

1. Title

Titan Port-7: *The Expanse*

2. Game Overview

2.1 Game Concept

Titan Port 7 is a sci-fi exploration and crafting game set on the recently colonized moon of a planet that resembles Saturn but in a distant solar system. This is the brink of the explored galaxy and the 7th spaceport.

The game will feature a massively multiplayer world shaped by players' interaction with the world and faction domination of specific zones.

Port-7 is the neutral base where all factions can move freely and players can interact with one another and immerse themselves in stories of the conflict from all sides.

There will be four factions: The Union, Meta Corp, Colony Defense, and Neutral. Each will have a base zone where only their faction and neutrals can move freely without fear of attack by NPC guards and other player characters.

Beyond the 4 faction outposts and their surrounding territory, there will be 3 unclaimed territories that The Union, Meta Corp, and Colony Defense will fight over weekly, determining who will control the resource output and have safe passage for exploration and farming until the next week.

2.2 Genre

MMORPG, action, PVP, crafting, character customization, player politics, sci-fi.

2.3 Target Audience

Age: 15 - 30 year olds

Sex: any/all

PVP players

2.4 Game Flow

New players emerge at Port 7 and are ushered into a tutorial zone laying the groundwork for gameplay/mechanics. Upon completion of the tutorial, they are released upon the newly colonized planet and progress through missions by

interacting with various factions as they work with them vying for control of geographical zones and resource control. Characters can make progress through levels by both crafting and combat, but the overall skill of the player character is determined by proficiency in any given set of skills (eg. TES: Morrowind/Oblivion, Runescape)

2.5 Visual Style

3D, Soft Cel-Shading leaning exaggerated
(eg. Breath of the Wild/ Valheim, but more realism)

3. Gameplay and Mechanics

3.1 Gameplay

3rd person character controller, dynamic combat where character attacks respond to a mixture of equipped weapon or item and perk points invested through gaining proficiency and level. Fluid movement with dodging, lock-on targeting, jumping, and mantling.

3.1.1 Game progression

Players progress through a mixture of proficiency and leveling. Proficiency through simply using a selected weapon and dealing damage or using specific tools/completing various forms of crafting and resource gathering. Character level will advance based on gaining a combination of 3 proficiency levels in combat-related skills and granting attribute points to spend on stats of their choice. Players will gain perk points at levels 5, 10, 20, 35, 50, 70, 90, and 100 allowing them to choose special attacks and movement abilities, restricted on their given proficiency in weapon styles. Players will gain special abilities based on proficiency at proficiency levels 5, 25, 50, 75, and 100.

Levels 5, 10, 20, 35, 50, 70, 90, and 100 represent Title levels, which players can choose to stop at for PVP purposes. They can still advance in proficiency at a decreased experience gain but will not be able to acquire more perk points associated with higher levels of proficiency due to level locks.

3.1.2 Proficiencies/Stats list

Stats:

Strength - Stamina - Agility - Sense - Intelligence - Psychic

Passive Stats: (increased in relation to Stat values)

Health, Energy (stamina), Focus (mana), Critical Rate, Critical Damage, Perception, Base Range Dmg, Base Melees Dmg, Base Casting Success Rate, Run speed, Jump height, Matter potential (number of buffs available)

Proficiencies:

Combat:

1 handed sword, 1 handed pistol,
2 handed sword, 2 handed rifles,
1 handed ax, 2 handed axes,
1 handed hammer, 2 handed hammers,
Explosives, Shields, Heavy Armor, Medium Armor, Light Armor,
Matter Manipulation (Summoning), Matter Creation (Casting)

Crafting/Gathering:

Weapons Manufacturing, Armor Manufacturing,
Software Development, Bio-Hacking Devices,
Vehicle Manufacturing, Resource Pack Containers
Mining, Harvesting, Fishing, Hunting

3.1.3 Missions/Conflict

Missions will be in the form of set daily missions, a daily bonus mission, weekly faction missions, and side quests found through exploration.

Daily missions:

Retrieved from a "holo board" the player selects 3 missions from 3 different categories: Delivery, Resource Gathering, Creature Culling. Each category has 3 or more missions to select from with varying levels of difficulty based on either distance, location (PVP zones vs PVE zones), or time limits. The player can mix and match or grab all 3 from one category.

Examples:

Delivery:

The player receives a delivery request form and must purchase or gather the materials and craft the package at a workbench and deliver it to the requested location. The package does not go into the inventory but must be carried either on the back or in a vehicle. If moving through a PVP zone the package can be stolen and turned in by the player who has stolen it, this can only be done once per day (daily bonus mission).

Resource Gathering:

The player is tasked with going out and exploring for precious resources, difficulty again determined by location (PVP vs PVE zones) and also by proficiency, certain resources will require higher levels of proficiency or tools in order to gather them.

Creature Culling:

The player is tasked with going out and killing a specific number of creatures in order to allow for further exploration and expansion. Difficulty based on the number of creatures, level of creatures, and location.

Weekly Faction Missions:

Territory Control:

Each week the factions will fight for control over the 3 unclaimed territories through a domination style raid that incorporates PVP v PVE fights over resource nodes throughout the map. Players will be rewarded for participation.

Territory Maintenance:

If your faction manages to gain control over a territory you will be tasked with a set of territory-specific resource gathering and crafting missions aimed at building up defenses and refined material output

Resource Delivery:

Control of the territory means refined material output that your faction needs to package and deliver either back to the faction base or Port-7 for off-world transport, the more your faction completes these missions the greater the weekly payout for each player.

Territory Sabotage:

Player is tasked with sabotaging rival factions' resource output either through intercepting players transporting goods or through raiding outposts for sensitive documents

PVP:

General PVP in unclaimed territories or rival territories rewards players and factions with cumulative rewards received on weekly timers.

Instanced PVP:

There will also be fight simulators players can sign up to partake in based on their title level, they will be assigned randomly to 1 of 3 teams regardless of faction. Teams will vote for the type of engagement either: Point-based kill match (Slayer), Capture the Flag, or Domination/King of the Hill(s). Players will be rewarded PVP-specific currency for the purchase of special goods.

3.2 Player Politics

Bi-Weekly factions will hold an election in which players can run for leadership positions allowing for them to help organize and give direction to gameplay, leading PVE/PVP raid content and giving players a sense of control over the world. Players will accumulate prestige throughout the weeks via votes from other players making them eligible to run for leadership roles. Each player will have 5 votes per week to use as they see fit, whether the player was just helpful to them individually or led a successful raid.

4 Story/Setting/Playable Character/Tutorial

Humans have achieved efficient enough forms of travel that we are now able to colonize planets and moons relatively safely, though the speed of travel is still slow and has led to factionalization of colonies with little oversight by Earth's government due to cost and want simply for resources to maintain its own power and population on Earth. Earth has long been overpopulated and routinely ships out large groups of new colonizers to various spaceports to begin their new lives in exchange for resources obtained by the new colonies.

The newest of these is Port - 7 which is based on a moon orbiting a ring planet, named Titan after Saturn's Titan which has long since been mined and left useless by The Earth Federation. Having been established only in the last two decades, originally by Meta Corp as a cheap supply for precious metals Titan is still very wild and unexplored, only host to a small number of outposts with 3 factions vying for control over the precious resources highly demanded by the

Earth population and its various other spaceports. The Port itself is controlled by the Neutral faction which has overseen the import and export of goods and people since a treaty was reached between The Earth Federation, The Union, Meta Corp, and the Colony Defense Front after years of egregious abuses by Meta Corp and its forced labor camps and almost complete control of the colonists daily lives lead to a violent revolt and the factionalization of the colonist population. The treaty has only nominally helped and simply maintains the functioning of Port -7 for off-world exports to the Earth Federation, while fighting and sabotage remain a daily reality for the colonists.

4.1 Character Creation

Character creation will take place on the space shuttle as it enters Port -7. Players will be able to customize their appearance via stylizing hair/facial hair, height, weight, skin color, and choice of gender: Male, Female, Non-Binary, or X. They will be given a choice between a few various simple outfits and will then choose their name and be given the Title of Colonist.

4.2 Tutorial/Arrival

Characters arrive at Port -7 and are greeted by a Neutral NPC who guides them to a simulation room that runs them through the basics of the game, teaching them how to locate resources for gathering, the basics of combat and how to craft various essential items for their survival on the planet. They are given a rundown on the various factions and the potential benefits they may receive from deciding to join one, but are also informed that they will be gladly welcomed as a member of the Neutral faction.