

Communis Conquest

(Working Title)

Game Pitch

Table of Contents

[Foreword](#)

[Working Title?](#)

[Goals of the project](#)

[Story](#)

[Characters](#)

[Class system](#)

[Abilities](#)

[Levels](#)

[Equipment](#)

[Level/Environment design](#)

[Game-play](#)

[Art](#)

[Sound and Music](#)

[User Interface/Game controls](#)

[Math](#)

[AI](#)

[Manipulatable physical world](#)

[Celestial Bodies](#)

[Procedural generation of](#)

[Maps](#)

[NPC Ships](#)

[NPC Inventories](#)

[Celestial Bodies](#)

[Evolution of NPC Trade routes, Technologies and Territories.](#)

[Economy](#)

[Free-to-play marketing model](#)

[Why not kick-starter?](#)

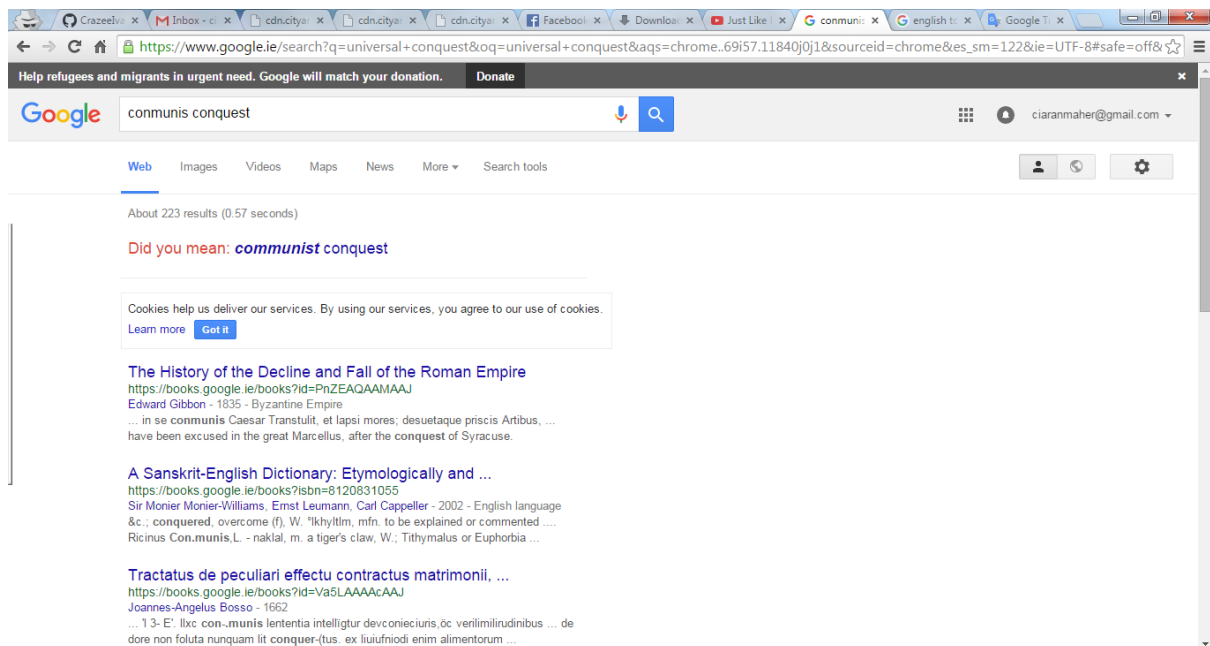
[Why so serious? \(share distribution on launch day\)](#)

(Ctrl + Left-click to follow hyperlinks.)

Foreword

1.A Working title?

Why 'Communis Conquest'? 'Communis' is latin for: common, collective, general, social, public, universal. Allowing for several play on-words with 'Common Conquest', 'Collective Conquest', 'Social Conquest' and 'Universal Conquest'. All while offering unique brand identity, with only 223 google results for the two term search, 'Communis Conquest'.



1.B Goals of the project

To create a game that provides intuitive and simple game-play on a micro level with a deep class system, procedural item generation and simulated physics across a massive sandbox universe. The complex class system layers a multi-role class system into a single character while still giving the player the ability to divide their “characters” into individual, specialised units. It is this system, combined with a universal economy that requires the harvesting, transportation and protection of both common and rare materials; that offers dozens of avenues of sand-boxesque game-play. It is intended that this goal be met with the additional primary goal of creating a rich experience which being based on recent research, engages the player in areas of cognitive reasoning, memory and multi-tasking. This objective should come with the obvious implication that the game be approachable by gamers of all ages and backgrounds. The primary goals can thus be summarised as the following:

1. Intuitive game-play and menus
2. Simple but enthralling story elements
3. Fun, vibrant and concise arcade action
4. Immediate sound and visual feedback to all skills when used, when effective and when ineffective
5. Procedural item generation
6. Multi-class system
7. Mothership allows universal class availability and increased customisability
8. Single character/account system
9. Immense world
10. Physics based universe containing an evolving environment based on mathematical models
11. Promote development of cognitive thinking, maths, fine motor control, memory and multi-tasking
12. Playable with controller or mouse/keyboard
13. Robust cross platform support with local and internet listen or dedicated servers.
14. Scalable world
15. Exciting and ruthless PvP/PvE encounters
16. Evolves from a random seed

1.C Influences

EvE

- Game-play
 - Massively Multi-player Online Role-playing game (MMORPG)
 - Player-versus-Player (PvP)
 - Sandbox universe
 - Multiple play-style options
 - Trading
 - Piracy
 - Military/Mercenary
- Interface
- Themes

Negatives

- Challenging and fun, but ultimately frustrating if unable to survive the learning curve.

[EvE Online game-play video](#)

X3

- Game-play
 - Sandbox universe
 - Multiple play-style options
 - Trading
 - Piracy
 - Military/Mercenary
- Interface
- Themes

[X3 game-play video](#)

Geometry Wars

- Game-play

- Audio-visual clues
- Friendly competition encouraged
- Simplicity
- Music
 - Audio-visual clues
 - Simple and catchy
 - Enemies cause additional sounds which complement the music

Negatives

- Challenging and fun, but ultimately frustrating if unable to survive the learning curve.

Time of defiance

- Game-play
 - Real-time strategy game-play
 - Resource gathering and base building
 - Empire building with 'Stargates' connecting player colonies
 - Scouting to 'Superunit' research and production roles
 - Trading
 - Universe sandbox
- Interface
- Diplomacy
- Single "all powerful neutral party"

[Time of Defiance game-play](#)

Destiny

- Interface



World of Warcraft Follower missions

- Interface



Star Trek Online Missions

Peggle

Farmville

More

BBC Horizon: Are Videogames really that bad?

Story

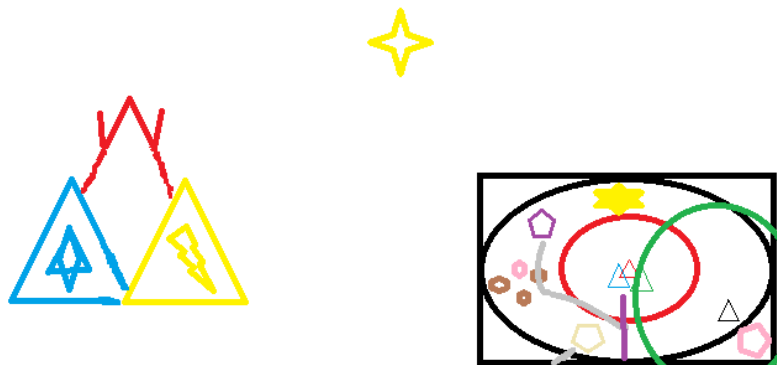
2.A Work in Progress

Open to massive inputs here, but three player factions is proposed with varying levels of NPC punishments for same faction PvP, depending on the chosen faction. This would result in an easy, intermediate and difficult faction choices.

It is proposed that themes and history from Ciarán Maher's 'Quantum Conludium' be used for filler i.e. take any three fantasy races and put them on separate planets until they discovered space travel and began fighting each other.

Characters

WiP

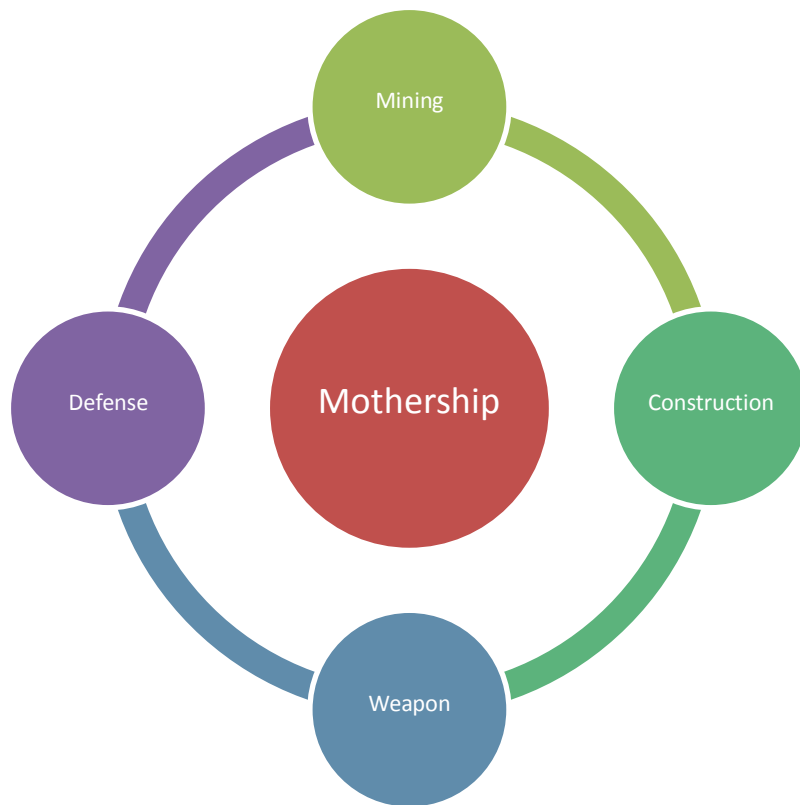


Mother-Ship

Mothership-Carrier Grows(Upgraded) – modular growth? Core gets bits added? Potential for design here

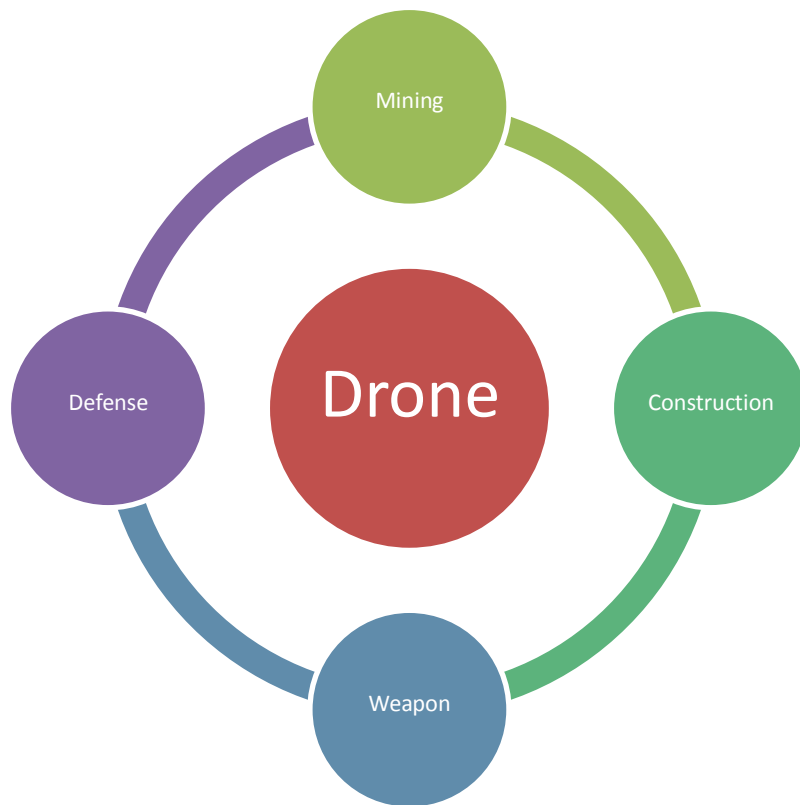
Mother-ship grows by attaching other ships to it, as the player levels-up/acquires re-sources/upgrades.

Mothership is a central unit that forms the player. It dying should be a painful blow to the player, and as a result it should primarily be kept safe to avoid significant loss. In any case, it is expected that it will be surrounded by newly constructed ships as well as docked ships and their complements of smaller ships (fighters/bombers). It is still a considerable force in combat, especially when later upgraded. It is a 1-per-account ship.



Drone-Ships

Drone-Ships consist of a separate component not unlike the mother-ship, that provides basic mining and construction services as well as extending control range for the player and allowing navigation through Space-Lanes.



*****Below needs rework since 22/September/2015*****

All characters in the game consist of several core ships with varying abilities customised by the player, or in the case of NPCs; randomly.

Characters are all connected via the mother-ship and can communicate and co-operate with one another. Additionally, an experienced player can set-up ambushes, scout ahead, corner prey or setup flanking manoeuvres. Finally, simple tasks such as deliveries, mining and scouting can be automated.

Players begin the game as a simple mother-ship with poor speed, manoeuvrability, mining and construction tools. The first objectives are to create support ships but there is no questing or otherwise handholding. Areas are dangerous and NPCs are ruthless. Predatory players can also attack them with varying difficulty, depending on their starting faction.

NPCs provide services and sales but ultimately players must craft their entire compliment of ships, each of which represents a uniquely designed class answerable only to the player. Skills and stats are heavily affected by the items players have crafted or scavenged from other players and NPCs.

Colonies – these immobile bases provide offline storage, mining, construction and research facilities. Planetary or asteroid bases may provide mining of their current location, while space station (and also potentially asteroid bases) can oversee some mining of their system, without player overseeing the process. All of these could have queue based construction and research facilities to produce newer and better craft, mothership modules and equipment. Most importantly colonies will

have storage space for excess materials and craft, and can operate as locations for trades. Trading could also be done in an automated fashion "I wish to trade 500 glorphs for 200 zubaras up to 20 times". Finally, colonies will have automated defences, near system scanning and warning systems so players know when they are under (potential?) attack. Constructing a simple colony should be one of the first things the player should do. Colonies will have levels affecting the same things a motherships, essentially being stationary motherships. Possibility of gaining protection for a colony so it can't be (attacked/destroyed/looted/whatever level of pvp we otherwise allow/etc.), that the first colony should probably be given. Growth should be encouraged upwards(upgrading a single colony) and outwards(construction of additional colonies).

Class system

Each player must choose two starting classes from a pool of greater than 4 total classes.

2 classes at x level and 1 more at 1.5x level and a 4th at 3x level

There is the potential to add downloadable content/free-to-play content in the form of new classes; provided it does not pose as a pay-gate to free-to-play players.

Chosen classes represent the base skills of the mother-ship, as well as potential future upgrades which are achievable with later resources.

A player may craft a new ship of any class, provided they have available resources near an active production facility. This may vary from the mother-ship, to specialised ships to planetary bases and spacestations.

Everything is destructible, repairable and harvestable/salvageable.

Cores

All ships require a 'Core' to use space-lanes. This component docks with and provides control range for your ships in the area. Ships outside of this range must include a core with potential for an AI, or 'AI Core'; one installed and with useable 'methods' for practical applications. Otherwise it may simply remain stationary and defenseless while enemies approach and pillage. Likewise, this is an incredibly effective tactic, to find Cores in range to limit the potential actions of the opponent. Thus, disabling communications and effective control range makes for a devastating first strike.

Ships

Mining – mines things. Has reasonable cargo storage for materials, mining equipment either better on these or can only be attached to these or motherships. These can have better versions than others/mothership of mining equipment. Subclasses: Gas,Ice and Mineral

Harvesting – harvests solar energy from stars, gravity from black-holes, etc. Creates energy resource. I think resources should be transferable remotely to a Mother-ship/Core-ship, thus providing opportunities for tactics, espionage and 'care-bear' farming.

Transport(Trading?)/couriers – less equipment slots (none if strictly role based). Potentially capable of carrying other small ships, able to allow remote swapping of what the mothership is carrying and what you've left in some base. Could also possibly be used to relay instructions to bases? Subclasses – Cargo Bay or Ship Bay? Specialisation into different cargo types(Mineral, Gas, Constructed, etc.)

Construction – construction ships are used more for construction of colonies than components, though potential for both. Sufficient storage size for some solo construction but generally needs to be paired with transports or mothership overseers. Also used for repairs.

Bombers – Anti-establishment(stick it to the man). Can be used to attack Motherships(sufficiently bigger than other ships as to be worth a bombing run or Colonies. Could also be employed for blast mining of asteroids in conjunction with mining craft. Potential other/specialist/subclass: Minelayer?, Stealth?

Fighters – Red Squadron, reporting in. Shoot down other craft, fight off bombers, defend or attack really. Further subclassed – Raiders(fast and fragile), Frigates (Slower and tougher), etc.?

Exploration Craft – sensors and maps. Locating planets, asteroids or potential targets. Potential for stealth craft or anti sensor craft/equipment

Research Craft – Potentially combine with Exploration, researches new technology. More likely performed at colonies.

Abilities

Abilities is still largely depending on what we can do and then what we can imagine. I would propose things from shields, missiles, lasers, turrets, drones, evasive manoeuvres, to the more wacky; black-hole cannons, moon catapults and star-throwers.

I think class abilities should just serve as base ship functionality on a Mother-ship or Core-ship. Allowing a player to include 2 base classes into a core, this also means a core is worth 2 ships, plus however many are connected to it. Mother-ship should perhaps function as 4 ships worth of abilities then?

I really like the perk system from Destiny and how you can develop synergies between class perks and item perks. It also creates a focal point for item upgrade paths.

Levels

Classes consist of several abilities and perks that unlock as the component ship levels-up. Perhaps limit abilities to Mother-Core and AI Cores, or use 'Ships' to launch and target the abilities from the 'Cores'.

Lots of room for varying levels of scope. How complex is too complex? If there is a logical reasoning for the system, and it can be done efficiently, I would try anything.

Equipment

Players should be constructing ships to support or develop as they explore with the Mother-ship or drone-ship. I see a key opportunity from this being the breaking down of items received from enemies, harvesting, scavenged from discarded player ships and NPC weaklings.

Again, re:Destiny, the opportunity to inject some colour into the game, some room for Smartphone support/integration, and a key factor in 'reasons for passive-PvP encounters coming from opening menus in 'the wilderness'.

Research new types of 'stat algorithm' to randomly generate new types of engines, shields, weapons, etc?

Level/Environment design

Anthony save me!

Massive open world. Reproducible from an algorithm and our database. Procedurally generated in real-time, with as low overheads as possible.

Space-Lanes

Navigation and travel almost exclusively relies upon 'Space-lanes' scattered between celestial bodies. This highly visible 'track' on the terrain provides fast and efficient travel across long distances. Ships require a docked component ship in order to interact with these lanes.

Space-Lanes must connect celestial bodies such as stars, black-holes, asteroid belts and can be crafted by players also with significant resource investment.

Game-play

What wouldn't you do?

Art

“ I choose you, Barry!”

- Simple visuals as possible, associate simple geometric shapes with particular class or roles. Similar or the same radar silhouette.

Weapon/equipment load-out should be communicated as efficiently as possible from simply looking at a unit in the world.

Friendly, inviting environment; let players and the NPCs do the intimidating.

Simple, clean interface using logical associations of menus. As little text as possible, but plenty of stats. Overlay tutorials but try to avoid complex stat system to make this redundant.

Sound and Music

Usshkush and Kevin, a match made in heaven?

- To the beat of 'unts, unts, unts'

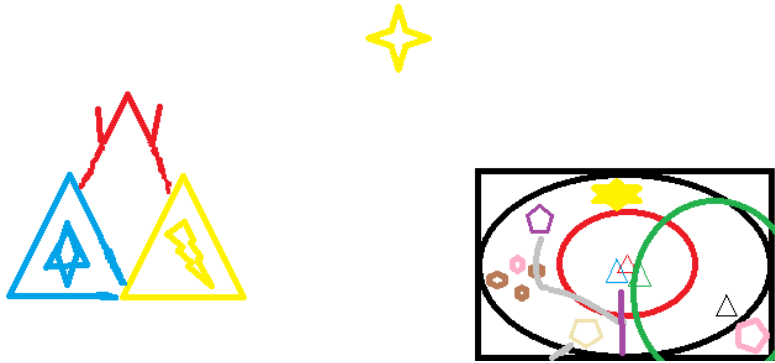
Good music is hard to come by, but super-critical. Sound as a whole also needs to be another medium that provides the player with feedback. If it helps, consider information an instrument.

Music must also be creating memories and associations with what's going on in terms of game-play, teaching the player to associate a musical pattern to danger or rewards.

User Interface/Game controls

Ideally, playable on a controller or keyboard/mouse combination. If it can be played on controller it can ultimately be played on a smartphone.

Switch between ships, simple controls for each ship with cross ship similarity to make taking on new ships, simple and effective.



Math

AI

NPC AI

- Normal stuff
 - buy/sell
 - routing
 - 'travelling salesman algorithm'
 - Etc.

Programmable Drone AI

Craftable “components” allow ships to store programmable code blocks – think lego-mindstorm ‘master control board’ brick or ‘Dance EJay’ music composition.

Pre-built selection for NPCs and player AI ships.

First goal of new players after a first ship:

- Navigation
- Attack
- Defend
- Guard
- Move
- React
- Scan
- Launch
- Return

Simple methods can be used to develop complex sequences of commands or ‘dumb AI’ bots and sentries.

Teach players simple programming, while also creating a commodity for players to sell on the Auction house.

Manipulatable physical world

Celestial Bodies

- Mathematically probable events.
- Difficult to predict long-term
- Spontaneous creation of events & Celestial objects.

Do players enter 'subspace bubbles', or 'instances' when engaging in fights, like 'Pirates of the Burning Sea'.

Create our own gravitational constant?

Procedural generation of

- *Maps*
- *NPC Ships*
- *NPC Inventories*
- *Celestial Bodies*
- *Evolution of NPC Trade routes, Technologies and Territories.*

Economy

Woah!

Might need an economist here!

Currencies – Real-world/Credits

Crafting Resources

Components

- Ships
- AI Cores
- Weapons
- Engines
- Defenses

Trade Goods

- People
 - Skilled
 - Unskilled
- Energy
- Matter

Recipes

Free-to-play marketing model

Ship models need to be consistent so no skins?

Cross server game-play

Account-wide save?

- Authenticated
- Unauthenticated

Diablo 2 but F2p

Max Resources transfer or PoE style?

Download or craft classes ala WarFrame?

- Once – Long-time
- Every death – Short-time
- Can stockpile – Medium-time

Why not kick-starter?

Why so serious? (share distribution on launch day)

