

Stellar Manager

a transportation and economy management simulation game

Conception

The idea of the game came into being after experience with the 1995 game *Transport Tycoon Deluxe*, which is the main inspiration for the Stellar Manager's core gameplay loop of producing and transporting resources. Further aspects of the game design were drawn from different space themed games. A factory-building game *Dyson Sphere Program* was an inspiration for the visuals of the star systems (Figure 1) and the real-time strategy (RTS) game *Stellaris* gave way for time-based system and the camera navigation between different views. *Stellar Manager* was developed with **Unity** game engine



Figure 1. Star cluster

Gameplay Loop

The core gameplay loop of *Stellar Manager* consists of building structures on planets to **produce resources** and **transporting** resources via spaceships between planets and systems according to demand. This kind of gameplay loop is not unheard of, but seldom seen or popular, since it does not have the conventional challenge of an enemy that works against the player. Instead, the challenge stems from expansion and the players own actions, since the economy of the game is mostly **player-driven**, making choices in management matter. Similar challenge systems are in most city-builder games, like *Cities: Skylines*.

Begin Game

When starting a game of *Stellar Manager*, the player is positioned in a **star system** (Figure 2), given a **spaceship** (figure 5) and a handful of resources. The planets in the starting system are all different and thus provide the player different opportunities to build up their economy. Further on in other star systems, the planet distribution becomes randomized.

Planet Management

The player can interact with the planets in following ways

- Build buildings to produce resources on the plane (**red** box in Figure 4)
- Build a specialized building that can improve production or a shipyard to construct more spaceships (**green** box in Figure 4)
- Trade with the inhabitants of the planets (Figure 3 and **yellow** box in Figure 4)



Figure 2. Planetary system

Spaceships & Transportation

When a shipyard is constructed on a planet, the player can build larger ships to reach further into space to other star system. The player can interact with spaceships (Figure 5) in following ways

- Assign an ongoing **route** between multiple planets to the spaceship
- Assign a one way trip between planets to the spaceship
- Modify what resources the space-ship transports between planets on one way trips and routes



Figure 3. Trading menu

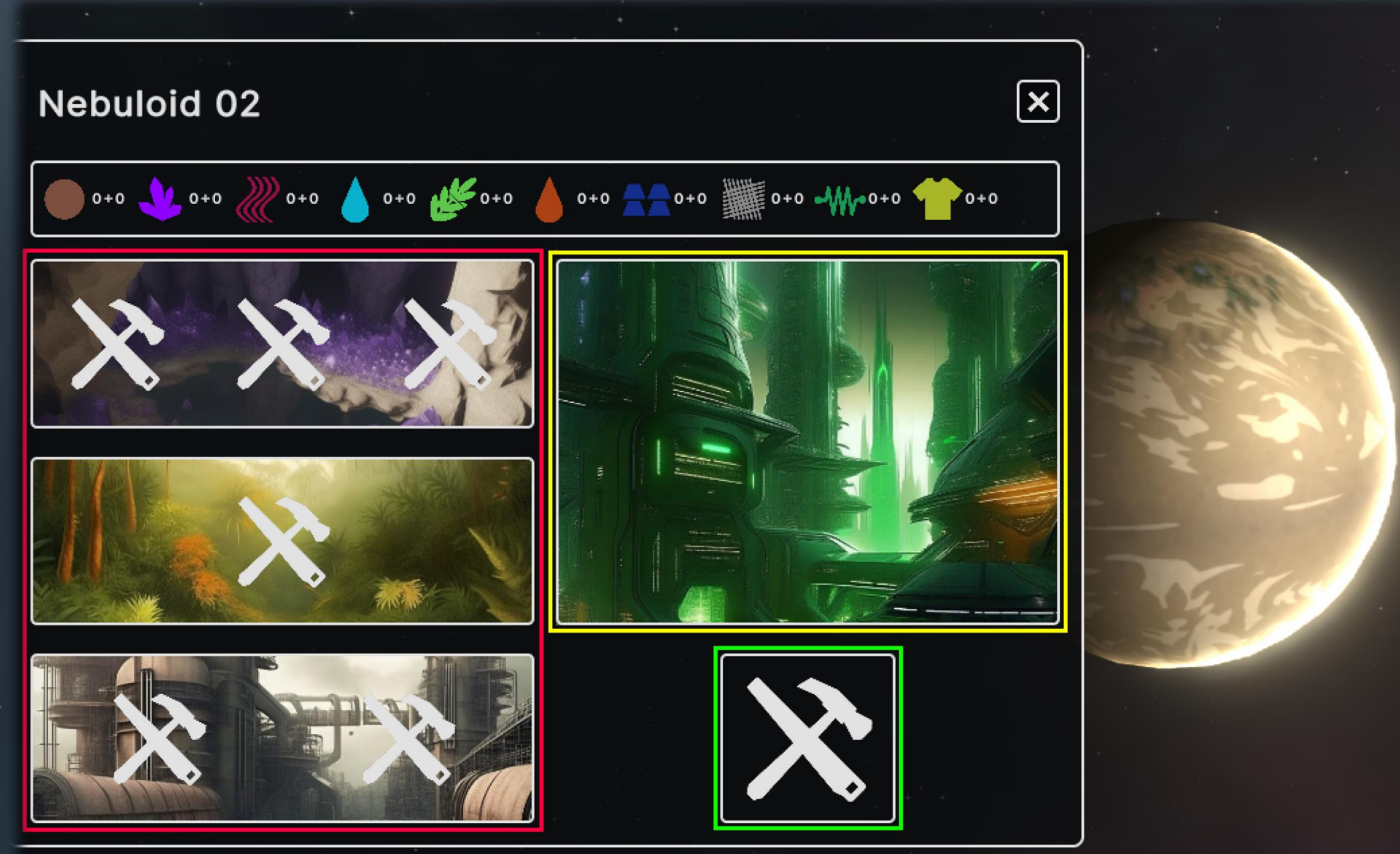


Figure 4. Planet menu



Figure 5. Spaceship

Planned Features

- Commercial public transport between planets and systems
- Unique systems containing neutral and malicious factions like pirates that the player must navigate around or befriend
- Tech/Progression tree
- Spaceship modification

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