

# Real-World RPG

Visualized

# Login

Quick sign up option offers player ability to jump right into game and worry about a password/verifying email later

Create a username

**Kidkat13**

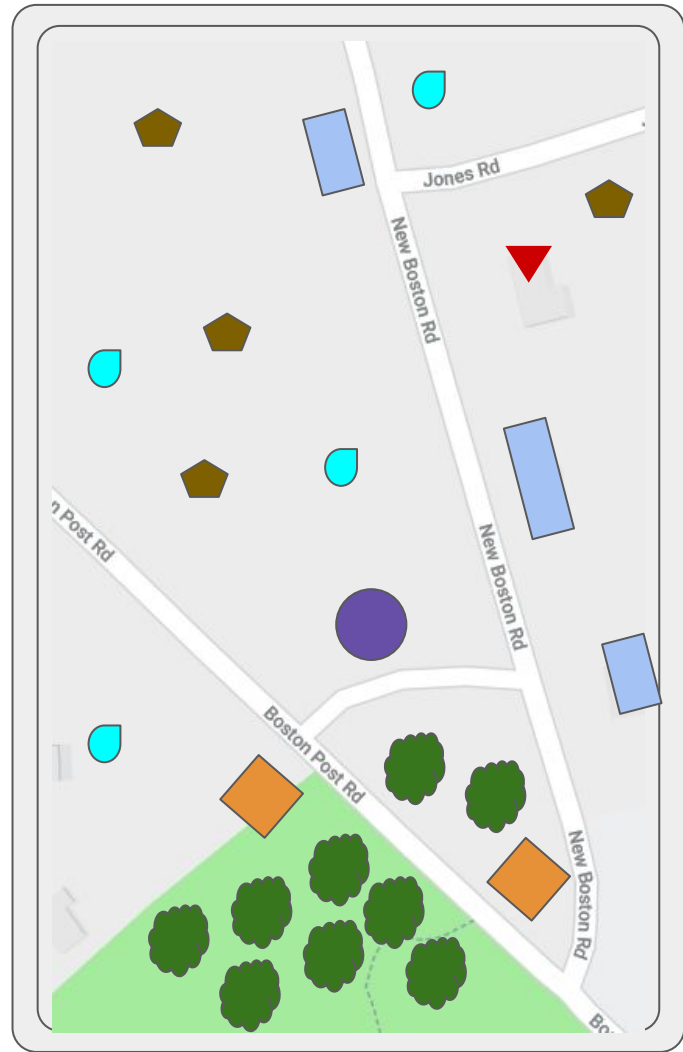
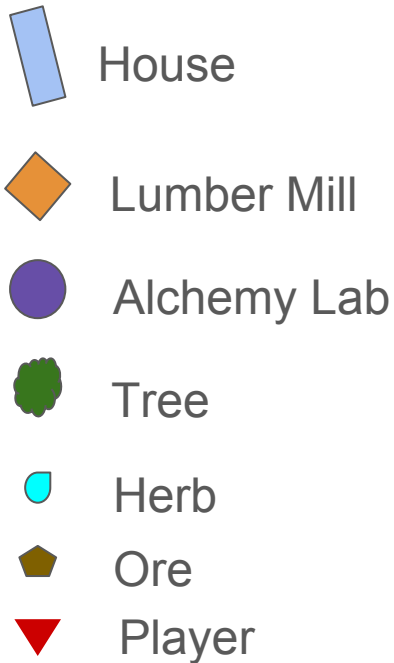
Already have an account?

**Login**

# Starting Out

The player begins wherever they are in the real-world.

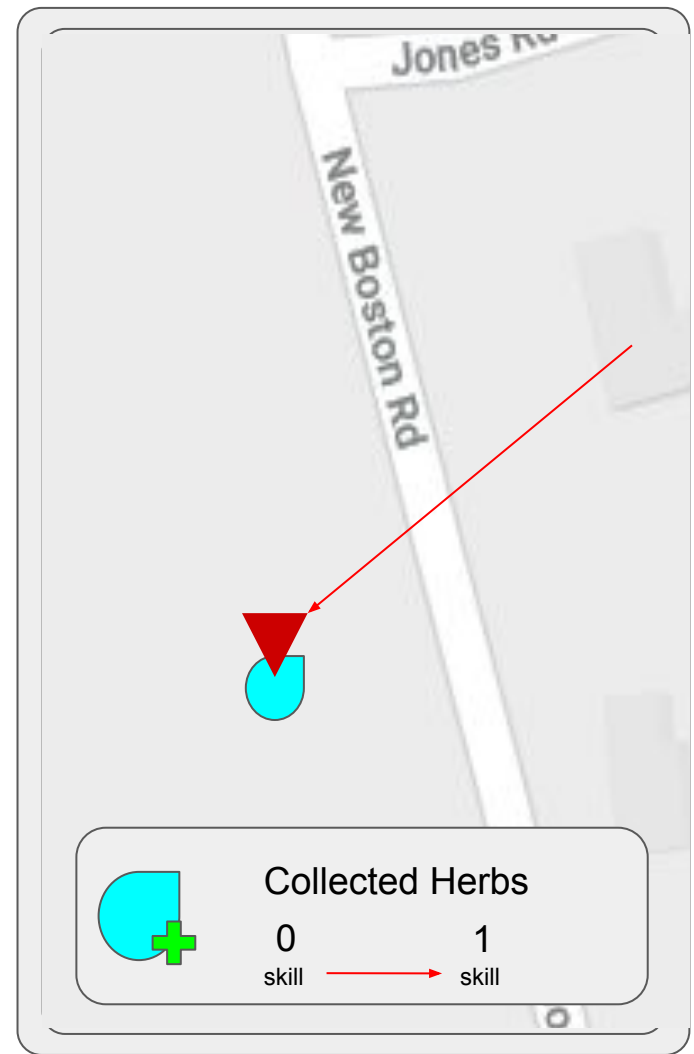
The player can see the location of buildings (built by other players) and resources on the in-game map.



# Gathering

The player travels to the various locations of resources (herbs, ores, trees) to collect them.

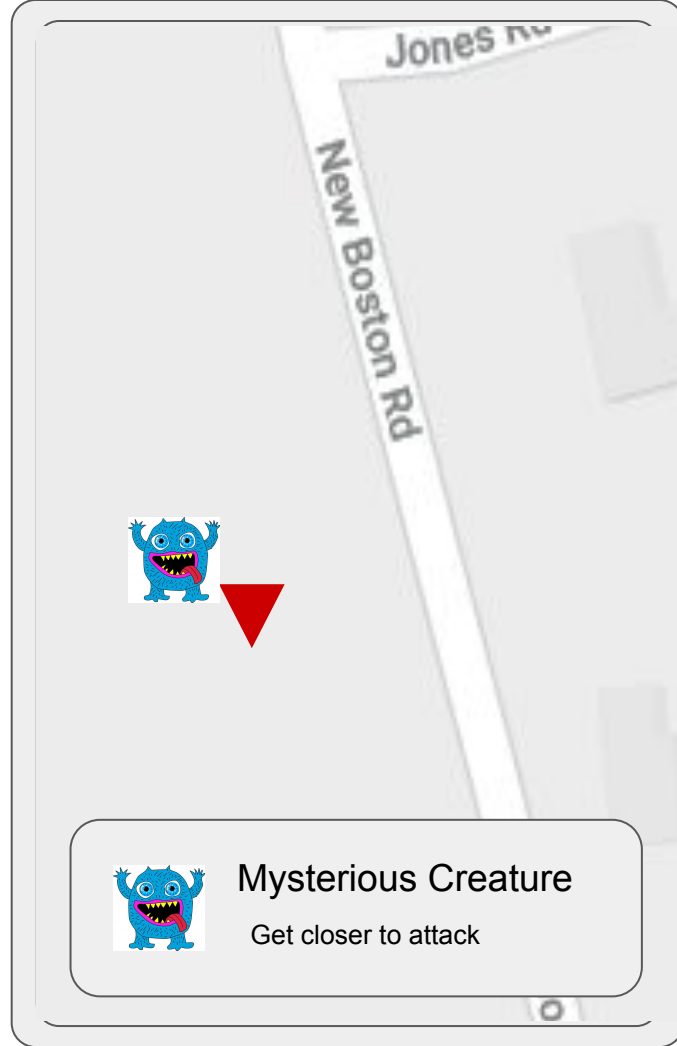
\* The actual act of gathering could have some kind of mini-game or AR experience like combat. See combat slide.



# Hunting

Gathering the herb must have caught the attention of a strange beast wandering the forest.

Animals and monsters roam the land. Killing them can be challenging, but very rewarding.



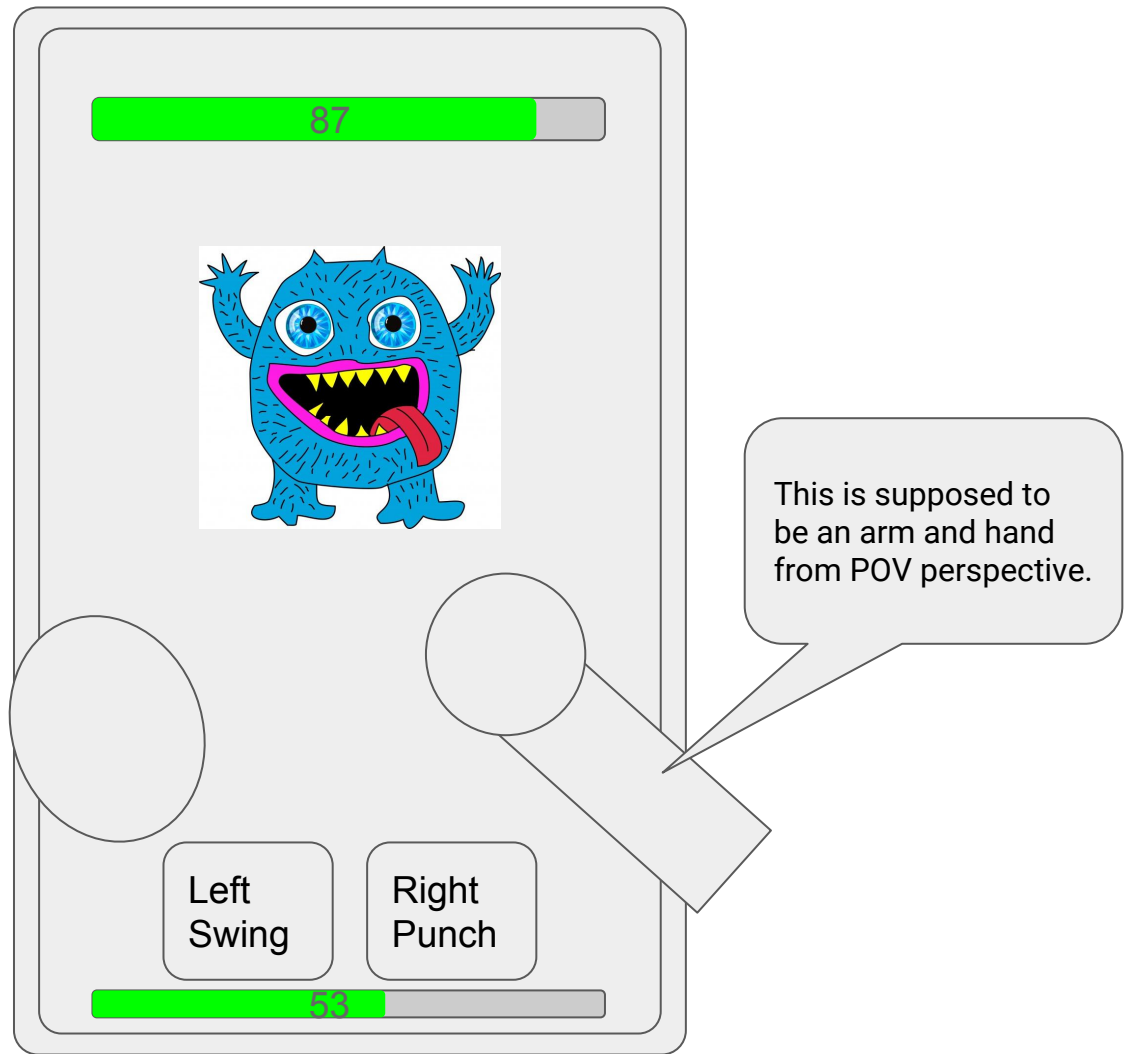
# Combat

The user just started so all they have is their fists to defeat the creature.

The combat could be an AR projection through the users phone (heavy battery use, and difficult to develop, but cool), or be entirely 2D/3D.

Ideally combat should be dynamic (e.i. defensive and offensive abilities, movement, dodging, ect).

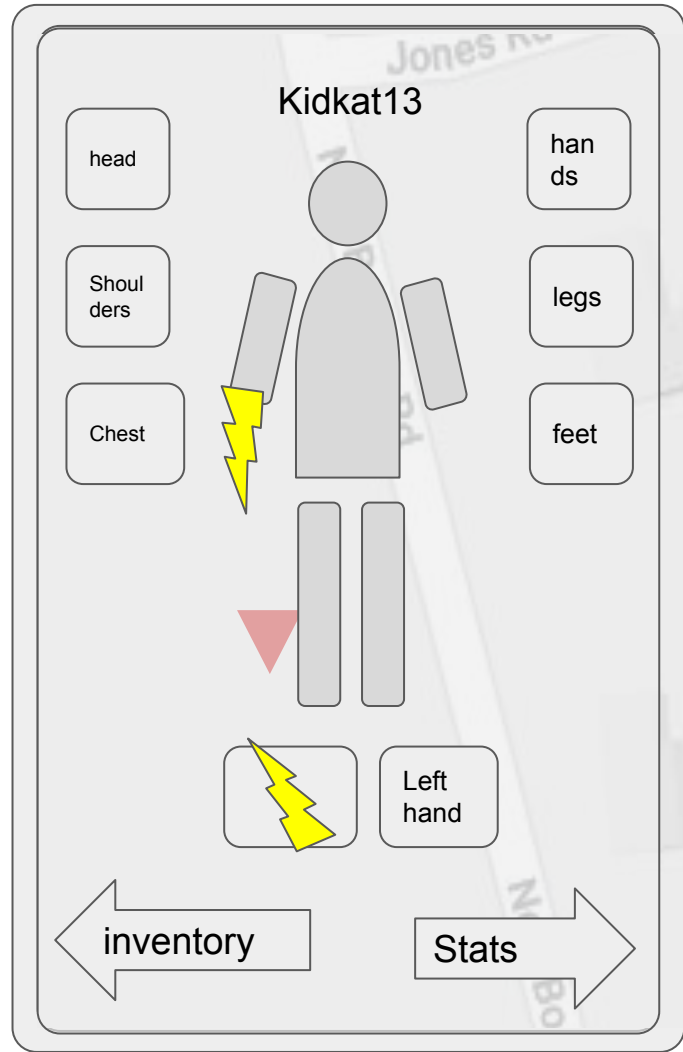
The player can flee to avoid death.



# Character

The player received a nice shiny dagger from the monster.

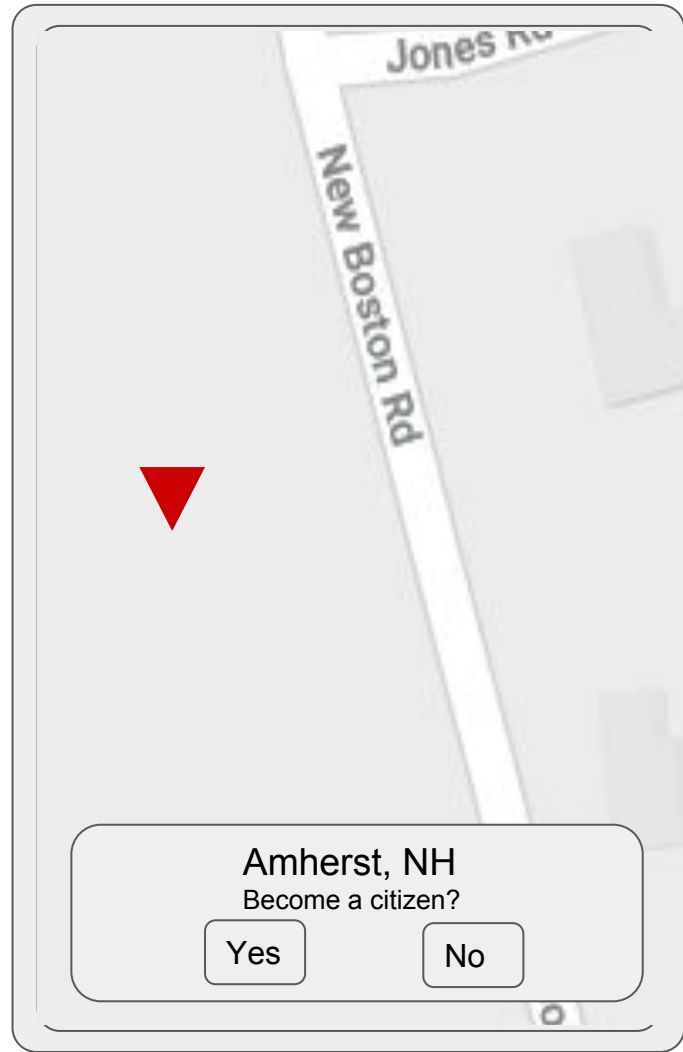
The player can tap their location-pin to open up their character info/inventory.



# Citizenship

New players will be prompted to join the community they started in (if one exists). Players receive a boost of reputation with their initial community.

Players can always change citizenship at the cost of reputation later on.



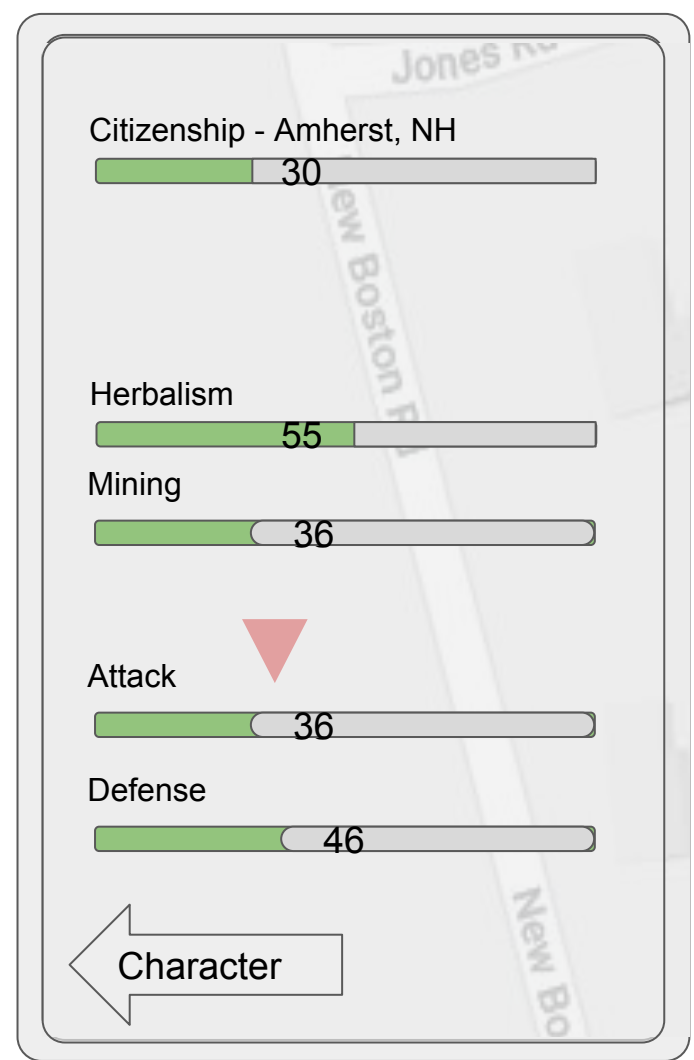


# Stats

Generally, player skills & reputation can be earned to no limit, however, levels become harder to earn over time. Each additional levels provides some benefit.

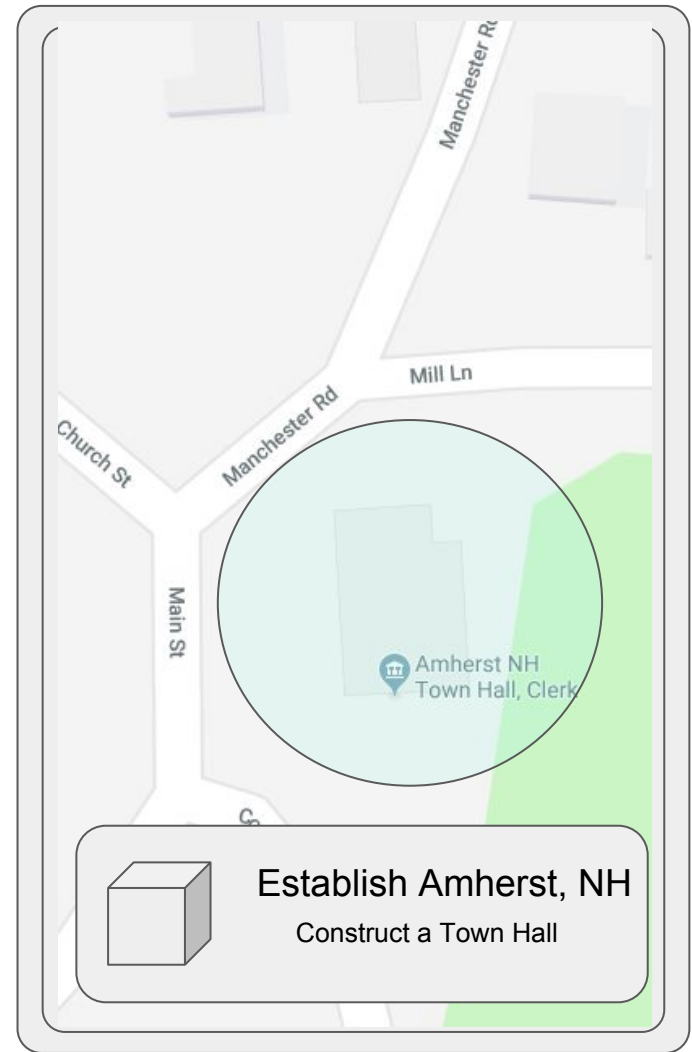
The progress bar indicates how close the user is to a level that might grant some bonus resources or allow the user to do something new. (e.g. mine new type of ore, perform a unique defense ability).

Some fun metadata can be displayed here too (e.g. total distance traveled, number of kills, number of deaths, number of herbs gathered).



# Town Halls

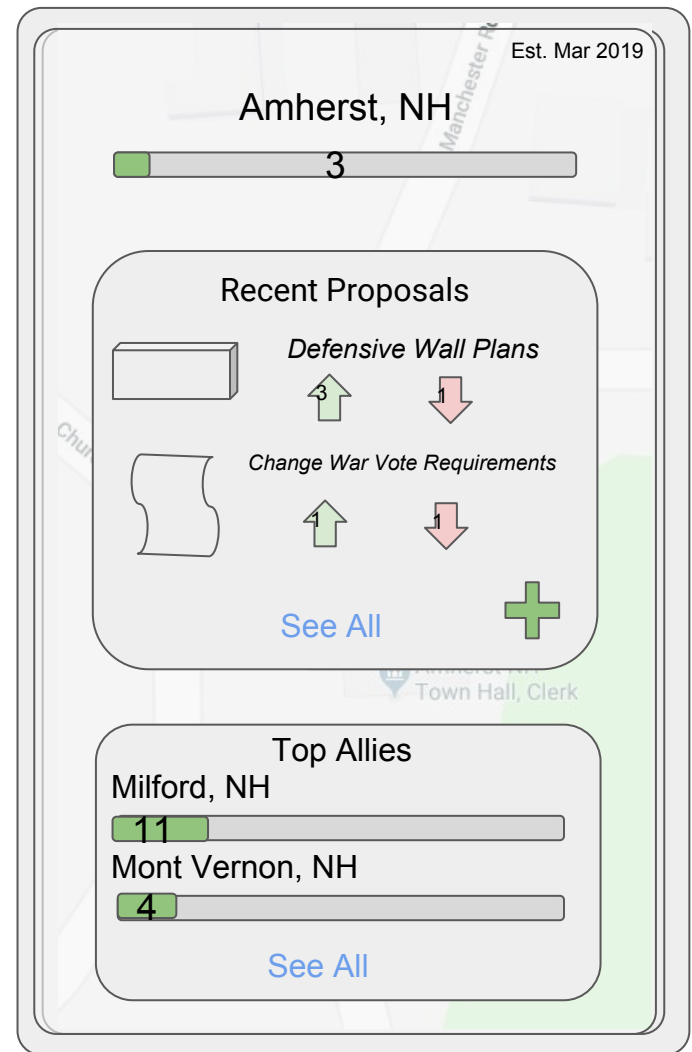
A town hall must be built before players can declare citizenship. If no town hall is present in a locality, new players will be recommended to construct one.



# Town Halls

Town halls offer:

- Democratic tools for communities to self-regulate.
- Community progression
- Citizenship
- Inter-community relations.

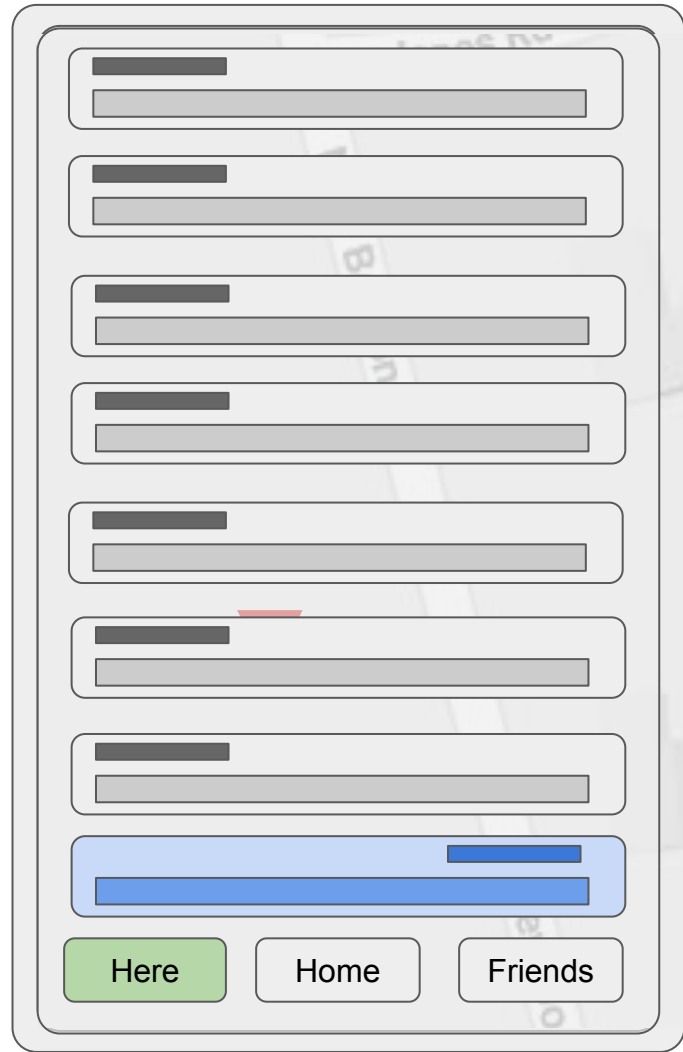


# Chat

Players can chat in the following ways:

- Here is the chat for the town/area they are currently in.
- Home is the chat for their citizenship.
- Friends provides a menu of friends to open a chat window with.
- If the user is in a faction, a fourth channel opens up.

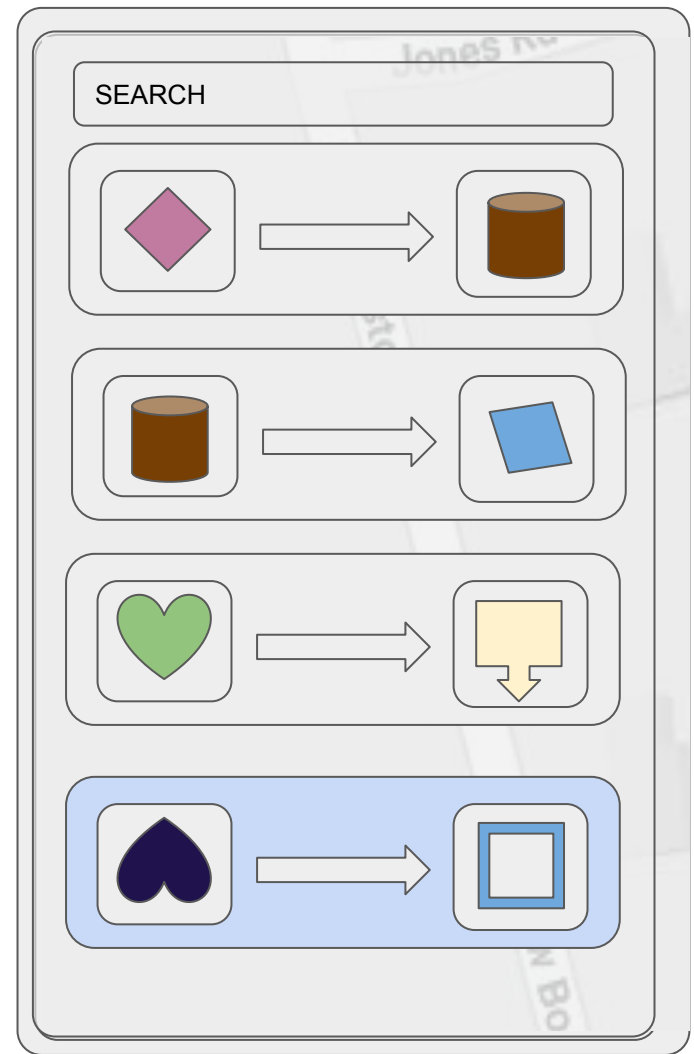
\*Here & home may merge into one button if user is in town.



# Trading

Public trades can be browsed via a trade feed. There is no fiat/symbolic currency in the game, trading is the center of the economy. Trades can be of the formats: many for many items, many for one item, or one for many items.

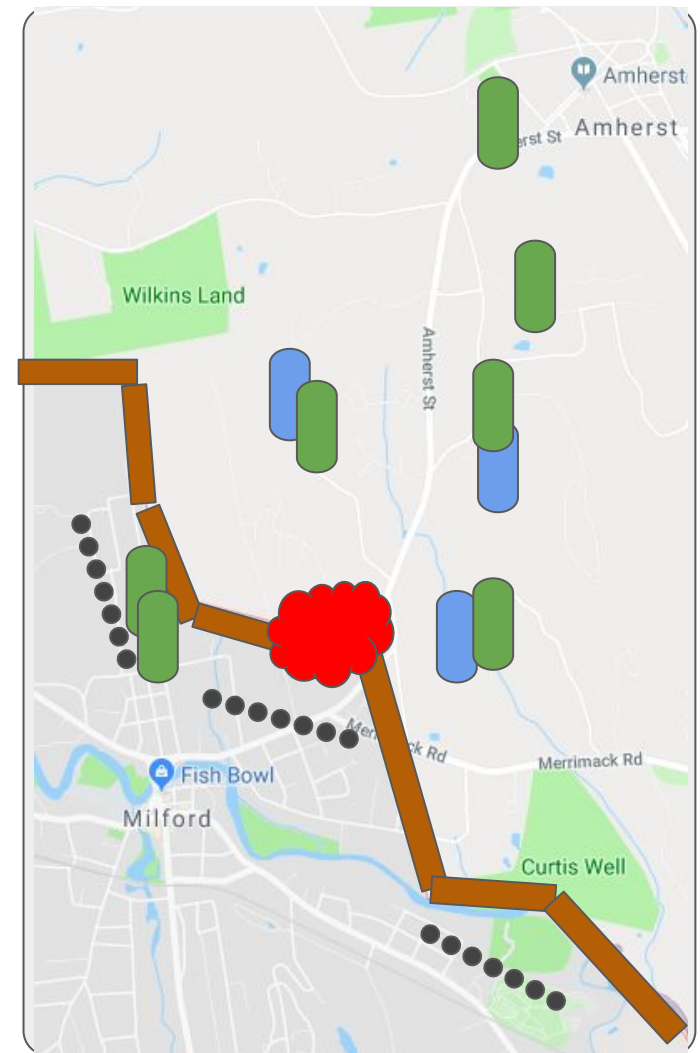
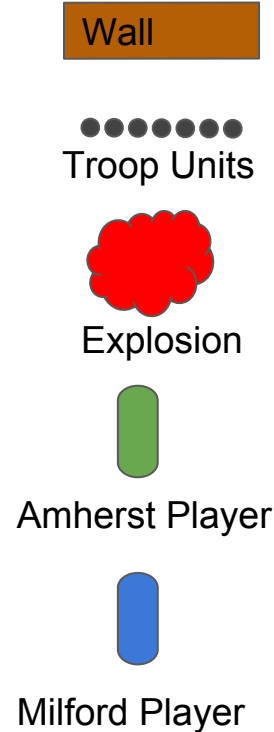
Players can also trade directly between one another, without needing to post them here first.



# War

Communities can engage in warfare with one another. War consists of a large scale battle involving a mix of players and non-player units that are built and commanded by players.

Winning a war reaps large benefits for the community.



# Death

In general, it is not very easy for a player's character to die.

When it happens, however, the player awakens in an alternate version of the game world (i.e. an underworld, death realm, purgatory). The player does not possess any of their previous items within this world.

Players must build a portal to get back to the normal game world. The difficulty of building a portal scales with the number of players within the area. If players get back to the normal game world within a certain length of time, they will once again possess their items.

The state of the death world is persistent.

