Gameplay and mechanics

3.1

3.1.1 the progression will be for the player to level up and unlock new abilities and work towards gaining control for their side.

3.1.2 missions will be in the following structures and take place mostly away form the main fighting:

- Fetch quest to find objects in the world

- kill quests to clear out enemies in each area

- collection quests where the player will have to collect an item for enemies and bring them back

- crafting quest where the player will need to craft an item for the NPC

- knowledge quests where the player will preform a series of task for their class to unlock even more powerful skills.

- settlement setup where players will work together to build a settlement and defend or attack the opposing settlements.

3.1.4

- player must fight for control over the middle area.

3.1.5

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3.2

3.2.1 the physics will be realistic as objects will move when you push them and will fall with gravity when they should.

3.2.2 the movement will be standard walking and for using stamina the player will be allowed to run

3.2.3 objects will be moved by the player picking them up if they have enough strength (example every level of strength would be equal to 15 lb) or if they use magic and have a high enough power level to lift the object (Example level 1 cant lift 50 lb bag but level 3 can)

3.2.4

- switches and buttons will be used to interact with larger objects in the game world that the player shouldn’t normally be able to interact with like a gate. These will also be used for puzzles with them being hidden or in hard to reach areas

- interaction with objects will include being to pick up most smaller objects and being able to throw them (and sometimes breaking them) when it comes to medium sized objects the player will be able to push and sometimes pull them to move them around to reach higher areas or to give them cover or to cross a gap

- communication one sided tutorial like communication. Communication will be handled between players by using text chat with different regions like global, local, alliance, guild and party for the communicating between the players on a world scale, a smaller local sort of area chat, alliance chat for raiding, a guild chat for chatting with your guild members and a party chat for those in your party

3.2.5 combat will be real time in an open world

3.2.6 the economy will deal with a tiered money system form lowest to highest being copper, silver, gold, and platinum each being worth 100 of the previous and will allow the player to purchase equipment and other goods. The player will also be able to sell what they find to NPCs to make money along with through quests, and the player will be able to make money by raiding the opposing sides settlements.

3.2.7

3.3

the options will be limited to graphical, sound, and interface options these will not affect gameplay just how it looks and sounds.

3.4

There is no replay as the game is an MMO but because it is in a constant state of change by the players decisions to build bases and raid each other the game should be enjoyable for quite a while and will allow people to come back to a fresh new experience.

The game will automatically save every time the players inventory is updated and there will be no save points to restore the player to if they want to reload.