

Building the EVE Frontier

ccp_overload ;
ccp_legolas

CCP Games

A black hole with a bright accretion disk and a smaller companion black hole.

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F R O N T I E R



Is a single-shard Survival MMO set in space: **one server, one universe**

A dramatic space scene set against a fiery orange and yellow background, possibly a planet's atmosphere or a massive explosion. On the left, a massive, dark, blocky structure, resembling a destroyed space station or a large asteroid, dominates the frame. In the center, a small, multi-tiered satellite with glowing blue panels is shown from a low angle, appearing to fly towards the viewer. Another smaller satellite is visible in the background. The foreground is filled with numerous small, dark, irregular shapes representing debris or small asteroids.

Where players fight to survive against a hostile cosmos



And attempt to **rebuild a broken world**



EVE Frontier focuses on self-reliance and **moment-to-moment** gameplay



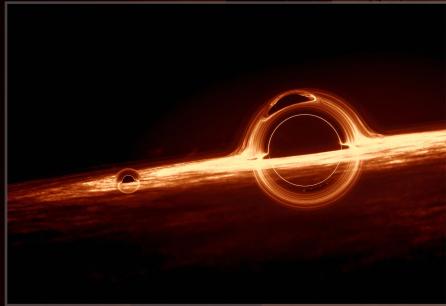
The world's utility is moddable by players: completely **unlocking 3rd party development**



An **inclusive business model** will create an end-to-end ecosystem for the **next generation** of UGC

EVE Frontier

Product Pillars



Grounded in Science

A gritty, resonant sci-fi game with a coherent narrative and intuitive experience. The setting of the world and the stories that emerge from it to feel plausible and exciting. This will, in turn, make them memorable and meaningful.



Cruel Survival Experience

Death is a serious matter. Actions have consequences and the world continues with or without you.



Rebuilding a broken world

Players are thrown into a dark, dramatic, and hostile world—where they are a small fish in an ancient, endless ocean. The core loop is centered around a player-driven economy and world: where every spaceship, drone, and round of ammunition was produced by players using materials gathered by other players.

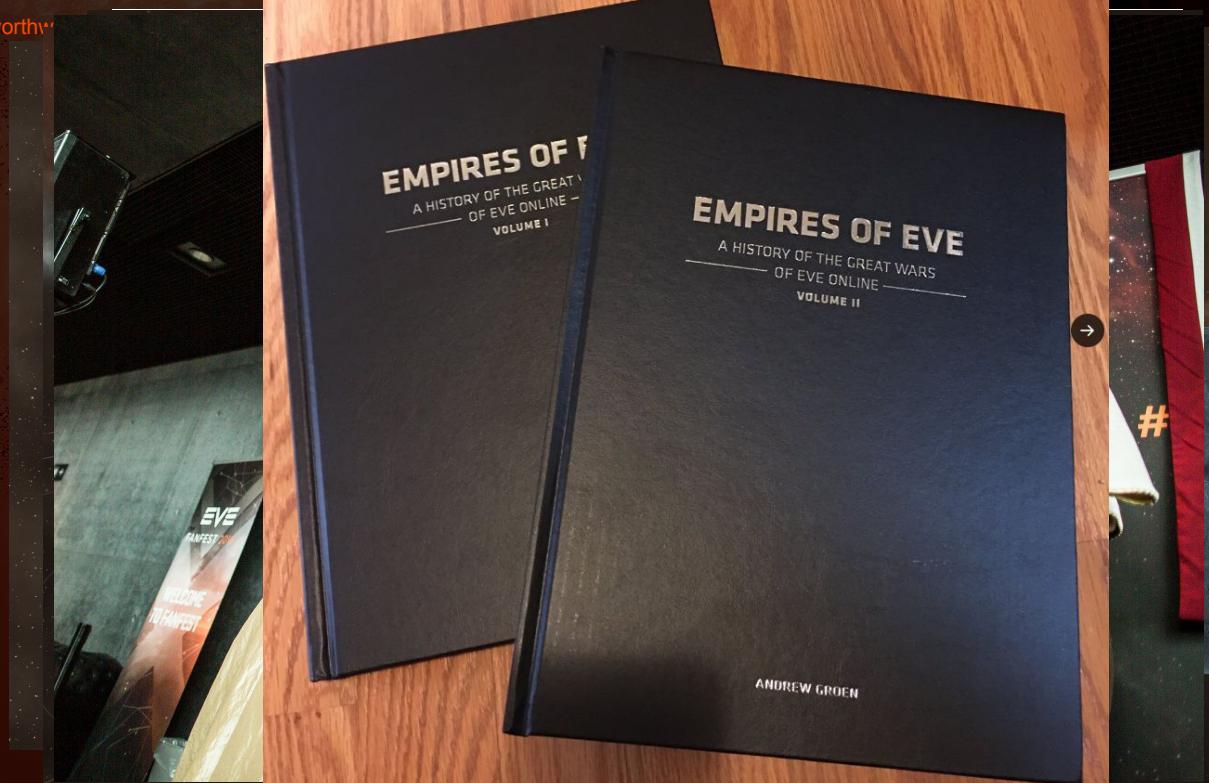


Our mission is to create virtual worlds more meaningful than real life

What makes a virtual world meaningful?

Significant / relevant / consequential / material / deep / worthy

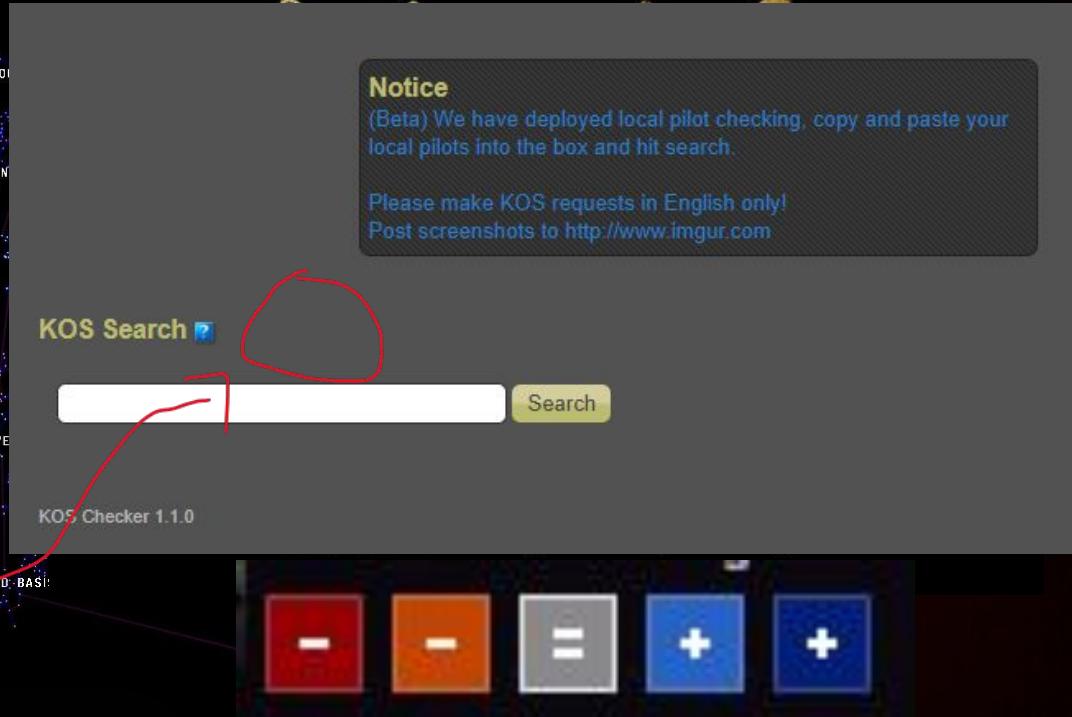
- Not all meaningful things are valuable*
- Not all valuable things are meaningful
- Virtual worlds can evoke real emotions – joy, excitement, frustration, pride, sadness, elation, love
- The rise of unique and distinct cultures providing a sense of belonging
- Legacy, legends, history, monuments



The rise of a civilization

How the citizens of the virtual world

- Curatores Veritatis Alliance
- They developed a unique culture in New Eden which lasted for 19 years
- We have now got a meaningful virtual world with a unique culture developing autonomously inside of it
- Provi bloc weren't the first to exceed the limits of the game world and develop their own tooling



Social organisation at scale

The emergence of third party developers

- EVE Online organisations can exceed large enterprise organisations in scale and organisation
- HR, Accounting, IT, Intelligence, Recon, Logistics, Propaganda, Fleet Command, Reimbursement Team, Diplomats
 - Many departments have their own organisational structure within
- 2350+ active applications
- 350,000+ requests per minute
- Mobile tools, group management tools, intel tools, auth systems, killboards, market tools, manufacturing tools, maps, recruitment tools, skill plan tools, developer tools, microservices, libraries
- EVE Online is built on third party development

The collage includes:

- A screenshot of the Anoikis interface showing a star system (J100744) with various system details and a network graph.
- A screenshot of the EVE Trade interface showing a network graph of stations and their connections.
- A screenshot of the ISK Per Hour interface showing a list of items and their ISK per hour values.
- A screenshot of the MarketBot interface showing a list of items and their prices.
- A screenshot of the EveMarketTool interface showing a list of items and their trade flipping margins.
- A screenshot of the Priceall interface showing a list of items and their Jita prices.
- A screenshot of the Abyssal Market interface showing a list of abyssal modules and their details.
- A screenshot of the Adam4EVE interface showing a collection of market-related tools and statistics.
- A screenshot of the Venal interface showing a CLI for market reconnaissance.
- A screenshot of the Eve Insurance Fraud interface showing a list of profitable ships.
- A screenshot of the EVE Tycoon interface showing a profit tracking and order management application.

Game changing tools

From exploration to colonization

- Apocrypha – Introduces wormholes
 - Hostile, desolate space with end-game NPCs
 - Players immediately moved in
 - A unique culture emerged
 - Players started to develop deep third party tools and services which interacted with the gameworld directly to facilitate their colonisation of this space

The screenshot shows a Discord server interface with the following details:

- Server:** pathfinder-w.space
- Channel:** #demo_rally
- Pinned Message:** Dev server (12/20/2017) - New RallyPoint system 'Martha' #4 map 'Corporation OP's' #1
- Message from Dev server:** Exodus 4D #1946320202
- Message from Dev server:** Message
Need help! DPS needed, 2 logi on grid
- Message from Exodus 4D:** System: Martha, Region: Domain, Wormhole: Wormhole, Security: TrueSec, H
- Message from Exodus 4D:** Pathfinder API | Wed Dec 20th, 2017 at 3:38 PM
- Message from Exodus 4D:** December 30, 2017
- Pinned Message:** dev test bot (11/19/2017) - New RallyPoint system '8-TFDX' #3450 map 'TestMap' #149
- Message from dev test bot:** Exodus 3D Gidrine #90581222
- Message from dev test bot:** Message

The screenshot shows the 3D Gidr interface with a wormhole route plotted. The route starts at 'H Firbha' and ends at 'C3 J12012444'. The route is composed of several segments, some labeled with letters (S, L, XL, A009, X702) and numbers (K162, C2 J120252, R943, H Perimeter). A red box highlights the node 'C3 J12012444' with a value of 0.0. A red warning box labeled 'save mass' is placed on the route. A context menu is open at the node 'C2 J120252', showing options: 'toggle EOL', 'preserve mass', 'mass status', 'ship size', 'change scope', and 'detach'. The menu also lists 'stage 1 (fresh)', 'stage 2 (reduced)', and 'stage 3 (critical)'. Below the map, four log entries are displayed for wormholes D-IZT9, Amarr, J10051, and Martha, showing mass values and activity times. At the bottom, two tables show the log of wormholes D-IZT9 and Martha, with columns for #, mass, and log.

| # | mass | log |
|-----|-------------|------------|
| 10. | 1.400 t | 48m 15s |
| 9. | 1.600 t | 2h 50m 28s |
| 8. | 103.200 t | 3h 20m 51s |
| 7. | 9.800 t | 3h 24m 30s |
| 6. | 1.200 t | 3h 47m 10s |
| 5. | 1.400 t | 4h 10m 55s |
| 4. | 99.300 t | 4h 21m 8s |
| 3. | 1.250.000 t | 4h 28m 28s |

| # | mass | log |
|----|---------|-----------|
| 1. | 1.600 t | 2h 3m 46s |
| | 1.600 t | |

1 to 1 of 1 < Previous Next >

| # | mass | log |
|----|----------|------------|
| 5. | 975 t | 22m 10s |
| 4. | 11.010 t | 1h 39m 51s |
| 3. | 96.739 t | 2h 27m 17s |
| 2. | 11.010 t | 2h 43m 55s |
| 1. | 975 t | 3h 58m 33s |

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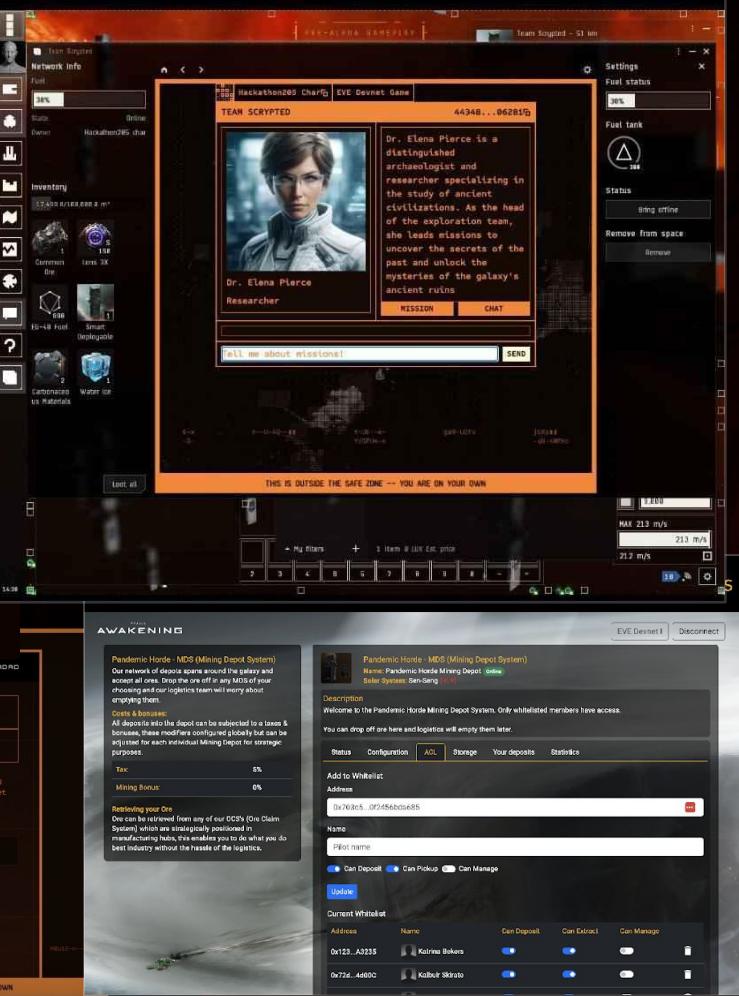
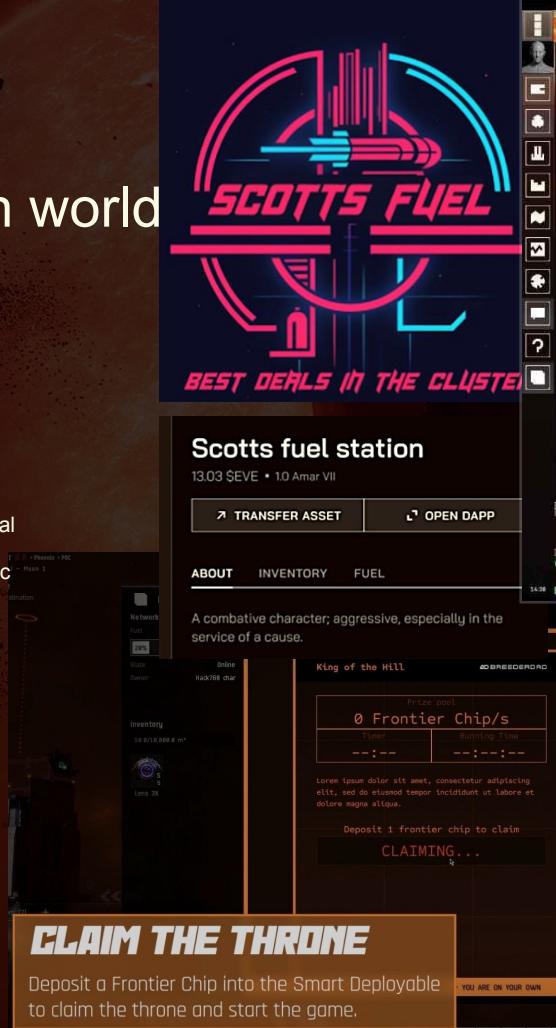
| # | mass | log |
|----|---------|------------|
| 3. | 9.600 t | 1h 41m 0s |
| 2. | 9.600 t | 1h 47m 18s |
| 1. | 9.600 t | 2h 54m 29s |

1 to 3 of 3 < Previous Next >

Rebuilding a broken world

Smart Assemblies in EVE Frontier

- Through the creation of a virtual world we have seen what giving people a fairly limited read-only API can do
 - Tools, culture, organisation at scale, new gameplay, meaningful worlds
- Smart Assemblies allow players to have material impact on the in-game world by adhering to digital physics and on-chain smart contract logic
 - Automated mission agents
 - Autonomous organisation at scale
 - Crystallisation of cultural ideologies
 - Unique gameplay experiences





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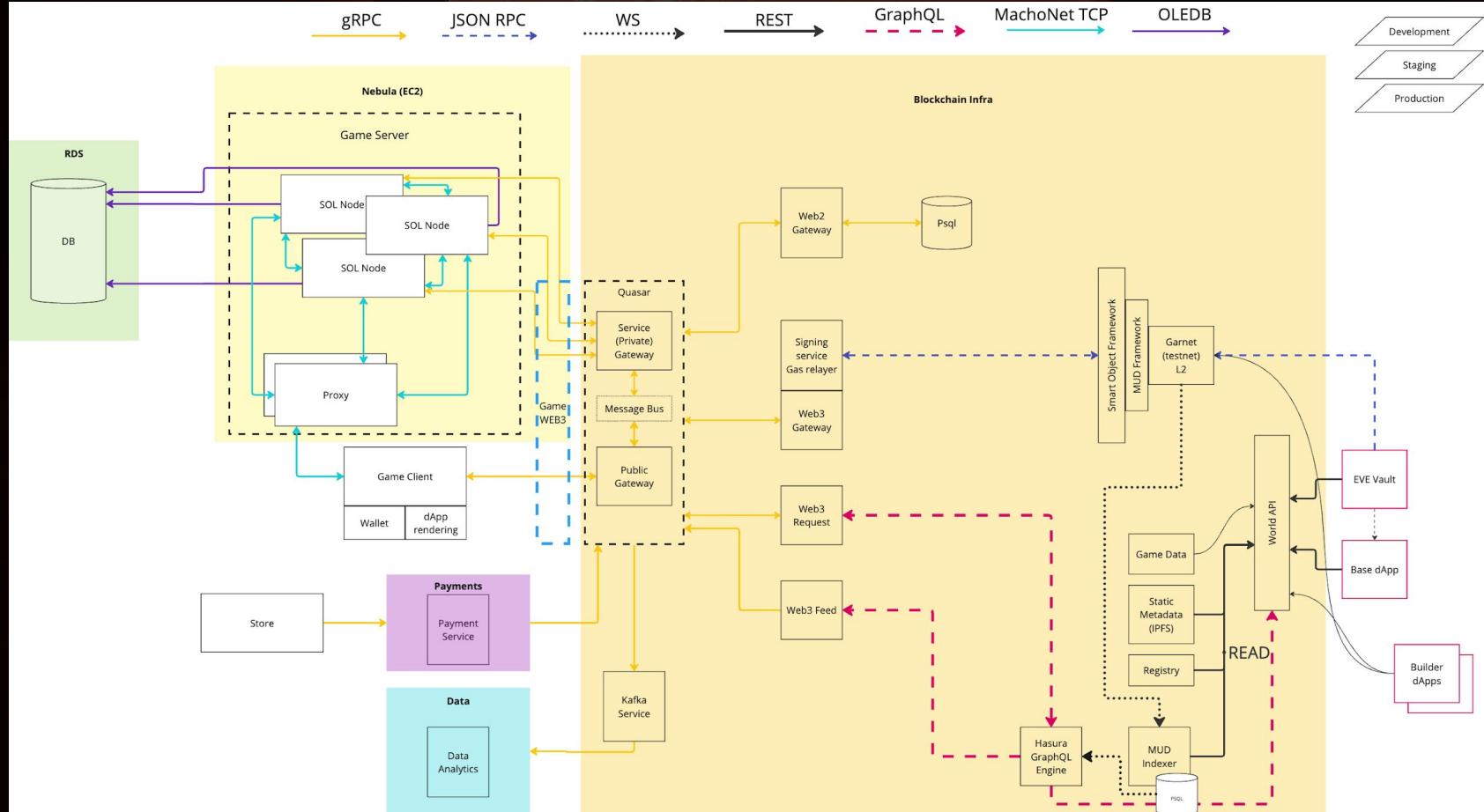
F R O N T I E R

Frontier as Autonomous World

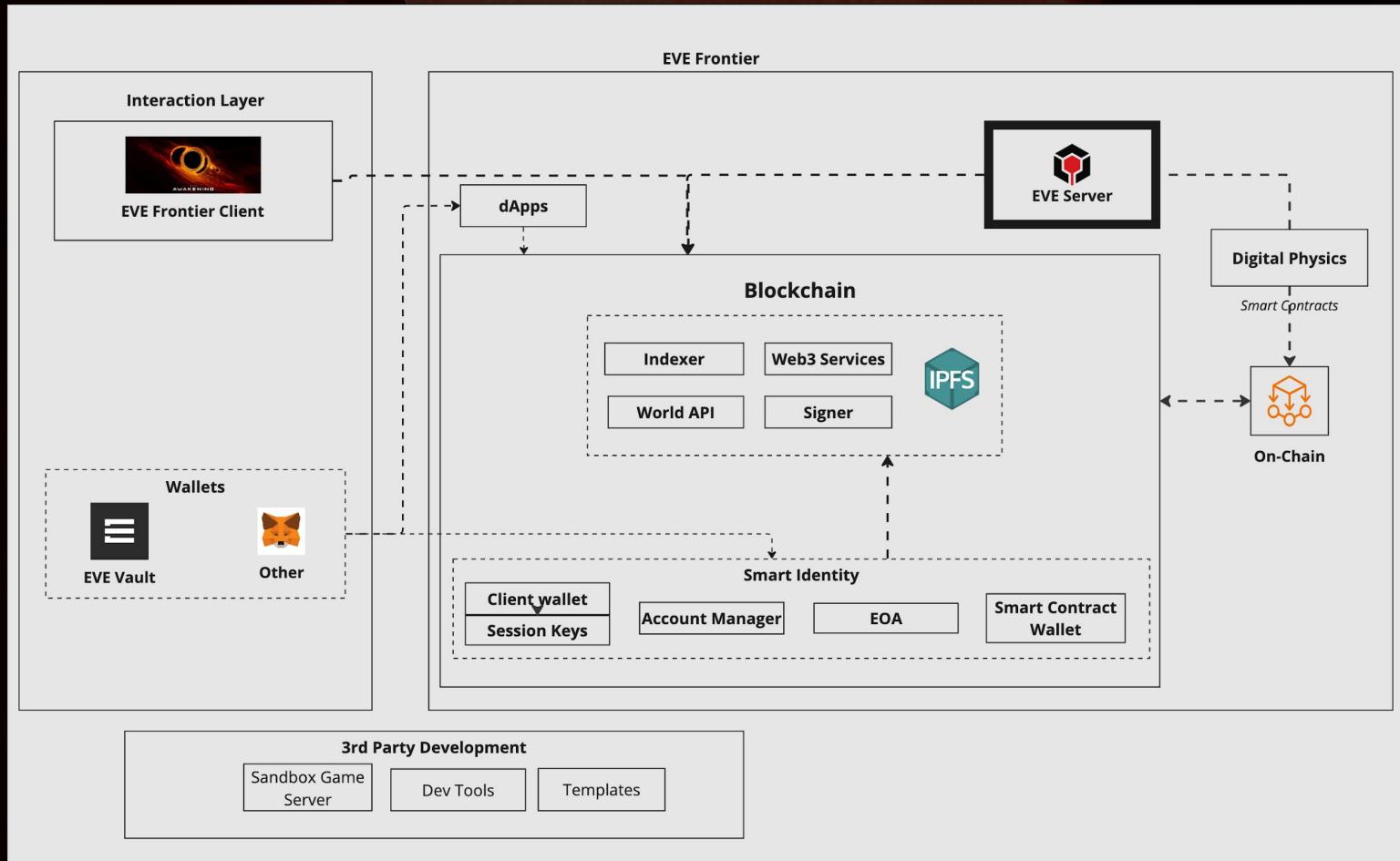
- A world that outlives us
- Composable, extensible and a transparent ecosystem
- World that handles the digital physics



Frontier Architecture



Frontier Architecture



Smart Assemblies

- Smart Assemblies are objects in space that can be controlled and programmed by smart contract logic which adheres to digital physics
- Smart Assembly infrastructure includes storage facilities, trading posts, defenses



Smart Storage Unit



Smart Gun



Smart Gate

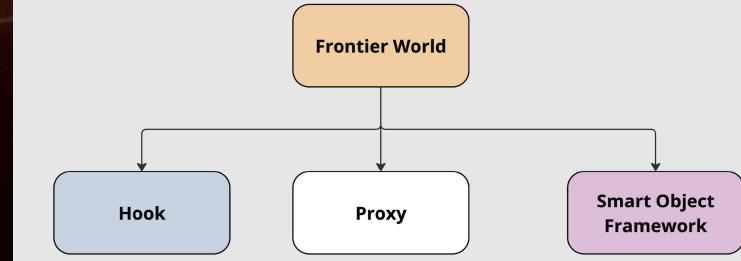
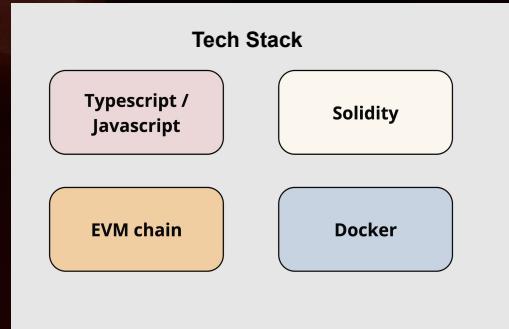
EVE
FRONTIER

How to program Smart Assemblies

- Smart Contracts and the EVM environment are the base layer for execution and enforcement of on-chain ruleset
- Extend the Frontier World

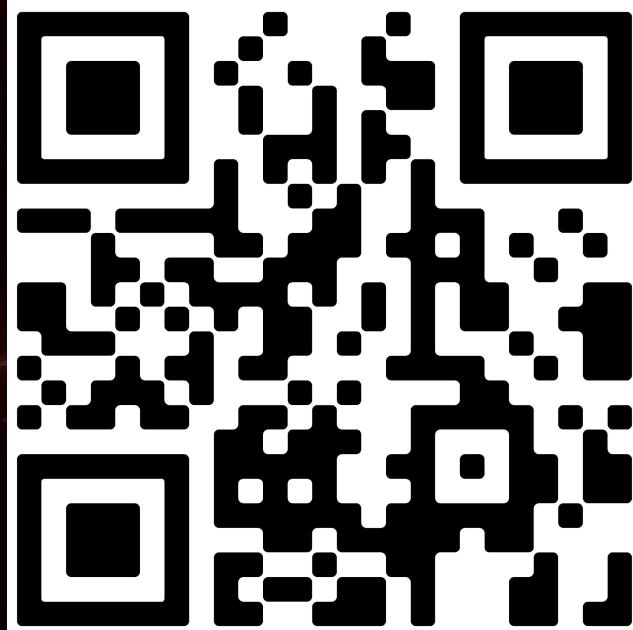
Patterns

- Hook
- Proxy
- The Smart Object Framework - customize and configure a set of rules for a specific subsets of entities in the universe



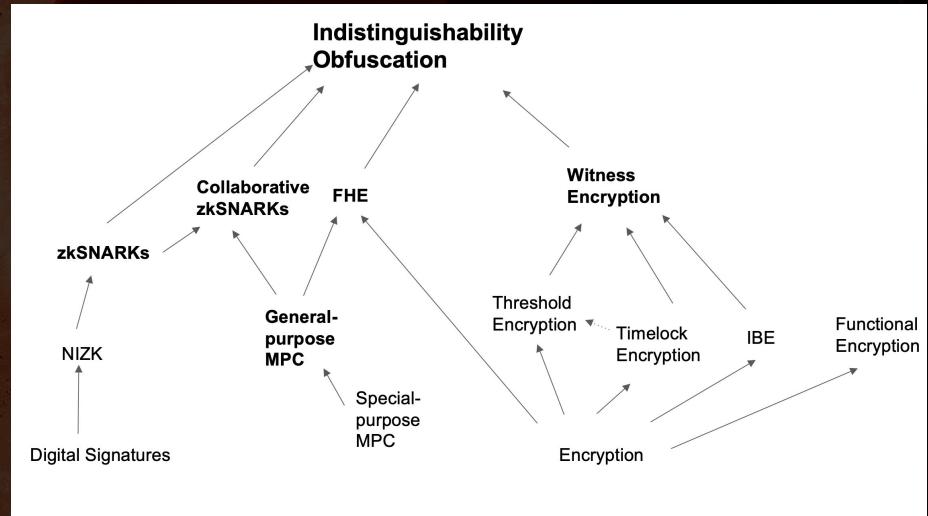
Demo

- Create a Smart assembly on-chain
- Clone the builder templates
- Overview of the local testing environment
- Program the smart assembly
- Deploy to the existing world
- Test



Overcoming the challenges ahead

- Privacy: The inherent transparency of current blockchain implementations pose challenges in maintaining information asymmetry.
- Cost : Blockchains incur a cost over traditional databases.



How can you be part of the Journey ?

- Open-source contribution
- Tools
- Ideas

December 9, 2023

Bob 12/09/2023 7:58 PM

Let me kick this off by saying that I'm blown away by how seamless the blockchain integration fits into the gameplay loops. with that I mostly mean the fact that you managed to make minting objects on chain as simple as a drag-and-drop action in the game client... I've played and been involved with a lot of crypto/blockchain games and I've never seen anything like it. It's invisible to us players, it breaks immersion, and it's a great addition to the game.

Kalbuir 12/21/2023 2:42 PM

Interesting discussion, I can say that my alliance has gained substantially from the tools I created, but at the end of the day it's the actual people around that, that make the community a good one and that sets the real parameters for growth. Tools just free up those people to do more important work than the tedium. Tools eliminate tedium, there are some cases where it offers a strategic advantage but the majority is community management and elimination of tedium.

Sean 01/02/2024 4:54 PM

Happy New Year! Is anyone else including Project Awakening in their 2024 goals? 😊

aiux 01/02/2024 6:37 PM

I definitely am, indirectly. It's what finally nudged me into taking action to start learning Solidity and getting myself further entrenched in the development side of things. The playtest was inspiring, and I plan to be in a better position to build next time around. (:



