

Project 86 — Overview / 项目 86 — 概览

Welcome / 欢迎

Welcome aboard the new Project 86.

欢迎加入全新 Project 86。

What are we aiming for? / 我们的目标是什么？

- Deliver a working beta as fast as possible to collect player feedback and steer development.
 - 尽快交付可运行的测试版，收集玩家反馈以引导开发方向。
 - Create an open-world, RPG-like experience that explores the full potential of the 86 universe.
 - 打造开放世界、类 RPG 的体验，尽可能释放 86 宇宙的潜力。
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Gameplay modes / 游玩模式

There are two primary play styles planned:

1. Juggernaut mode (FPS) — first-person cockpit control:

- Control a juggernaut from inside the cockpit, with variants similar to the series (blades, snipers, rockets, etc.).
- Eliminate Legion units and reach objectives to progress story mode, or freely explore the map.
- This is the mode currently in active development.
- 破坏神 模式（第一人称 / 驾驶舱视角）：
 - 在驾驶舱内操控坚守者，机体类型类似原作（刀型、狙击型、火箭型等）。
 - 消灭 Legion 单位并完成目标以推进剧情，或在地图中自由探索。
 - 这是当前正在开发的模式。

2. Handler mode (RTS) — strategy and squad control:

- As a handler you command squadrons: transmit intel, mark enemies and terrain, change objectives.
 - You can also "possess" a squadron and directly control it to accomplish goals.
 - Planned after a sufficiently working FPS to reuse some FPS features.
 - 指挥官 模式（实时战略）：
 - 作为指挥官控制多个中队：传递信息、标记敌情与地形、调整目标。
 - 可“切换控制”至某队并直接操作以完成任务。
 - 计划在 FPS 基础足够稳定后开发，复用部分 FPS 功能。
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Final goal / 最终目标

- Offer a multiplayer mode where RTS and FPS modes co-exist in the same game.

- 最终目标是在同一游戏中实现 RTS 与 FPS 混合的多人联机模式。

Development notes / 开发说明

- All designs are provisional and may change based on team capacity, time and ambition.
- 所有设计为初步设想，可能根据团队能力、时间与野心发生变化。

Thanks / 致谢

- Thanks to all contributors for technical and financial assistance that make this project possible.
- 感谢所有贡献者提供的技术或资金支持，使本项目成为可能。

CN ver.

请选择你要协助的领域

主领域

@Advertisement: 做和发布广告、建立社区
@Art: 制作游戏素材 (3D / 2D / 声音)
@Coding: 实现游戏功能、维护、启动器与网站
@Creativity: 构思并实现游戏剧情与创意

如果选 代码，请接着选择子项

@C:AI: 开发 AI (行为、决策)
@C:Gameplay: 实现玩法机制
@C:Maintenance: 修复 BUG、改进功能
@C:UI/Settings: 界面与设置选项
@C:Website/Launcher: 网站与启动器

如果选 美术，请选择

@A:2D Art: 2D 艺术资源
@A:3D Art: 3D 资产与建模
@A:Sound/Music: 音效与音乐

如果选 创意，请选择

@CR:Idea Making: 创意点子与玩法构思
@CR:Story Making: 剧情与世界观设计
@CR:Voice Acting: 配音与表演指导

如果选 宣传，请选择

@AD:Community Building: 建立与维护社区

@AD:Publicization: 宣传与推广策略

@AD:Video Creation: 宣传视频制作

ENG ver.

Which Area of Expertise Do You Wanna Help?

- @Advertisement - Help in making and releasing ads so people find the game, as well as build a community
 - @Art - Focus on making assets for the game like 3D Art, 2D Art, or Sound/Music
 - @Coding - Work on coding anything for the game such as Gameplay, Settings, AI, Maintenance, Launcher, and Website
 - @Creativity - Create and implement a story to the game on top of coming up with ideas for the game
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What Part of Coding Do You Wanna Work on?

- @C:AI - Develop the AI as sophisticated as possible, without killing us
 - @C:Gameplay - Implement game mechanics to make the game fun
 - @C:Maintenance - Focus on fixing bugs and "features"
 - @C:UI/Settings - Make all the options for players to adjust their game
 - @C:Website/Launcher - Create the central access items to the game
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How Do You Want to Help With Art?

- @A:2D Art - Handle art for 2D aspect of the game
 - @A:3D Art - Create the main assets for the game to look good
 - @A:Sound/Music - Develop sounds to immerse players into the game
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Where Do You Help Improve the Game?

- @CR:Idea Making - Help sort and make ideas to enhance the game
 - @CR:Story Making - Hook people into the game even further with a story
 - @CR:Voice Acting - Bring the game and story to life with your voice
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How Do You Wanna Help Advertise the Game?

- @AD:Community Building - Build up a safe community where players can interact
- @AD:Publicization - Help spread word about the game
- @AD:Video Creation - Create videos to interest people in the game

当前版本游戏预览[Github Repo](#) 网站[Official Website](#)

我们是一个跨国协作的项目团队，我们使用Discord进行开发交流，使用Github进行代码托管，开发交流的默认语言是英语，如果您有意向加入，可以发送您的加入意愿到scyyz43@nottingham.edu.cn 内容应包括你的

- 开发背景
- 意向参与的开发方面（或者单纯的想参与测试试玩）

We are an international collaborative project team. We use Discord for development communication and GitHub for code hosting. The default language for development communication is English. If you are interested in joining, please send your application to scyyz43@nottingham.edu.cn. Your message should include your

- Development background
- The area(s) you intend to contribute to (or indicate if you only want to participate in testing/playtesting).