**Scope and Limits**

Our project idea, as defined in our team project, is “a virtual world platform that is part MMO and part shared social space”. We understand that this is an extremely large undertaking, as well as an ever-evolving project, so for our initial alpha phase, we have decided to display what we feel is the main feature that differentiates our MMO from others: the concept of seasons. As such, the shared social space is outside our initial scope and we will be limiting our development to the game portion of our virtual world platform only during this alpha phase.

A season is a set period of time within RoA. Within the lifetime of a season, the world changes through a combination player interaction and artificial intelligence automation. What we want to do in our alpha phase is show a sequence of seasons, displaying the flow of how seasons functions within itself, as well as between the seasons themselves.

Seasons can also vary differently in theme and tone from one another, so to limit the production man-hours for both testing and asset creation, the content within our alpha phase of development for all seasons will be limited to one specific genre/theme. This of course won’t be able to show the full potential of seasons but can display the variety that is produced through the combination of procedurally generated content and user ingenuity.

We will also limit the scale of the game during the alpha phase in various ways. The first would be to shorten the timeframe of the seasons themselves, allowing for more changeover between seasons. The second would be the scale of the game world itself. Even though a good percentage of our world would be procedurally generated at the start of each season, there is still a large portion which is hand-crafted, whether it be assets, quests and story content, so by keeping the scale of the world to a smaller size, these can be keep to a more realistic and manageable size. Lastly, is to limit the number of players that can populate our worlds during the alpha. We will eventually and gradually slowly relax these restrictions as we start progress during the alpha.

Finally, we will limit the platforms in which RoA will be available on. We have decided that the most ideal testing platform would be on PCs. Even though our stated goal is to have RoA on as many platforms as possible, this will not be achievable in its early stages. By limiting to PCs, we know that that would have the largest ability to translate to other platforms in the future, as well as give us the best ability to test and iterate.