

EPIC SPACE BATTLES

A WAR FOR EARTH'S ORBIT.

Massive fleet warfare. Strategic command. Thousands of ships.

Epic Space Battles is a large-scale fleet command autobattler where the player shapes an escalating orbital war through production, upgrades, fleet doctrine and tactical Commander Actions.

TARGET PLATFORMS

PlayStation 5 • Windows PC (Steam) • Xbox Series X|S • Nintendo platforms

GENRE

Fleet command autobattler / strategy / large-scale space combat

GAMEPLAY EXPERIENCE

Accessible command decisions drive an enormous autonomous battle.





APPEAL

Immediate spectacle with meaningful strategic choices. Players influence momentum through economy, production and tactical timing.

CORE SCOPE

Multiple vessel classes, 4 fleet doctrines, Commander Actions, dynamic events, a shifting frontline, Commander progression, vessel mastery and achievements.

AUDIENCE

Strategy, autobattler, space-combat, large-scale simulation and replayable short-session players.

MOMENT-TO-MOMENT

Build the fleet, react to threats, choose a doctrine, deploy abilities and push the battlefront until the opposing strategic force collapses.

THEME

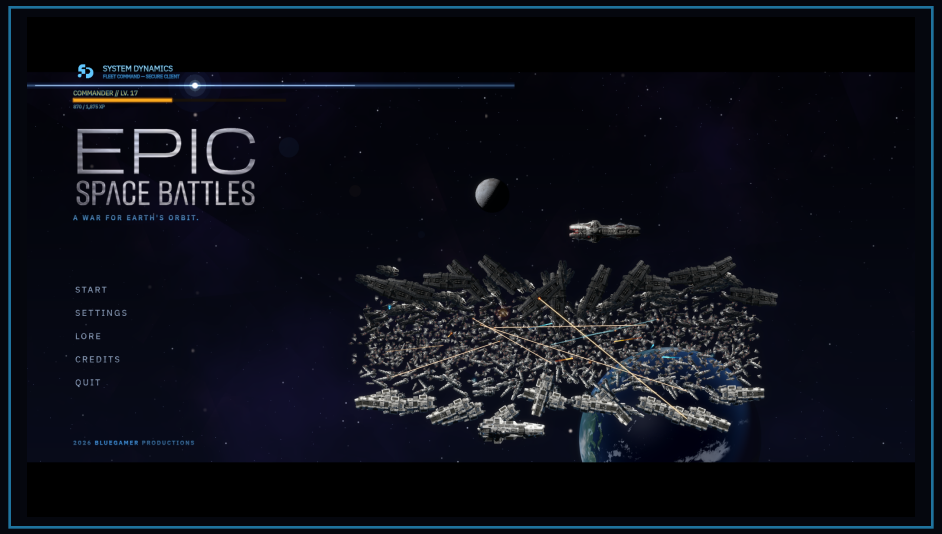
Near-future military science fiction. System Dynamics Fleet Command defends Earth's orbit against the MAW invasion.

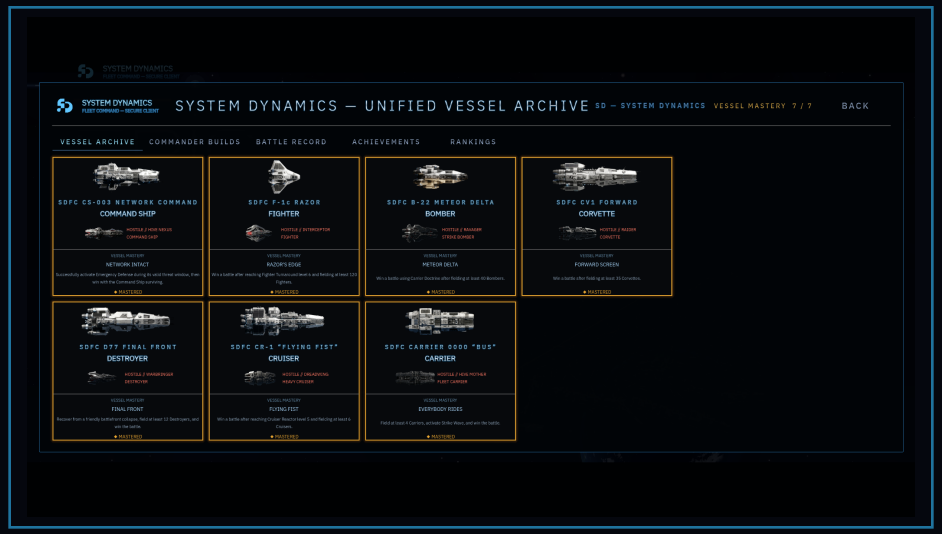
PLAYSTATION FIT

Controller-first play, clear session structure and progression that translate naturally to PlayStation 5 and Trophy support.

PRODUCT & RELEASE POSITIONING

A completed PC title being prepared for a broader multiplatform rollout.





CURRENT STATUS

Epic Space Battles is complete and preparing for commercial release. Its Steam store presence is established, with platform registration underway for Xbox and Nintendo.

POSITIONING

A premium digital indie release combining fleet strategy, autobattler accessibility and unusually large battle spectacle.

PLAYSTATION PROPOSAL

Bring the completed game to PlayStation 5 following platform approval, with PlayStation-specific integration, optimization, QA and certification.

RELEASE APPROACH

PC release through Steam, followed by console releases as platform approvals, integration and certification are completed.

DEVELOPER / PUBLISHER **BlueGamer Productions**