

Capital Defense

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1. High Concept Features

Capital Defense is based around commanding a large spaceship known as a “Hulker”. They are free to travel throughout a large galaxy and interact with it’s inhabitants, both through settlements on planets and space stations, or with other space-faring vehicles. The game will emphasise trading, tactical combat and exploration.

Hulkers

Hulkers are the largest class of space-faring vehicles in our game universe. They can be up to 2km long, and are used as large carriers or military vessels. Compared to other space faring vehicles, Hulkers are slow, large and powerful- they are the primary force of any large space-faring fleet.

Hulker Commanders cannot run their craft by themselves, as they are simply too large to operate and maintain, so personnel must be on hand at all times to run the major facilities in the ship. The Commander provides orders and commands through a series of computer interfaces to manage the ship’s operation, from day to day travel of choosing paths and destinations to positioning and targeting in the heat of battle.

Although hulkers can vary broadly in their design and operation, all have a number of basic components from which they are comprised:

- **Bridge:** A large room at the fore of the ship, housing the majority of electrical infrastructure for the ship as well as the central command crew. The player will spent most of his time in this room, where he is able to make commands to the rest of the ship through a series of computers and terminals
- **Engine Room:** Located at the aft of the ship, this houses the equipment and generators used to power the main propulsion for the vehicle and FTL drives.
- **Power Room:** Power to manage the shields, electrical equipment, and engines is all provided from the power room. The power room is the heart of the ship, and must be managed by a crew at all times
- **Arrays and Sensors:** All Hulkers are equipped with a varying number of arrays or sensors. These are attached to the outer edges of the craft.
 - *Navigation Array:* This serves as the eyes of the ship, providing scanner information about other nearby ships and stellar bodies. Without it, crew members must rely on eyesight for navigation.
 - *Targeting Array:* Provides specific targeting information to weapons and missiles. Guided weapons rely on this to navigate, and cannot be fired without it operating. Weapons in general will also be less accurate

- *Shield Generator*: Each side of the ship (fore, aft, port, starboard) has a shield generator that produces a field over that side of the ship from the main power. Without a shield generator, that side of the ship is vulnerable to projectile fire, and damage will affect hull integrity or other sensors.
- *Weapon Batteries*: A series of weapon batteries can be attached to any side of the ship- these can fire roughly 45 degrees around the edge they are facing. Damaged weapon batteries are unable to fire
- **Main Bay**: The main bay of the ship takes up the majority of space, and can be outfitted or customized with a variety of different rooms, at the choice of the commander:
 - *Barracks*: These are the quarters for crew members. Some barracks are necessary on all ships to provide adequate lodgings for engineers and command staff, but additional barracks can also house boarding troops.
 - *Hanger*: A hanger allows a Hulker to carry a series of smaller fighters, or “Crates”. The size of the hanger dictates how many can be carried.
 - *Cargo Bay*: A cargo bay allows a Hulker to carry goods or supplies. They are kept in a vacuum to prevent spoilage in flight.

Players will begin the game with a small Hulker with basic facilities, but as the game progresses they will be able to upgrade their existing base facilities, add additional rooms or space to their Main Bay and attach additional weapon batteries or upgraded arrays to the edge of the hulker.

- **Defence**: The player is able to upgrade defence systems on their Hulker. Defence systems include:
 - **Shields**: Protect the Hulker from incoming attacks from other enemy ships. The player is able to upgrade their strength, and focus shield strength on certain parts of the ship, to deflect attacks from enemies.
 - **Defence Weaponry**: Weapons that include anti-missile missiles, red distress flares, and bright white distraction flares, which are able to confuse enemy missiles, and deflect them from destroying your Hulker.
- **Weapons**: Hulkers can possess a range of weaponry, which includes very powerful, but slow reloading cannons/missile launchers, to very light and low damage machine guns and flares.
- **Mercenaries**: Players can purchase upgradable smaller attack ships (called mercenaries) to aid them in battle against an opponent. Their abilities range from heavily armed, and low power weapons, to
- **Freighters**: Players can purchase smaller upgradeable freighter ships that are able to

Combat

Combat can be fought between two opposing Hulkers, with assistance from their mercenaries. Combat is commanded by the player from the Bridge of their Hulker, where they will interact with the rest of the ship through a series of HUD menus, and text commands. Through the menus,

the player can access all of the Hulker's data, and manipulate it to best suit their current position in battle. Quick commands can be typed into the text command area to quickly query or change the Hulker's data.

Several enemy ships and Hulkers exist in the game. They include:

- **Pirates:** Aim to steal all your valuable resources for personal gain. Will focus their attacks heavily on your Cargo Bay. They generally own old, run-down Hulkers, with the occasional stolen heavy weapon.
- **Corrupt Government Vehicles:** Aim to send you into intergalactic jail for no reason. Will focus their attacks heavily on your engines, surround you, and attempt to move you into the large jail mothership. These vehicles usually contain valuable cargo, but highly upgraded shields and heavily protected cargo bays. Usually do not have particularly fantastic weapons
- **Bounty Hunters:** Will aim to destroy your ship and kill you, in return for a reward. Usually have massively customised ships, which vary greatly in terms of weaponry and shield strength.

Travel

Players are able travel both locally within galaxies, and externally between different galaxies, where different missions, planets, stars, and manned stations can be found. There are several types of objects the player can encounter in galaxies, which include:

- **Stars:** Contain many resources able to be mined and stored in cargo. Also can contain natural dangers such as corrosive toxic gasses, and destructive debris.
- **Planets:** Planets contain civilisations of people and structures which can provide services to upgrade or purchase a new Hulker, purchase fuel, and trade (sell or buy) resources.
- **Manned Stations:** These stations are larger than normal Hulkers permanently fixed in a location in space, and provide services to purchase mercenaries and freighters for your army/convoy.