

World of Vectra

World of Vectra Game Design Overview

Introduction

Secluded in their vast and technologically advanced city world of Vectra the last vestiges of humanity struggle to survive in the endless cycle of progress. Its sacrosanct nature hides a deeper more sinister truth. Humanity has changed little since having fled its destroyed home world of Earth, it will still take what it must for its own from those weaker than he. War is still a fact of life for those who wish to further their cause, be it one's own or that of their faction. Beyond the dark reaches of space lay waiting all the riches of energy and material one could imagine if they had the strength and will to take it.



Description

Players will congregate in peace on the world of Vectra but join others travelling to distant planets where they will wage war in the pursuit of acquiring wealth, prestige, and skill to further the own cause. As players progress they will gain access to greater levels of engagements, equipment, and rewards but also face progressively more difficult challenges from both the environments and their opponents.

Feature Set

- Centralized Persistent Social and Rank hub.
- FPS arena instances with dynamic environments based on mission and planet target.
- Multiple classes provide unique aspects not only in combat but also other abilities like crafting.
- New planets with new environments with potentially new resources to be discovered ensure there will always be tech-tree progression.
- Mission/Mod editor allows players to create a share challenging new mission types.
- Personal/Clan servers can provide for unique planetary instances and content.
- In game streaming of major events to the city video terminals.

Genre

- First Person Shooter Arena Instances
- Third person perspective social hub

Target Audience

- 17+ (Violence)

Game Flow Summary

- Players congregate in the city to socialize, plan, train, craft and queue for battle.
- Once a queue is filled all players will be transported to target planet
- The battle will commence and run until either a victory condition is met or potentially a time limit is reached
- Players and potentially teams or organizations will receive their appropriate rewards based on battle actions taken and overall results.
- Players will be returned to the city.

Look and Feel

- High-Tech
- Futuristic
- Alien

Project Scope

- Persistent social community hub. (Vectra)
 - 3D virtual city.
 - Match making systems.
 - Score listings for players and factions.
- Match Instances. (Warzones)
 - System provided and generated instances.
 - Player run and customizable instances.
 - First person shooter matches defined by a game mode.
 - Duel
 - Team death match (variable number of players)
 - Capture the energy core.
 - Gather resources (race to threshold)
 - Planet Locations
 - Name
 - Resources
 - Indigenous species. (AI-NPC)
 - Level maps available for that planet.
 - Name
 - Game mode
 - Environmental factors (Gravity)
 - Event Triggers
- Match Negotiation
 - Match server reports to Vectra with information and ready to launch state.
 - Match server receives player list and information so it can establish a peer to peer connection.
 - Match server reports the outcome and statistics to Vectra which generates scores and updates listings.
- Account and character management
 - Accounts contain characters attached, and any personal or special information
 - Characters can be accessed and played from a list.
 - New characters can be created if there is slot space.
- Character creation
 - Character name
 - Faction selection
 - Class selection
 - Optional tutorial?
 - Optional story cinematic?
- Factions / Classes / Weapons / Armour
 - Name and description? ... Benevolent Aliens
 - Classes
 - Assault
 - Scout
 - Medic
 - Engineer

- Weapons
 - Armour
- Name and description? ... Mechanical Aliens
 - Classes
 - Assault
 - Scout
 - Medic
 - Engineer
 - Weapons
 - Armour
- Name and description? ... Beast / Mutant
 - Classes
 - Assault
 - Scout
 - Medic
 - Engineer
 - Weapons
 - Armour
- Story and setting
 - Story of humans
 - Story of factions
 - Story of vectra

Sections

Recent space activity



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- [Whiteboard](#) updated
Mar 27, 2014 • [view](#)



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[Prototype Classes](#) created Mar 23, 2014



Dean Bouvier

- [World of Vectra](#) updated
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- [Combat Mechanics](#) updated Mar 23, 2014 • [view](#)



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Space contributors

- [Brendan Port](#) (2 days ago)
- [Dean Bouvier](#) (7 days ago)
- [Jesse Horne](#) (8 days ago)