

Game-play Mechanics



The way players gather up to discuss battle movement,tactics and just laugh about random shit.

Game Modes

Team Deathmatch

CTF

Resource Gathering

Login/Character Creation Process

When the user first boots up the game they will see the logo of **Vectra** pulsating with a spinning ring in the bottom right of the screen spinning to indicate the loading progress. Once it loads the player will be confronted with a main screen with a 3d view of the planet of vectra and the surrounding galaxy they will also see ships flying around. The base screen would say our company logo, copy right information, sponsor logos in the bottom left corner, in the center of the screen in the middle/bottom region it would show a button that would say **Click Here** or **Press Any Key** To Continue. Once the User has done so it will transition to another animated screen in the background of the tower with different options on the left side of the screen. **Login,Roadmap,Extras,Options**.

Login: When the user clicks on **Login** it will take them to a **Login** form.

- **Login** Form will have the same animated background as the main menu,

- The User will **Login** to our main server and will be confronted with a character list.

RoadMap: This menu will show our current **RoadMap** on the world of **Vectra** project. Example: Expansions, Teaser Trailers, Main Trailers

- When the user clicks on **Roadmap** a Grid would appear with **Small** Octagons as **Small Updates** then **Bigger** Octagons to represent **Larger Updates** and **Massive Octagons** to Represent Expansions.
- When an **Octagon** is clicked a **Small Window** would **Appear** next to the **Octagon** that was selected with **Details** on the **Update** and **Estimated Dates**.
- Players would click on a different tab which would be at the top right of the screen to change from **RoadMap** (Expansion Progress) to Trailers View
- Trailers would be layed out the same way as the **Roadmap** Tab (Expansion Program Tab)
- Same Background as the main menu it would transition into a trailer view/ full screen video view.
- The **Escape** key will be the Stop Key to stop the trailer video and go back to the trailers tab.

Extras Screen: From the main menu the user clicks on the button and it will transition to screen where players could see concept art from our project.

- When the user clicks on a image it will **Grows** into clearer view
- When the user clicks on 1 image you can click on an front/back arrow on each side of the image to go to **Next/Previous** image.
- If the user clicks **Away** from the image window it will shrink back to the **Original** page layout.

The character select screen will consist of Tabs that represent Create Characters, Delete Characters, Rename Characters.

- Delete Character Tab: When The Player Clicks on delete on an existing character a window will pop up saying type the name of the character or just DELETE to get rid of the existing Character.
- Rename Character Tab: A Window To Appear with a character name editor when the user selects next a payment form will come up.
- Create Character Tab: When the user clicks Create Character it transitions into an animated background inside the vectra spire.
 - The user chooses their Class From Different Class Logos in a list from left to right in a tab on the right centre corner of the screen
 - under the class logo it would provide a brief description of what the class does/how the progression works.
 - once the user chooses their class the tab would transition to a appearance customization tab.
 - the user now chooses from male, female
 - the user would have the options to change appearances, hair style, skin color, body shape, face shape
 - once the user is finished customize their character they will create a name (one name)
 - a cool flash of light will be shown in the background when the user clicks create and it transitions into a cut scene showing the earth being ransacked by an unknown alien race.