Shallow Space

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Goals

● Create a fast paced mining RTS
● Challenging AI that is fun to play against
● Feature a variety of player directed space ships
● Procedurally generated map
Mechanics

Asteroids are exhaustible resources

- Player must gather resources by mining asteroids
- Requires player to spread out over time to gather more resources
- Player must create and protect infrastructure
Mechanics

Power is a remote resource

○ must be transported using vulnerable infrastructure
○ An attacker can break the chain and disrupt downstream activities
○ Expansion requires planning and investment
Mechanics

Ships are controlled indirectly

- Player selects groups of ships and sets targets or destinations
- Ships will automatically fire on nearby enemies within range
Progression

● Players expand their mining operation over time
● The player builds new units using gathered resources
● Certain buildings are required before constructing specific units
Missile Ship
Mining Ship
Power station
Power Relay
Ship generating station
Other models in progress

- Refinery station
- Imobile defense turret
Sound Effects and Soundtrack

- Background music in progress
- Ships will have ambient and firing sounds
- Events and cues will contain a sound component to alert the player
AI Behavior

- Basic pathfinding has been implemented
- Will mine resources and build up ships for periodic attacks
- Will clump up ships for defense