



Murder Interactive

**Design Document for:**

# **Pro Patria Mori**

**An Exploration in Innovation**

**“Build, Preserve, Destroy”™**

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# Game Overview

## Philosophy

### Philosophical point #1

The current interactive media and video game market is saturated with games which often reuse and reinvent existing thematic franchises and tropes. Fantasy based on the works and mythology of Tolkien, science fiction derived in pieces from various popular franchises, and wars only more recent than World War 2 are the stand-by themes which game designers frequently employ to ensure a top-grossing title.

In recent years, enthusiasts and casual players alike have become dissatisfied with the trend of cookie-cutter titles which offer little or no innovation with respect to game play content and artistic style. Top-grossing games have followed a clear trend of depicting warfare in features which vary in essentially insignificant ways. The archetypal “space marine,” the stereotypical “orc,” and the repeated quelling of Nazi forces spanning countless titles becomes unoriginal recreation to the point of quaintness and sometimes ironic implementation.

Our game, in contrast, seeks to be explorative in its design philosophy. The intent of this document is to describe and detail a title which implements interesting, innovative game play with an emphasis on an artistic style which is both popular and underexplored within the game development community at large. Pro Patria Mori is a conceptual title which emphasizes originality and innovation both in its game play philosophy and in its rich and engaging art style.

Furthermore, recent titles which support or wholly emphasize multiplayer content have had the tendency to merely mimic single-player game play. To contrast, our conceptual title seeks to fabricate a game play environment in which teamwork is not just one of many viable strategies, but is actually indispensable in accomplishing the main game objectives. Too often we have found that online multiplayer games possess an element of individualistic competition which promotes self-glorifying behavior. While

we do not disagree with this method on principle, we simply seek to create a title which relies heavily on teamwork and which emphasizes the good that can be accomplished by organizing a team efficiently.

### **Philosophical point #2**

The title will be largely defined by the characteristics of the game environment and the structure of the massively multiplayer online experience. As will be discussed in more detail later in this document, Pro Patria Mori is set in a persistent virtual reality in which a war, compartmentalized into numerous smaller battles, is raging. Rather than systematically organizing meaningless scrimmages between players, the outcomes of battles in Pro Patria Mori will have consequences on a larger scale which will change the nature of future battles and game events in general. While other titles released onto the market in recent years have focused on the war experience, our title hopes to go beyond the combat to give the player the full war experience. The war acts as a backdrop in the title upon which the other interactions in the game build. We understand that the entire aspect of conflict provides an interesting and dynamic challenge to the players.

The artistic style, in coordination with the massively multiplayer role playing system, will strive for deep immersion. A central focus of this title is to construct an original mythos to support the game's actual content. Players will become indoctrinated to the history and culture of the fantastical and industrial continents over which the central conflict is staged. We hope to create new archetypes and themes, reinvent old ones, and create a franchise which, from a purely commercial standpoint, contains the potential for expansion within and without interactive media.

The construction of the Pro Patria Mori game world will allow for continual expansion. Though the war itself continues overall, battles will be compartmentalized into specific instances where groups of players engage in role-based, real time combat. This method of instantiation will allow for the creation of new and interesting campaigns to hold players attention and keep them in a state where they are constantly being provided with new content. Battle instances will vary with respect to objectives, terrain, play style, overall size, and numerous other ways.

### **Philosophical point #3**

This game is designed in such a way that players of all different types have the ability to find some part of the whole experience which makes the game personally fulfilling and engaging. The game play experience will be mediated by various roles which players will assume in battle. Each role is strategically coordinated with the others so that success in performing the role's specific duties will result in an overall boost to the entire team. By combining first-person shooter combat with role playing game style avatar development and real time strategy involved in planning and executing battle instances, players will have a wide variety of options when it comes to how they want to play the game. As will be discussed later in this document, each character class will have specific goals and abilities in battle which will prove to be extremely influential on the tide of competition.

### **Philosophical point #4**

The element of personal customization and creation will be yet another important feature of this title. Because the theme we will be working in is centered heavily on innovation, players in the world will be able to craft their own weapons from objects found in the game. For example, players may collect scrap to be refined and tooled into weapon components, the operational statistics of which will be determined by the player's crafting experience and the quality of the raw materials used. This system of construction will extend beyond weapons to vehicles, buildings, robotic "pets", and limitless other areas.

As part of the construction class, players will be able to use junkyard scrap to fortify encampments. In many games, players only have the option to destroy the terrain. In this title, players, using specialized tools, will be able to build up buildings and fortifications to help defend objectives and provide cover where needed.

## **Common Questions**

### **What is the game?**

Our game is a massively multiplayer online war simulation set in a universe styled similar to other forms of media which fall into the "steampunk" subculture. Different parts of the game contain similarities to various genres of modern video gaming so that providing a single classification would be misleading.

The title combines basic elements of first-person shooters, massively-multiplayer online role-playing games, real time strategy games, and in some respects, stealth-based strategy games. Game play is centered about first-person shooter combat, though exactly how much shooting is done is somewhat dependent on the player's role. The main offensive "soldier" class will rely heavily on ranged weapons for its primary objectives while a class such as the "spy" will be concerned with covert movement and infiltration.

While the game is centered about war, players will have a number of options and styles of game play. Players who prefer not to fire a single shot during their entire experience with the game will have that option by assuming less-combat oriented roles. These roles will be equally important in fulfilling the objectives that teams must accomplish to gain victory. For example, a player opposed to combat may assume the role of the Merchant class which deals mainly in the economic and item-creation aspects of the game. Also, players could combine skills and items from multiple professions to form a personalized class which could be very influential in battle without ever needing to fight.

On a somewhat more macroscopic level, battles will be orchestrated by the players themselves, whether by appointed commanders or by vote. In this way, the players will have control over the strategy used to wage the war. Buildings constructed during a battle will also be elementary to game play, even more reminiscent of real time strategy technology trees. Players will also earn experience during combat according to their roles and so have the ability to develop their avatars in a role-playing game fashion.

**What is the artistic theme?**

To those unfamiliar with the genre of "steam-punk," imagine a Victorian-esque world where everything, from weapons and vehicles to buildings, is powered by steam. This theme takes the form of early 20<sup>th</sup> century fashion, architecture, and weaponry which immerse the player in a genre which has not been fully explored. Steam punk has garnered a devoted group of enthusiasts who have only begun to push the boundaries. The internet is filled with wild examples of this theme, affecting a wide range of common everyday objects in new and exciting ways.

**Why create this game?**

This game will be created as an exploration concept with respect to both the overall structure and the artistic style. This title hopes to find an expansive audience as opposed to a small niche market of enthusiasts. Whereas the current trend may polarize the gaming community and classify games into rigid genres, Pro Patria Mori seeks to create a unified gaming experience where players have the freedom to choose how to play the game.

**Where does the game take place?**

Pro Patria Mori is set in an alternate universe in which the dominant powers, based loosely on the United States and the Soviet Union, are locked in a power struggle with neither in a clearly superior position. In this alternate world, industrialism has evolved differently and technology is hinged upon uncommon energy sources. Machines, buildings, vehicles, and other cultural artifacts are gaudy and ornate, driven by clock-work mechanisms and antique steam engines.

The theatre of the war varies depending on the particular campaign and with further development the game will expand continuously. Because of this variety, battles may be fought in urban city-centers, natural landscapes, industrial districts, and so on.

**What do I control?**

The player will control an avatar specializing in a particular role. As the player advances in the game, new items, weapons, vehicles, clothing, tools, abilities, and roles will become available. While players may choose to cross-train and create custom specialized classes, aptitude in completing certain class-specific tasks will be integral to success in battle.

**What is the main focus?**

The main focus of this game is interesting, various, and cooperative game play. Whereas many massively multiplayer online games tend to implement the time-tested game play style of mindlessly grinding to gain experience points, this title seeks to engage players in such a way that the core game objectives are neither trite nor repetitive. Throughout the game experience, players will have a plethora of options to explore in an effort to customize their experience to best match their personal play style. Rather

than creating a system where elements of the game can be easily mapped to the different roles, each role will have specific tasks in the game which will reaffirm the player's significance as a member of a team.

**What is different?**

Being that this title is a work of exploration and reinvention, it is our aim to create a game starkly different from the current interactive media trends which have saturated the interactive media market. This goal will be achieved by the creation of new systems, reinvention of existing systems, and the novel juxtaposition of existing systems, all contained inside an environment with a fresh and engaging theme which is rife with potential for expansion and development. The features of this title, to be delineated later in this document, will illustrate how the game will differ from existing video game trends.

# Feature Set

## General Features

- Massive, persistent world
- Large-scale, instantiated battles
- First Person Shooter Combat
- In-Game Battlement Construction
- Steam Punk Theme and Setting
- Role-based Team Structure
- Stat-based Item Construction

## Gameplay

### FRONTLINE CAMPS

The players are united by the Frontline Camp where players of different professions can interact with each other and prepare before heading onto the battlefield. The Frontline Camp will be a point where players can socialize, trade weapons and items, interact with NPC trainers to advance their characters, etc.

### BATTLEFIELD INSTANCES

Battlefield instances are where players from each faction will face off against each other. The instances exist interconnected, similar to a web; in order to access a specific instance players must successfully win and claim the previous instances in the chain. Although combat between players is a basic and integral component to gameplay, instances provide the opportunity to introduce new and exciting gameplay elements to encourage varied player interactions.

### CERTIFICATES

A certificate system will be used for skill sets. As player advance in level they will gain more certificate points to spend on skills they prefer. Our idea is that players will be able to diversify one player without having to make multiple players for medic, support, tanker, etc. Each certificate will award you access to several things at a time. For instance, a Junior Engineer certificate provides you with the first vehicle repair tool and the ability to build small personal turrets.



# The Game World

## Overview

The game exists in an alternate universe set in an early 20<sup>th</sup> century Europe. The enormity of the actual physical size of the world is an important aspect on which we will focus.

## Alternate Universe

In this alternate universe, modern modes of energy have not been perfected and the population must manage using archaic (and often arcane) forms of energy to power their vehicles, industrial machinery, weaponry, etc. Because of this, the landscape is dirty and gritty. The air is filled with all manner of smoke, smog, and steam and everywhere there rings the constant clangor of machinery. The people, regardless of upbringing or profession, are adept to some degree in working with technology, and each profession uses the various forms of technology to facilitate their aims on and off the battlefield. Machines and devices commonly powered by electricity or gasoline in our world are now propelled by clockwork mechanisms and coal fires. This is a world where the clergy are engineers by trade and the saints are those who have contributed most to the field of technology. Stylistically, our game world will emphasize the steam punk art elements we are trying to promote.

## A Massive, Persistent World

One of the main features of this title is that regardless of single players having logged out from the game, the war will rage on. Unlike many massively multiplayer online games where a player may progress at his or her own pace, in this title major and minor events alike will occur dependent on the actions of the player population. This is not to say that not playing the game will put players at a disadvantage, players will be provided with enough content in such a way that a player may pick up wherever he or she left off. However, because the player moves throughout the world as an attachment to a larger entity, a player may log in one day to find themselves on a different continent than the one he or she was on upon logging out.

Though the game world is massive and persistent, battles will occur in smaller instances to provide some degree of structure and fairness. Players will progress through the world moving from battle

to battle in a continuous struggle for superiority both on a personal level and on a patriotic, nationalist level. Each battle will play differently depending on the roles and play styles of the players involved. For example, in a “capture-the-point” battle a team might benefit from having a large, fast-moving, soldier contingency, however this would make defending the point after capture somewhat more difficult. Conversely, a team comprised heavily of engineers could build battlements to defend a certain objective, but should the battle require a strong offense for victory, the players would need to develop a new strategy.

## **The Physical World**

### **Overview**

Because the setting is based on World War I era Europe, the game will be designed to resemble, at least in part, the actual geographic area. Granted, because of the heavy steam punk influence, the geography and architecture will be twisted. There will exist two main locations to which players may return at any time, which will act as central hubs of commerce and strategy. These home-fronts will act like the frontline camps but on a much greater scale, offering a larger array of items, weapons, armor, clothing, tools, vehicles, etc.

### **Key Locations**

As this game takes place in Europe, there will be many recognizable areas. Paris and Warsaw will act as the two headquarters for each respective side. There will be a web of battlefields between each city that will correspond to different areas of Europe. Each location will have the general feel of the real life counterpart, but with a distinct difference owing to our alternate steam punk universe.

### **Travel**

As this is a first person shooter, the character will walk, or if he has a vehicle, drive, around the battlefields. To get to different battlefields or to head back to your headquarters, players will have to enter a portal which will take them to their respective destination. The portal will take the form of steam driven trains parked in large train stations. These train stations will be meeting areas for squads, platoons, etc.

### **Scale**

Scale is an incredibly important factor in our game. The battlefields themselves will be in the range of 10-20km square with maps being sized differently according to map objectives. With current server limitations, we expect to have ranges of 256 to 512 people per map.

### **Objects**

See the “Objects Appendix” for a list of all the objects found in the world.

### **Day and Night**

For game play purposes, the day and night system will be slightly different than real life. Daylight will last for six hours, before shifting to two hours of “night.” Certain characters will gain advantages and disadvantages based on the current time mode. This also adds another element of strategy as players will need to organize the best time to carry out plans on the battlefield.

# Game Characters

## Occupation Profiles

The following are profiles for the various classes which will be original available for play. Each profile first includes a portion of the mythos which surrounds the character. Following the fiction of the character there is a section describing the actual game play of the particular class.

### **Watcher – Espionage Specialist – Spy Class**

Little is known about the true origins of the clandestine Order of the Watcher. Like their activities in the present day, their beginnings are lost to the common gentleman beneath eons of mysterious illusion and practiced subterfuge. The following are theories and speculation regarding the inception of the Order, according to the Chronologists who have spent years combing through the Nation's ancient texts to piece together a coherent history.

It is said that long ago there existed an expansive band of thieves, cutpurses, acrobats, and confidence men that would sustain themselves off the exploitation of the common man. This collection of skilled derelicts was most commonly dubbed collectively "The Crow," though some texts suggest that another secret name existed within the organization. Chapters of the organization existed throughout our world, on each continent and within the realm of influence of both Powers involved in the Great War. At the dawn of the Glorious Revolution when numerous new forms of energy and energy storage were discovered and developed, the communities which often fell prey to The Crow began to improve their defenses. Motivated by these rising challenges, the brotherhood of opportunists became more organized, training members to become specialists in infiltration, sabotage, and assassination.

However, when the Great War began it occurred to the members of The Crow in both realms that invasion by a foreign force would likely mean the destruction of their central targets and eventually of the local iterations of the organization itself. Seeing the opportunity to gain a valuable ally, the respective governments of the opposing realms commissioned The Crow to act as agents of espionage in the Great War. This obviously caused a schism in the organization, and soon two factions grew out from The Crow.

Today, we refer to these professionals on both sides of the War as Watchers. Either Watcher faction views the other as heretical and thus fights in the Great War out of conscripted obligation and personal hatred for their disloyal brothers.

### **Watcher Present Activity**

The Watcher exists in the War and in the game to act behind the scenes to further the overall campaign. The Watcher benefits the war effort by infiltrating enemy encampments, acquiring information that would benefit their own team, eliminating high-importance player characters, and sabotaging enemy technology. In this way, the Watcher plays both an active and supportive role in the battle. The player who chooses to play as the Watcher will have the opportunity to play as if it were a stealth-oriented game. The player's success as a Watcher will be heavily dependent on patience, timing, resource management, battle-plan comprehension, and, at times, luck. The Watcher will be a more difficult class compared to other roles because it is one that relies heavily on a player's understanding of the battle as a whole and their cooperation with other players.

As a Watcher, the game play will change depending on the current status of the battle. If the battle is just beginning, it may be in the Watcher's best interest to attempt to infiltrate enemy territory with the purpose of acquiring battle plans or other information such as the distribution of roles of the enemy team or the resources of the other team. Days later (in real time), Watchers may be called upon to assassinate a specific high-importance enemy. Obviously, balancing would require that the Watcher not be nearly as strong as a combat-oriented role, but the Watcher's strength will manifest in abilities like cloaking, athleticism, and reconnaissance.

### **Arch Mechanist – Technology Specialist – Construction Class**

The Arch Mechanists of the world were the ones to bring about the Glorious Revolution, and event that shaped the development of commerce, culture, and, of course, technology across the world. The Arch Mechanist Order came to formation hundreds of years ago, in the Year 30BGR by our modern scale. The Order, believing that culture had reached stagnation with respect to technological development, commenced to study and attempt to produce new methods of energy storage and implementation. The Order worked to improve archaic technologies, such as steam, electricity, and aether-rays, while also creating new forms of energy for use in all manner of machinery.

Soon after the development of these new energy sources, technology and commerce began a rapid expansion which has yet to subside. Vehicles, both civilian and military, became more efficient and reliable. Manufacturing became more affordable resulting in strengthened economies all through the world. And of course, weapons became more efficient and devastating.

During the Era of Peace, the Arch Mechanist Order existed solely within our glorious Nation. Unable to foresee the great conflict that would soon arise, the Order chose to share their newly developed technology with other cultures throughout the world. The Enemy saw the opportunity to build their system of armament using this new technology and so began the present Great War.

### **Arch Mechanist Present Activity**

Game play as the Arch Mechanist role consists of creating weapons and engines for use in battle. Arch Mechanists will be able to create customized weapons by combining found parts with power sources. These weapons will be added to the armament of the battalion for use by players of various roles. Arch Mechanists will be responsible for building and maintaining siege engines, automated turrets, autonomous battle droids, and a number of other machines which will work to aid the battle by both fighting against the enemy and offering special perks to other friendly players.

Arch Mechanists are a support role in their capacity as creator of weapons, engines, and battlements. But they are active units in the battle in their capacity as builders of autonomous drones and turrets. Arch Mechanists work closely with players of other roles by providing others with the necessary equipment for fulfilling their roles and by relying on other players to collect the resources and information necessary to complete these machines. Units in the fray of battle will be able to pick up parts and information on the battlefield to bring back to Arch Mechanists who can use the resources to create devices that will in turn aid the war-effort.

The system of machine creation allows for players to create both staple machines necessary for success in the battle and customized machines based on a point-allocated building system.

### **Farseer – Scouting and Long-Range Combat – Marksman Class**

The marksman class shares its roots with nomadic man, well versed in wandering from place to place always on the lookout for the next adventure or adversary to overcome. More than just a typical soldier who takes orders, the marksman is a lone wolf, hardened by past experiences and the thrill of peril. Naturally, the marksman's exceptional skills lend themselves to being an attractive option to those looking for a capable mercenary or gun for hire, ultimately landing them on the wrong side of the law. Never one to easily become subservient to a pompous higher authority, the marksman primarily concerns himself with his own priorities. That's not to say they are entirely anti-social, for they will gladly join in the shared fray as long as their cut is waiting for them at the end; merely, the marksman has supreme confidence in their self and the expert skills that have treated them so well thus far.

The marksman need not hail from a noble land or carry a prestigious reputation that precedes them. Indeed everyone from all walks of life can come to the realization that, when the chips are down, the lone thing one can truly rely on without fail is me, myself, and I. Those who call themselves marksmen have unshakable confidence in themselves, their prowess, and, without a doubt, have a couple tricks up their sleeve for when the going gets tough. People say that marksmen too cavalierly walk the fine line between confidence and insolence, that they can cause more trouble than they're worth, all bark and no bite. There will always be naysayers and those who hate will continue to hate. But when push comes to shove there is one guarantee to be made: a marksman will face any challenge without fear and will push forward to the very end. Even if their next menacing enterprise leaves them mangled and annihilated in a thousand pieces, on that day the angel of death will consider himself lucky. Because, a marksman knows that it's better than burn out than to fade away.

### **Farseer Present Activity**

Marksmen today are a primarily ranged damage class, with some versatility that provide medium to long distance support. They are designed to be most effective with ranged weapons with an initial, passive boost towards that weapon proficiency. Even though, for the most part, Marksmen would lurk from a distance in the shadows, mobility would still need to be a priority in order to circle around the target to have the best shots. Thus Marksmen are restricted to leather/comparable fabric and lower types of armor.

Due to their ranged nature, Marksmen have a greater illuminating area to eliminate the “fog of war” on a map. They can also spot potentially dangerous items such as bombs or booby traps more easily with specific visual indicators.

The Marksman class will have three talent trees to allow for greater user customization. The three trees will consist of skills to improve and enhance long ranged abilities, close range abilities, and survivalist abilities. Under the long range tree there could be talents that increase accuracy, increase damage, reduce scope sway, provide special properties for a given shot, increase ammunition capacity, or provide the chance for a given shot to trigger a specific effect. The close range tree consists of talents that increase damage and accuracy based on effective range of a weapon, talents that provide the Marksmen with a periodic burst of speed, or allow the Marksmen to enter a state of enhanced abilities with a melee weapon for several seconds. The survivalist tree would have talents that optimize a Marksman’s ability to survive such as the ability to carry and periodically use a robotic pet for assistance, set defensive traps and shields, and potentially improved, albeit limited, armor capabilities.

### **Industrialist – Mercantile Specialist – Merchant Class**

The industrialist learned a long time ago that sloppy brawls were best fitting of hopeless drunks and alley dogs. Times have changed and survival of the fittest need not necessarily apply anymore. That’s not to say that an industrialist cannot take a punch, but they realize their time and energy would be better spent slipping away in order to prosper another day, and prosper they do. Often men and women of impressive intelligence, an industrialist looks up at the sky and where there might be limits or boundaries, instead they see technology propelling the world towards uncharted wonder, a world that is too preoccupied with the boring aspects of life to look up at night and marvel at the stars. Technology can become a benefit for everyone and the industrialists have the means to discover and invent creations that can have a profound effect on everyone. Of course, they will gladly take in whatever monetary benefits and fame that come rolling their way, who wouldn’t want to be rich and famous? After all, they are the pioneers of an exciting and promising frontier that far too many either can’t or don’t appreciate. An industrialist can spend hours at a time tinkering with a bevy of technological doodads and gizmos, driven by the possibility of creating something wonderful out of seemingly nothing but broken light bulb scrap. And that is what really lies at



the heart of it all. The fame and money will probably come eventually, but it's staring into the dark abyss of unknown and pulling out something fantastic that really gets an industrialist's gears going.

### **Industrialist Present Action**

Industrialists are a crafting class and would function primarily off the battlefield and on the home front. They would be able to take in the junk they find or that other people give them and are able to create new weapons, armor, or other devices to sell. While there would be useable items found throughout the environment, Industrialist-made items will have higher quality 80% of the time. The fact they are Industrialists leads itself to the fact that they have only basic weapon proficiencies and armor capabilities. Because more valuable and rare items can be found on the battlefield, Industrialists can don a mechanical backpack with a variable number of extending arms to assist them while on the battlefield. These arms could wield multiple weapons, shields, or devices that can make an Industrialist valuable in a group, while they search for items to collect.

The Industrialist's talent tree breaks down into offensive, defensive, and combat. Offensive talents would increase their ability to build weapons and offensive devices such as explosives, or modifying special and unique bonuses onto weapons. The defensive tree would have talents that augment proficiency and provide variety with creating armor and defensive devices such as steam-screen bombs. The combat tree would aim to take the Industrialist from one whom a group would have to look after, to one who can help look after a group. Talents could include using higher level armor, increased proficiency with a greater number of weapons, more arms on the backpack with more diverse capabilities and functions, as well as backpack upgrades to carry ammunition, to recharge certain weapons, or even to provide limited weapon modifications and upgrades for others.

### **Vanguard – Assault Specialist – Soldier Class**

The soldier has always been the staple of any military force since the beginning of armed conflict. The modern day soldier represents the evolution of warfare over the past 20 years. With the development of machine guns, steam tanks, the airship, and other technological advances, countries have had to shape their soldier to fight the new threats.

The American soldier and his role in the battlefield have been guided by General Wilford H. Hardy. Beginning in the early 20th century, General Hardy began pushing for reforms within the military to make the soldier a more efficient and effective machine. This reform movement led to such advancements as personal body armor and the use of goggles and cybernetics to further a soldier's abilities. In addition, soldiers have been outfitted with fully automatic rifles and shotguns, as opposed to the single shot rifles of earlier years. Perhaps most important is the backpack mounted steam engine which will power the soldiers gizmos and gadgets such as the goggles and cybernetics. Due to these reforms, the soldier is now viewed as a self sufficient entity on the battlefield.

On the other hand, the Russian military has gone in a very different direction. Going for a more brute strength route, the Russian soldier is hand-picked for his size and stamina. Generally armed with a single shot but very powerful rifle, the Russian soldier is known for his ability to take anything and continue to fight. American soldiers have claimed that the Russian soldier is more like a bear than a human, with famous stories spread among the ranks that a Russian can take many bullets from an American rifle without any effect. The prevailing Soviet tactic is the human wave attack which almost always results in a melee where Russians are famous for their ability to power through American battle lines.

### **Vanguard Present Action**

The soldier is probably the least complex of all the classes due to all of his skills being combat oriented. In general, this will probably be the most played class so making it perfect is important.

American soldiers will be futuristic looking in a sort of steam punk way. Their armor will be huge and bulky, with copper being the metal most used. Large goggles that will augment his abilities will also be a large part. Abilities such as zooming and night vision will be available to the American soldier, perhaps through a talent tree, with the player picking what functionality he wants. In addition, the soldier can use steam powered cybernetics which can do such things as give him great strength or the ability to run for long distances. These will be powered by back pack mounted steam engine. The steam engine will only have a short period of use before it has to recharge. This will give the player new abilities, but limit him from using them all the time.

Due to the strategies outlined in the history section, Russian soldiers will have an "aura" effect. The more soldiers there are in an area, the greater effect the aura will have, whether it be increased damage,

health, etc. Russian soldiers will have access to the same type of abilities offered by the prosthetics and goggles but to a lesser extent. Trending away from the American soldier though, will be the Russian soldiers dress. He will have armor, but his outfit will be far more ragtag, owing more to the "Mad Max" type of dress than to the proper steam punk attire.

During battle, soldiers will be the brunt of the attack. Generally backed up by alchemists and technologists who will heal and support him, the soldier will be leading the charge. Armed to the teeth, and with a bevy of health, killing the enemy is the soldier's main goal. The idea is to encourage the soldier to work in conjunction with the other classes, but still be the most playable class if you want to be solo.

## **Creating a Character**

Character creation will be a process that extends throughout the player's experience in the game world. When the player first begins a character, he or she will be able to create a customized avatar with a very basic and neutral set of clothing, weapons, and items. After becoming familiar with the basic mechanics of the game, the player will be able to assume the various roles in apprentice capacities.

Players will have the option to test character roles to their liking before deciding on a specific profession or combination of professions. Because the role system will not be a rigid designation, players will be able to create customized classes which contain both the strengths and weaknesses of the varying classes.

As the player rises in level and experience, new types of clothing, weapons, parts, objects, and items will become available to them. This will allow players to further develop their unique character in the context of the game world.

# User Interface

## Overview

The user interface will be a minimalistic as possible for a massively multiplayer game. The only information provided will be bars in the bottom left corner representing the character's health and armor level represented in red and blue. Furthermore, a small icon showing what gun is being used and how much ammo you have left will be placed in the lower right hand corner. At the top of the screen, a bar compass will guide the player along. These icons will be stylized to represent the steam punk theme we are using.

# Certificates

## Overview

This section goes in depth into the certificate system described earlier in the Game Feature Set section. We will provide exact details on how many certificates there are, how much they will cost, what they provide, and the max amount you can hold.

Players will start the game with 5 certificate points. Skills will be on average 2-3 point, with some popular incredibly useful skills only costing 1 point. In addition, you can upgrade certificates without having to buy new ones. Also important is the ability to use the opposition's weaponry as long as you have the certificate for it and find them discarded on a battlefield.

The Weaponry section goes into further detail which weapons will go into which certificate.

### **Basic Armor - 1 credit**

Each side will have a set of basic armor designed for fast movement with some protection to the most important parts of the body. This armor will provide 100 point of damage reduction.

### **Advanced Armor – Upgrade of 2 credits**

In addition to the basic armor, heavier armors will be available that will provide 200 points of damage reduction. Due to the heavier armor, players equipped with the advanced armor will be slower moving and will not be able to pilot certain vehicles such as aerial vehicles and heavy tanks.

### **Assault Rifle – 1 credit**

The Assault Rifle certificate will provide the player with the basic assault rifle of their chosen side.

### **Anti-Vehicular Weaponry – 3 credits**

This important certificate will unlock several new pieces of weaponry for players to toy with. These include their respective faction's anti-tank and anti-air weaponry.

### **Heavy Weapons – 3 credits**

An important part of any base assault, these weapons will allow players to pack a heavy punch. Players will gain the ability to use their respective side's heavy weapon.

### **Junior Tanker – 2 credits**

Players will gain the ability to drive the light tank.

### **Expert Tanker – Upgrade of 3 credits**

Upgrading to expert unlocks the heavy tank, one of the most feared vehicles on any battlefield. It's important to note that you can only buy these from bases once every 20 minutes so as not to inundate the battlefield with these powerful machines.

### **Junior Medic – 2 credits**

Junior Medic unlocks the basic health recharger. This will allow the player to provide basic medic support to players around him.

### **Expert Medic – Upgrade of 2 credits**

Upgrading to Expert Medic will give the player the important ability of resuscitation as well a faster and more efficient health recharger.

### **Scout Vehicles – 1 credit**

Players interested in fast moving vehicles with light armament will certainly get this certificate. This provides the user with several vehicles perfect for scouting operations.

### **Junior Spy – 2 credits**

Spying is an incredibly important part of any war. This first certificate level will give the player a large amount of c4 and a more powerful knife.

### **Expert Spy – Upgrade of 2 credits**

This upgrade to the spy will unlock a suit that renders the player virtually invisible. Movement will cause the player to become visible.



# **Musical Scores and Sound Effects**

## **Overview**

The sound design of our game can be characterized as mainly industrial with key military elements which will work to enhance the level of immersion and stylistic integrity of the game. Music will only be played while players are not in active combat so as to avoid distracting the player from the present task, but the game world will be filled with persistent sounds such as the hiss of steam, the clanking of machinery, and the staccato of gun fire to add to the game's industrial and militaristic mystique.

# Weapons

## Overview

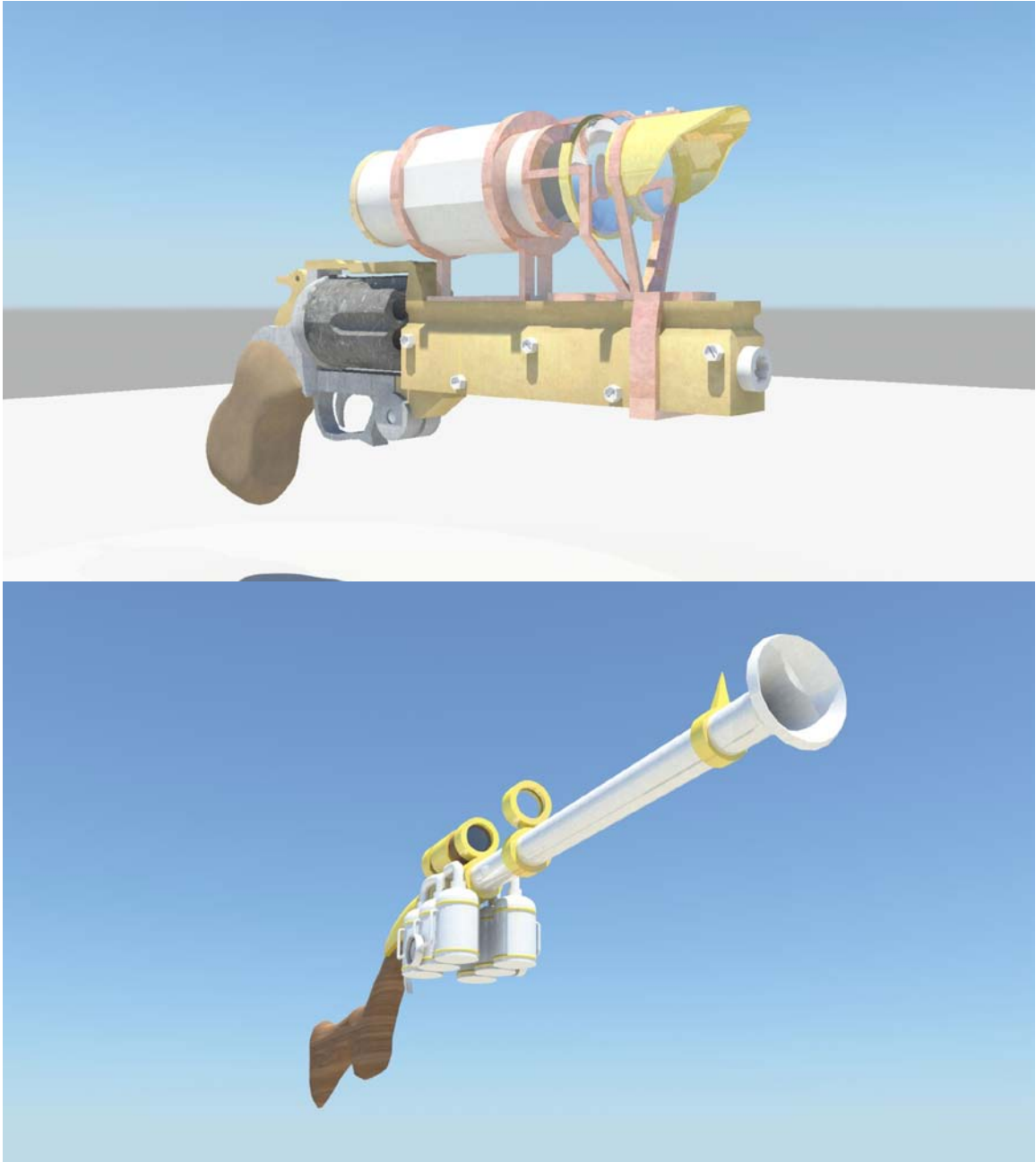
This section is used to describe how weapons will work in our game. Each gun will have statistics such as fire rate, damage, etc. Each side has a separate weapon in addition to a series of neutral weapon that either side can use. See Appendix for information on weapon stats.

## Unique Weapon Crafting

Important to our design is to give players as many choices as possible. This is exemplified in our weapon crafting system. Every merchant is giving a certain amount of points to play with. These points can be used to assemble a weapon from many parts. Things to buy would be trigger, handle, stock, barrel, etc. Each would have a different effect on how the gun functioned. For instance, you could make a pistol that fired shotgun rounds. The gun would have horrible accuracy and recoil, but would be insanely damaging. There are pro's and con's to every design that the player will make.

Furthermore, we plan on setting up bazaars where players can add their design to the bazaar, and other players can choose them. Lists that compile the most chosen guns can be created, which give players a good idea of what the best guns would be. Otherwise, they could browse newly created weapons for inspiration.

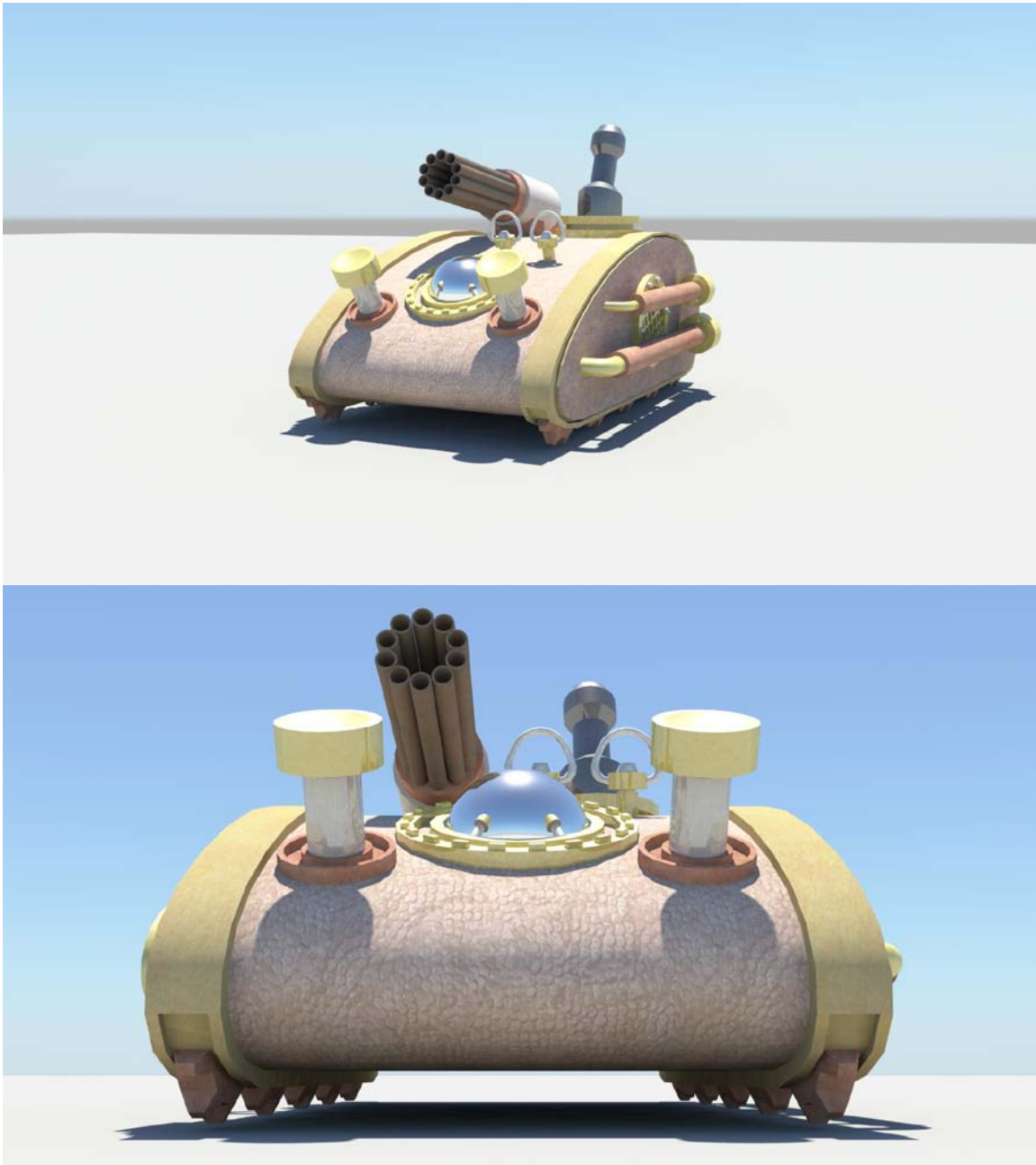


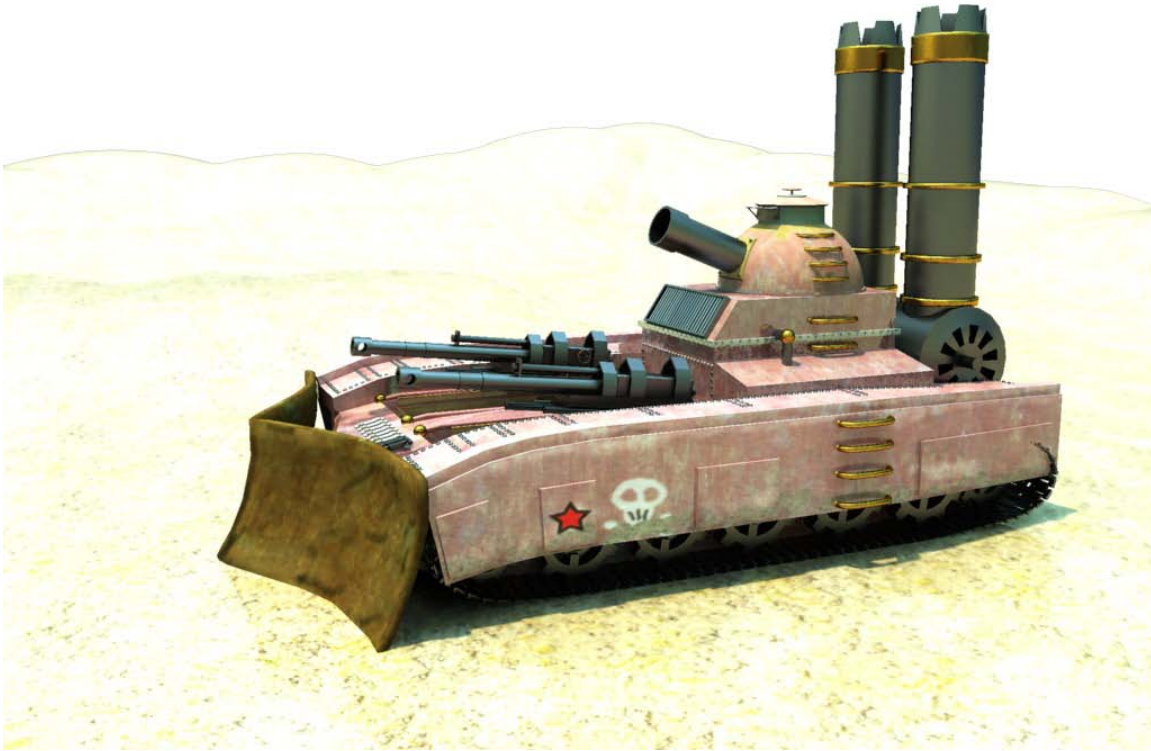


# Vehicles

## Overview

This section provides a few conceptual images for vehicles. The following images represent mock ups of what a vehicle in our game might look like.





# Characters

## Overview

This section provides a few conceptual ideas for character models. The following images represent mockups of what a character might commonly look like in our game.





**MECHANIST CLASS MOCK-UP**



**SOLDIER CLASS MOCK-UP**



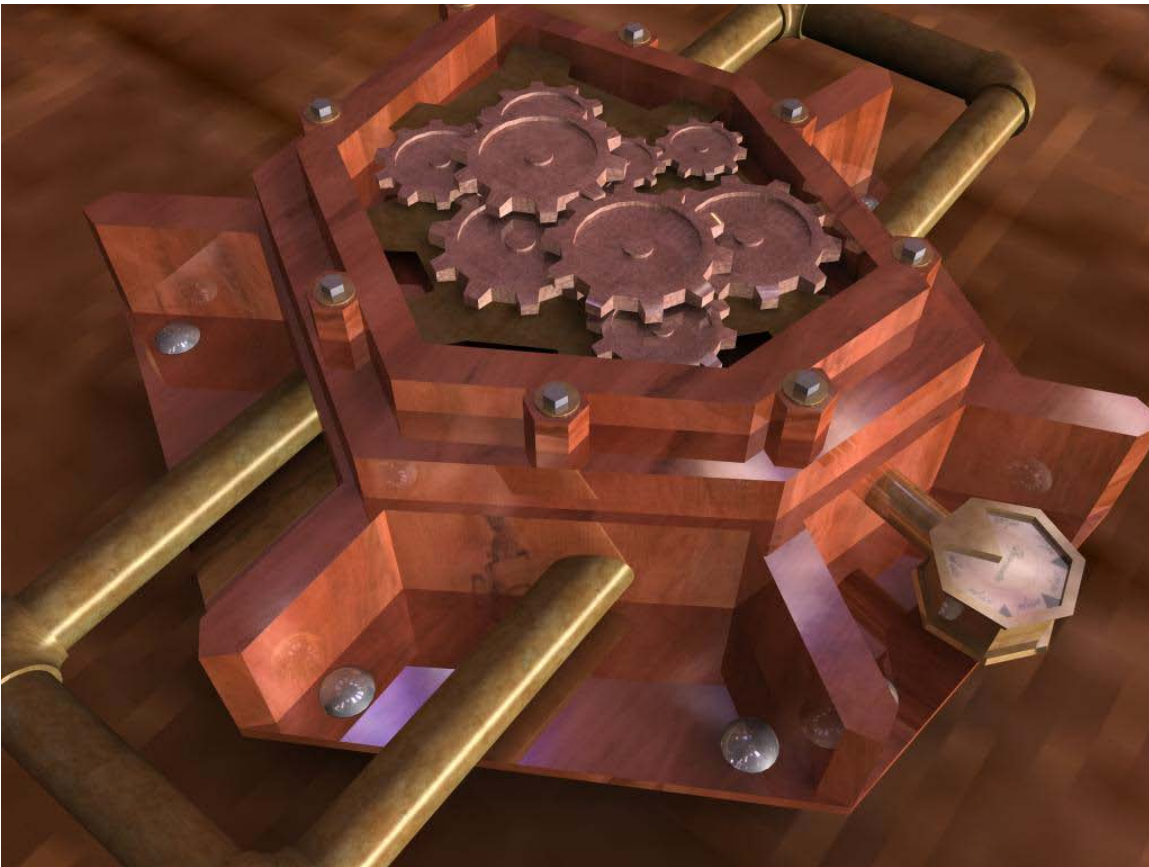
## Miscellaneous Assets

### Overview

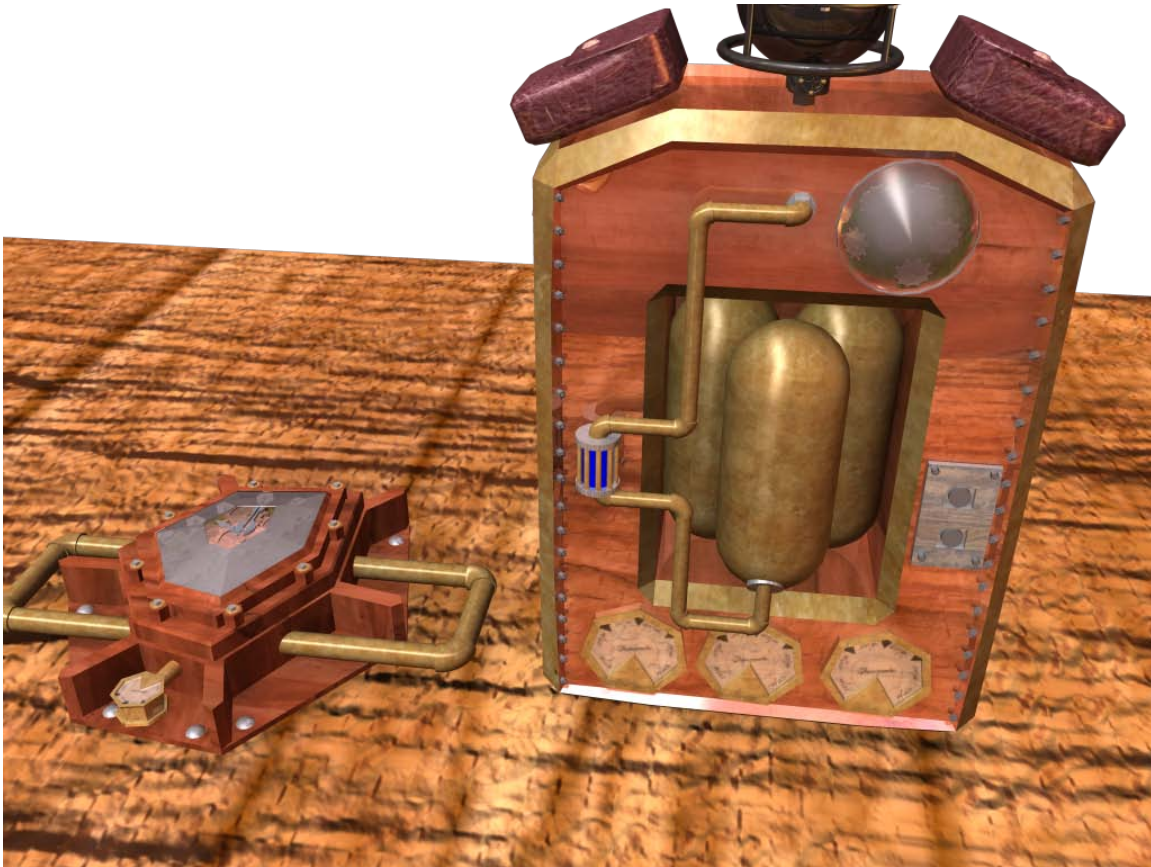
This section will display several conceptual images of assets that don't fit into other areas.

### Images

#### Explosive Device

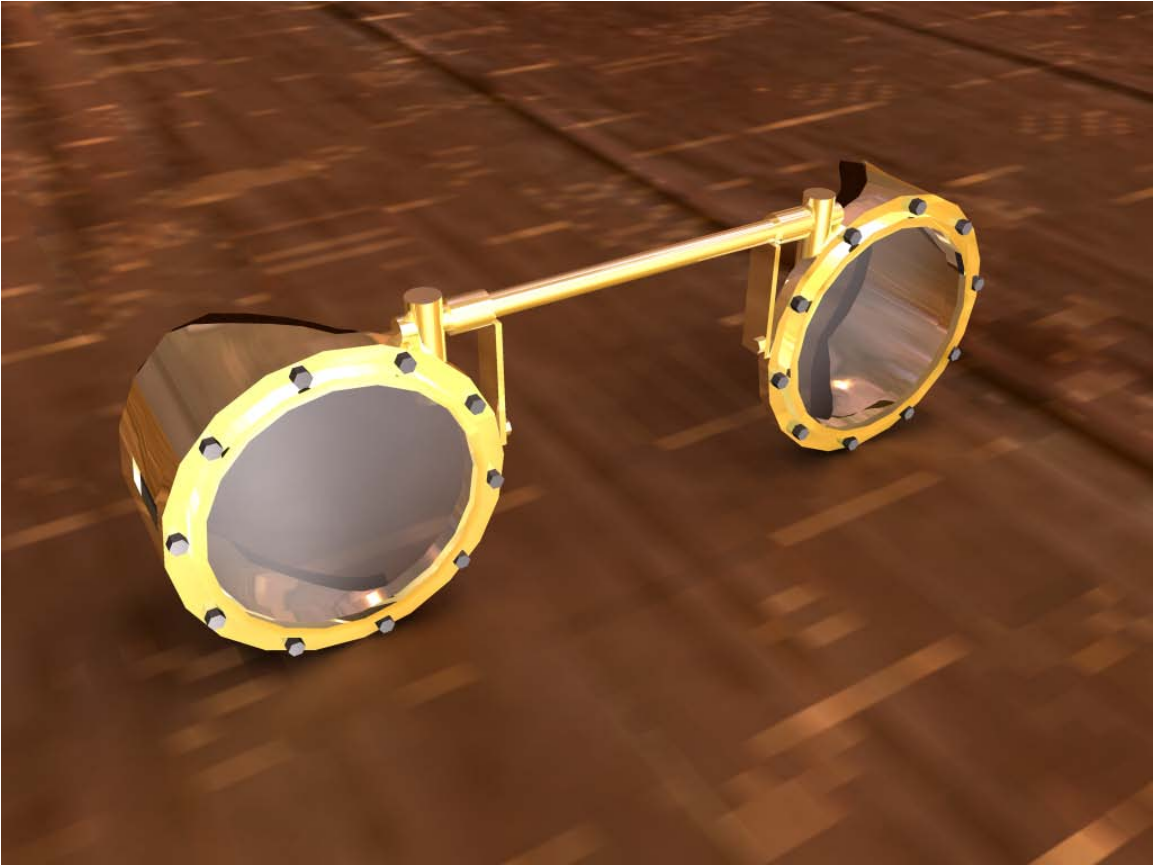


## Backpack and Bomb

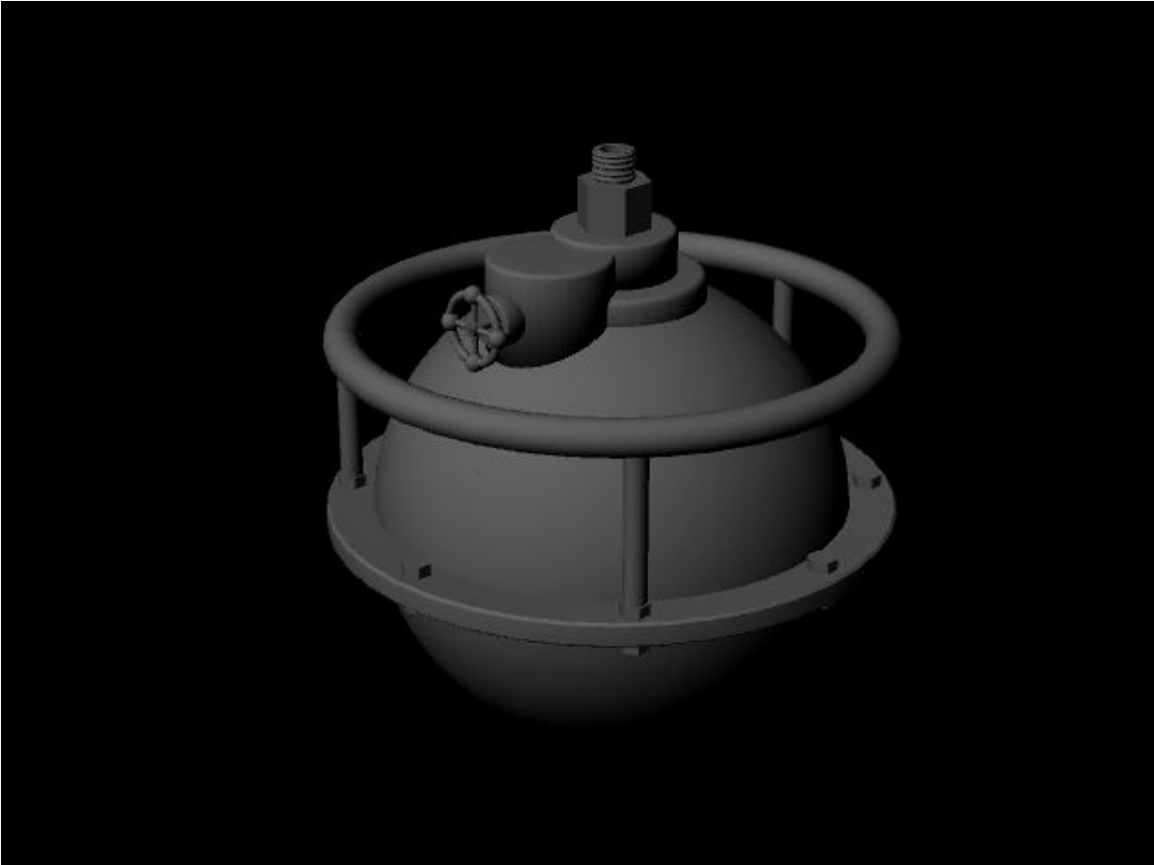




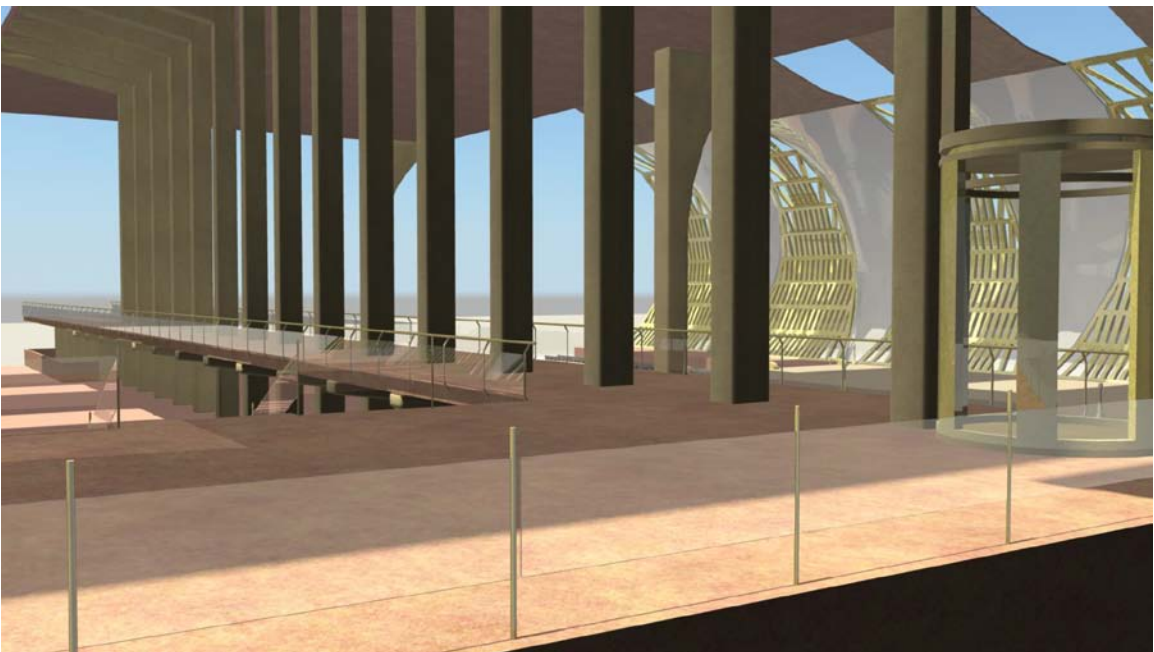
## Goggles

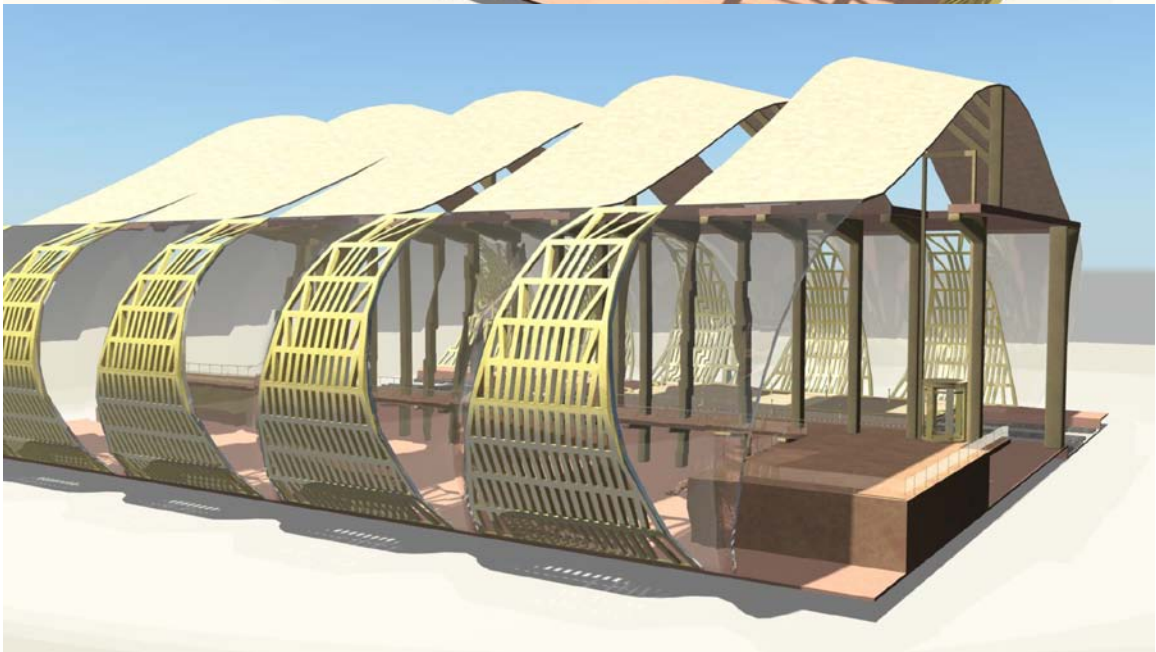


## Steam Ball



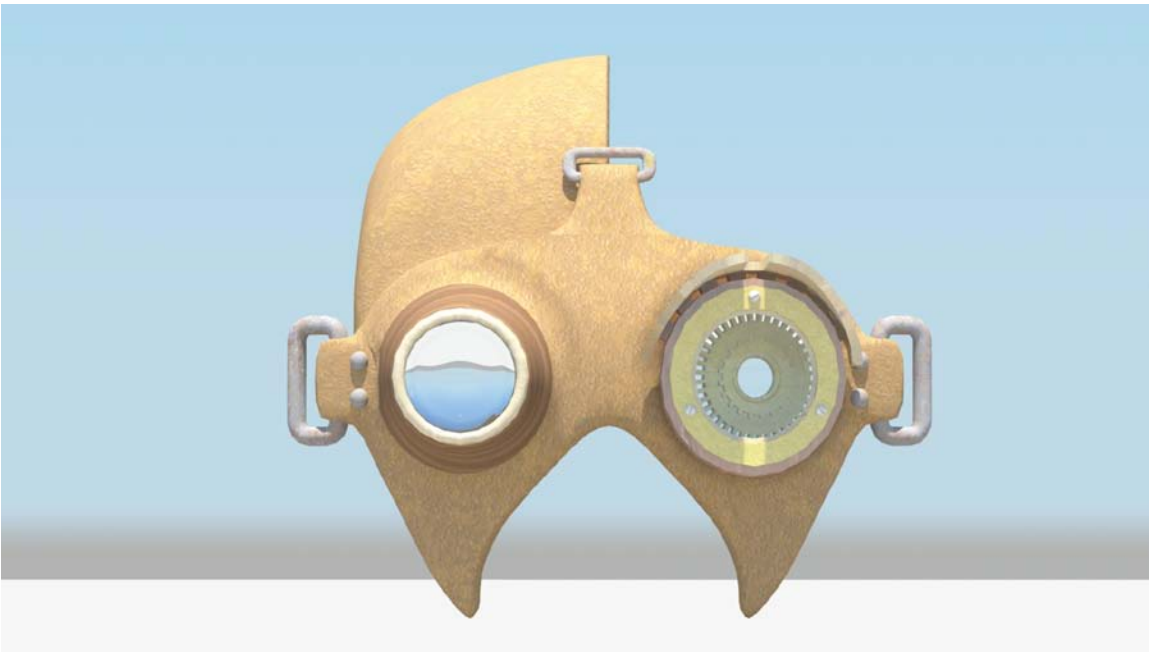
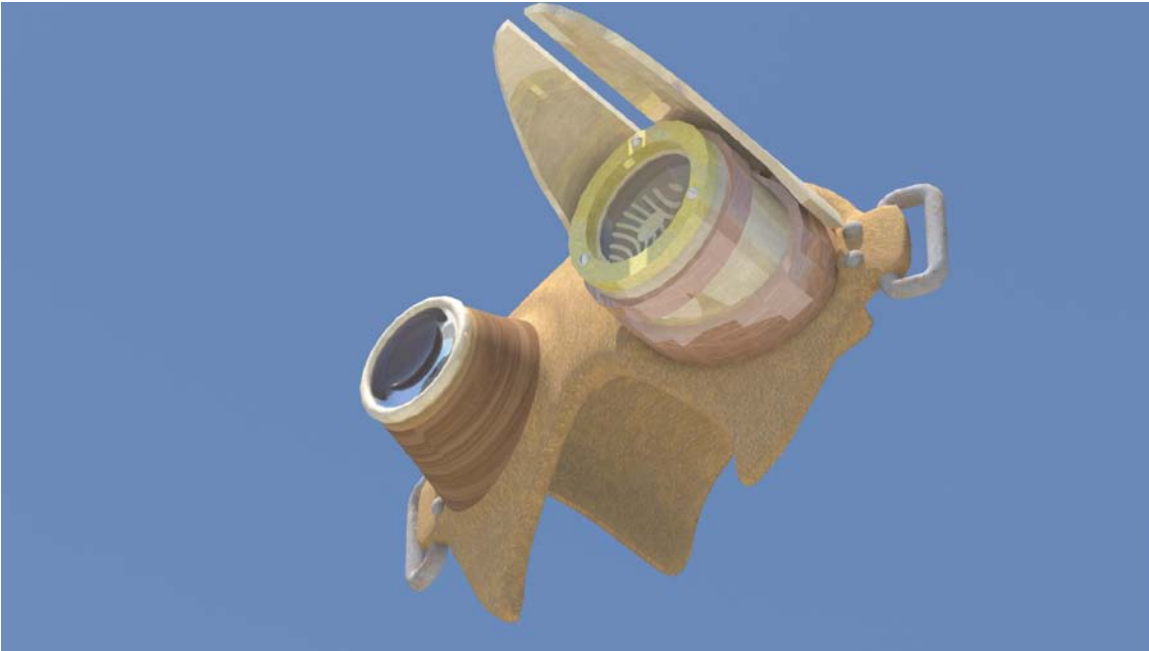
## Train Station







## Mask



## “Objects Appendix”

|                     |   |
|---------------------|---|
| Buildings           | <ul style="list-style-type: none"> <li>• Train Station</li> <li>• 7 Separate Houses/General Architecture</li> <li>• 10 Separate sets of fort sections</li> <li>• Bunkers</li> </ul> |
| Environmental Props | <ul style="list-style-type: none"> <li>• 10 Trees</li> <li>• 5 Bushes</li> <li>• Stone Walls</li> <li>• Scrap piles</li> <li>• Sandbags</li> <li>• Train</li> </ul>                 |

| Name             | Damage | Range | Accuracy | CoF    | Recoil | Clip Size |
|------------------|--------|-------|----------|--------|--------|-----------|
| Pistol 1         | 15     | 50    | Low      | High   | High   | 7         |
| Assault Rifle 1  | 25     | 300   | Medium   | Medium | High   | 30        |
| Sniper Rifle 1   | 100    | 1000  | High     | Low    | Medium | 5         |
| Heavy Weapon 1   | 10     | 100   | Low      | High   | Medium | 100       |
| Anti-vehicular 1 | 70     | 200   | Medium   | Low    | Low    | 4         |
| Grenade 1        | 80     | 12    | N/A      | N/A    | N/A    | 3         |
| Pistol 2         | 10     | 60    | Low      | Low    | High   | 15        |
| Assault Rifle 2  | 34     | 400   | High     | High   | Medium | 20        |
| Sniper Rifle 2   | 50     | 1000  | High     | Low    | High   | 10        |
| Heavy Weapon 2   | 20     | 200   | Low      | Medium | Medium | 50        |
| Anti-vehicular 2 | 100    | 500   | High     | Low    | Low    | 1         |
| Grenade 2        | 90     | 10    | N/A      | N/A    | N/A    | 3         |

## “Class/Character Appendix”

| Name      | Health | Armor  | Speed  |
|-----------|--------|--------|--------|
| Merchant  | Medium | Low    | High   |
| Alchemist | Medium | Medium | Medium |
| Soldier   | High   | High   | Low    |
| Spy       | Low    | Low    | High   |
| Marksman  | Medium | Medium | Medium |
| Engineer  | Medium | High   | Low    |