

GDD Samuel Llewellyn (2403902)

by Sam Llewellyn

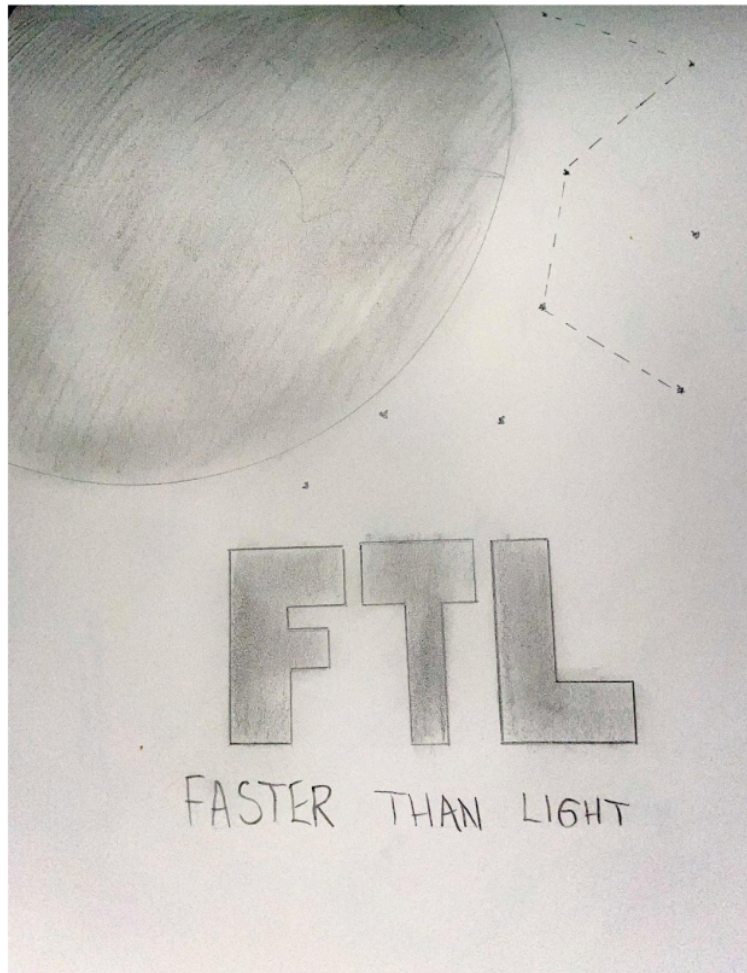
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Faster Than Light

A rouge-like spaceship simulator, allowing the player to become the captain of their own starship, delivering crucial information across the galaxy to the federation headquarters. With real time gameplay, every decision made will impact the fate of the galaxy, as you are not alone out there...

Design by Samuel Llewellyn

For Windows, MacOS and Linux

ESRB rating: E10+

Release date: TBD

Faster Than Light

Contents Page:

Game Outline:

- **Game Story-** Page 3
- **Gameplay-** Pages 3-4
- **Elevator Pitch-** Page 4

Characters & Player Controls:

- **Characters-** Pages 4-6
- **Player Controls-** Page 6

Game World:

- **Game World-** Page 6
- **Game Flow-** Page 7

Game Experience- Pages 7-8

Game Mechanics- Page 9-10

Enemies- Pages 10-11

Bonus Materials:

- **Bonus Materials-** Pages 11-12
- **Replay Value-** Page 12

References- Page 13

Faster Than Light

Game Story:

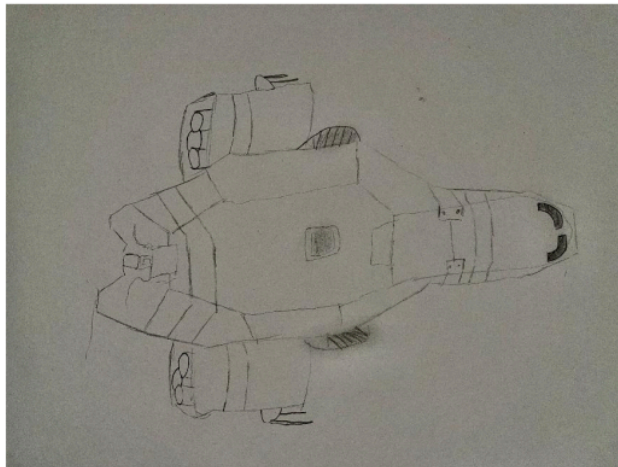
You are the starship captain tasked with a vital mission, delivering crucial information to the Federation headquarters. With a relentless Rebel fleet hot on your tail, and the fate of the galaxy in your hands, time is of the essence.

Become the captain of your own starship, and take your ship and crew on an adventure through a galaxy of mysteries...

Will you find solace with new crewmembers, or will you be striking a bargain with pirates that could cost you your freedom. Every action has a consequence, and what happens to the galaxy is in your hands!

Gameplay:

In Faster Than Light, the player takes the role of the captain of the federation, with the sole purpose of delivering the information back to headquarters. This is achieved by commanding your crew and strategizing each attack depending on the situation you are in.



Inspiration- [1] FTL Multiverse Database, "Kestrel Cruiser - FTL Multiverse Database," FTL Multiverse Database, May 30, 2025. https://ftlmultiverse.miraheze.org/wiki/Kestrel_Cruiser (accessed Jan. 24, 2026).

You will begin your journey within a passive beacon, for which you are presented with the choice of which beacon you wish to travel to, progressing through the sector until you reach the exit beacon. This is where you will be given the option to progress to the next sector; eventually leading to a final boss fight before reaching the Federation headquarters.

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When travelling between jump locations you will be faced with all types of scenarios such as distress beacons, store beacons, quest beacons as well as rebel-controlled beacons. A full list of these encounters will be listed below:

- **Distress beacon-** Indication that another ship is in danger. Going to their aid can result in new gear and salvage to spend at the store. Visible to the player within 1 FTL jump of the beacon.
- **Store beacon-** Allows for the player to purchase new gear, weapons and perks. They will also be presented with the chance to repair their ship and resupply fuel, drone parts and missiles. Visible within 1 FTL jump of the beacon.
- **Quest beacon-** Presents the player with a randomised quest, requiring them to carry out a task within the sector. If successful they will be rewarded, with the rarity and quantity of loot dependant on the difficulty of the quest.
- **Rebel controlled beacon-** These are beacons which have been taken over by the rebellion. If the player is still in the zone when they arrive, they will be faced with difficult battles until they can escape the captured zones.
- **Trading events-** The player will be faced by an NPC offering to trade resources. An example of this would be trading missiles for extra fuel. The player will have the option to decline the trade.
- **Encounters-** These can occur without no quest, forcing the player into a battle with an opposing ship. Success is achieved by defeating the enemy ship, or if the enemy is too difficult the player can FTL jump out of the beacon to escape.

Elevator pitch:

Star Wars meets Battlestar Galactica.

Characters:

When constructing a crew to work aboard the starship, the player will have the choice of 8 different races, all with their respected advantages and disadvantages. The player will begin the game with a human crew, but as they progress, they will have the opportunity to purchase new crew members or even be rewarded with them upon quest completion. The humans, Engi, Mantis and Rockmen will be available relatively early in the game, with the remaining species requiring for the player to progress deeper into the game to acquire.

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Character concept designs- FTL



Human



Engi



Mantis



Rockmen



Zoltans



Crystal



Slugs

Designed by S.Llewellyn

Created using [2] Adobe Photoshop 2026

Designed using- [3] J. Descottes, "Piskel - Free online sprite editor," Piskelapp.com, 2019.

<https://www.piskelapp.com/>

Inspiration- [4] "Crew," FTL: Faster Than Light Wiki, 2018. <https://ftl.fandom.com/wiki/Crew#Humans> (accessed Jan. 24, 2026).

Early designs of the characters' appearances have been designed using Piskel. Each race has a distinct appearance, allowing for the player to differentiate them instantly. Every race except for the slugs have been designed with extenuated limbs, so that when the character is in movement it will be visible to the player they are walking and in which direction the movement is occurring.

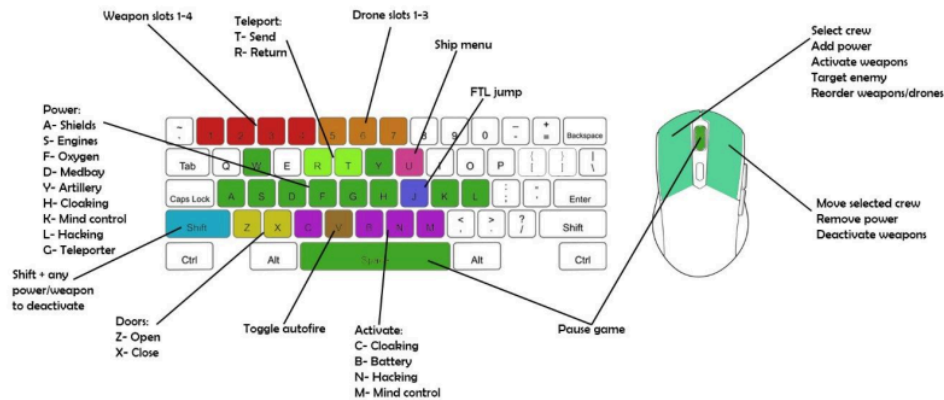
Faster Than Light							
Name:	Randomised from database	Randomised from database	Randomised from database	Randomised from database	Randomised from database	Randomised from database	Randomised from database
Race:	Human	Engi	Mantis	Rockmen	Zoltans	Slugs	Crystal
Faction:	The rebellion The Federation	The Harmony The Federation	Free Mantis The Mantis Hive	The Rock Theocracy Lost Suns	Zoltan Ministry The Federation	The Slug Kleptocracy	Crystalline Empire
Hostile? Y/N	No	No	Yes	Yes	No	Yes	No

Faster Than Light

Strengths	Reduced XP requirement	Repair speed	Movement speed Combat damage	Hit points Firefighting speed Immune to fire	Can make systems ion proof	Immune to mind control Reveal enemy crew	Hit points Suffocation damage
Weaknesses	None	Combat damage	Repair speed	Movement speed	Hit points	Limited crew	Movement speed Fire-fighting speed

Player controls (Windows):

The game will be designed to utilize the mouse as the primary source of input. There will be hotkeys assigned to the keyboard for each function within the game. An example of how this will be assigned is displayed in the diagram below.



Controls-[5] "FTL: Faster Than Light keyboard controls," Defkey.com, 2019. <https://defkey.com/ftl-faster-than-light-shortcuts> (accessed Jan. 25, 2026).

Created using [2] Adobe Photoshop 2026

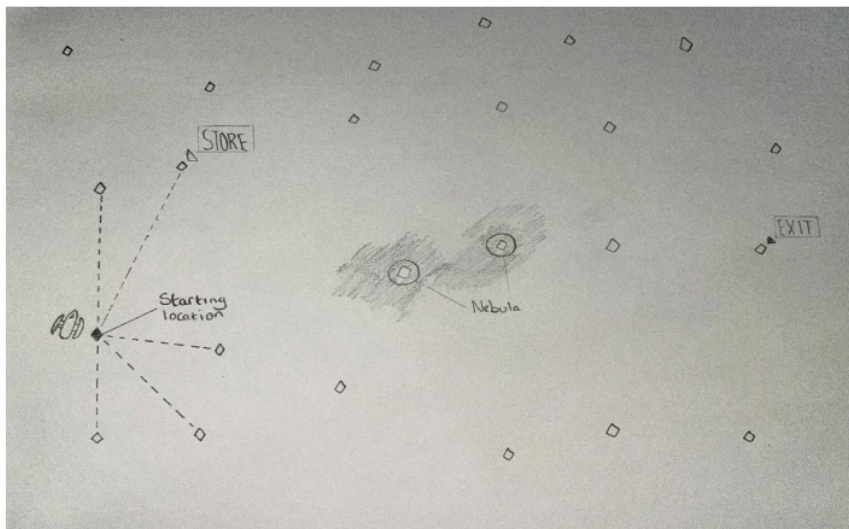
Keyboard- [6] EBI Trancoso Biblioteca, "Free Printable Blank Keyboard Template Printable -," Pinterest, Nov. 14, 2023. <https://www.pinterest.com/pin/free-printable-keyboard-template--679902875019949824/> (accessed Jan. 25, 2026).

Game World:

Faster Than Light's gameplay takes place within a fictional universe which is divided up into sectors. Each sector consists of numerous beacons which the player will be able to travel to. As previously stated, when the player travels to a beacon they can be faced with a random encounter unless the beacon states what is at the location.

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Game Flow:



Inspiration-[7] "Beacons," *FTL: Faster Than Light Wiki*, 2026.

[https://ftl.fandom.com/wiki/Beacons#Quest_\(marker\)_beacon](https://ftl.fandom.com/wiki/Beacons#Quest_(marker)_beacon) (accessed Jan. 24, 2026).

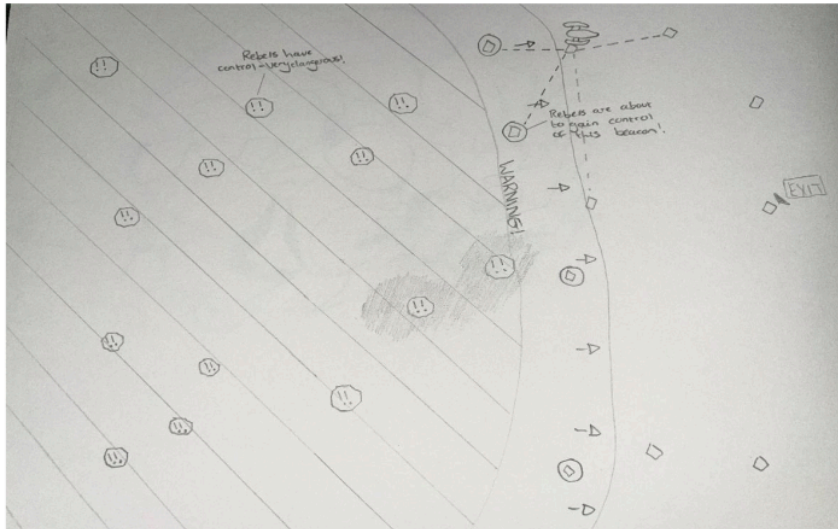
In the concept above, the player has started the game. The beacon they start in will have no encounters, allowing for them to decide which beacon to travel to. Ultimately the end goal is to reach the exit, but if the player takes the time to explore as much as possible without depleting fuel, they can reap rewards such as new weapons and stronger crew members.

Depending on the encounter, if the player is within one FTL jump of a beacon, the details of the location will be revealed. Encounters that typically have their location revealed are distress beacons and the store. As shown in the concept above, the contents of every individual jump are unknown, requiring for the player to essentially take a chance to progress.

Game Experience:

During the playthrough, the player is in a constant game of cat and mouse with the Rebel fleet. As they progress through a sector they will find they cannot backtrack, as the rebel fleet move across the sector gradually taking control of all beacons. For the best chance of survival, looting up and avoiding the Rebel's is vital to success.

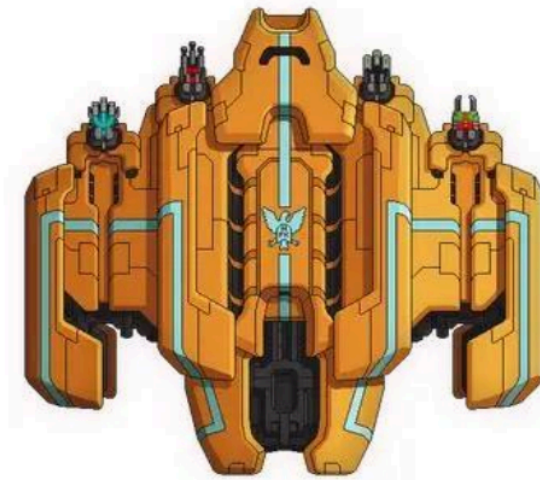
Faster Than Light



[8] "Rebel Fleet," FTL: Faster Than Light Wiki, 2026. https://ftl.fandom.com/wiki/Rebel_Fleet (accessed Jan. 24, 2026).

How to win-

To successfully deliver the intel to the federation headquarters, the player must successfully venture across 8 sectors, defeating the final boss in sector 8 to ensure a federation victory. The final boss is the Rebel flagship, and the player's goal is to stop the ship before it reaches the federation headquarters.



[9] Atrocious Gameplay Wiki, "The Rebel Flagship (FTL: Faster Than Light) - Atrocious Gameplay Wiki," Atrocious Gameplay Wiki, Oct. 03, 2024. [https://atrociousgameplay.miraheze.org/wiki/The_Rebel_Flagship_\(FTL:_Faster_Than_Light\)](https://atrociousgameplay.miraheze.org/wiki/The_Rebel_Flagship_(FTL:_Faster_Than_Light)) (accessed Jan. 25, 2026).

Faster Than Light



Game Mechanics:

FTL is designed to be a nonlinear game, allowing for the player to explore the galaxy and reach the exit at their own pace. They will be presented with freedom as to how they wish to approach their run of the game; they could rush to the exit and welcome the challenge in the next sector or take their time exploring the galaxy while gathering loot beneficial to their progression.

Unlike most video games, the pause menu in FTL is also a gameplay mode opposed to a shell menu, as the player can utilise the ability to pause battles to strategize an attack and reallocate their crew.

MECHANIC DETAILS	
NAME:	FTL Jump
WHAT DOES IT LOOK LIKE?	Used by pressing space bar.
EFFECT ON PLAYER:	Allows for the player to travel between beacons, as well as escaping from battles.
WHEN WILL IT FEATURE IN THE GAME?	Present throughout the entirety of the game.

HAZARD DETAILS	
NAME:	Asteroid field.
WHAT DOES IT LOOK LIKE?	A screen full of asteroids drifting through space.
EFFECT ON PLAYER:	Causes the occasional asteroid to crash into the ship, dealing moderate damage. Ultimately encouraging the player to get themselves out of the area.
WHEN WILL IT FEATURE IN THE GAME?	The player can randomly encounter these in any sector.

POWER-UP DETAILS	
NAME:	Missiles.

Faster Than Light



WHAT DOES IT LOOK LIKE?	Missile icon under the health bar, with counter showing availability.
EFFECT ON PLAYER:	Allows the player to shoot through enemy shields, doing moderate damage.
WHEN WILL IT FEATURE IN THE GAME?	Present throughout the entirety of the game, requires guns capable of firing missiles to use.

COLLECTIBLE DETAILS	
NAME:	Scrap.
WHAT DOES IT LOOK LIKE?	Main icon alongside health bar, counter showing availability.
BENEFIT FOR PLAYER:	Main source of currency- allows for purchase of new crew members and weapons, as well as repairs for the starship.
WHEN WILL IT FEATURE IN THE GAME?	Reward for encounters- amount varies depending on difficulty of each scenario.
CAN IT BE USED AS CURRENCY?	Yes.
WILL IT EARN PLAYERS AN ACHIEVEMENT?	Yes.

Enemies:

Rebel Ships:

- Human crew.
- Likely to offer surrender or run away after dropping below 50% hull health.

Federation Ships:

- Human crew (pirated ship).

AI-Controlled Rebel Ships:

- No crew.
- Automated repair systems.

Faster Than Light

Engi Ships:

- Use drone control system.
- Engi crew.

Mantis Ships:

- Weaker weapons and defences.
- Never surrender.

Zoltan Ships:

- Prevents boarding, hacking and mind control.
- Use Zoltan shield- which can absorb 5 points of damage.
- Zoltan crew.

Rock Ships:

- Immune to fire.
- Vulnerable to beam weapons.
- Rock crew.

Slug Ships:

- Automatic hull repair.
- Large number of crew.
- Slug crew.

Crystal Ships:

- Only use crystal weapons.
- Counter boarding.
- Crystal crew.

The Rebel Flagship:

- Final boss of FTL
- Most powerful vessel
- Human crew
- Defeating flagship results in victory!

Bonus Material:

Upon release of the game, there will be plans to release new content down the line. This new content will include potential new events, species, ships and enemy units. This will encourage the players engagement and excitement towards the game, constantly making the gameplay experience of FTL feel new with every playthrough.

Faster Than Light

Future DLC character concept



Lanius

Strengths:

Immune to suffocation

Able to drain oxygen from an occupied room

Weaknesses:

Reduced movement speed

Designed by S.Llewellyn

Created using [2] Adobe Photoshop 2026

Designed using- [3] J. Descottes, "Piskel - Free online sprite editor," Piskelapp.com, 2019.

<https://www.piskelapp.com/>

Lanius- C. to, [10] "Lanius," FTL: Faster Than Light Wiki, 2026. <https://ftl.fandom.com/wiki/Lanius> (accessed Jan. 20, 2026).

An example of this future content is the early design of a new race, the Lanius. The Lanius will introduce a brand-new Faction, alongside their own unique starship. Their playstyle will utilize taking oxygen away from the opposing crew. To support this, the Lanius can drain oxygen from an occupied room, while also being immune to suffocation themselves. To balance this feature, the Lanius will have reduced movement speed, giving the opposing crew chance to create distance.

Replay Value:

Due to Faster Than Light's roguelike qualities and constant generation of randomised encounters, the game will offer an impressive replay value as no two playthroughs will feel the same. The player will be able to play differently each time, attempting completion with different races, ships, and strategies. All of this is further supported by in game achievements, encouraging for the player to tackle new challenges to receives trophies for their accounts.

Faster Than Light

References:

- [1] FTL Multiverse Database, "Kestrel Cruiser - FTL Multiverse Database," FTL Multiverse Database, May 30, 2025. https://ftlmultiverse.miraheze.org/wiki/Kestrel_Cruiser (accessed Jan. 24, 2026).
- [2] Adobe Photoshop 2026
- [3] J. Descottes, "Piskel - Free online sprite editor," Piskelapp.com, 2019. <https://www.piskelapp.com/>
- [4] "Crew," FTL: Faster Than Light Wiki, 2018. <https://ftl.fandom.com/wiki/Crew#Humans> (accessed Jan. 24, 2026).
- [5] "FTL: Faster Than Light keyboard controls," Defkey.com, 2019. <https://defkey.com/ftl-faster-than-light-shortcuts> (accessed Jan. 25, 2026).
- [6] EBI Trancoso Biblioteca, "Free Printable Blank Keyboard Template Printable -," Pinterest, Nov. 14, 2023. <https://www.pinterest.com/pin/free-printable-keyboard-template--679902875019949824/> (accessed Jan. 25, 2026).
- [7] "Beacons," FTL: Faster Than Light Wiki, 2026. [https://ftl.fandom.com/wiki/Beacons#Quest_\(marker\)_beacon](https://ftl.fandom.com/wiki/Beacons#Quest_(marker)_beacon) (accessed Jan. 24, 2026).
- [8] "Rebel Fleet," FTL: Faster Than Light Wiki, 2026. https://ftl.fandom.com/wiki/Rebel_Fleet (accessed Jan. 24, 2026).
- [9] Atrocious Gameplay Wiki, "The Rebel Flagship (FTL: Faster Than Light) - Atrocious Gameplay Wiki," Atrocious Gameplay Wiki, Oct. 03, 2024. [https://atrociousgameplay.miraheze.org/wiki/The_Rebel_Flagship_\(FTL:_Faster_Than_Light\)](https://atrociousgameplay.miraheze.org/wiki/The_Rebel_Flagship_(FTL:_Faster_Than_Light)) (accessed Jan. 25, 2026).
- [10] "Lanius," FTL: Faster Than Light Wiki, 2026. <https://ftl.fandom.com/wiki/Lanius> (accessed Jan. 20, 2026).

FINAL GRADE

40/100

GENERAL COMMENTS

This Game Design Document provides a clear and well-structured retrofit of Faster Than Light, making effective and consistent use of the Ten-Pager structure. The document offers thorough coverage of mechanics, progression, characters, enemies, and game flow, supported by clear diagrams and visual material.

Overall, it functions effectively as a practical design reference, demonstrating strong understanding of the game’s core systems and structure.

Original Grade: 71% - Capped at 40% as a late submission. If this is incorrect and you had a differentiated deadline in place; please let the teaching staff know this ASAP.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

