Simulation Editor Strife

A game from and for Game Designers.

Setting

In a not too distant future a science team managed to prove that we live in a simulation. This discovery leads to a global crisis as some elite hacker troops quickly obtain almost unlimited power and in their tampering of its fabrics, threaten to crash it, which endangers a wipe out of all its conscious inhabitants.

Players

In this game we focus on the military interactions that takes place between various ideology groups, some which try to exploit the simulation, while others try to preserve it. Players slip into the roles of elite soldiers, which are capable to abuse the simulation characteristics to their will.

Mechanic

Players are capable to alter various parts in their proximity. It's like a first-person shooter in which players can alternate between game mode and editor mode, where they could change the set-up of the level and the underlining game-mechanics, like physics or gun properties. However, this requires a lot of resources and must be unlocked by securing kills or control points. Furthermore, the primary simulation already comes with a lot of glitches, which can be abused by the players. For example, a player might deliberately increase his latency before he enters a room so he seemingly teleports into the middle of it. There are some limitations as of what players can alter, for instance they can't change any property of another avatar directly, like his health, location or inventory, since each player has authority over his character and the object he is currently editing, like in source control, while you edit something it is write protected. The logics of simulations, multiplayer, source control and editors dictate and color this game. Undoing and deleting previous changes is pricier and takes longer than new alterations to motivate players to be creative and continue altering the game. Players must use editor mode with caution, since they become an easy target while using it.

Target Audience

Game and map makers can pick up the game very fast, since they are already accustomed to the logic of the tools they are using and can find funny inside jokes about these in the game as well.

Scope

The setting and mechanic could be applied to MMORPGs as well, but it is better suited for a smaller team based PVP death-match FPS, since these are more accessible for hobby map-makers. Furthermore, short and quick rounds are easier to test and balance. The shooter-part is very straight forward and the editor mode will feature basic tools like: Move, Rotate and Scale. It also enables the player to change variables and add tiny prewritten scripts to objects. Minor bugs, glitches and a not too user-friendly editor mode is in fact authentic in this setting.