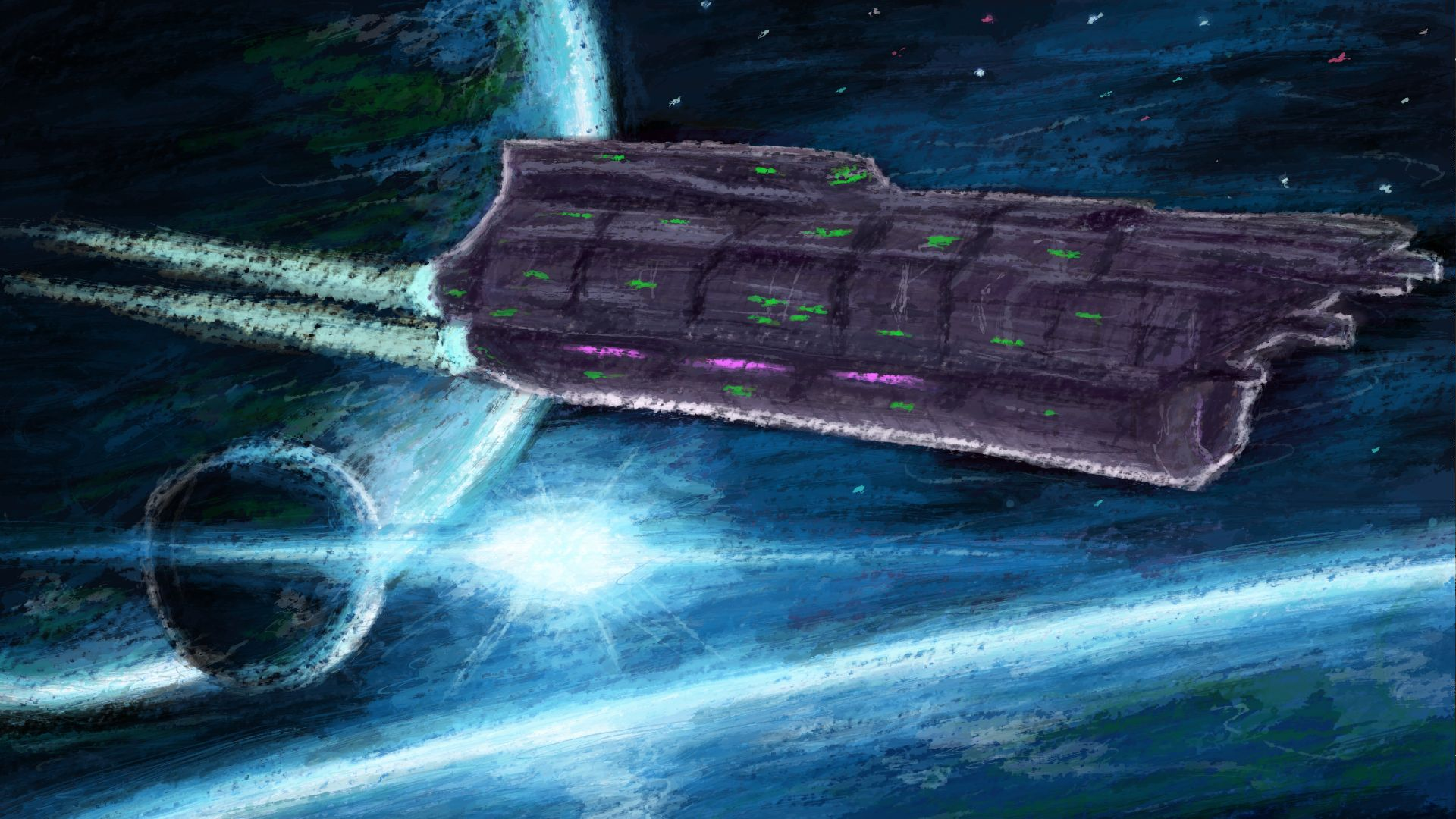




# Beyond Reach

6. Milestone  
Public Presentation and  
Conclusion



Yavin IV

99/99

80/200

374

0

138

128

43

0

0

12

0

Shipyard

# Orion Class

Explorer



# Epoch Class

Small Cargo Ship



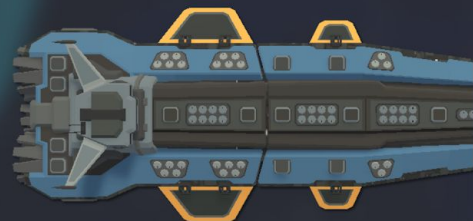
# Endeavor Class

Large Cargo Ship



# Tharsis Class

Space Liner



Ark

Epoch

Orion

Endeavor

Punic

Chares

Leviathan

Tharsis



Yavin IV



Endor



Space



Naboo



Space



Dagobah



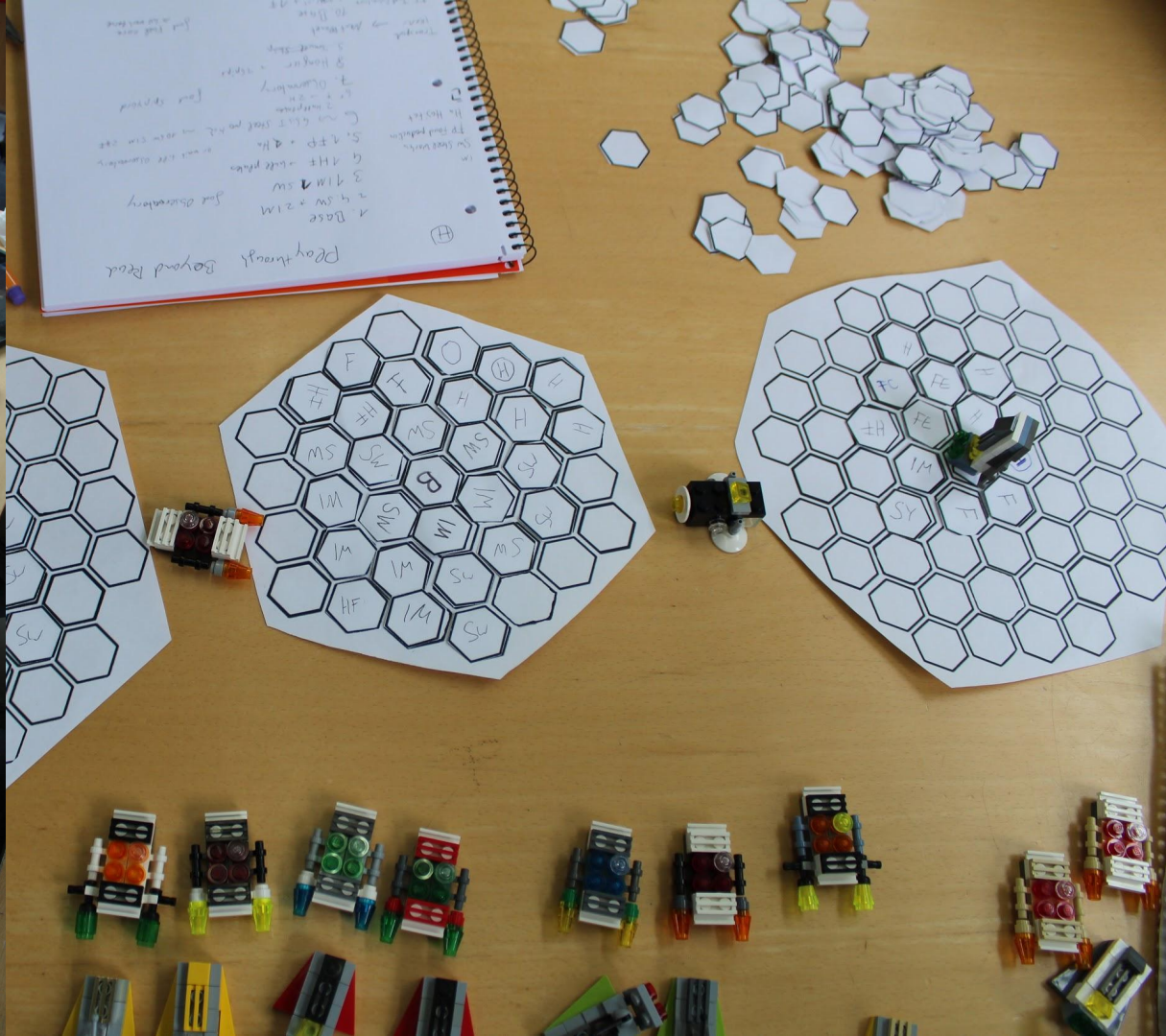
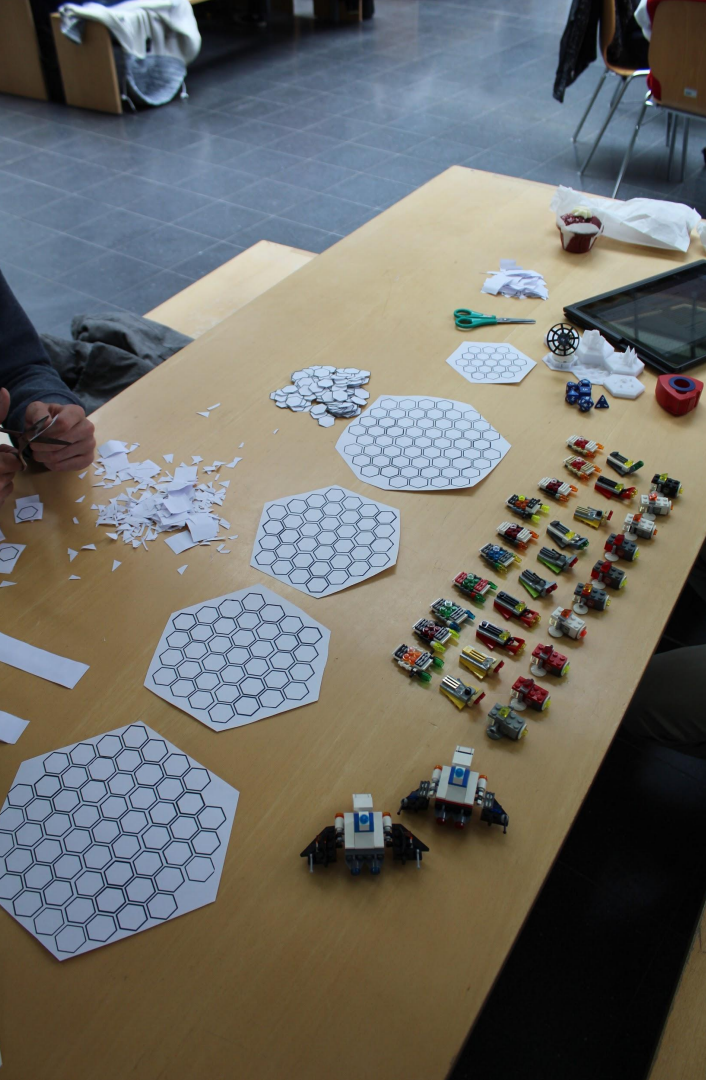
Space



Yavin IV









Iron Ore: 0  
Food: 0

Steel Beam: 40  
Unobtainium Ore: 0

Fuel: 0  
Refined Unobtainium: 0

Fuel Cell: 0  
Advanced Circuits: 0

Hull Plates: 0  
Workforce: 20

Planet 4

Trade  
Route  
Menu



WORK IN P  
EDITOR RU  
709420





20/20



149/149



96

Harrha's World



31



0



43



Solar System

4

Yacite



5

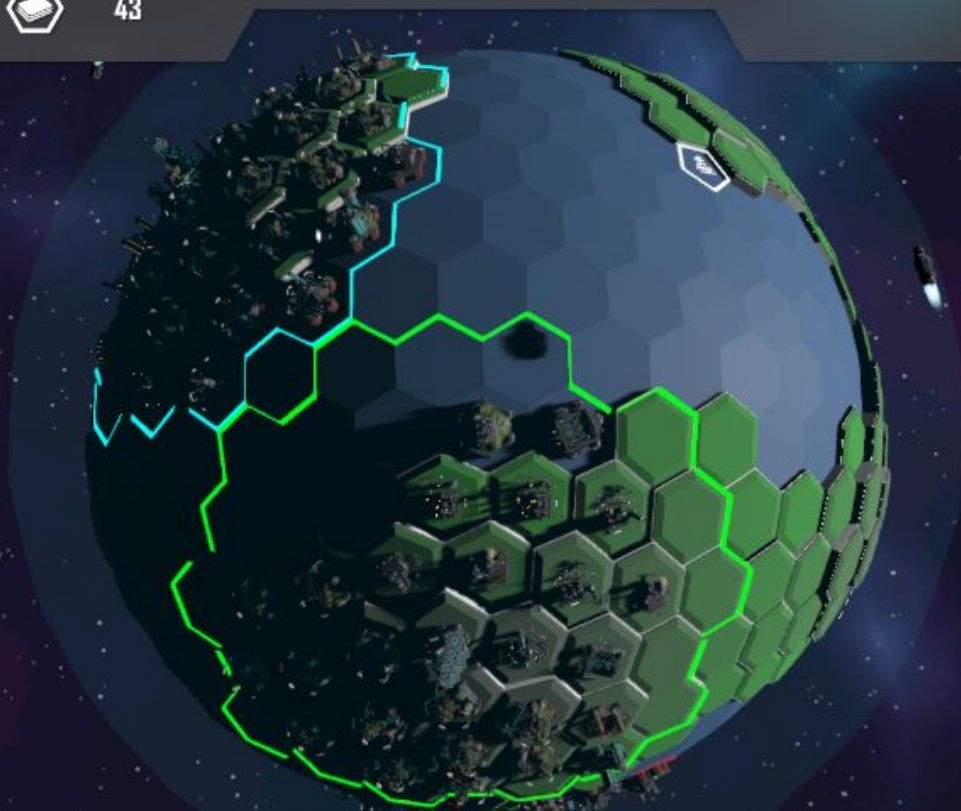
Harrha's World



Doctor 12

6

5268 Noctae V



Towards new Horizons



Build one Observatory



Build one hanger



Start loading an Explorer



Wait for Explorer to finish



Build new Base on other planet

Dragonfly



Space



### Solar System

- 1 Naboo
  - Sector 2
  - Sector 8
- 2 Coruscant
  - Sector 4
- 3 Kamino
  - Sector 6
- 4 Mustafar
  - Sector 8
- 5 Yavin IV
  - Sector 1
  - Sector 5
  - Sector 7
- 6 Tatooine
  - Sector 8
- 7 Hoth
  - Sector 2
- 8 Endor
  - Sector 8
  - Sector 12
- 9 Dagobah
  - Sector 2
  - Sector 5
  - Sector 8
  - Sector 10



- Hexagon icon: Jump-start the economy
  - Build two ironmines
  - Build steelworks

**Leviathan**  
Large Cargo Ship

→ Go route to Yavin IV

⊙ This ship is part of a trade route

80
230
40
40



- Ark
  - Epoch
  - Orion
  - Endeavor
  - Punic
  - Chares
  - Leviathan
  - Tharsis
- 
- Yavin IV
Endor
Space
Naboo
Space
Dagobah
Space
Yavin IV

99/99

80/200

374

43

0

0

0

138

128

12

0

## Buildings

### Fuel Extraction



The fuel extraction plant can extract fuel from underneath a planet's surface. Fuel is a basic resource for ships and advanced technology.

### Building Cost

20

10

20

Natural resource not available on this planet!



Observatory

Hangar

Food Farm

Iron Mine

Fuel Extraction

Unobtainium Mine

Shipyards

Population Habitat

Steelworks

Fuel Refinery

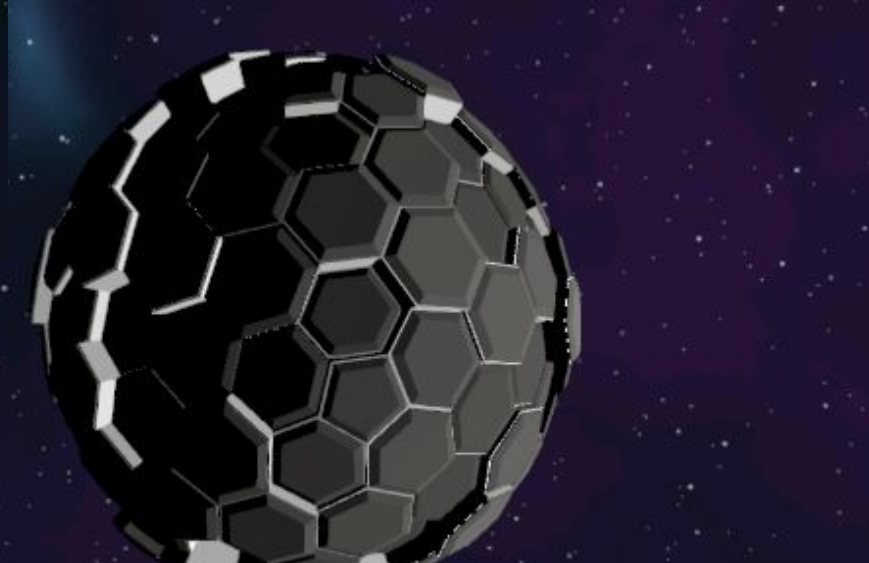
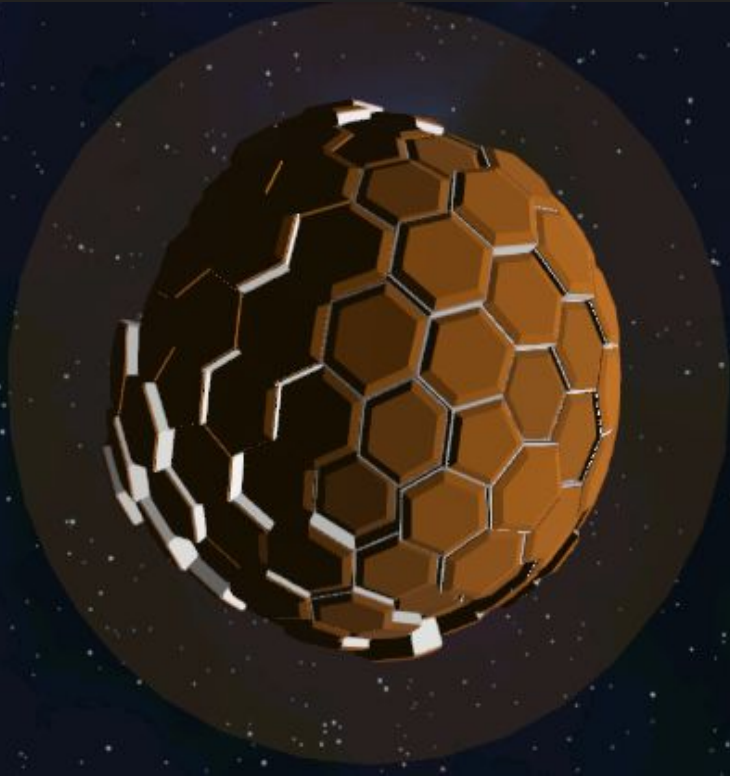
Unobtainium Refinery

Space Station

Ship Hull Factory

Power Plant

Circuit Factory



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

## PlanetGenerator

Command Name	Input	Description
SpawnPlanet	<int> size	Spawns a planet with the input size

## Gameplay

Command Name	Input	Description
FullySettlePlanet	<int> planetID <int> playerId	Constructs buildings on every field in every sector on planet of ID planetID, that belongs to the player with playerId or has no owner yet
PerformancePlanetSettle	<int> planetID <int> playerId	Constructs buildings on every field in every sector on planet of ID planetID, that belongs to the player with playerId or has no owner yet. The buildings that are used all have a finished model.
AddResources	<int> playerId	Adds 1000 of each resource to each planet for the player with playerId (if the player has already a sector on this planet)
IgnoreConstructionCost	-	toggles the constructions

# Harrha's World

20/20 200/200 40

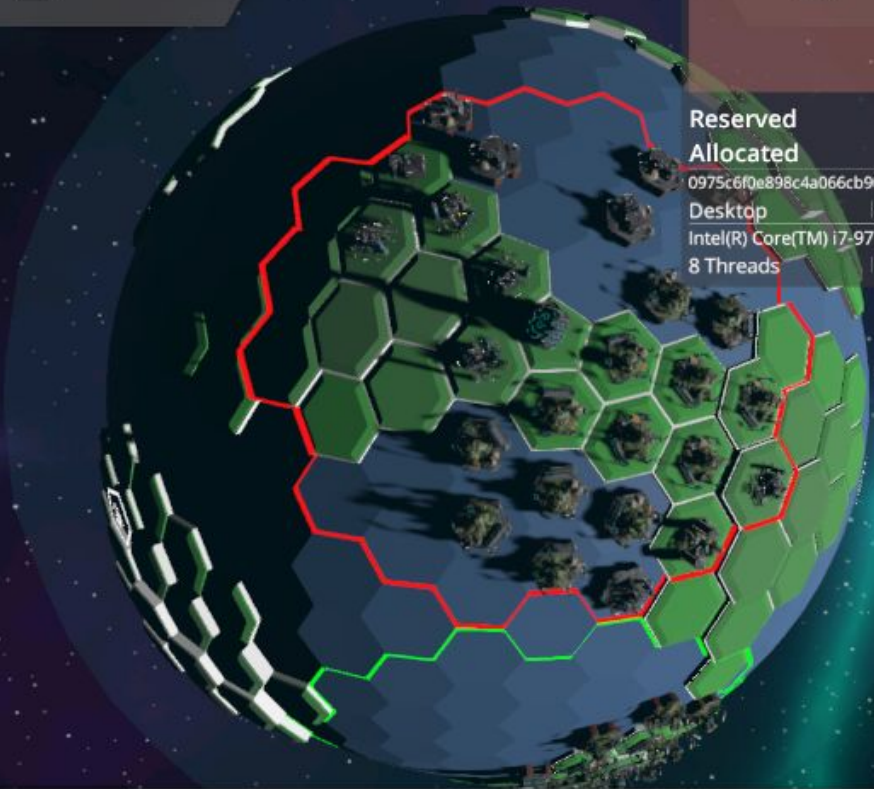
Apple icon, Lightning bolt icon, Hand icon, Book icon

Solar System

2 Apogee

5 Harrha's World

Sector B



Reserved 6580.9 MB

Allocated 3821.1 MB

0975c6f0e898c4a066cb90b51e83fac51c35a6cf

Desktop Windows 10 (10.0.0) 64bit

Intel(R) Core(TM) i7-9700K CPU @ 3.60GHz

8 Threads 16326 MB RAM

AVG

16.6

Min	Avg	Max
11.42 ms	16.23 ms	123.55 ms
87.59 fps	61.61 fps	8.09 fps

NVIDIA GeForce RTX 2070 8031 MB Memory Shader Level 5.0

Direct3D 11.0 [level 11.1] Compute support: True Async GPU support: True

- ### Towards new Horizons
- Build one Observatory
  - Build one hanger
  - Start loading an Explorer
  - Wait for Explorer to finish
  - Build new Base on other planet

Warlock CS Night Devastator



asana Games Lab 2019 Board Timeline Calendar Progress More... 1 task completed today

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Completed tasks Filter Sort: Du

Bugs Optimization Game Design Modeling Scripting

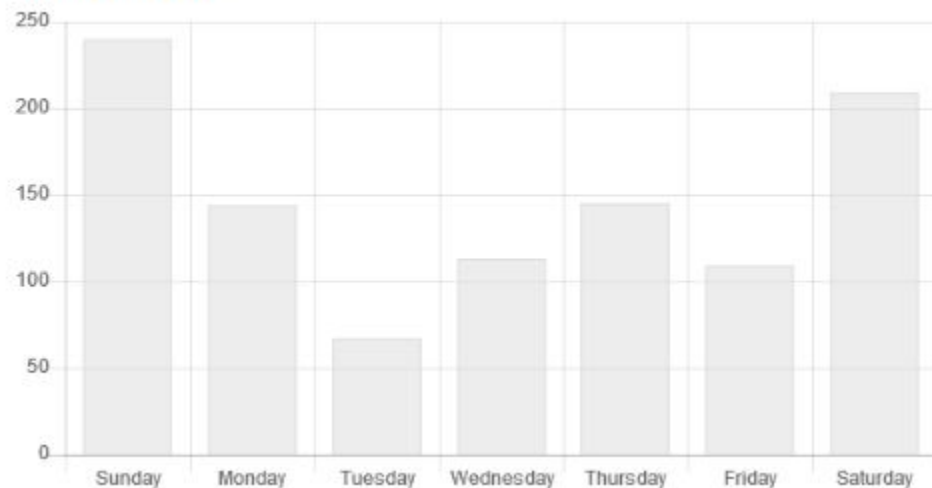
- CS0649 Warning 17 May
- PreloadModels 19 May
- Mutual Critiques 5 May
- Building Platform 5 May
- Research AI 5 May
- playerID in class MainCamera is never assigned 19 May
- Second zoom input option 19 May
- Paper Prototype Design 5 May
- Placeholder Hex 5 May
- Setup Riwired Prefab 5 May
- Adjust and Fine Tune Gameplay 19 May
- Paper Prototype Building 5 May
- FM Ship Model of the Monument Ship 12 May
- Tools Setup 5 May
- Fine Tune Functional Minimum AI 19 May
- 3D Design Study 5 May
- FM Building Models 12 May
- Unity Setup 5 May
- change free explorer spawn from hangar to observatory 26 May
- Control Design 5 May
- Make Cubemaps of Space skyboxes 12 May
- Basic Controls 5 May
- Radius of large planet to better fit for hexes 26 May
- FM Building Stats 5 May
- Integrate the new Building Prefabs in to the game 2 Jun
- Building Placement System 5 May
- AI Cant settle on other sectors 25 May
- Report 12 May
- Implement random building rotation at placing
- Debug command to settle new

Invite your team and start collaborating!

## Commit statistics for master Apr 17 - Jul 22

- Total: **1027 commits**
- Average per day: **10.6 commits**
- Authors: **6**

### Commits per weekday



April 17, 2019 – July 22, 2019

Commits to master, excluding merge commits. Limited to 6,000 commits.





# Live Demo !

# Questions?

End