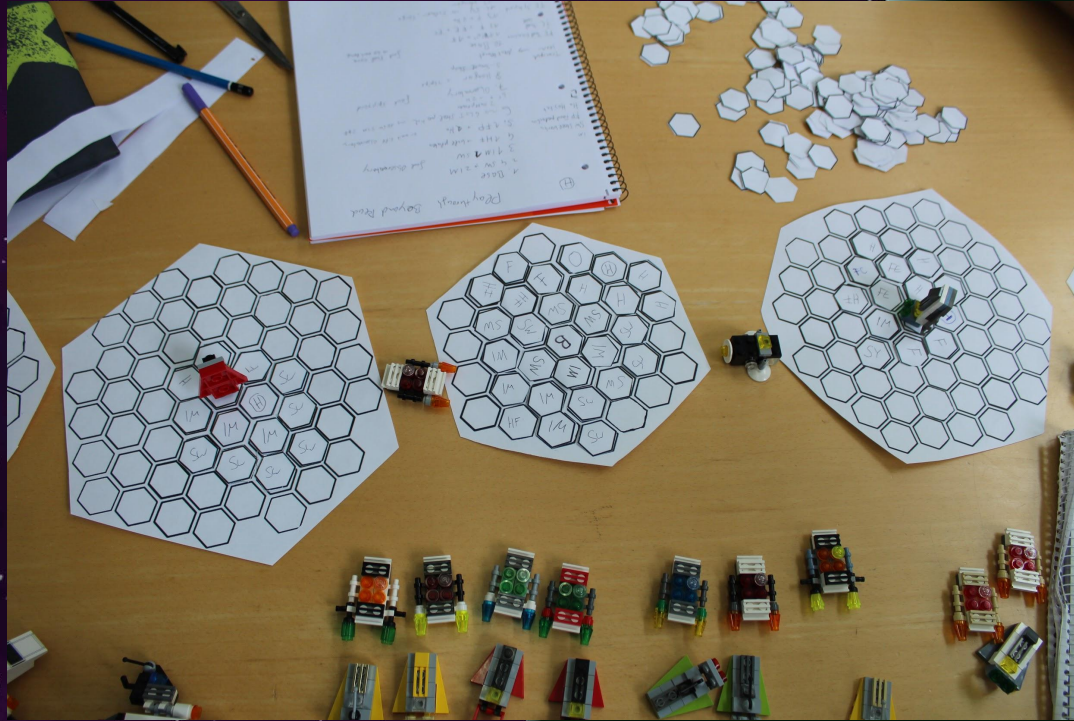


# The Idea

- Round based ticks simulate RTS
- Buildings placed as tile in empty spaces



# Tiles, Ships, Fields ...





# ... and a Lot of Numbers

	Amount	Steel Beam	Food	Hull Plate	Fuel Cell	Advanced		Steel Beam	Iron Ore	Food	Population	Electricity	Hull Plate	Fuel	Fuel Cell	Unobtainium	Refined	Advanced
Base (1st)	1	-40	0	0	0	0		0	0	0	20	200	0	0	0	0	0	0
Iron mine	46	276	0	0	0	0		0	46	0	-138	-46	0	0	0	0	0	0
Steelworks	48	144	0	0	0	0		24	-24	0	-48	-144	0	0	0	0	0	0
Food	22	110	0	0	0	0		0	0	22	-22	-22	0	0	0	0	0	0
Population	34	340	0	0	0	0		0	0	-17	1020	-68	0	0	0	0	0	0
Ship Hull	20	200	0	0	0	0		-10	-10	0	-100	-100	10	0	0	0	0	0
Observatory	4	80	0	20	0	0		0	0	0	-20	-80	0	0	0	0	0	0
Hangar	4	200	0	80	0	0		0	0	0	-80	-200	0	0	0	0	0	0
Fuel Extract	24	480	0	0	0	0		0	0	0	-120	-480	0	12	0	0	0	0
Fuel Cell	12	360	0	180	0	0		0	-12	0	-120	-360	0	-12	12	0	0	0
Base (1-3)	12	360	600	0	0	0		0	0	0	240	2400	0	0	0	0	0	0
Shipyard	1	40	0	10	0	0		0	0	0	-20	-50	0	0	0	0	0	0
Powerplant	7	700	0	0	0	0		0	0	0	0	3500	0	0	-7	0	0	0
Space Station	4	400	400	400	400	120		0	0	0	-120	-1200	0	0	0	0	0	0
Unobtainium	4	240	0	160	0	0		0	0	0	-40	-400	0	0	0	4	0	0
Refined	8	600	0	320	0	0		0	0	0	-80	-800	0	0	0	-4	4	0
Advanced	16	1600	0	800	320	0		-4	0	0	-320	-1600	-4	0	0	0	-4	4
Monument Yard	1	100	0	100	100	100		0	0	0	-100	-1000	0	0	0	0	0	0
Base (4-8)	3	330	300	150	150	0		0	0	0	60	600	0	0	0	0	0	0
Base (9-12)	1	250	200	100	100	30		0	0	0	20	200	0	0	0	0	0	0
Cargo Ship	6	216	0	144	72	0		0	0	0	0	0	0	0	0	0	0	0
Small Explorer	2	32	0	16	16	0		0	0	0	0	0	0	0	0	0	0	0
Large Cargo	4	960	0	480	480	160		0	0	0	0	0	0	0	0	0	0	0
Space Liner	4	800	480	640	480	160		0	0	0	0	0	0	0	0	0	0	0
Monument Ship	1	2000	1000	1000	1000	1000		0	0	0	0	0	0	0	0	0	0	0
	289	10778	2980	4600	3118	1570		10	0	5	32	350	6	0	5	0	0	4

# Prototype Demo

End