

Background

They did not target a specific race nor did they target a specific country or city... we all were the target.

Some time during the 21st century we were attacked, earth was attacked. Without warning or any kind of anticipation of such an event earth was invaded. The specific race was alien to us, the life form had a striking resemblance to humans but highly developed compared to us even so, it was the fact the they were carbon based that were the biggest surprise.

In immense chaos governing bodies from around the world tried to bring union to work together against the threat but before any agreement could be reached our window for survival draw to a close and cities were completely destroyed by orbiting alien battleships and alien infantry started appearing out of now where.

The battle was of such a scale that even in a union of countries we could only try and retaliate with outnumbered infantry and unmatched technology. The invasion took us by complete surprise adding to our confusion and could perhaps be the only reason to justify our efforts.

For some reason we thought there was hope left, perhaps we should have covered for shelter, instead we tried to fight back.

In less than a day we lost 14 capitols of the world.

Then it came. Whoever took the final decision must have figured if we can't have earth no one will. One of the worlds largest nuclear explosions were set off as a last resort striking them with all that we had.

There was no big applause, just silence.
There were no celebrations only empty town squares.
There were no flags raised in victory only scorn and bent flagpoles.
There were no heroes only survivors .

A great silence settled on earth.

We discovered the affect of what was left. Was this scorched crust earth ?

During the nuclear reactions earths magnetic shield were disrupted and electronic storms rained through the atmosphere. Free radicals of outer space cut through everything like tiny razor blades destroying all in it's path. Alien ships fell from the sky or burnt up in the atmosphere while others crashed down on the earths crusty surface. The heat of the cataclysmic explosions evaporated most of the oceans that started a process of the atmosphere's restoration. In the end, it was not the nuclear explosion that rid us of the invasion but cause and effect of an explosion of such a enormous scale.

No sooner and unexpectedly as the invasion commenced had it been extinguished along with hopes of returning to a once bright future.

During the years after the invasion death tolls were tallied, families and friends were re-united. In each other we gathered hope. It was hope that spurred us into rebuilding the world not only to restore it to it's prior glory but create a world independent from race or gender and religion. We learned from our past mistakes and can now truly make a perfect world.

We had everything we need, technology, intelligence and most of all time to do it the right way.

As the human race ventured forth in search of usable resources we were deprived of hope once again, like a rug being tugged from below our feet, we saw it, the first sighting, then the second third fourth... there was no more counting. It appeared that we were not sole survivors of the explosion .

At first we thought them to be peaceful but competition for resource and technology soon led to hostility.

We did not survive the invasion for it has not yet ended.

Character setup

Goal – To blend in character creation the intro this allows the player to get to know the feel of the game while still creating his character.

This setup start with the character choosing gender.

Two scientists in robes are standing in front of pods , behind them is an operating table. The setting is in a lab and have bright lights and looks very hygienic. The floors are of reinforced concrete with tiles on the floor and some work benches with tools around the one side and a door on the other.

The camera view switch to a clipboard with writing on it the first checkbox on it [] Male/[] Female.

Once the players makes a selection the view goes from first person clipboard to a third person. The pods start to slide and a specific pod comes to the center of the rail that below it has drain to drain spillage from the cryo pod. The screen goes black and you can hear a deep breath you are now awake from your pod and lying on the table. The two scientist are staring at a screen the screen shows your face. Facial design the one doctor walks over to the operating table and uncover the face of the person laying on the table.

The camera view change to focus from over the operation table where u lay and zooms into the screen where the two scientists are looking at your face.

It change from animation to a interface where you can design your facial features.

On completion of facial design a laser moves across your face scanning it and altering it.

He returns to another screen. Muscle design.

The camera zoom in from the operating table into the muscle design. (This design will feature the creation of statistics for your character strength stamina dexterity. It will also feature base formula products such as the chance to hit, percentage damage you will do and other interactions etc. Giving the player a clear idea how stats work.)

On the muscle design finish.

The doctor removes the sheet covering the rest of your body.

A laser scans over your body and alters it .

The doctor walks over from the muscle design terminal and grabs an item hanging from the operating stand a moves the periscope looking items over your head. You again faint and wake up with flashing pictures of lives. People playing having a barbeque and children laughing. Images of war etc. like a life flashing before your eyes . This will feature the clipboard again showing statistics gender and everything else entered so far. You can make various selections of personalities each with their listed effects.

Personality design completes. Once the camera change from the clipboard view back to your body again you are dressed in medical clothes. The two doctors go through the clipboard. "Think that's it " in a very professor like voice "o dear what will we call it" , "It says here on the files" **Camera switch to clipboard – Player can choose his name and surname. Camera switch out of clipboard.** Doctor says " I'll choose a nickname for him then, one to be feared by from the enemy." **Player can choose his alias – the name enemy units can see.**

Camera switch back and forth to clipboard and allows person to choose alias. "Verification checks" Any changes that can be made by the player to names and checkboxes etc. Personalities.

Doctors walk up to the operating table , one holding the clip board. They look at each other and the one nod. **The camera zoom to a remote control on his hand with a switch.**

Camera zooms out to the operating table and show the width of the room as in the beginning.

One doctor says "Wake up child" **You stand up from the operating table facing the camera. You feel your face you touch your skin and stare down at your hands and feet. And if male (you touch your groin for your package to feel if it's there) if female you touch your breasts . Doctors burst out with laughter "Perfect" you turn around to face them .**

The camera zoom closer showing the doctors close up with you in the picture. The one doctor lift his glasses back on his nose for better inspection. While the other checks your pulse.

Camera zooms out scene closes character creation ends.

Voices – Professor calculus voices from Tin-Tin

Sounds-Deep breathing from the player laying on the table

Ambient sounds-Computer monitors and humming and deep from cardiograph and medical machines.

Tutorial

Goal – this is to help the player get to grips with items how to interact and react to specific items etc. The basics of how skills increase through usage will be stressed here and how you can apply skills to the environment.

You have been directed from the medial ward to go to the military ward to get your basic kit. This kit includes knife handgun the famous PDA and PT gear. This setting is still in an underground room with no windows etc. The military advisor is the typical shouting bulldog. He will refer to you as nooby degrading your hopes but through successful application of your skills to shooting and using weapons he will congratulate you.

The room is long vertically. There's a desk and tables on the one side in the one end of the long room there's some crates which are the shooting range, on the other end be the desks and the advisor is some racks of steel with weapons on it.

Military advisor "Morning ladies" , Welcome to the armoury here you will be armed with basic weaponry , first grab yourself a 9mm from the armoury and go to the range. You can fire a single shot (single click) and fire continues(single click +hold). "Now in any given circumstance some alien scum might jump up and bit you on the arse you hit it with all you got !" (right click + ? to hit with your weapon) .

MA "Enough with the shooting holster your weapons cowboys, grab some grenades. These are EMP grenades boys and girls so do NOT expect any fireworks! " (When grenades are equipped you can throw with single left click + Hold for distance. Hold left click and you will see the distance meter increase. Throwing styles can be selected from a menu and a default can be set. The throwing styles can range from straight, blob or even curve depending if you have the skill.)

MA "good job but in this world it is not enough to be good at shooting nooby!", "Next I will give you a run through military equipment. You might have noticed the EMP grenades that's used this is because we cannot afford to have youngens blowing themselves UP! Fortunate for me as well "shrug" . Now!"

Witness the following:

Camera snaps into auto mode and show MA walk to weapons. Camera follows MA. MA Walks from guns to the desk and fiddle with some control, in the shooting range a dummy appears. MA : "This armour you see on this target dummy is leather watch the damage indicator on the dummy. Can you see the dummy dummies ? *chuckles*" **MA throws EMP grenade to dummy explode and nothing happens.** "Do you see dummies !?, UN SCATHED , DO YOU KNOW WHY DUMMIES, the life form is not affected by Electro magnetic pulses this can be much more useful on electronic targets. **MA Walks over to desks and press some buttons, camera follows him and turns to robot in the shooting range. Camera switch back to MA.** MA Throws EMP grenade to robot and destroys it. "Works like a charm doesn't it" **MA press button again to respawn another robot. Camera follows robot and zoom into MA he press another button"** a purple blue shield starts growing from within the robot and after a few second makes a complete barrier around the robot. MA Throws another grenade and nothing happens to the robot. MA "See that ladies, the EMP charge neutralised by the shield. MY POINT!! Know your enemy no matter how strong they always have a weakness. **Camera zoom into MA and view of him and robot is viewable , unexpectedly he turns around and draws a desert eagle and swirls around and blow the robot to smithierines!?** MA "HA! , Know your enemies lads. It will save your life" He turns around and walk to the desk. "Try those out and get your ass over here when your ready".

MA "Next I'm going to show you how to use your PDA if you do not have one I suggest you go to your locker in the rear (points to lockers) and get yourself equipped. **In there rear of the room there are showers and lockers you can find the locker with your name on it. Open it and search for your equipment. Casual gear and PDA and small backpack.** MA "On the other hand I'm not going to show you how to use it, you head on over to the electronic department and they will give you a quick run through".

Prof "Hi come on in I was expecting you earlier but I guess you had the usual held up in the armoury. I'm Professor Graim Adget. Or in short G.Adget , sense of humor from the docs that revived my though it was fitting with my extraordinary love for electronics. Let me first tell you about the PDA, you can use it for almost anything. Contacting people storing information or blueprints. Even give you your vitals and perhaps even the monthly zodiac prophecies. It will give you maps and allow you to make small notes for maps and areas. You can upgrade this for communications to other players **"He keeps going on and on really passionately about this PDA and it's future"**. The PDA also has built in homing functionality and compass and it makes use of body energy to run and it's outer shield render is indestructible , from outside damage of course. Our advanced PDAs are fitted with self destruct functionality to protect valuable information. Not the fear. Through satellite communications all data received or entered by you are backup up in the local database and will be retrievable. HEY! You paying attention ? . Well now that you know about the PDA...

Engineering lab, the whole room is crowded with items everything from building models and other unidentified items. A few main frames are standing in the one corner of the room. There's a big table in the centre of the room with a holographic plan displayed of various items cycling through them. Through a window in the one wall a large store room is visible with countless crates stored . An engineer makes his appearing. "I'm going to take you through the engineering process it's going to be short and intense so pay attention" In this world you get some called blueprints, these blueprints are schematics saved on a diamond disks. These schematics were stored like this to ensure their survival during any kind of condition. These blueprint can still be obtained in the outside world but it is tough to come by. Our goal is to gather as many of them as we can, it is our only salvation! **"he seems to get very excited and agitated"** . I'm sorry, it's just ... we are really dependant on it and I must stress it's importance. When you do get a blueprint you can't do a lot with it. You will first need to have it translated. When it's translated you can recognise it's format and you can then upload the information to your PDA. There are two types of blueprints , Item and Building prints. Item prints are used to create items or assemble products from certain items. Like the weapon you have...

"Let me start over... back the days before the invasion "

"Years prior to the invasion technology was being invented at such a rate that no company or government could provide legislation and laws for required patents even classified military technology were leaked and when it hit the streets one major governing body called in desperate measures. The Organisation called green peace required all legal forms of technology and patents to be stored on diamond disks. The diamond disks are virtually indestructible and could withstand anything. With an estimated 97% of technology and patents being stored on these disks they launched massive legal action in order to re-distribute these disks. The claimed that technology in the hands of one could be dangerous and will result in a monopoly or even in the worst, an electronic dictatorship.

These disks were distributed amongst leading governing bodies for different technologies. This was a great and successful effort which saved us a lot of future troubles. Just by chance the diamond disks served a far greater purpose. During the invasion the earths magnetic shield were destroyed this immense out space energy fields and magnetic impulses literally wiped all other forms of magnetic storage. Thanks to green peace initiative we were able to use already compatible hardware to upload and make us of these diamond disks. But the future was not all rosy in the land, and hackers soon created devices to copy these disks and again we had to strike back, unfortunately with this commercially viable "problem" it was exploited by producers of the diamond disks. A system was implemented in order that data copied from diamond disks cannot be copied "again". Thus for every original you could have had it's duplicates but those duplicates couldn't be used to produce more duplicates.

Although not a complete solution it did put a huge clamp on illegal duplication of blueprints. While on a winning streak further measures were implemented: this a system called "formats". The system made use of a chemical substance inside the diamond disk. When the substance were heated(burned) it "increased" this chemical would then eventually increase to such a level that it disturb the balance of the diamond disk itself and destroys it.

From then onward the chemical substance was implemented in the production of new diamond disks that contained a level of chemicals just below the threshold of destroying the data this rendering the information on it not duplicable.

And that my friend is the origin of the diamond disk. "

"How is this applicable to you ?"

"You get two types of information on diamond disks
Building blueprints which I am not going to cover with you.

Item blueprints.

Item blueprints can either be for a product or a component needed for a product. When you pick up a blueprint you will require specific skills to understand it if you don't understand it, it will typically say "Diamond Disk Blueprint".

Now you have a few options. Go and sell it not knowing that you could possibly selling your soul. Or you can choose to get it formatted , No No not that format **He laughs** this formatting will make the disk readable. Depending on the disk you might need different skill combinations to format it but once you format it you can see what it is used for.

He hands you a few disks Have a look at this disk, it says "DD Blueprint". Now use your software skill on it. There now you have discovered what it is used for. You can now upload the disk to your PDA storing it for the time being. Well done first step completed.

The disk he handed you is for a handgun, He handed you plan to make the weapon, and magazine. (You still short gun parts to make the gun). Ok now you can see you are able to make a handgun, you will see each item you can create below their skill. Thus below mechanical engineering you can see that magazine you just learned the blueprint for as well as the gun. **He hands you some parts (this also allows player to get the feeling for the trade window)** . Now that you have the parts you can assemble the item. You can also choose to disassemble it. Lets say you have two weapons and the better one of the two breaks. The gun parts broke, you may disassemble both weapons into their individual pieces and re-assemble the better one of the two with parts you retrieved from the other weapon. We learned a lot of useful skills during the scarcity of items during these times. **Now you can assemble and disassemble the weapon and get to terms how to work with items.** Hand back the plans please, you can do this by using the PDA interface. You can see the blueprint of the weapon as well as a little number on it, Now if you paid attention to the history of diamond disks, this number refers to the amount of times that you can copy the plan. Look on the table is an empty diamond disk, take it and make a copy of the weapon blueprint on it. You can do this by using the PDA interface. **You can now come to terms with picking up items from the world, the ground tables and other objects. Once you get the item you can make a copy of the plan with the interface.** All done I see, now look again at the number, the number decreased saying you cannot copy the item more than X times. Lesson learned, hand me the disks please. **The player should at this point interact with chief engineer Kowalski. If the player enables the trade and trade the disks we move to the next scene, if not Kowalski warns the player to hand over the disks once more and then "take" it from him. He hits you and you are on the ground unconscious you will have the unconscious effect. When you snap out of the effect..** Sorry I had to do that, it's a vital lesson in the world. When you are unconscious I can take the technologies from your PDA. Because I had enough skill and the correct tools I could do that, take note of this when on the point of killing someone. You might spare his live but take only technology from him. Carefully though, you never know when he snaps out of it.

That's all from me nooby, best of luck... head on to my brother structural engineering.

One door on the end of the room is open and the player will eventually leave through this, he can go through the door and will be in a short corridor . Through the corridor he comes into a room, two people are talking one very stern looking , looks at you and then exit the room through a door while the other remains. The room has no windows thus still feeling underground, the one wall is lined with computers and screens while a holograph is displaying a building of some sort on the table in the centre of the room. The other wall of the room has a door while the last wall is stacked with building models, paper or cardboard some models are completed and other not. The one man is walking towards you.

"Good day, I am Ikslawok , and you my friend are LATE!

Not on your own doings I assume, my brother gone through the diamond disk history with you I guess? I told him we are running on a schedule here. Let's cut to the chase. The aliens are not sleeping and every minute we loose another soldier falls or a town get raided and to the POINT – Towns **He walks over to the hologram in the middle of the room.** This hologram is the interface of our town every room you've been in, from plans and maintenance and even running bills. **"OMG look at that bills" he is working on the interface.** Remind me that I need to speak to military advisor about repair prices he and his recklessness...

We have many goals my young friend, one of which is to remove the alien scum from our planet! The only way we can do this is by gathering fortifying our positions in order to obtain valuable resources from the land. The world is full of useable resources that we need to construct towns and items.

You are faced with a few options, You can build your own town! Yes! Or... be an upstanding civilian in a town. As for differences between them.. speak of differences . I am not like my brother who likes the sound of my own voice . Sooo I've constructed a serious of interactive presentations to help you come to grips with the concept of towns and town building. **He directs you over to chair tells you to sit and he moves to get some device from a**

table, it's a virtual headpiece. He is coming back toward you with it, Now sit still while I fit the virtual tour, he puts something on your eyes, you witness a few screen tests and then in Ikslawok's voice "Pay attention" .

A Video begin playing...

... Interactively

Step 1 – Find a suiting location

You can physically build a town almost anywhere this would not be wise in all cases but it is possible. When scouting for a town take a few factors in mind:

Resources – because this is used to build the town and fuel other technologies and do maintenance on buildings this should be an important factor to take into account, although important it's not to be the ONLY motivation for choosing a location. If not taken care of resources will eventually dwindle and you will have to make use of trade from neighbouring towns.

Defence - towns are very important against in the global defence initiative and can be created in very strategic locations in order to contain or manipulate enemies, other towns or even trade.

Elements – weather will take it's toll on buildings, everything from town walls to turrets and power plants are vulnerable to exposure to the elements. Some more than others.

Technology – certain technologies require specific conditions or items in the environment. If you plan on using solar power which is cheap on maintenance you might not succeed in using it underground where there are no sunlight..

Step 2 – Choosing a name for the town and deploy.

When setting out into the wasteland you will get a BOT with this you can create your town. On deploying the BOT will do some validations:

- Whether the size surrounding the town centre is big enough for the town centre to deploy.
- Whether there are no other towns in the vicinity
- The should be no obstacles in the floor plan of the town centre.

Step 3 – Instant Town

On deploying the following will happen:

- Small tent will be erected this tent will have a table some cupboards and on a desk it will feature the central computer. This is the lifeblood of the towns inner workings.
- Small area will appear with some cloth barrier around it. This is the storage area. This area will house natural resources such as iron wood and clay etc.
- Town square this area is the area where town people can gather although it's exact location is choose able you should keep in mind that it is good to have a town square in the centre of the town in order that inhabitants can know where the centre is and everything can be built around it. (It is completely up to you)

Each one of the mentioned areas can be upgraded and expanded in the future.

Step 4 – The central computer is your friend

The central computer is the heart of any town. It co-ordinate processes such as maintenance, power availability and requirements, building construction and even defence.

Town Information (viewing)

Population

Residents

Profiles

Reputation

Tasks

Completed

Pending

Failed

Non residents

Profiles

Reputation

Tasks

Completed

Pending

Failed

Status

Electricity

Produced

Used

Free

Maintenance

Building

Building list

Infrastructure
Infrastructure list
Military
Military list

Storage
Used Space
Resource quantities
Free Space

Income
Services
Tax
VAT
Import
Export

Trade Agreements
Ambassadors
Ambassador requests

Tasks
Overall Completed
Overall Pending
Overall Failed
Highest Contributors
Highest Completed/Failed rate

Facilities
Building
Infrastructure
Military

* Technologies will contain the complete set of overall town technology it will include all blueprints from all residents of the town. Depending on the government style minimum and maximum prices can be set here for goods. Market values that can be set are remembered and if a resident remove a blueprint the item will be removed from this menu. If the resident then learn the blueprint again the item will re appear with it's previous set price if any otherwise price can be anything.

Technologies

Town
Residents

Resources

(this will have a page similar to periodic table showing discovered resources , when you click on a resource you can follow it's link as to where it is found if the location is known or you can read about the resource when it was discovered and other history. You can also follow the link of the known items in the city that make use of this resource)

Intelligence

(this have information about the area gathered by residents. This include all information from resources available in the specific location , enemies along with their descriptions such as armour and weaponry. This also contains static maps for locations of interest.)

Town Construction

Building
Building diagram
Infrastructure
Infrastructure diagram
Military
Military diagram
Player Housing
Housing diagram
Demolishing
Upgrading
Building
Infrastructure
Military
Player Housing
Maintenance
Tax
Cost
Inhabitants

Diagram – This is a technology tree like structure that show the available buildings that can be constructed. The items on this list will list the item itself with it's resource needed to build it, the price and other prerequisites like technologies, populations etc. The diagram are created from predefined technology tree branches and items of the tree will be "highlighted" if it all the requirements are met. The available items are taking from structural blueprints available from players. As structure blueprints can only be used by towns these central computer translate them into the diagrams. The structural blueprints in the pool only consist of town inhabitant thus is a player does not live in a specific town their technology won't be taken into account by the central computer. Although the diagram update is real time players cannot join a town in real time, the process of joining a town and gaining enough reputation takes a while. As certain diagram branches "disable" other branches only specific lines of technologies can be build, this is because natural power and polluting power cannot co-exist within the same town (example).

Only one building can be build at a specific time. Once a building technology is available the tree will lit up in the according section. Then there will be a vote on the building if more than one building is available to be built. This player driven vote will determine which of the selected buildings will be build first. A player can only vote once and once he cast a vote it's final until the building is built and then the vote will reset for all the players who voted on the now build building.

Voting – total reputation pool at the time of voting is summed, each players' percentage is calculated out of the total pool. ~~His vote will then carry the percentage at the point in time when the first player opted the building to be built.~~ The reason for this is integrity for when players are on and offline or players increase in reputation during – Once the threshold of 50% of the town has voted the voting close. Votes are tallied based on the percentage calculated (your percentage out of the total pool at the time the last vote was cast). Any civilians joining during the time the first was cast will not be eligible to vote on any actions. Any civilian leaving the town will have the percentage vote that was calculated earlier. This will work the same for people going offline using the reputation at the time the voting closes.

Location of the building – The player with the highest reputation (mayor) can sight the location for the proposed building. Once the building location is set the building will commence. Once the site is excavated the building will now generate tasks on the tasks interface of the central computer.

Task interface – This interface will show you all the tasks available for your town. This tasks will pertain to construction, repair, maintenance imports and exports of the town. Once the building site was excavated (automatic effect) tasks will be generated. Depending on the type of building the tasks may vary. The tasks usually consist of gathering the resources required to construct the building. If a player already has the resources in his storage he can "check out" a task and complete it. The percentage completed of the building will increase (This will be shown in town information – facilities) . If the player finish the task his reputation will increase and the completed tasks will be listed in his player profile) **Any player can complete the tasks if he voted for or against the building being built , the reason for this is that players against the building proposal should still then be able to get reputation keeping the in the competition to gain higher reputation and allowing them to get more input into building construction by means of the percentage calculated. If this was not possible there would be a bad loop in which players can't gain reputation and thus unable to give any input into the growth of the town.**

If a player doesn't have the resources he can go out and gather them, store them in the storage area and complete the task. As the player gain reputation for the tasks his profile will be updated and thus a long and upstanding member of the towns profile will show a lot of input into building etc. and everything can be traced back to the original founder of the town. If a player leaves the town his profile will remain frozen as it was on leaving it will also specific if still a resident of the town or not.

Building with no specific location – walls etc. There are certain buildings that may not have specific locations to place. Crop fields, city wall etc. These items of infrastructure can be constructed by the player with the highest reputation at the time the voting closes.

Player housing – The player view available housing buildings this is dependant on a few factor such as the technology, population size etc. Each house comes equipped with basic house items. Different house styles will be available from the central computer. Each house has it's corresponding cost to build (resources) and continues features such as tax and maintenance. You can build a house anywhere within the radius of the city.

Player housing have properties that allows you to add residents to your house. Each house has a specific maximum for residents . With more residents in the house the tax still increase. Only town residents can live in your house. Repair and maintenance costs will also increase for each resident of the house up to a maximum.

Demolition- When a building becomes redundant of in the way it can be demolished.
Demolishing a building is once a again a voted action. Any building can be demolished(excluding) player housing where the owner of the house is still a resident of the town. If the player is the sole owner of the house he can destroy the house via the house interface.

Upgrading- The same as with construction of buildings players can vote on an upgrade the would like to occur. This can be any type of building, infrastructure or military upgrade. When browsing upgrading you can browse each existing building individually, each building will display it's current possible upgrades if any. A Specific upgrade can be selected and voted for. The voting work the same way as with construction. Once the voting closes the upgrade is then put into place. This renders the current building disabled and not able to function. Tasks will be generated for the resources required for the upgrade and as tasks complete the percentage will update up to a point of completion.

Player housing upgrading – When a player wish to upgrade his house he can go to the upgrade menu and select the specific upgrade. The upgrade will generate specific tasks which can only be completed by owner and members of the house.

Mayor Functions – every week a new mayor is elected. This is an automated process that enables a player with the highest reputation in a town to be a mayor and perform mayor functions.

Ambassador requests – this is a request by a player to become an ambassador for the town of the Mayor resides in. This allows a player with a negative reputation towards a town to trade with them and build a positive reputation. The mayor can accept or reject the request for the ambassador status. A Town can only have one ambassador for each specific city at a single point in time.

Zones – Zones can be used to give structure to a city. There are zones for player housing, infrastructure and buildings. An interface are available that show templates on zones with inner city as housing etc. There are a few variations. The mayor can also change the city to have free building (no zones) in a city with upstanding and understanding civilians this can be used. If the city loose it's look zoning can be reinstated into one of the various templates. Zoning are done initially in the town creation process but can be changed by a mayor who is in his 4th term. (Meaning he was chosen as mayor 2 weeks in a row). The default zone is "no-zone".

Depending on the type of government the mayor can set the following:

Mayor term
Mayor change VAT
Mayor change TAX
Mayor set market rates
Enable/Disable ambassadors
Enable/Disable immigration
Enable/Disable custom tasks
Voting – (Mayor Only, players , custom reputation level)

Town Income/Expenses

The town generates it's own income from certain features. This wealth of the town is not linked to any player , not even the founder. The wealth of the town is part of only the town allowing it to import/export goods. This wealth of the town is also used to serve as reward for tasks completed and can be used to purchase items from neighbouring cities. The wealth of the town can also be used to purchase technologies from other towns or outsider players.

Services – This takes affect when an outsider makes use of town facilities and functions.

Tax – This is the income generated when players pays for staying in their own player housing.

VAT – This is the money taken as a commission from goods sold to residents or non-residents of the town

Import – The is the expense of purchasing goods from non residents and other towns

Export – This is the income created when exporting goods, when non residents buy goods from the town.

Services:

When a town construct a building such as a medical centre residents or non-residents can use systems in the structure to cure themselves, clone them etc. The fees payable from these buildings will be services.

Tax:

When a player constructs his house he will by default pay tax on it. If he cannot pay the housing tax he will be removed from his house and if he don't pay tax for a certain period his house will be destroyed automatically. You can pay upfront in order to allow people real life vacations and long times away. Depending on the government style the tax can modified by the mayor.

VAT:

When a player creates an item or item components they can choose to sell it themselves and make the full profit of the sale of they can choose to put items on town robots salesmen that will then take a specific commission which is called VAT. Town resident by default pay less VAT on items. VAT is not calculated as part of the sale price but it's added on top of the sale price. Thus if you sell an item for 10 the sale price would be 11 with a 10% commission. When the item is sold you gain the 10 which was the original price while 1 goes to the town fund. Depending on the government style the VAT can modified by the mayor.

Import:

This can be seen as tasks for non-residents. When a building is queued for building and resources are gathered non residents can complete them. They will receive the full monetary reward and reputation for the task the same as a resident but they will not receive any profile update. They will also receive reputation only up to a maximum of a non resident. With each successful completion of a task his reputation will decrease accordingly with his town. This disallow a person to be to loyal not to his own town but still be able to trade and interact with other towns and help them grow.

Export

This is the means of exporting items that's in surplus and the commission on this . As seen with importing there will be reputation involved. When a player buy surplus goods from the towns that has it on export the player will gain reputation with that town but he will not loose reputation with his town. The reason for this is that the system encourage trade between towns and although the player buys from an opposing town he could use the resources on expert for the benefit of his own town.

Trade Agreements:

If you have a bad reputation with a town where you are killed on sight but want to trade with them you can get an ambassador status from your town. The mayor for the current week will get the request for

ambassador status and can accept or reject it. With ambassador status you can become neutral towards the town you wish to trade with and build reputation by buying or selling to the town. You cannot attack players in the town. Although you can still plant a bomb etc. The system will recognize the treachery and creates negative reputation towards both towns and because of the extreme negative reputation with the player's current town are exiled, any player housing or items in storage owned by this player becomes property of the state. This person cannot be ambassador for these two cities again but he can become a resident of another town and again an ambassador for them. Depending on the government style the trade agreements can be modified by the mayor.

Automatic functions

Town expansion - The town radius will automatically expand with a growing number of civilians. Thus allowing player housing, buildings and infrastructure to be build in a larger radius around the town. When a town is created the player will notice something new on his PDA. The location of the town on the map. Also the player will be able to see a range on the map around the town he is a civilian of. Resources within the area will also be visible to the player.

Decay – Buildings, infrastructure and player housing will all decay automatically.

Town income – This will take place with any form of trade, import export and any buying or selling in the town. Player housing will also have a predefined tax for a house, this tax will be based on the amount of players living in the house and the type of house. Income factors such as percentage commission can house taxes cannot be set by one player.

Immigration- If a mayor doesn't explicitly reject or accept an application for residency the non resident will automatically become a town member provided there are no restrictions such as required reputation or immigration laws etc.

Tasks – As new resources are required for construction tasks will automatically be generated. Other tasks that's triggered by items will also happen automatically. Only player tasks will have to be created manually if it's available.

Player housing – Once a house is built it will automatically connect to the central computer for access the allows residents staying in a house to sit and browse the town interface and get to grips with it in their own privacy without crowding the town centre and perhaps even avoiding beggars.

Storage

A Player can store a limited amount of items in storage. You have three types of items. Resources (wood, iron, coal), components (circuit board, wires) and products(hand grenades, knife, armour). The storage area is the only area where you can store resources. Components, products can be stored in storage and in player housing. Money will be stored in the town vault also in storage. You will have default store limit in the town storage but you can purchase additional storage.

Governing a town

A player does not need to establish his own town but can function just as easily in an already existing town if it suites them. There are pros and cons being the owner of a town. Pros being that you can grow into a healthy city with trade and commerce with a healthy population.

The cons being you cannot have sole input into a town and have to sometimes rely on other to make the correct decision in your absence.

Town government.

Autocracy – Only the founder of the town are able to make building decisions. One ruler only. This is very common where a person settle just by himself in a town, thus not really a dictator but he alone make decisions as to what to construct and where to construct it. He faces all the benefits of having all the input but also lack all the support when gathering resources. He can also change taxes and set commission rates. He can also set market rates.

Democracy - default when creating towns. This town will elect a mayor each week with the highest reputation in the town from all other citizens. The mayor can make strategic decisions as the location of constructing buildings. Although he have some responsibility to control the growth of the town the final decision is those of the voters.

Capitalism – This enables players to create tasks within the tasks interface. The function of the Mayor is the same as in a democracy. There is a different formula for the voting system. Instead of reputation that's used to determine the votes the players' vote are based on their total skills as a percentage of the total skills of the town summed. Mayor cannot intervene on VAT, Tax or tasks.

Socialism – Votes are counted using the players' reputation. The mayor of the town can set minimum and maximum market prices for goods for sale. The mayor can also set VAT on the goods. Tasks can be manipulated by the mayor giving them priority in his own right enabled and disabled. Players cannot add customer tasks.

Custom – This style is custom and the following can be toggled. This can only be selected with town creation and can not be altered **.

Mayor term : Term is the time referred to how long the mayor will stay in power. This time can be set in days and every "election day" a new mayor will be selected based on reputation.

Mayor change VAT : This is the monetary value that robot vendors takes as commission on goods sold in town shops.

Mayor change TAX : This is the monetary value that will be paid for player housing.

Mayor set market rates: This is the monetary value that allows the mayor to allocate minimum and maximum prices for certain goods put on sale in town shops.

Enable/Disable ambassadors: This function will allow the mayor to set whether a town will provide access to visiting ambassadors. When this is disabled the town cannot send out ambassadors.

Enable/Disable immigration: This function will allow the mayor to set whether a town will recruit more residents.

Enable/Disable custom tasks: This is the ability for players to create custom tasks that will appear on the central computer tasks. This allow players to "order" goods that is not available on town vendors.

Voting: This will dictate the way voting takes place whether votes will be based on reputation or skill in specific levels.

Tasks

This interface will be populated with tasks that you can complete. These tasks will be generated by upgrading and constructing buildings, infrastructure, military facilities or other residents depending on the government. These tasks may also include housing upgrade tasks for your house if selected to upgrade it. Player will be able to toggle between tasks available to all residents of the town and tasks only available to him such as housing or other tasks. On completion of tasks the tasks completed is added to the persons profile. The town overall scores change accordingly and the person gains reputation. In some governments players can create their own custom tasks. When creating a task the reward or price will be paid up front be the creator of the task. Any other player can then complete the task by fulfilling the request and receive the reward. He will gain no reputation towards the town and no commission will be taken from the reward.

Population

Residents: The population interface on the central computer will display information about the current population. It display the amount of residents of the town. It display the period statistics of resident of the town such as when the last person became a resident and the term of the residents.

Profiles: This list all the residents of the town and when clicked opens into the resident profiles for the selected resident. It will show the residents "public skills" and it will show his technologies contributed to the town. The technologies contributed to the town (buildings) is buildings that can be build because of a blueprint that this resident owns. The profile also shows the character portrait and his biography which will include information such as personality. If the player view his own profile he can select which of his skill he wants to display as public. When a skill is displayed as public other residents may contact this person to make use of his skill or technology. Public skills can be overridden depending on the government style.

On the profile the residents join date will be displayed along with reputation contribution and major achievements. This achievements will be special merit tasks that were completed or if the player has been elected as mayor of the town before and if so it will display the buildings built during his term. Some statistics will be available as to average reputation points per day during his residency.

Tasks: The profile also display information on tasks that are completed, pending or failed. This information can be used by mayors to decide if a person can be manually "exiled" from the town on bases on the lack of contribution.

How to become a resident.

Non-residents: As non-residents can still complete tasks they will gain reputation with the town. As their reputation increase above a certain point they can apply for residency. If not a resident of the town a non-resident cannot gain more than a certain amount of reputation. A non-resident cannot apply for residency if resident of another town. When a resident gain enough reputation to apply for residency he can apply on the central computer which will display his profile. A non-resident player with good reputation towards the town may use the central computer but due to his non-residency only has limited access. He will only have access to his profile that allow for him to apply for residency. When non-residents apply for residency it will generate a "resident request" similar to the ambassador request. This request generate a mayor task. This populate the mayor requests in the same interface as ambassador requests. Depending on the mayor term this process can take up to a month. The request for residence needs to be "authorised" by mayors. If a mayor authorise the application the applicant then become a full resident and maybe gain more reputation and do town tasks and buy player housing and gain access to storage. If an application is not explicitly rejected the non-resident will automatically become a member provided his reputation is still on the

required level after a month. This non resident's profile is available as public, all his skills and technologies. With his profile available mayors can view the applicants profile to see if he will be a benefit to the town.

There are not limits on how many time a non-resident may apply to residency.
No applications for residency can be made if still resident to another town or if immigration doesn't allow it.

Status

The status of the town pertain to the more technical aspect of the town. It list features available in the town such as electricity usage and supply along with other resource supplies such as oil drilling or water. The status interface allows for viewing of town defences. Town information to be shown such as the previous attacks the coverage of the town in the area.

Electricity: This display the amount of electricity used and produced with the according buildings.

Maintenance: This display the information on which buildings is to be repaired.

Storage: This list the slots still available for storage in the town centre. This storage doesn't include player housing storage is that is obtainable from the housing menu.

Financial: This display the net worth of the town. This is the money that the town earns through commission, taxations, exports. This money is not linked to any player but is used to reward non / residents of the town for completing tasks or imports. If the town is destroyed this money is distributed amongst the residents.

Benefits of towns

Player housing.
Vendors to sell items when players aren't online.
Storage and banking facilities.
Input for expanding through voting.
Protection from harsh environments and enemies.
Use of facilities built by town such as furnaces medical stations etc.
Tasks that can be completed for income and reputation.
Order system allows you to obtain items you cannot make yourself.
Importing and exporting of products.

Summary

Depending on the type of interactivity of the player he can choose whether he would like to start a town or just be an upstanding civilian in a town. The player can choose to participate in a town by means of completing tasks or he can just do enough to stay a member of the town. If they feel they are strong enough to take on the responsibility of a mayor that can do so and remain in term for a period of time and even be re-elected. Each town will have different technologies available to them and this technology will increase as more diamond disks are discovered. As a person who like to explore and not sit in a town the whole day to gather resources he can adventure and come back to the town and restock supplies and sell valuables. A player who prefer the safety of town walls can stay in towns, interact with others and complete tasks in order to receive an income.

Technical Specification

Interface

The town interface will look as if it was done in flash there are some menus that can drop down from the interface for selection. The specific town topic is shown in the root menu. On opening a sub menu from the root it opens in a page. The page is still the same size as the whole town interface. The submenu interface opens and have a lot of labels. Submenus with child functions will also have labels as example the buildings menu will have a label for military and a label for infrastructure. The interface will also feature easy to use radio and checkboxes.

The easy to use buttons will be for disabling and enabling items such as immigration etc.

Selectable items (> 10) have the functionality to specify select all. This will make it easy to select items such as the public skills or technologies on the resident profile. For checkboxes and options normal windows controls can also be used such as ctrl + click to select custom items or shift + click to select top down. Other standard controls such as sliders and spin buttons also to be used. This in effect also serve as an explanation of how items work.

Assumption: By using normal windows controls and functions players can realise how certain items work without explanation such as using radio buttons for the town government will already tell the player only one can be selected. Checkbox for disable and enable already explain to the player that more than one can be selected.

Styling

The town interface and submenus will have a sleek interface. Low texture form that allows for fast navigation and easy use. The main form can also feature a .jpg as a background this allows players to customize their town interface if they residents prefer to have a town picture or a specific symbol shown as a background. Validations on the .jpg to be done according (size, resolution, virus free) . Colours can be chosen and patterns can also be select for filling.

Assumption: Towns are a very big facet of the game and can be seen as “guilds” a group working together for a same goal. With styling that players can customize with “guild” colours and pictures they get more loyal not only to their town but to each other when working towards a goal. The players will use this interface a lot in all functions of the town and should be able to make it look like they want.

Sounds

Sounds for menus dropping down and expanding should be very “simple” should be very electronic. Perhaps even custom .midi or .mp3 format to play when using interface.

The monetary background

There was a period of time where those of us who survived found it safer to hide away in caves and safe houses than to face the harsh conditions of the outside world. During this period there was enough time for those who fought bravely to share stories but it didn't stop there. A specific items made it's reoccurrence in the stories.

It was found that the alien infantry had some strange communications device implanted in their body, most of these devices were implanted in the back of the neck area. As the occurrence began to normalise there were some confessions, as proof of killing this alien enemy most soldiers remove these communication chips found in the neck of the alien infantry. It didn't take long before everyone started to boast about their amount of chips which were clearly a status symbol and evidence of how bravely you they fought.

After we radiation and magnetic storms settled people ventured a bit farther and farther from safe houses. Great efforts were made to burn dead alien infantry but of course you could consider yourself lucky if you could still find the communications chip not removed. As the chips could now be freely collected the courage associated with it were removed but it never completely lost it's value.

It didn't take long before people started to trade in these strange looking chips. As for currency being lost during the invasion people didn't hesitate to accept the newly abundant currency.

There was one individual who had more interest in these chips than anyone but not because of their value but because of their existence. Prof Bella Klein was the first to draw up notes concerning these strange chips. After studying the chips it was established that these chips were implanted in the neck of the alien in order to communicate with their battleships that were coordinating the attacks from orbit.

Numerous discoveries of more than one chip on an alien raised some questions and at the drop of a hat Klein set off to delve deeper into the matter. Klein concluded in his studies that the alien soldiers collected communication chips as a sign of comfort for the loss of their comrades. The idea of aliens having emotion did not sit well with military factions and a new professor was appointed to take over the studies conducted by Klein who mysteriously vanished. It didn't take the newly appointed professor long to point out the lack of evidence in Klein's studies and the confirmation on who's payroll he was. Klein's studies of alien emotion was dismissed and research journals were rewritten claiming that alien soldiers were collecting the communication chips from their comrades with hopes that they can use it to communicate with their battleships as per orders from commanders.

Of course the followers of Klein raised eyebrows when they asked the question. If the aliens want to communicate with their mother ships or even their home planet won't this mean that they miss home and thus still have emotion and could peace and harmony be an option between the two races ?

Military followers quickly dismissed any support in the reminiscing idea of alien emotion. Military groups then recruit with one single purpose in mind. Remove what is left of the invasion before any contact can be made...

As the debate is not yet closed a lot could still happen but as far as the story for Klein goes no one knows what happened to him and in remembrance of the studies Prof Bella Klein conducted the communication chips were now referred to as Bellas.

Technology Background

As civilisation dawned getting back on their feet they needed the easiest and cheapest way to defend themselves. This resulted in using good old mechanical weapons. Suddenly a knife became more than just a handy tool that can be used as a screwdriver more and more almost ancient weapons made their appearance such as knuckle busters. It didn't take very long before protective measures were taken in order to give combatants an advantage against the foes.

Light leather armours and metal patches here and there were created and soon it became standard outfit for town guards. As the range of these primitive weapons were ineffective, guns were quickly put on production. The invention of deadly weapons seemed to have stirred a hornets nest and soon the guns were followed by hand grenades. The only chance of survival was to grab hold of steel armour.

With new enemies new measures were taken. We needed an offensive breakthrough and got just that through the creation of machine guns and the development of a brand new technology – LASER. We won great grounds and countless territories using this technology. We expanded too fast for our own good and didn't fortify colonies as well as we should have and a counter offensive was launched on one of our production facilities. Laser weapons made

their appearance on the enemy front. It was not the weapon itself that destroyed the soldiers but it's effect. Soldier moral virtually disappeared and each soldier knew that it was neglect that caused our greatest weapon at the time to fall into enemy hands. Scientists and engineers were pushed to the limits to implement a solution to this problem and in a blink of an eye soldiers found themselves with new combat gear almost immune to any electrical damage.

Territories were recaptured and towns were constructed and fortified. Trying to seize the moment the military pushed for the final hurdle. It is said some people perform better under pressure while others don't. The cause and effect of a pressuring military resulted in more people performing unexpectedly under all the pressure. What the military didn't realise was the fact that the soldiers didn't want war as much as they wanted peace. When civilian revolt broke loose logistics to territories fell apart and communication were broken. It didn't take soldiers long to abandon their posts and communication silence was a welcoming sound. Soldiers melted weaponry down to construct tools and buildings.

While some soldiers were happy to return to a normal life others were not. Engineers and scientists kept on researching weapons and technology not because they wanted war but purely because they knew of nothing else. Some military legs established their independence and set out with one goal in mind. Gather technology and suppress others in order to stay superior.

Even with the most virtuous efforts of destroying a single enemy we end up creating more.

Certain towns found the production of technology too expensive and began investigating the usage of natural resources. Only a few weapons were ever created by these naturalists worth mentioning as they did not bring a lot to the table in terms of the number of items invented, what they did invent was some of the deadliest weapons ever to surface. Sonic technology is the technology that harnesses sound waves to cause disruptions to organic material. The other weapon being biological weapons, poisonous gasses and neurotoxins.

Amongst other things the weapons of the naturalists were the main cause of the loss of limbs. Lost and deformed limbs had to be replaced without question. Advances in biomedical technology and a combination with robotics enabled us to replace body parts with robotic parts. This allowed soldiers that lost limbs to function in society. Society was deemed worthy of survival once more and variations of available technology and resources encourage trade between towns. Towns grew fast and in not time we had researchers and explorers all looking into new viable application of technologies. Soon what if technologies became available. What if we have another military government that employ cyborgs against us in the event of revolt, so we created magnetic defences such as EMP. We also created a defence system called shielding, this was originally done for town defences but improvements in the area allowed individuals to create their own shields...

Enemy Background

It is believed that there is only one master mind behind all the alien invasions. Over the years after the invasion a definite pattern was established on the alien movement. The realisation that we are facing a structured enemy is a very big concern, so big that the information is withheld from all who are not on need to know bases. The enemy that we are facing grows from a root colony. We do not know the location of this colony at this time but several encounters with what seems to be some sort of elite guard in sector 7A-132 might be a clue as to the whereabouts and exact location of the hive.

The colonies are all dependants and subordinates of the root colony. As the colonies expand there seems to be resemblances between certain colonies, it can only be figured that the root colony itself does not generate new colonies since the resemblance of child colonies only resembles their parent colony.

Each new colony is established with a scout party, these scouts explore areas for tactical or resourceful purposes. After the scouts find a required location they settle down in the location while reporting on it's location to the parent colony. Scouts are then replaced by some sort of worker drones. With arrival of the worker drones the scouts explore the remainder of the area assuming they report back to the colony with coordinates for resources and strategic locations. Once the area is functioning as independent from the parent colony fortifications are made and this seems to be the point of divorce between the parent and the child colony. Once fortifications have been made soldiers and more scouts are recruited. Scouts abandon the colony and explore to start a new one while remaining drones keep production going.

With each new child colony parent colonies grow stronger and we can only estimate the strength of the root colony. In child and parent colonies we can see definite levels of technology. Only when colonies reach a certain stability we can witness the use of more advanced technologies. This is a mechanism that is used in order to protect technology.

Another method of defence between colonies is when parent child colonies are separated all forms of communication and trade between them is discontinued. When this happens scouts from the parent node and of the child node continue with their business of colonisation which in fact doubles the growth rate. This increase in growth is also witnessed in certain strategic location colonies. These strategic location colonies serve only as offensive outposts. A better name to refer to these colonies would be military camps but once a strategic location is captured these colonies exhibit an exodus of soldiers and scouts to "border" colonies. The colony then goes through the fortification period and begins the process of creating sustainability with the goal to become a new parent colony.

During attacks colonies of certain technology levels combine defences. The far superior parent colonies do not always engage in combat. The parent colonies focus on defence and expansion. While battling child colonies the parent colonies send out scouts in order for new colonisation. This is a clever tactic and while our forces are making progress in one place the enemy slips through defences at another.

Although we are facing a tactical foe we have discovered successful ways of destroying the enemy. When scouts or soldiers set out from strategic locations and colonies they break communication until the next objective is reached thus if we destroy the enemy during these expeditions we are relatively safe against retaliation and colonies will resume as normal.

If we besiege a new colony of a certain branch and we have a technological advantage we can quickly capture the colony and fortify it if other colonies in the vicinity do launch a counter attack in support of the captured colony. Having a fortified position gives us a great defensive advantage against the enemy and in the case of a successful defence against an enemy counter attack colonies in the vicinity will take some time to recover stability due to the loss of resources and soldiers and this is a vital period to strike back. Although the concept is simple it requires a lot of planning to know locations of all the colonies in the vicinity plus the resources needed to strike in all the weakened locations is an immense effort with the constant risk of attacking a strategic location that a higher tier of enemy may wish to defend.

The enemy is smart but logical enough to be vulnerable.

Skill gain& experience for combat (ranged) (CVS)

When you start out with a weapon you have no skill in the particular item. Each weapon type have the following

Range
Reload time
Accuracy
Etc.

Each one of these aspects has it's own variables and values and modifiers. Using weapons use your player stats as base for calculations. Based on the stats and skills a total value will be reach that influence each aspect of the weapon. With higher perception you might shoot better in the dark while with a steady grip (strength) you are less likely shoot your friend in the foot because of recoil. With other skills might influence your weapons as well such as robotics might give you the know how of sensitive areas for robots etc.

If a weapon has a range of 10 the chances for making a successful shot is 1 out of 10 at 1 skill. If a monster is 1 range away from you your chances are 1 out of 1 to hit it. Each weapon then has an total amount of experience points needed to gain up to the max of each aspect of the weapon thus in our example you should be able to level up to 10 out of 10 points. This 10 points is divided into levels 25% 25% 25% 25% the first 25% of skills to be obtained 1 ,2,3,6 months respectively. (without taking into account items need to use weapon ammunition or other resource driven items)

Now our weapon has a range of 10 and a total amount of points 100 (the 100 derived form summations and level up algorithm within the time period) , the player at this stage of the game has 1 skill and with 1 skill at range 1 has 100% chance of making a hit. But 100% chance in making hits doesn't result in an experience gain because no effort was made with the shot. If the player has 1 skill and tries to make a shot at range 2 he will have 50% chance of making the shot (skill / range). Now the xp algorithm comes into play, because the first 25% gain is easier than then next 25% a different algorithm applies. In our example we said our weapons total points is 100 which 25% result in 25 points. This is the pool of points for the player to accumulate before he could use his weapon 25% although at that stage a player have only 25% but he can still "try" make 100% - 0% CTH shots depending on the range. So what does this 25% skill then mean ? the 25% skill in the weapon says that you can successfully make a shot when your target is (25 % of weapon total range from you shooting). Thus in our example 2.5 range. Nothing prevents the player from shooting at a target at 10 range but chances are that he will not hit the target and no hit result in no experience but still used ammo.

- CTH – Chance to hit

As in our example, our player makes a successful shot with 1 skill at 2 range. (50% CTH) . Because he hit the target he is now allowed experience as result of his successful hit. The experience gained is equal to the total experience for the first 25% Unit of the total point for the weapon multiplied by the inverted percentage of the CTH thus 50% CTH will give you 50% of the 25% points . What is meant by inverted is that if our players target was 5 range away and his skill (1) was used to make the shot he would have had a 20% CTH resulting in 80% of the experience available for 25% unit , this reward the player for taking more difficult shots and keep a higher skilled player still a chance to gain experience for difficult shots while making easy shots worthless.

Assumption : *In most games higher level skills and people are filtered from low levels by means of making monster experience less, "grey" as seen in wow and EQ. Although effective this manner introduce a factor that it the game is "planned" by a designer and reminds players that they are playing a game with rules where targets are predefined for each level. By using our methods we are not forcing a player to not kill or kill something. Logically it makes sense that with skill closer targets is pointless... where as the same monster no matter how strong or weak at a farther range still prove a more difficult task and result in the use of skill and in effect deliver a reward such a experience points.*

Higher skilled player skill (5) try and make the same shot with the weapon with range (10) having skill 5 out of 10 means that this player already obtained the first 50% of points available for the weapon . The player makes the shot at range 2 and range 5 . With skill 5 he makes ranged (2) skill / range (250%) CTH. He gain no experience for this shot because no skilled was required for him to make this easy shot. The same player skill(5) try a shot at range 5 he has 100% CTH and still gain 0 % of the points available. Our player now tries the 10 range shot and has 50% of making the shot and when he successfully hit the target (1 in 2 chances) he gain 50% experience of the 50-75 pool's unit of experience points.

Our low skilled player find himself with 2000 bullets he can spare (waste). He now tries and gain experience fast. He takes aim with his skill (1) at a range (10) which gives him 0.10 percent chance to hit. Although the player could make the shot he will gain 90% of the unit for the first pool. The unit is 10% (25 000) and gains 90% of the value. If you make a shot at 0 % CTH you will gain 100% of the unit for the specific 25% that you are in. Because we base calculations on the 25% that you skill falls in and not 25% band that the range you shoot at you will not get illegal exploits where low levels and higher levels misuse the system to help others gain skill to fast.

*** In our example a player will level to 100% of his weapon within 4-10 shots. This is because of the point value of 100. In order to keep progression for the player we have the following formula.

Unit and Pool description

As example a weapon's total points are 1 000 000. depending on the amount of sub skills for the weapon we derive out level up intervals. The sub skills do not necessarily pertain to damage of CTH but could just improve the skill itself as reload for an example, it will not influence damage done but it will make the amount of shots fired more within a set timeframe . Our total points (1000000) divided by the amount of sub skills (in our case 4 = pool of points available to level up with) this 4 pools of 250 000. In order to obtain the first pool faster than the second and third etc. We have a unit available for each pool. At level 0 – 25% of the pool the unit is 10% and then the unit lowers to 7.5% , 5% and 1% for pools 25-50% , 50-75% and 75% - 100.

Thus when player with skill 1 (falls in 10% unit) for first (25% of the pool) for each successful shot he gain units worth of points. 10% of 250 000. Now that the pool is established he may obtain a percentage of the pool depending on his inverted CTH. In the case of the player making a 50% CTH shot he obtain 50% of the (10% unit of the first pool 25% of the total points available) Thus he gain 12 500 points. If the player makes a successful hit at 10% CTH he will obtain 90% of the unit(25 000) which is 22500 points.

In this above mentioned formulas each variable can be changed accordingly, units, total points, sub skills etc.

In player VS monster environments

If a high skill player goes into an area with low skill monsters they will have lesser percentage of CTH then the player and this makes an area "easier" for a player. When a low skilled player goes into an area where monsters have higher skill when the player gets close enough in order for him to make a relatively good CTH where as then higher skilled monsters will have a greater CTH against the player and thus it creates a "difficult" area.

Player VS Player

Two players with low skill will combat on relatively balanced levels and the winner will most likely have better armour or tactics than the other player seeing as they are both relatively "equal".

High skill player attacks a lower skill player. A Higher skilled player might have a better CTH while the lower skilled player will have a lesser CTH. When both use the same weapon damage wise they have almost the same chance of a win depending on armour or other attributes of both players. Thus it is not a complete heavy VS lightweight situation.

Player + Player VS Monster.

When higher skilled and lower skilled players play together against monsters both can stay within the same range from the monster. Although one player might have a higher CTH than the other player the higher skilled player will fall within a different "band" and will gain xp slower than the lower player. The lower player although less chance to hit the target still fall in a lower band and thus will gain more xp per successful hit. This effect will keep player relatively balanced when joining forces against enemies.

Goal

With our unique system that break down each skill into corresponding sub skill that can each be increased by the player according to his preference we aim to provide a variation of play styles. For one single weapon you can have up to five sub skills, each player can distribute his points how he prefer to play and because every style of play is compatible with other players any combination will both enhance solo and group player between players.

Having a point distribution system we overlay a experience system that give the points as reward. Our experience system is designed in such a way that a person can really take a big risk but has equally big chance to win. While a player who prefers a slower pace of levelling is not penalised. The system is designed so that players can group up and perform equally well in solo play. The pace of the system is set up in such a way that a "comfortable" level of performance can be reached in a relatively short time while "heroic" level is not unachievable or capped in any way providing a chance for those who dare to dream.

Variety is the spice of life and by not limiting a player to a class or single style of gaming or not penalising him for changing between styles we half expect to even see a trigger happy biker sipping home made tea doing and embroidery.

Dynamic Quest Generation

Various items, events and towns can generate quests the moment a quest is accepted by a certain individual he will receive a hint about the quest as to where to obtain more information. Quests come in various levels, some may not be very obvious to be a quest, the less obvious quests that require more "common sense" and "logic" from the player will give much greater rewards. Once a quest is initialised the quest will be shown in the person profile for the specific player in the central computer. The status will be "pending" until an outcome is reached. Quest categories will be "checked out" when a player accept a quest in order that duplicate quests within the same town doesn't occur.

With dynamic quest generation a lot of questing involves interaction with real people. Activity of players is measured and active players are more likely to be involved in quests playing the role of NPC, the goal with this is to reward active player for enriching the experience for fellow players. Although active players have a bigger chance to be involved in quests by playing various roles there are still a chance that less active players obtain a role in a quest.

Reward for the player who start the quest will be the ownership of the item that started the quest. The reward for the player playing a role in the quest is knowledge gained about the specific item and reputation effects depending on the type of role.

Quest types:

Player – Environment

This example is typically when a player needs to require a specific resources from the world. The player will make use of his exploration skills and can interact with other players or gather information from the central computer about locations for quest items.

Player – Player (Versus)

This type of quest is a quest that will be focusing on player versus player. The type of quest will usually involve some kind of hostile act against another player or player entity such as a town. This quest utilise reputation system to determine a hostile player target.

Player – Player (Cooperative)

This type of quest involves cooperative game play between two or more players. This quest utilise reputation system to determine a friendly player target or location.

Player – NPC

This type of quest will involve player actions against NPC. One or more players maybe obtain the quest and can help to complete it.

Quest dependencies

Certain quests are available in the game but can only be finished when other prerequisite quests have been completed. This prerequisites is world wide and not only between just two player or towns. These interdependencies involves events that make significant changes to the game. It is also these quests that follow through on the storyline of the game. Certain towns may be far more advanced but will still play a roll in the dependency.

This will not create an over sensitive scale where inactive players can spoil the storyline of the game.

Quest rewards

- Reputation
 - Increase
 - Decrease
- Item (Product form)
 - Item (can be disassembled)
 - Item (can't be disassembled)
 - Exhaustible
- Blueprint
 - Modification
 - New item
- Knowledge
 - Item
 - Location
 - Raw resource
- Skill gain
 - Combat
 - Environment
 - Gathering

Questing definition

All the player details will be stored in a database. This will include their status to their towns and to enemy faction towns. It will list all their skills and other quests completed. The database will store in depth profile for each player.

When a triggering event happens (such as skills usage on an item) a random quest is generated, first a filter is applied on the types of quest available for this item. Secondly a filter is applied on bases of the players profile that takes into account his skill, reputation and allegiance. The first step is determining the quest type and info for the player initiating the quest after this is completed the second step is taken to generate the next step. Depending on the type of quest selected by the engine a target is generated. The target can be either one of the various mentioned ones depending on the type of the quest. The engine references the database to pick up the target the now once the step has completed there first "leg" of the quest is generated and uploaded to person profile.

At this stage all the dialogs and automated events will be created for all participants of the quest. The engine set the playing field and it is then up to the player to complete the quest. Each quest may have one or many legs depending on the complexity. Each quest will have its predefined number of steps on the time that it is generated, targets and places may not yet be selected but the legs of the quests will be known, using this it can be indicated to the player and he can choose whether he wants to do an "easy" or "difficult" quest within his skill level.

Assumption

Quests play a big part in the game, countless blueprint and special items of interest and skills can be obtained through questing. With all the need to do questing we want to reward the player with items that enrich game play not only for himself but for others. With the environment being 100% player driven we aim to provide opportunities for players to really make a name for themselves. Players interacting with other players and playing roles in quests will change the way we think of quests always ending up the way we intent and the player being on the "receiving" end. With our design a player have the full right to help another finish his quest when he accept the role play in the quest but on meeting the player refuse to let him "complete" the quest and advance to the next step. This make reputation a very real aspect and will definitely influence the way players can basically get away with death.

With a role player in a quest refusing a quest advancement he does penalise him for the time being but with the quest engine being able to "process" this a new quest forms and both players will in fact be rewarded to some extent for playing their parts, be it either good or bad.

The interdependencies of the quests allows us to shape the storyline into different branches each with it's own ending and "roles" to be played. Positive side effects is that quests cannot be "walkthrough' ed" on fan sites. Making use of dynamic questing players can choose to play good or bad roles in their quests. This way of questing allows a player to truly be rewarded for following through and finding out every piece of information he can in order to reach his goal which enrich the game not only for him but for others.

Life cycle of an item.

Gathering - Every single item will start at the point of being a raw resource. Raw resources are obtained through gathering skills or special events. Raw materials are refined into a medium that can be processed into other tiered items. This level refers to tier 1 resources and items. Raw resources cannot be damaged but can be destroyed during refining process.

Component creation (tier 2) – during this phase items can be created using blueprints. The blueprint is the factor that will allow someone to initiate the creation of an item. Tier 2 items can be created by with raw resources from tier 1 or by combining two other tier 2 items. Stand alone items can also be created in tier 2 from raw resources these items are consumables that will be "used up" such as bandages, antidotes, vitamins etc. Consumable items will also have the unique properties of being indestructible and not repairable.

Item creation (tier 3) – This stage covers all the products and items created using one or more tier 2 component. Items created during this phase using blueprints. Items created during the process that use damaged components will not give an increase in skill when the item is created successfully. When tier 3 items are created using "new and undamaged" tier 2 items the player will gain skill.

Item repair – Only tier 3 items can be repaired during the repair process. Tier 1 and 2 items cannot be repaired by any means. Tier 3 items can be created with one or several lowered tier items. Tier 3 items can be repaired by using other tier 2 items as replacement parts or by using tier 2 consumable tier 2 items which have been specifically designed to perform a repairing function. Skill gain will add to the knowledge category the item falls in. An item will only be repairable up to it's specified threshold.

Item disassemble – this process will take places when a tier 3 item is changed into it's components. This process takes places for each item and skill gain will increase the knowledge category the specific item falls in. On disassembling an item each component will be created with the damage it sustained while being in a tier 3 form player an additional percentage of damage that is caused by the disassembling skill itself. This is the only way that components gain damage. With an increase in knowledge for the specific item the damage caused by disassembling will decrease but never become 0. A blueprint is not required in order to disassemble the item but an item may be required to perform the action. An item will only be repairable up to it's specified threshold unless the item is reassembled with a new component that could result in the condition is above a specific threshold.

Item reassembling – This process will take place when and item is reassembled after being disassembled. This process does not require a blueprint to take place but may require additional items in order to perform the assembling function. This process does not increase the knowledge skill for the specific category the item falls in. During reassembling damaged components can be replaced in order to repair the item or give it previous functionality.

Item condition thresholds

When using items (tier 3) they will sustain damage from usage(friction & mechanics or combat related damage). While between certain thresholds an item will perform accordingly as to affect damage and other elements pertaining to the specific item. In any threshold an item can only be repaired to the maximum condition of that threshold. When the condition falls between a lower threshold that result in poor performance of the item even while at the maximum condition of it's threshold the item can be disassembled and reassembled with a new component. This new component (In good condition) will create a better overall score on the condition of the weapon and may then place the condition within a new threshold where an item maybe be repaired to a new maximum condition of that specific threshold.

0-25% : Red
25-50% : Orange
50-75% : Yellow
75-100% : Green

Item usage & destruction – tier 2 and 3 items maybe received damage indirectly or directly. When a tier 3 item becomes damaged it will decrease its performance up to a point which it is no longer usable. The item will still be in its tier 3 form but will display the broken or damaged component in order that it can be repaired or replaced. Tier 2 items can only be damage indirectly by disassembling tier 3 items which will result in creation of the tier 3 item's components. Tier 2 items may be "destroyed" during usage or consumed. Raw resources can not be damaged but can be destroyed by refining it poorly.

When an item is created using a blueprint the skill that is gained will be gained in the category the item falls in. Such as pistol that is created will give skill in

Item -> Player
Create –player has the blueprint and use it to create item
Destroy – player destroy the item
Disassemble – player destroy item but gain the parts of the item
Repair – player repair a part of the item
Modify – player modify the item through the blueprint modification

Item -> skill
Create – profession skill +
Destroy – no skill
Disassemble – no skill
Repair – weapon knowledge skill +
Modify – profession skill +

Item -> Item
Create – ingredients destroyed , item created
Destroy – everything destroyed
Disassemble – item destroyed , ingredients created with damage each.
Repair / Maintenance – part(s) removed from inventory, repair kit loose a charge, item repaired
Modify – ingredients destroyed + previous item destroyed, modified item created.

How it works in the game :

Player picks up a blueprint and creates a pistol with part 1,2,3 all newly created parts and player earns experience for creating a weapon in the weapons category. Player now shoot with weapon and wish to repair the weapon after it is badly damaged. He repairs the weapon. Player's weapon break that use a similar component and he wish to disassemble the pistol and make use of one of it's components. When he disassemble the weapon the components all get damaged a little bit. The original pistol can be assembled with the repair kit but it will render no experience since the components are damaged. The part can be used in another item but because it is damaged the new item creation will not reward the player with experience. Thus in order for a player to gain skill he is required to use "new" components.

Conclusion : with the rule that only repaired components can be used to create items that give experience we stop exploiters from disassembling / assembling / creating items that can raise their skill illegally while keeping the functionality to disassemble items and use their components in other items in case it is required. Repair kits will contain repair items and spare components for weapons that can be used to create items.

Four stages of item states

A percentage of damage taken by the item will be calculated and a percentage will be given as a overall status of the item. There are thresholds for each item. While an item is between two points in a threshold it can be repaired up to a maximum percentage for that specific threshold. When the damage falls below the initial threshold the item cannot be repaired above it unless a new component is used to replace a component that is below the threshold.

0-25% : Red
25-50% : Orange
50-75% : Yellow
75-100% : Green

How it works in the game : Weapon type

Player goes fighting with his pistol that is at a 82% status, he now use a repair kit to repair his weapon to 85%. The player keeps on fighting and using his weapon. The player forgot to take notice that his weapon is at 75% damage threshold. As the weapon get more damage it falls below the 75% threshold and falls down to 72%. The player realise that he forgot to repair the weapon and now choose to repair it to it's maximum for this threshold. When the player get back in town he choose to buy a component for the weapon that needs to be replaced and disassemble his weapon and re assemble the weapon with the new component and a new status for the weapon is calculated. The weapon status maybe now be above the 75% threshold and the weapon can be repaired to 100% or depending on the item which may have varying levels to which they can be restored. Thus some components cannot be repaired and new components should be used to replace such items as these. Components cannot be repaired only products and completed items can be repaired.

How it works in the game : Armour type

Armour cannot be repaired on the go. In order to repair armour of any kind chances are that you will have to visit an outfitter depending on the armour. Engineers, tanner, tailor will be able to repair you armour when they repair your armour it will not repair upgrades or modifications that doesn't add to your armour as example the gps modification of night vision in a helmet won't be repaired with a helmet as it is a modification. When any type of armour is repaired it will gain weight. There is a very obvious effect of this. Some time you will have to throw away the old piece of armour because it will basically be too heavy to move wearing it.

How it works in the game : Items & Tools (Consumables)

Certain items and tools cannot be repaired at all. The most common tier item that exhibit this feature will be tier 2 items. This items is the items that will be used as components for other items. When an item is a component to another item it cannot be repaired on it's own these items can only be repaired as part of the product and on disassembling the item the items will get damage and thus component type items are very likely to be discarded after long term use. Tool type items are not repairable these items are items that is used to provide some sort of functionality to products and other items and interaction with other objects. To name a few is medical supplies such as an injection. After creation it can be used to cure wounds and after it's use it will be destroyed automatically, duct tape will also not be repairable as it is a tool category item that will be destroyed after use.

Goal : The careful planning of the different types of items and how they interact with the player and the environment is done in order to create a versatile system where items can be assembled and disassembled to form new product, items that can be used to serve as purpose and to influence the player but also consumed during the process. To get to a level where certain items have to be replaced.

Assumption: Making items from blueprints allows the person to gain skill and make some money while delivering a service to fellow players. By enabling all players to repair their own weapons a big choice is created in weapon range because there are no dependency on looking for another player to repair an item which logically you should be able to repair yourself. By having items status deteriorate and take damage a lifetime is created for each item no matter the skill of the player or the type of item. This allows a constant demand for specific items in areas such as components and repairing items which generate a need to fuel component production which is not as money driven but rewarding in skill. With item modification a long lasting relationship is established between the original creator of the item since it's knowledge is required for modifications. Although the repair functionality is put in the players hands with weapon types armour repair is a service that can only be performed for a limited number of times before the armour type becomes more of a burden due to a heavy carry weight which creates a need that armours of all levels will have a market. Consumables are create to have a big impact if used effectively. The concepts motivate players to build relationships for speciality goods, it encourages interaction, the markets should be stable enough to allow a more solo type player to play periods of time on his own without interaction if he prefers it and the system create an environment where those who sell items can get a fair deal and those who buy it pay for an item that has a functionality.

Environment

Goal – With the environment we want to create a "playground" for players from all backgrounds. All backgrounds implies first person shooters , traditional role playing , strategy and god simulation games. In order to give each player his playground and preferred place to interact with other players we have advanced dungeons that cannot be drawn on map due to it's random generation. Action packed combat that leave you breathless for first person shooter players who prefer pure force above strategic planning. Suspense generated with near life realism , weather and sound effects and influence of player actions on the environment. Wide open landscapes each with their unique resources that allow for player versus the environment interaction with the safety of town protection. Town management, construction and planning to keep the player not just busy with "chore" tasks but the ability to hand pick tasks they can comfortably complete.

Dungeons – This is hostile areas where players are most likely to encounter other players or enemies in combat. These areas will be the main source of technology that can be obtained. Technology can be obtained from opposing players or enemies or the environment itself. Parts of these areas are randomly generated and will most likely be different each time the player experience it. These random maps are not generated real time. Maps are generated independently and uploaded into a list of possibilities. Thus a player could be lucky enough to experience the same layout of the map in two separate trips to a dungeon. Dungeon networks may range from a few rooms to several levels and even have connections to other dungeons. With each dungeon connection that can be accessed as the players please. Dungeons will be generated with enemies that inhabit the surrounding area. Interlinked dungeons all have links to each other. Enemies can escape or enter through several entrances and exists forming the interlinked

network. If all technology is obtained from the dungeon or all enemies are defeated the specific link of the dungeon go offline another linked might be established or not. When all the legs of the linked dungeon are completed the main dungeon will completely "close". A new set of random networks will be created and joined into interlinked dungeons provided the environment support it such as enemy colonies etc.

These areas will usually be found close by enemy colonies. As for hostile areas that is non-dungeon it will work in the following way. Enemies are generated from colonies, alien colonies have a tendency to expand and explore in their search for technology. When the colonies expand they can occupy and even fortify dungeons. Enemies can also appear in the vicinity of a colony. As enemies are a living force they need to be removed in some cases in order for the enemies in the areas to be killed or dungeons to be accessed.

The longer any specific colony grows the stronger they get in man power and technology. Not only will higher number of enemies require better tactics and probably large numbers of players to work together as a team. This means that if dungeons in one area is neglected that area will serve as an bigger outpost for growth. Only enemy colonies if any will be constructed in hostile areas.

There will be enough static dungeon areas in the environment that players will never be able to camp a specific dungeon. Once on dungeon is being camped and cleared and technology removed the dungeon close down, This is also another reason why it is not possible to constructing towns in the close vicinity of these dungeons it's a preventative measure for players camping dungeons or claiming the are close enough to a dungeon for them to take any form of ownership of it.

While any dungeon is open players and enemies are free to enter or exit it. Each colony is linked to other alien colonies in order for them to communicate their expansion. If colonies in an area send distress signals to neighbouring colonies players should brace themselves for tough resistance in any of the interlinked dungeons. This of course depends on where valuables are protected.

Enemy colonies are quick to be set up. In comparison to humans that have numerous issues of the control of power the aliens have not. They do work together and in working together they are able to establish colonies throughout the world. As each new colonies comes into existence the branch of colonies which the new colony is a child of grows. All colonies can of course be traced back to one root colonies which is assumed to be coordinating all the others. Colonies can be recognised through their pigmentation and construction styles. With new colonies being created all the time there will always be a balance. If a major colony has a child which has another child the "mother" colony would have reach an increase in power twice. If the second colony is destroyed mother and child colonies will be separated.

Each colony have it's according level of power. When the mother colony has a child it will not increase in power as it is not stronger than it was before. The child colony previously separated from it's mother will grow and when a new colony comes into existence as their child they grow in power because they would now be stronger than before.

This is called the hydra effect. With each head that is destroyed two will grow. When a new head is destroyed or all the heads at the same time the hydra will die.

Types of colonies

Root colony

Explore / Scout colony

Fortification colony (defence)

Soldier colony (offence)

Item skills that range has one or more aspect in an item.

1 months 0 – 100
2 months 100 - 200
3 months 200 - 300
6 months 300 – 400
12 months 400 - 500

As in other games one person is free to excel amongst other by playing characters in shifts or other macro exploits. This won't work with us because of combat systems that only allow skill increase in using the skill in actual combat which is rather difficult to macro though perhaps not impossible. Most of the weapons and items that can be used in order to gain skill make use of some sort of ammunition. This ammunition as in other games aren't just for sale on vendors. Ammunition for various items needs to be manufactured. With the use of each item the item is slightly damaged. Without repairs within a certain period the weapon will no longer function. The reason of creating the ability of item skill extending above 100% of use is because of advanced formulas that's used for combat and is also a original concept of the game trying to implement features that allows players to customize every aspect of their game for maximum satisfaction.

Item modifications effect the weapon itself that the modification has been made on. Thus if a modification has been made on a handgun and that weapon is sold it is sold with the modification. When players use items such as vitamins, proteins and personality traits etc. those effects will be applied on the player itself.

The item modifications effect only the item as it becomes part of the item. Player modifications influence player statistics .

This areas will be static. Static areas are areas where players cannot build custom towns. These static areas will usually have entrances to "dungeons". These dungeons can be explored by players. Items will be obtainable from these areas.

Effect on player

There are different areas of the environment that offer very unique features for each area. The area will have it's own common style overlay with it's own type of weather system. Each area has different effects on some weapons that leads to different tactics applicable in different areas. Sounds of each area have a different effect and while in some areas that's closely confined and quiet by default you might want to be careful making a lot of noise that might attract interest from other living beings in the vicinity.

Effect on towns

Each area provide it's own specific resource in certain influence able levels. Solar power technologies won't be effective in caverns while very effective on desert areas. Some resources can only be obtained in it's natural area. While each area has it's effect on other elements such as defence not any area would be the best. Only by balancing pros and cons for each area and applying the preference for certain technologies can a player base his decision on building a town at any specific location.

City – This area consist of buildings one to up to ten stories. The buildings available will be small commercial shops with some back allies, large office type building that's very tall and have a general feel of "city" busses, trams and railway stations is not uncommon in the areas. Tall city buildings might provide some shelter for towns against elements such as wind and floods but there are limited sight and the size between buildings are not big enough to build even small towns.

Desert – This area doesn't have a lot of water or oil available and the ground are not very fertile. Water can still be obtained through wells and is still sufficient for the towns basic usage. Clean technologies like wind or solar power can be exploited in these areas with natural strong winds and sunny days. Towns settled in these areas will benefit from viewable range in all directions and can withstand long sieges due to the harsh conditions anyone experience while siege takes place.

Wasteland – This area is very balanced with elements such as water and fertile ground. Standard resources are available in good quantities but if an eye is not kept on caring for natural resources in the area the town will have to keep options open for imports. The viewable area is good and the town can be defended easily. This area have good options being self sustainable with implementation of clean technologies.

Caverns – This underground areas has good defence on bases that their entrances could be well hidden out of sight. Towns in caverns can never grow very big due to limited space available. Clean technologies cannot be used in caverns due to no sunlight, wind and other elements not available. Resources found in caverns are uncommon and can get good prices in order to trade for other standard resources not available.

City (underground) – This area can be accessed from some cities via entrances to lower ground basements or other storage areas. The underground areas have no sunlight available and items providing light need to be used in order to see anything in there areas. These labyrinths below the city range from sewers to abandoned underground trains and warehouses. Only very small towns can be built if the required space is available , it is more likely for people to live here and try to live in seclusion. There are very little resources available in these areas and elements is also uncommon which add to the area not being ideal for building.

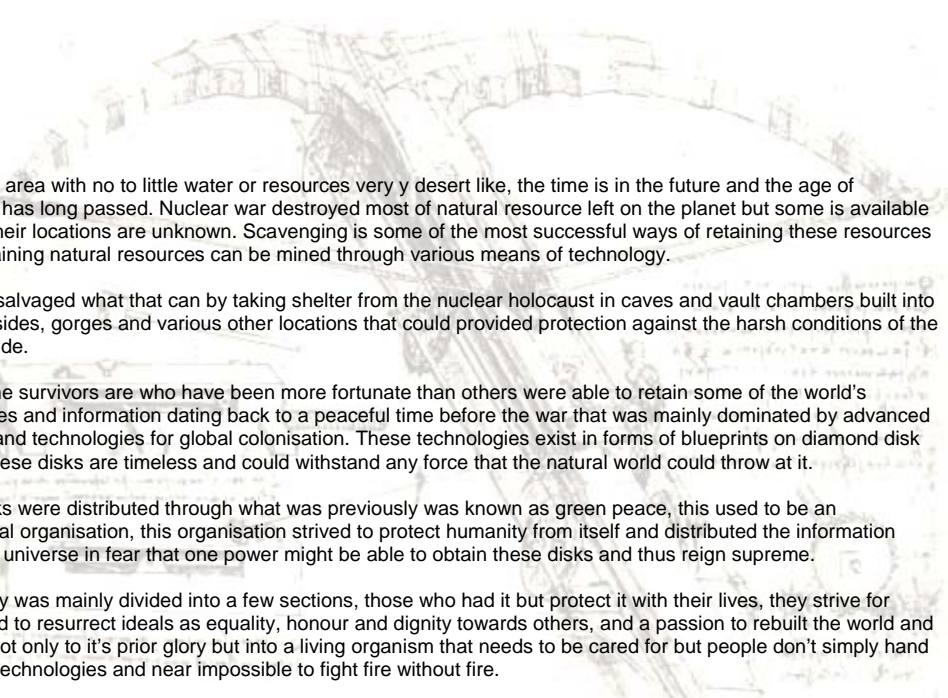
Spaceships – The area can have one to several floors depending on the type of ship. There are short corridors and various control rooms, living quarters and armouries and production facilities in this area. Due to limitation on space requirements it is unable to build towns in these areas. These spaceships are mainly conflict areas with survivors of the invasion still occupying some.

Military Bases – These areas have large warehouses and hangers. There are some production and assembling plants in these areas to construct military machinery. Air strips, aeroplanes and other war machines aren't uncommon in this location. Small to large military style tents and quarters are also available in these areas. Due to the limitation on resources in these areas it is unable to build a town in the close vicinity

Military base(underground) – This area is accessible from military bases and entrances can usually be found in buildings. The underground area consist of tunnels and have a lot of small rooms used for armouries and storage. The underground can range from one to several floors that also feature underground production, communication and living quarters. This area may also have underground research facilities.

Coastal – Coast areas feature a good amount of resources and has good defence based on the fact that if build close enough to water on the city not facing the water have to be defended. The elements are abundant in these areas can be used accordingly. Elements may also impact the town negatively in forms of deterioration.

Industrial Zones – these area has large production facilities, warehouses, smaller buildings
Residential / Commercial
City(NPC)
Mountain ranges
Chasms
Forest
Swamp
Water



Wasteland area with no to little water or resources very y desert like, the time is in the future and the age of civilization has long passed. Nuclear war destroyed most of natural resource left on the planet but some is available although their locations are unknown. Scavenging is some of the most successful ways of retaining these resources while remaining natural resources can be mined through various means of technology.

Humanity salvaged what that can by taking shelter from the nuclear holocaust in caves and vault chambers built into mountain sides, gorges and various other locations that could provided protection against the harsh conditions of the world outside.

Some of the survivors are who have been more fortunate than others were able to retain some of the world's technologies and information dating back to a peaceful time before the war that was mainly dominated by advanced in energy and technologies for global colonisation. These technologies exist in forms of blueprints on diamond disk storage; these disks are timeless and could withstand any force that the natural world could throw at it.

These disks were distributed through what was previously was known as green peace, this used to be an international organisation, this organisation strived to protect humanity from itself and distributed the information across the universe in fear that one power might be able to obtain these disks and thus reign supreme.

Technology was mainly divided into a few sections, those who had it but protect it with their lives, they strive for human kind to resurrect ideals as equality, honour and dignity towards others, and a passion to rebuilt the world and restore it not only to it's prior glory but into a living organism that needs to be cared for but people don't simply hand over their technologies and near impossible to fight fire without fire.

Those who have technology and want more, this group went literally to the ends of the earth in search for the diamond disks, this group is a monster, but as history have it, the monster has many heads and power being power it easily corrupts and ferocious this beast might be, it is to collapse on it's own if the constant backstabbing and treachery isn't stopped.

Those that despise technology believing it is what got the world into the mess in the first place, the group scavenge what is left of natural resources mend and bind it to their will, although they prefer not use their technology this group is to believe to have recovered a great amount of diamond disks and even should not be underestimated.

There are no towns or civilization left, the only thing you have is the person next to you and the whole world ahead of you to explore.

During a later time this situation might be different with the world growing in size inhabitants as the nuclear dawn is drawing to an end more and more people hear of the news and venture forth from their caves to rediscover a world once known to them.

Setting up the board

Natural resources are available at certain locations, this resources range from iron, coal, water, wood and other resources natural to the earth. Unlimited supply of debris is available from other destroyed buildings.

Everyone hates me – who cares

In most games the concept exists, this is never a problem for a person because he/she does not solely rely on others is effective in reaching their own personal goal. This game is more social in there will be no npcs this will mean that a person's reputation does count considerably. The player who has no friends will not be able to survive unless he could be self sufficient which is also possible to an extent.

There are no towns except for player created towns. This is almost a real life simulation type of game; this is done again to focus on player interaction. One person will start in the game, he will have nothing besides the person next to him, they can go out and explore this is where the landscape will be used. The landscape is full of not only natural resources but also areas of special interest. Navigation will be difficult as it would actually rely on a person knowing where he is going or gone to. There is no particular road tailored around the person or starting point in the game.

The main goal of the game would be technology and all-in-all power and control. This control would dominate the world. A careful balance will be put into place in order that this control can be manipulated. Think of it as the amount of water in our solar system. Although the percentages differ from water as a liquid to damp or clouds there only ever exists 100% this will allow each node of the power to regenerate from nothingness. It is the only point of balance that is physically controlled in the game with a definitive margin.

The types of power should also be in conflict with one another. Thus being technologically advanced will destroy none replenish able resources thus any node of power would only be able to control 1 power type at any point in time unless the is based on a mutual alliance between 2 keepers of this power i.e. One power technological working beneficially alongside another natural resources power. This will result in equilibrium but it is highly unlikely and rarely possible at all. Due to human nature

Once the player started in an area he is free to explore. As a human being the natural instinct would be to group up with more of the same species this number of individuals with the same ideals can gather their powers into creating an establishment. Natural resources will be available to do this. Once again the plot with natural resources is to not exist within the same area. An example, a group of player decide they want to set up a town close to an area with a lot of trees. They may lumber these trees to obtain items which they can create homestead with. Although this homestead would only be from wood. And naturally the wood would deplete. And if not cared for will be destroyed completely. Note for every tree that is cut down another will grow in order to keep a balance. This other tree will only grow where natural resources are available in the required amounts in order sustain life. Now that that player manages to loosely construct a homestead and palisade fellow players will naturally come to this area. The plot with this is, seeing as it is no easy task to undertake and build a town help will be required and responsibility will be granted to certain leader types. Leader types will be needed to delegate gathering of resources in order to build the town. Once built maintenance is required. This is used in order that dodgy towns could get run down and eventually deteriorates into nothing and complete the circle of life. In order for the gamer to not end up in a heinous task of fixing walls the whole time a system is set into place that the mayor of the town can automatically just repair all the fencing and houses with the push of a button. Any single piece of "wood" is an item which has its own durability and props this item naturally decay over time based on its kind of element taken from the periodic table. Thus wood decay fast than iron and elements of nature has its effect.

Example if wood have a decay time of X if the wood is out in a windy barren this wood would decay faster X – (wind decay) if the wood is in a sheltered area, this wood would decay slower. Except if this sheltered area has no proper sewer system then it will rot and still decay faster. Solution to this is? Create proper sewer systems. Or don't use wood for important towns; wind speed in the town should be less due to wind being shielded by the palisade.

Warehouses. Now that wood in the palisade is decaying it need to be repaired. This can be done automatically through an interface. Wood will disappear if 0 durability. This will not be automatically repairable. This will need to be fixed by a person. The automatic repair will be able to take place based on the condition that enough wood is available for repairs from storage. If this is not available then repair will fail and city will fall apart, these chores will be created for specific players assigned by their peer or higher level of authority.

If the player just happens to get few up with the idea he/she is free to move out of the town or stay and not provide a service. And become a beggar, this is an open ended system for pvp thus if you do not perform you risk the chance of "getting shot" and perhaps even exiled.

Once a town is established a system will be in place in order for the town to be catalogued this process will draw up maps for the town and area and depending on the town size and population will also discover natural resources in the area previously unknown of. This is based on the realistic fact that once established they people will venture from their base and explore a larger area. This will naturally leader to the discovery of more resources.

Now that the town is on the map, more new players will come to the town and it needs to grow. The local wood supplies have been run down and better form of shelter is required by the older founders of the town. Stone discovered at another town can be acquired. This poses a problem, because limited amount of stone can be carried at a time and the timely process will take ages to complete a building. Since the wooden town required a lot of effort to get it up to this point it can't be removed to a new location or just discarded.

Caravans can be created to transport goods between the town alpha and beta. Although oxen and wood is available for creation of this caravan town alpha's wooden fencing is falling apart. Town beta does not wish to give free handouts of their sought after resource stone and require reimbursement.

Wood for stone. A treaty is signed and alpha and beta town is now in trade for mutual benefit wood for stone. Unhappy citizens are rebelling against the treaty because they feel that their natural resources are being waited as they don't gain anything. Rebels from town alpha and beta that met during the travels protecting caravan between the two towns decided that they are going to form their own town and has secretly carried away load of stones and wood to a secret location only known to them. By the time the alpha and beta town had discovered this rebellion and the missing resources their defensive wood walls have almost disappeared completely. As a final stand the town decide to once again embrace their treaty and upgrade it to a full alliance and they mutually wage war against the rebels.

During their search for the rebels someone needs to be back in town to take care of the repairs, someone needs to be able to secure the caravan loads. Leader's needs to make sure resources are gathered and that the town offers enough resources compared to the reward the city has to offer.

Character you are 100% human at the time that you start your journey. You can modify yourself through means of surgery up to a point of 100% robot both systems will have the pros and cons.

As a human you will need to eat and as a robot you will need to refill oil and fuels. Both of these are natural resources and are obtainable from the wild or from the town where you live in.

As a human you have stamina, you can sprint short distances at the cost of your stamina and carry object with only a certain weight although you can sprint faster than some robots you tire and then just jog or even walk. When you regularly sprint you will become more "fit" and thus increasing your stamina pool and thus enable you to sprint for longer distances.

As a robot you can get different modifications to allow you to sprint or jog. The faster the sprint the more costly to fuels and oils thus both systems even out at operating costs and time.

You can get surgery for anything

You can get better eyesight and hearing stronger arms or legs of smaller or bigger hands or feet you can build in sockets into your body that allows for plug and play hardware to be installed. This will allow you to remove an item to and from a socket without surgery there is always a risk that this socket might become infected. You can equip night vision in your plug and play eye socket or you can add heat seeking eye or navigation systems you can get gps implants to be able to recognize your position on the map from any location.

This is a pvp environment. What happens when you die? There are numerous things that can happen to you when you die; all items are lootable from your backpacks and even your pack itself. You could even be stripped completely naked. The more a person loots from you the longer it will take thus if you could make a distress call before you died someone could come to your rescue or even worse, someone might come and kill you wounded assailant and loot both of you. Distress signal is something you can build into your body and you can use this in case you might need help. This sends a frequency to all gps systems in the location thus if tuned into the correct frequency anyone can get your distress signal and know your exact location provided they have the latest up to date gps software

When you die you will be "cloned" at your base camp provided you are an upstanding citizen and not KOS with them. If you have no alliance with a town you will spawn in vault 0 where you started

Aside from building what is there to do?

The ultimate goal is technology and being the strongest power.

Key technologies through the timeline, it is expected in the early days for town to form; this town will be extremely low in technology advancement. This is planned to have human based life forms and will survive on gathering basis. A small town may choose to stay small while pursuing a more commercial goal and caravan trade goods between villages. If correctly taken care of natural resources these villages can house up to X players everything in the village should be able to be upgraded individually thus your basic building structures are wooden and could be upgraded to stone and cement and just wire fencing humans will need food and farms can be constructed these farms should be irrigated to yield crops all assets of the town is to be kept in a "storage" area this is a free for all area. Resources to build the town will be gathered from here.

Each person can have his own house; this house is subjected to the same wear and tear of any kind of building. As everything has its rate of decay and item strength almost anything can physically break. Say if a town was defended by a wooden palisade you could shoot the walls and it will eventually break, you can set it on fire and it will burn. The same effect on stone walls on the other hand will be different the damage to be taken is to be controlled by the "defence" skill of the item thus on 10 scale stone will be 10 and wood 1

There should be defence against the different elements

Town billboards
Town sewers

~~Town clinic~~

Thoughts about enemies, the game plays off in the age nearing 2030's
After nuclear holocaust what is the most likely enemies.

Aliens?

Benefits of this is that there is no definite rules as to what aliens are, how do they look what form of attacks do they use how will they react and what do they want.

Why this might not work,

There should be something to keep the ball rolling besides building small towns what is to be the goal – technology can be obtained from the ruins of cities and labs these do to fill with enemies.

The different kind of enemy, enemy is not to be spawned like normal game spawns enemy should have its own town etc breed and explore and conquer

This means they have a goal?

Yes the goal would be to terminate all life? But why... they can't catch you and enslave you because that won't work for the res concept you'll be an alien: P

Aliens need some of the technology that we still have? Or do we or maybe they are looking for the same technology that we are looking for and it's a race to find it first (should players be able to create this race)

No – this will mean that all players good or bad has the same strength opponent which is nice and balanced

Yes - ? Expansion

Aliens could work nice and we could get a nice cross breed of alien technologies which is very powerful by we don't know how to use it (x-com) faint hint

These technologies can be in form of items which can be held in a player's town and then pvp can take place for these items between players instead of just against monsters

Skills deteriorate

If you do not use a skill for a long period you skill will slowly decrease up to a certain margin, once your skill decreased you can relearn it, the process will be faster than the initial learn phase think of it as the "it's al coming back to me now" or it's like riding a bike. Skill won't be that difficult to gain it will only increase faster the first time you relearn your skills. It will not be faster and faster to relearn a certain skill.

Low skill will not prevent you from using an item. You maybe equip a specific weapon any point in time with any skills but using it may not have the required results and there is a specific risk that the item in the case of explosives might just explode in your face.

There will be gathering skills

Mining for all things bound to minerals, Natural resources etc.

There are numerous refining steps; with low technology iron for example can only be refined to a certain grade of iron yielding less usable materials and increasingly more. Thus this will allow towns the remove focus slightly from the building and construction but more towards advancement in technology

Enemies – they should have the same kind of structured civilisation like players these enemies should breed an explore move into new territories and capture attack existing ones the enemies are scattered across the lands and their contact was lost due to the earths sun and soaring levels of radiation they want to leave and much as they want to but there's 2 planets who wish to leave and only 1 ticket out.

~~Everything is player made. There is not npc economy and no cold coins dropping from "monsters" the leading currency in trade is bottle caps~~

~~Weapons range from fist to laser shooting guns.~~

Timeline, early in towns will form alliances will be made and broken until one group finds technology where economy will be stable towns should be fun to control this will allow for a lot of towns to be created. Numerous required natural resources will enable trade amongst these cities, and while out venturing for technology someone needs to look after the cities, guards and patrols. The world clock is in tune with ours. Possible even time zones

Technology can be acquired from monsters or bases. The story behind this is that a monster could have eaten the blueprints / disk or item of importance amongst these aliens are human like being with occasional group leaders these leaders to carry weapons and these weapons can be acquired by player to be used for research

The alien base will be unconquerable although great technologies reside here it is to be extremely difficult and possible "end game".

Body armour to be customized and upgraded as much as possible the armour range from cloth, soft leather, hard boiled leather, metal, then precious metals used in further sets of armour. Armour sets to consist of gloves, bracers

that would cover the gap between arms and gloves also called cuffs, forearm, upper arm, shoulder, neck, helmet, breast, waist between breast and upper legs. Upper legs, lower legs, ankle guards and boots. These slots are available for human and robot.

Depending on the base armour these items can each individually be upgraded
The cuffs for instance could get the plug-ins for vital signs and then time and gps, breast get implant for auto shock system which deliver a shock to its user possibly bringing you back to life and self sustaining systems.
Robot for example will get implant for additional battery pack and fuels for increase durability en performance anti magnetic shielding etc.

The technology is the lifeblood of the game and this is the race everyone is in for. Power through technology. The game has an extremely long lifespan due to the fact that with the nuclear holocaust we can relive all the technologies up to date and eventually add our own seamlessly into an environment where it won't be out of place. The game aim to reach the future well into an age where people fly around on hovercraft.

I want to create an environment where some can choose to stay in a small community and harness elite power or live in a town with masses performing tasks to pay town tax and receive the rewards for living in a big community.

The game should be extremely informative, each item to have it's origin a properties mapped out, gun – discovered this year by whom why etc.
Gps system where you can log in a track players

Thousands of unique perks and trees that one can take for skills. There should be so many that one can truly be unique like in a real world.

As cities progress and grow, they will gain technology for all kinds of items.

Uniquely generated quests – dynamic quest generation for items. Lets say I pick up a blueprint for a specific item I can see that it might say "blueprint Code ZX11-32" the according to the type of technology required. For instance medicine a quest bot will look through character sets of skills then list a random character, Doctor Phil. This will give a rough location of the person, which could be as vague is finding a needle in a haystack.

Then a party could set out in order to find this person, there could be different quests, some for speaking with a person and others that will demand a specific other technology such as chain technologies. For instance you might discover heat vision system while an enemy village discover the materials needed to produce this heat vision.

Technology can be stolen this can be done by players who have high levels of science and thus could re-engineer plans. Thus any big town should take careful notice of who they grant access to their cities.

Recycle machines should be able to recycle any rubble lying around this rubble will generate x materials which are used to create other items.

Mechanical - handguns – leather, iron, steel armour
Electronic – laser rifle, machine gun – precious metals armour
Cyborg – Sonic era, biological weapon, – cyborg implants as armour
Emp – emp, plasma – shielding armour

Timeline based on technologies

Mechanical weapons era this era is trademarked by weapons that use ammunition and barrel, chamber mechanisms this weapons use ammonisation to be created from natural resources such as iron copper bullets or uranium for top range armour piercing, this era will also establish the basis for trade.

Weapons in this area can be upgraded from scope additions and expanded magazines the shooting/reload speed all to be upgraded. Each era also has its own armour for that time, the armour for this area range from low level skin type armour such a leather boiled leather light iron and iron and metal armours

The next era to make use of early electrical rifles such as the higher calibre machine guns and automatic rifles that uses electrical powers in the form of fuel cells to recharge is power packs, this is still a natural resource obtainable through mining the era mark the beginning advanced electronic weapons, armour for this era overlapped with the iron steel and other precious metals

Era of cyborgs marks the era where human limbs can be substituted for robotic parts, these robotic parts can be upgraded to be act as both armour and weapon , one can completely upgrade every body part to robotic limbs these limb can be made of different materials and thus give it different defensive properties against elements like ex. Fire. Systematically all "blueprints" will be release in order that one can become pure cyborg

With a new enemy comes new tactics and the next era is an example of this, in defence of robots the mechanical sun has set and electromagnetic era has dawned. This allow an efficient counter tactic for cyborgs thus keep balance in the equilibrium between friend and foe since each and every body part can be upgraded individually and got it's own upgrade properties this gives a tremendous variety to personal configuration .

With the EMP era creating a gap for robotic competition the robots created a shielding technology shielding is an alien technology.

This time precious metals are used for armours. Precious metals have properties against electrical plasma and pulse elements each to a certain extent and one amplifying another for an example

Plasma might be resisted by an element nitrogen based but be very weak against mechanical weapons that has armour piercing abilities in this case other armour would be better

The next era consist of plasma and pulse warfare this technology which is a counter measure for shielding technologies.

Views outside 3rd person inside areas 1st person this give the reality of being inside a building thus having limited visibility and requirement for stealth tactics in cases of unknown areas.

Software weapons, in the age of technology this is applied as counter tactics, if you have high enough scientist abilities you can hack into systems and disable robotic parts or complete system, as a counter for this system telepathy is used to control minds and steal information by means of espionage

Traps and other weapons are available in large variety according to the different ages, hand grenades and trip wires, electronic detection and navigation devices that allows the indication of life forms in the vicinity, non living life forms as robots can be track through means of sonar

Knowing your enemy will be a great deal of the tactical combat and limited amount of weapons or armour that you can carry on you will enforce this. You will not be able to carry ten sets of weapons or armour on your. Also weapons will not magical stick to your back, you can equip yourself with as much as you can muster physical strength, the more you weigh the slower you will move naturally so.

The era sonic weapons? Nuclear? Biological?

You will have a backpack and other packs you will have different type of gun holsters that you can acquire from sidearm to sniping rifles belts for knives and thrown weapons like hand grenades you can lay traps in areas

The story of aliens? In the time when the world came to an end, one way to go is to give no date to the game, aside from a time in the future there is no expectation because of this, there is no one that will know this is the best you can get, this is creating a big sense of open ended ness and will allow for a great lifetime of the game.

The story – some time in the future earth was invaded by a race, somewhat this human race began to exterminate humans, humanity fought with all they could include electronic plasma and pulse and sonic technologies as some desperate measure a form of nuclear radiation was used. No one is quite sure why but it is said that the some reaction took place some sort of catalyst and set of an array of devastations, something to do with earths magnetic shield, and alien ships fell from the sky burning up, it is not known if the aliens lost contact with their command ship but it is said that a great silence took place??? Armies and armies were left behind on earth, numerous sighting confirm that these aliens have been seen around crash sites and human laboratories
We can only assume that they are looking for technology just as we are

Since the town feature is a great ability and functionality of them game we should try and share it with all the players and design the complexity to such an extent that each player can function of have something to do as a responsibility, this is a very sensitive aspect because if these tasks required to do become chores there will be no support behind towns and the expansion of towns beyond communities.

Each town when created will have a central point of gathering much like a town square, town hall, in this area there will be a billboard like function that displays certain tasks, these tasks are listed by the town engine which are controlled by officials of the town. We aim to have certain levels of involvement of the player in the town this for the reason that cause players might not want to act as a mayor or town council and thus should still have something to do in the game and the ability to act as a citizen.

The casual player should also be able to buy his own house and he will pay rent to the town, once a town is established certain vendors can be obtained this vendor will be able to sell items for players, like Ultima vendor system, SWG market, world of war craft auction house, this vendor will take commission for selling items, this commission along with taxes and house rent and town membership goes into a town "bank account" this account will be used to pay wages on tasks, these tasks can be thought of as modern day quests, "Mother tells you to go down to the bakery, get a loaf of bread, you get the change" this is a tasks or quest.

Wire fencing, wooden spike, barbed wire, electric fencing, brick walls, concrete walls, enforced concrete walls.

Player sounds, this is a very realistic feature that should be used, one should be able to hear other players and events in the vicinity, if you are close to a building site of something like a watchtower you should be able to hear building noises the same as footstep should be heard while you are in your house.

Technology – wire fencing requires steel to produce wire, steel can be mined from natural resource iron.

Each player should be able to register as a citizen of a town, as a citizen he would have both benefits of the town vendor and other amenities like the clinics etc. he will also be able to build his house in a town after he bought

property. Resources can then be gathered by the player or he could buy it or contract the building of the house to someone else.

This would allow a player who wants to just engage in the building aspect of the game to just build and allow the person who wishes to engage in fighting and combat to get money to buy a house.

Guard towers can be created for towns; these towers serve a defensive purpose and in the future can be upgraded to turrets that require no player to man it. This does require other prerequisites such as power plants generating electricity. Electronic town gates.

The reason for the aliens no being far superior to us is because they are new to this planet and "left behind" they struggle to survive as just as us and discover items and technologies just like we re-discover ours.

Thus if a player have a superior technology to aliens and he were to die in some unfortunate event. The alien could actually acquire this item and if dully time is granted this item can be researched and in turn can be re engineered and even improved and possibly made quite deadly. Thus technology should be carefully used and protected in case that it might fall into the wrong hands.

technology trees!!

The trade system will mostly consist of weapons armour ammunition, blueprints and gadgets and info if someone were to discover a certain location for specific resource this data can be uploaded to disk and sold. The same for special weapon map armour information plans weaponry detail and specifications.

How do you gain skill?

Science, electrical and mechanical this is used to build basis of civilization when players in a "dungeon" come across a technology that cannot be picked up, this in the case of transporters. A group in a dungeon come across what looks like some kind of transporting system "beam me up Scotty 3001" this cannot obviously be picked up and taken back to the base for research, this is then required to be re-engineered depending on the type of technology different areas of expertise is required to examine this item then piece by piece this item can be disassembled into different blueprints, to stick with our example of the transporters it can be disassembled into quantum controller, wiring, estionite circuit board and "unknown"

Depending on the day and age something might just not be able to be discovered this item will still draft a blueprint but the details as to what is used for creating it will be unknown. This is allowing the "time" of the game to be controlled. Now that detail is learned and some parts removed from the transporters it you can choose to do the following, since almost everything is destroyable based on it's composition you can leave it there with the unknown component for someone else to discover or you can destroy it. One destroying it you can be sure to a certain extent that you are the only person able to manufacture this technology and thus giving you an edge in the game.

How to create dungeons with items such as a transport in it and prevent it from being broadcasted? And everyone gains the technology?

Simple – technology items do not respawn once the resources for the stage is set it is left alone.

Dungeons disappearing for revamps etc. this can be blamed on the windy landscape perhaps burying entrances below sand etc.

Time – due to planetary distortion during cataclysmic explosions during the great battle earth it was realigned, day last 1 hour this then explain the fast regeneration of natural resources such as forests.

Some things people can't forget, with fire as an example, if a person is in the dark and he wants to make a fire with wood he should be able to do so.

Crops and seeds should be obtained from the world, this seeds can then be planted and if the town is irrigated they will grow automatically, growing flowers trees and even grass will give female players more of an appeal to the game, you will also be able to create items for houses and with this it's planned to let woman "beautify" the world. We also expect woman to fulfil the town tasks more than male players.

You are also able to grow crops.

Town loyalty, the town's tasks that you can do will generate a loyalty towards the town, with a certain amount of loyalty a player can run for higher roles such as council members that does additional town planning it is expected for towns to rapidly expand

Protect your base – every item build in a town (items like power plants and turrets etc.) can be disassembled just in the same way that you will disassemble the original item on getting the technology. If you were to use mechanical engineering on the turret you will get options that pertain to specific action that you can take. You can disassemble it piece by piece or you can "copy" the technology. Each town centre will have its own "computer mainframe" technologies can be uploaded into the computer and can then be used to build the item.

This espionage that will take place will create the option to be either tradable OR it can be acquired by force or spies. Industrial espionage

Everything takes up space, if you have a weapon it shown on your body, when you take off it takes up space storage space, when you store something in a space like a bookshelf this have a specific time to open. Because if you look at a bookcase you can relatively see everything in it. If you put something in a footlocker with another 100 items you are going to struggle to find it, this time struggling will be implemented by a timer that ticks before a certain item open and you will be able to take this out. Same goes for reloading ammunition from you backpack will take significantly longer than carrying it in a ammunition belt.

~~Where does the first player get money? Bottle caps. This trade system later to be replaced by electronic chip system where u exchange caps into electronic money. Should you get this bottle caps from monsters what is the logical progression for the economy system.~~
~~What if there is no currency? And exchange only take place on items for items? Kind of like baseball card swapping? Is this feasible? Can it work?~~

Robots have the functionality of initialising its own repair process; this process requires CPU upgrades and materials to upgrade

Human have the functionality of sustaining increasing damage for periods with the use of nanophytes. Which repair body tissue and any kind of damage to be taken

Robot race as another evil against aliens and humans?? Too diverse or off the point? Were they designed by humans in order to destroy aliens?

What is the evolution of the towns and what will prevent one town from becoming a superpower or players only forming one town?

What is to do besides building towns and killing monsters? Should there be a level up system that allows players to gain skill without killing monsters what kind of system can be put into place to allow this?
Instead of a levelling system should something be put into place that allows you to gain skill by using a certain item? thus someone building things will gain skill in building and allow him to get better and better without fighting (because he might not like fighting) sounds good but inevitably so far a town cannot grow just by building, it needs to find blueprints and for this we need to have people fighting people fighting in turn need big towns (or do they) they need weapons that can be manufactured but this doesn't not necessarily

What can we do to make it so that weapons can only be made in ... this should not be fixed like this, you should be able to be one person in your own small house and make a weapon or even weapon and armour amongst other things (they could possibly use towns for protection?)

Limitations or lack of fun should not be forced to deal with in any manner ...

How about only towns are allowed vendors, and not single players owning a house if he owns his house in some remote area that vendor cannot be outside. This would create the need that a player living as a hermit can sell his items players to player creating a kind of professional service of great quality personalised service and perhaps even upgrades.

Benefits of a towns are that you can have you items put on a vendor where all the inhabitants of the towns can purchase the goods from. There can also be external customers the commission on this will still go into the town "bank account" this along with taxes generate money for the town. What do the town do with the money?? Is it used for trade bases between two towns? This can be used to establish trade routes on a more permanent base. Town can also use this money to buy technology? Or import weapons or any trade goods.
Will taxes and commission generate enough income for the towns to import this??

Higher commission depending on the "risk" of sale like weaponry is a high risk sale and then commission would be more. Food is a low risk sale and commission is less.

Town – house decay is less due to shielding from winds etc. Players can obtain tasks to perform (this should not be by civilians only: perhaps one for civilians and another messege board for citizens)

Can this be too communistic where everything is owned by the towns and the players owns nothing, in other games players own nothing besides weapons and armour, they don't own towns but neither do they work to build it ??
More benefits for towns and activities inside to establish trades and possibilities for "tasks"

Wanted tasks... in the case where a person did steal a certain technology from a town that person would then learn it or know of its whereabouts

Interesting? What if a person could be captured and jailed for terrorism or crimes against a certain town? Even if he could be killed he could have passed on the technology or sold it perhaps to an opposing faction if a wanted tasks were to be generated what sort of items or functionality will this quest have?

Players citizens in a specific town should have the ability that you can see how is a citizen something like a colour then enable the moment a non citizen enters a town, perhaps this can also be based on the honour status with the own which was touched earlier, as a citizen you will pay tax and occasionally do city tasks and this will upgrade your loyalty and thus you will have example a green name when in town , red when you have crimes against the town or you are wanted, this will quickly enable the towns folks to sort you out and act on your trespassing, everyone should start with certain honour towards a town. From neutral you go positive or negative (should trading in another town

bring your status with town A into the negative, thus keeping a balance that you cannot be favourable with opposing factions. Sounds good but some people should be able to enter both towns like an ambassador for instance.

Or the person setting up trade routes. Good idea but needs thought???

O ye and when in the later stages if you are wanted in a town turrets will regard you as an enemy and KOS.

This mechanism sounds good and skills can be built around spies, stealth and disguise in order to gain access into enemy towns. Without using brute force.

Mom a person could qualify himself as an ambassador for a certain time this functionality you can get from the town centre interface. This will allow the person that have a neutral status with a town and thus be able to enter it and set up a trade route with the other town. What in case someone exploit this by using ambassador status to slip past turrets? Maybe then flag the player as a traitor to both towns, first betrayal of his original town's stature by abusing a world rule "Geneva convention" and in the other town for trying to cause damage through the acts of terrorism. This player is flag red to both towns, his property become property of the state and his house is marked as for sale friends living with him in this house carry the burden of having their items and property declared property of the state too and thus choose your roommates carefully

Any town can only have a single ambassador for a specific target town; this player's name will also be tagged with <ambassador of town>

Repair machinery and clinics will be able to heal robots and humans this items can be built in towns but can also be constructed on ones own if one was so inclined, this service render a fee which also goes to the town account items created and place in the clinic vendor system commission goes to town account while the player get some of the money in return for his sale.

Is the player being penalised to heavily by paying rent and doing town chores and then paying commission to vendors? I think commission to vendors is a good thing and this money going to town account allows for personal wealth growth of the town, what can be done is to do less withdraw commission from the items according to a players status with the town. Let change this name, instead of commission let's call it VAT then this item can be scaled accordingly independent from the price tag. Citizens to pay less Vat on items purchased in town where they reside and gain honour status with this town for supporting it to grow.

The leave us with a problem that if one town grow the faster it will grow and the more it will sell and thus could we end up having only 1 big town?

One town should not be able to create all the technologies, according to the myth there are the different groups of technology users where some yield it but do not wish to use it those who prefer to use it for power and otherwise who are just collectors there of.

Let's see if we can set technology trees up in such a way the certain technologies don't mix and thus cannot be in the same town.

Should trade maybe increase the status of players thus in both of the trading towns , I think player trade and city trade need to be independent , the city should trade in order that it can provide players the required goods according to their needs, thus alliance trade agreements do not influence the state of players.

If a player require a specific item and he doesn't want create it on his own or perhaps lack the ability and his status with other towns are red how will he get the item ? He can go to hermits that do not trade on vendors but trade person to person

But what if he wants a common object but his town aren't good enough to produce it?

Maybe the scale between towns and being at war with a town based on reputation shouldn't be as strict let's said on a scale of 100 reputation of all towns. Below 30 is war , above 30 to 50 is neutral and above is positive, based on the 100 scale at any time you can trade with 3 different cities the average being 33 this is trade between 3 towns with maximum VAT when the

Reputation is above the Vat decrease up to the point of citizenship.

Just on a note citizenship is not automatically gained. When reputation is at a certain level one can apply and maybe get the mayor of city council to accept you?? Need work shouldn't be easy to gain reputation in a city because people could exploit it. Perhaps if loyal with a city you should not be able to spy on equipment or disassemble weaponry. This should only be able once in war with a city.

City building should be built from the city central computer, this mainframe is the nervous system of the town, when starting out this is a simple desk and cabinet with papers and files. This is upgraded as the age of the town increase and the technology, building plans can be obtained from this town hall, building items in cities to be build based on a voting system by everyone in the city, city mayor and officials to have higher counts "points" in voting thus for a town of 10 there will be 1 mayor and 2 council members

This leave 7 townsfolk's, if each of them has 1 point it will total a 7 with the mayors votes coming in as a 5 (we can try generate a formula of 50% thus the officials are the real people that turn the wheel and the balance in a yes vote of a no vote.

The building system is determined by means of voting, players can construct their owns houses independently from this system. Towns building can be voted for, anonymously. Available building (available by means of technologies obtained and uploaded) is listed on an interface then there are voted on the 3 which players most want, this give a feeling of democracy and thus the building which wins is then built and "tasks" will be available to get the resources

of if the resources is available from the city storage the resources will be "removed" and the new building will be built. (should this be built by a player interaction with scaffolding or early pieces of the building? should there be a time delay which this can actually build? should a location be picked by whom? once build it will be added to the "town" computer for building maintenance and the corresponding vendor system will be put into place according to the building)

Of course building should not just be placed and built in order to satisfy prerequisites for higher technologies, towns should be at a wastage where they are generating a profit of have a stable economy in order to support the new building if this building do not provide profit and generate a loss it is possible to "shut down" production of the building, it will still require a small amount for maintenance but not being productive this amount is substantially smaller to running the building.

When this building serve as a prerequisite for another technology and this new technology is now built what is the effect of this building being shut down? Or even demolished? Should this render the dependent technology useless? I would think so in case something is as dependant as let's say a power plant to a light bulb and even though the design and concept of a production ENIAC computer was a prerequisite for today's computers but it doesn't make new computers dependant on the existence of the ENIAC.

There is a minimum size to a persons house, this will be establish and enforced. On the other hand there are no limit to size or the amount of levels of a house but each floor will increase the amount of money for construction based on the costs of transporting the goods from one floor to another, it is also not possible to build the second floor once the first floor is not finished and during the time that the new building is upgraded it will be out of use.

Owners can be assigned to specific enterprises or businesses???

City tasks to build a lot of loyalty for you towards your city.

System to recognise when a player is not online and then when voting take place generate the next set of authority such as overseeing mayor or vice councillor based on the highest ranks of reputation and thus the online factor is less of a problem ?

So what if a person is offline and someone vote? Voting is not a process of one minute and depending on the size of the town and average or the people online that are citizens of the town a number is generated the number might be 5 days, and thus during the 5 days players can vote, they can only vote once, and once a vote is cast there is no turning back(maybe at the loss of reputation) since the points are tallied only the day that voting it expires it will then determine ranks, thus is this mayor never cast a vote his vote won't count and the highest ranking players will get the rank of mayor and thus the right of control and the 50% vote... 50% just an example.

The vote points are based on reputation thus the more you do the more likely you are to end up as mayor of the town (another idea to promote growth to towns is to make the mayor change every other week based on reputation thus a player can "take" over a town by working very hard for that town and contribute to it's growth.

How the monsters should work, there should be no concept of "spawn" this is a completely new idea compared to any game I know on the market in this genre. All the monsters will originate from certain points, they will have a "hub" town that is the centre of their universe, this town can be seen as a mother colony and they will build / harvest and invest in technology just as players would. As they (according to storyline) are in search of the same technology as we are they send scouts out, these scouts can then form strategic sub colonies, or bases.

This being the way that the enemy go forth it will not always be expected to get "low" units in a new town. From these colonies all over the area enemies venture out there is no boundary where they can venture, they will be driven by needs the same as our needs, thus need for resources and technology.

With enemy it is less likely that you will get enemy in the same places more than once except when it comes to areas in need, this being resources and technology areas such as x-bases etc.

Enemy want the same technology as we want and in this case we can be looted by the enemy, if it is a known technology that is looted it can immediately be used by the enemy, if not then this item gathered should be taken to their central computer and be analyzed and then the technology can be obtained and produced providing that all materials can be gathered and components constructed.

Enemy should have various behaviours based on their equipment and personalities. For instance when a single enemy face one single target he might choose to use longer range single shot weaponry. When faced with multiple targets they may prefer to use grenades or other explosive type weapons or focus on certain types that has it's preference (if one comes up to a sniper with a line of burst fire in front of the sniper and the sniper seems to be a treat it will not run closer to the sniper and thus into burst fire. It should remain (depending on personality) and perhaps devise a way to remove the burst line of fire.

Enemy life forms maybe prefer to self destruct as well when close to burst range of targets in a close group formation.

Personality traits??

Something like a smoker - this is a concept that tries to breathe life into the player's character and create a more atmospheric effect that enhances game play for all the players. This is almost for a player to enact on thing that he may not do in the real world but could portray a certain character in the game that will "inspire" role play.

The idea of this is on character creation to have an extensive system that allows you to check boxes and radio buttons to enable you to select personalities.

Check boxes will pertain to something like a "smoker" Yes/no and radio button style that will pertain to something like "easily scared" or "brave" which no single person can have both off the two.

The effect required in game. What I want to achieve with this is that if a person is a smoker and that person went through a fight where his health drop below a certain level like 10% indicating a close fight, this players' character will sit down / stand and light a cigarette (provided) that he has a fire on him, fire should be coded as an element, thus if a person killed something that exploded and fire is close the person should be able to light his cigarette from the "corpse's" fire this is how versatile the system should be.

An in dept list of personality traits with emotes and unique actions will be generated and integrated. Along with pros of this system it will also have all the corresponding cons for instance when you did choose a smoker you will become addicted and suffer a minor loss to stamina regeneration for instance.

I want to think of items as the little chocolate "toy eggs" these eggs got toys in them that can be constructed without effort and minimal time to get the desired effect, if you were to step on the completed product some of the pieces might break but if you could find a part that is still useable there will be nothing to stop you from removing it from the wreck and install it in another toy with the same "blueprint"

Weapons armour and other equipment should work with the same simplistic fashion, if you have 3 weapons using triggers and one should break you can take a higher weapon apart remove its trigger to repair the other broken weapon again.

Most the items using interchangeable items like this can be taken apart into the components to create new functionality for a broken item (this will all be able to happen provided the person doing to disassembling has enough skill in the required subject to perform such acts.

Technology system - the complete system is to be known from the start of the "game" the central computer will be able to display your technologies, it will display 3 types of technologies, raw resources, this will almost be identical to our "real life" periodic table, this will have little squares with all the resources obtainable from the world. There will be known and unknown technologies.

The hierarchy of the resources will be based on technological usages. From average and rare items will be seen in a tree, each square then indicate the item such as FE (Iron) this central computers are the lifeblood of community and are it be protected. When further information on iron is obtained such as uses and locations that it can be found it will be entered into this real time database and players can then search "in game" for where do I mine this? Where do I get this? What do I use this for? Certain information and levels can be classified as "top secret" and will only be available based on the rank of players in the town. Which are assigned by mayors and town owners?

Each item "record" in the database for an item is an entity that can be removed. For instance Iron

Location
-Found in location XYZ
-Low melt point X
-Protective property X

Each item can be used by civilians of the town. Each item can be loaded to a disk. This will mean that spies can hack the system (provided they have enough skill) and steal information from your database about specific items. This allows for a different breed of gamers who might not want to focus on killing NPC or players to interact behind enemy lines and still perform a function not only in game that they can enjoy but they can also upgrade their own town (at the expense of others)

Then for instance based on a personality trait "vandal" this person might automatically delete information from the database of the other players with explicitly doing so. Another statement on how integrated this should be.

Each time you say provided they have enough skill?? How do you get skill??
You should get skill by exercising it; there is no class system, thus there is nothing but time to prevent you from upgrading all skills as you please. Some skills should not work together based on others but it's not a complete black and white picture. You can never not be able to do a specific skill thus if you are a blacksmith of old and smiting all day long your hands will get rough and tough and you will have a more difficult time trying to delicate embroidery. Skill categories??

For each technology level there should be skills for instance one for resources and resource gathering, one category for skills that pertain to weaponry and fighting, one set of skills that pertain to armours, (maybe this should be with weapons below a more general combat category), then you get a category for creating items and one last category for little things like character traits i.e. smoking.

Each character should have an automated bio, this bio is also stored in the central computer, the game will "start" in a specific set date this date will not be 2050!! A new dating convention will be used. This is done to break away from

the 20XX genre for the future; the new convention for dating will be used like 23 AD or something new. Like a century: year: and "wave" time.

When the character starts his name and personality traits will be building into a character bio. This will something like "Jason emerged from "the zone Area 52 and is a smoker who likes nature. His rebirth CE2K:12 (the time that he started playing the game)"

Each person can add additional features to his bio and also set certain skills as public when a skill is set as public other players searching for skills in the citizen functions in the central computer they can be able to see him. Thus Jason specialise in creating expanded magazines for handguns. A player also civilian of the same town who cannot find anyone to create his expanded magazine can search the town database, he can then search for small guns technology and then he can see Jason's name and send him a message that will be uploaded by Jason's "gps" the next time he is in the world.

Isn't this some kind of spam system?? No, Jason can set his own skills to be public or not thus giving his own consent to being mail able. Jason also have the second option of not responding or even adding the player X to a spam list to remove future harassment

Skills to enhance the game itself and not only game play – what this mean.

A player without medications will kill a monster person or anything else, this will be no significant feature and is part of the "game" to add something functional to the game that can 1 – be player made, 2 – useful, 3 – worth the effort add "handheld computer" this could be a plug in to your current system that allows you to log each kill. Thus from you the time that you have the plug in or mod you can see every kill of yours added in a note. This is no addition to the game engine as such but it gives a rich environment where you can upgrade everything endlessly. The aim with this is to create the game as customized as possible.

Work and effort – skills should go up according to usage, thus there is no point or level system. If you use a skill you will gain points.

??

Should skills have points i.e. 100,101,102 or should it be decimal 100.00, 100.01. What if you can make skills to only be proficient adept journeyman etc. a player will thus not be as focus on "grinding" to level up because he has nothing to measure? Will this remove the motivation for playing too much for competitive players?

Say 10 points are a maximum for the system and you gain points by using the weapon for example a handgun. The damage on the gun is 1-5 will you at 10 points do 5 damage each time? Should you have different skills systems for each type of category item, thus instead of gaining a point a certain weapon as small guns +1 you get different legs and the ability to increase the skill u like ? Levels for instance.

Hand gun

- Reload
- Accuracy
- Range
- Damage

Thus let's say when you do a successful hit and the xp or usage bar rolls over based on time used and you now gain a point to spend towards handguns. Now you can choose to increase the above mentioned aspects of the gun by that 1 point. Thus even if two people with the same stats use the same weapon with the same ammo at the same target the could still yield completely different effects. Sounds good. Still need to figure balanced way to get points. These points per item can then be totalled and this total renders a percentage.

The percentage is generated for each weapon based on the total amount of points available for the weapon thus: 9mm Beretta has 400 points available. This is based on the fact that each subs attribute of the weapon has 100 points. Then if you have 50 points in reload and 50 ranges you will have 100% in handguns but your accuracy is 0 % but you will be able to reload fast and have long range. Thus you ability to you the weapon (pull the trigger without shooting you in the leg) is 100% but you might still learn something while using it, this percentage the goes up to a total of 400% based on the total of all sub attributes.

There should be different enemies in the night than during the day, not all different but the night time must.

Tasks – one big original concept of this game is random generated tasks. There will be different types of tasks where some involved fighting some would involve obtaining information from a person and some would involve gathering resources and others would be delivering some different items by the means of escorting caravans.

How this will work is, all the names and skills of players will be list in the internal game database, this game data will compile dynamic quests, every random time it will look for a "trigger" this triggers might be anything from one person getting a weapon on the opposite side of the world or it could be because of lacking resources for a specific town.

The butterfly effect. When a triggering event occur the following will happen, a set of pre defined actions can take place, for instance, you picked up a weapon component pattern, but you do not know what is used to manufacture this and neither do you know the weapon that it is used for, if it so happens that an allied town or player does know about this weapon or even more than one , the tasks generator will recognise the connection by means of the blueprints (all predefined in the games design) and then it will search the player databases for two individuals , it will then generate the "tasks" for each one of them and let them know through the town central computer of their connected handheld computers, it will give them a rough location of the where about of the other person.

Then you can accept to act on this "task" once you accept the task this specific tasks can not happen again between these two single players but it could happen that another player might have the same quest, and either one of the original two founders can be participants. When you choose to accept this quest for your town your town will not be able to get this quest again unless that member that obtained the quest is exiled from the town. This gives players the chance to enact a real life quest that rewards not only them as to find the use for his weapon but it also rewards the town.

When this player goes on his journey he can then ask other players in the location (targeted) whether they have seen this person, and that he needs to speak to this person to gather some very important information for making this weapon or obtaining this information. Both people will have the task flag and once they come face to face they can "finish" the tasks and the tasks generator will update their tasks with either the next step or with the reward being the gained information

Example – While killing spider's player pick up venomous gland. In a different part of the world an unsuspecting player with a required prerequisite (50 skill in medicine) is selected randomly by the tasks generator. Person A goes to town to the central computer to find out about this item but when he comes in reach **** of the town his PDA flash with information
"Central computer recognised venomous gland, uses UNKNOWN, possible lead: find a medicine man that goes by the name Arthur who was last seen in Zone 71 – South west sector."

Person A can then choose to accept the task, once the task is accepted the central computer will list the task and the person on this task; this is done in order that other people might assist the person in the task. This is also so that people can see who took the task and this place responsibility on the player to complete the quest to the best of his ability otherwise it might have consequences for his future with the town. It will also update the player's bio with the tasks and all the tasks he has done in the past with their status, thus it can be seen whether this person usually succeeds in his tasks for this town and if not... the town could exile him and let the quests become vacant again.

But for now player A is on his journey to zone 71. What if the target player goes offline???

The person who gets the task does not have to conform to a certain skill or level in order to get the quest, this fact is based like this because the starter of the quest is based on a trigger and if the player is not up to the required skills or abilities the tasks won't trigger in the first place.

The player B medicine man sits unsuspecting in his home (we cannot let this person know he is vital quest because he could go offline if he was so inclined. If we do let him know he could react positively and wait patiently for this quest person to arrive.

The player A might be having a tough time in zone 71 but if he asks people they are bound to have seen the person, he could also pay to use another town's central computer with the list of inhabitants and could potentially pay for information.

After numerous bribes and days of searching him find the medicine man (player B) online and he then "finish" his journey. The information / items are exchanged and the quest complete. Both of their journals are updated with references with their names, and the epic journey is also updated in the central computer and on their bios

Satellites in towns, having a town's own satellite enable the town's inhabitants with their PDA's to track everyone further away from the town, when people discover locations with resources etc. the information is sent to town, the stronger the satellite the further away information can be sent back and forth .

Something like a satellite would take some time to invent and create and a town has to be technologically advanced. Once again on the town building interface it can be voted for which building can be constructed, the benefits and the cost of these buildings will be listed and in the even of the building of a satellite it will affect all players of the town and this will also state increase tax rate by 1% this tax rate works from each player's house. Rent / tax/ whatever... Dynamic quest – butterfly effect , this will also happen between non allied towns, this for instance will be more hostile quests, this can have either a stealthy approach or something in the form of an attack of assassination or even demolition. The trigger for this will typically be something like the invention of dynamite. A Person might get quest/tasks to plant a bomb in a specific town. He should not be detected by the town guards... for the player this will feel like an NPC quest, but in the reality the guards are actual players who just do their normal duty as gamers and mind their own business in their town and protect it like they should.

Now if you have a quest to plant a bomb you will also be listed in the central computer for the quest and all the other quests you have done, your bio will be updated with the status of the quest being successful or not and the rendered affect will also have it's cause to improve your reputation with your home town. With the nature of these attack quests you will have more than once to complete this quest but (obviously) once you have been discovered and killed the first time the targeted town might be more on their guard and so continually the quest are becoming increasingly difficult.

The dynamic generation of the quests are simplified by the way that the game was designed , this is because nothing is just there... everything have to be discovered or created by someone in order for it to exist, thus every single item created could potentially be listed in the matrix for a quests. Since towns do not share these quest each town could have the some of the same quests depending on their technologies, and depending on the allied towns they might have different targets and they might have different outcomes to their quests, for instance in example one where a player discover the venomous gland instead of the reward being knowledge to create anti venom the reward could be to create poison which can be used in the opposite manner, depending on the personality of the player and the alliances of the towns this could generate completely opposite results.

I believe that quests generated like this will give people the feeling that they are really part of a greater good and quest are highly unlikely to be documented by fan sites based on the fact that they are not the same each time around and could not really be documented. Also with this questing system the player relies a lot on communication in the game and thus players with bad "karma" will not be able to quest that easy since bribes might cost them more, and people might not even give them any information at all, this talking could inspire a bit more role-play and faithful acts towards other players from the same alliance.

Questing does not necessarily only have to have one start and end and it potentially have other branches where a person could choose to discover more information about a specific items or the person can choose to demolish more buildings to perhaps player can demolish buildings only after they have completed a first quest to gather dynamite. Why and how is this different then current questing?

When you for example get a quest now you get it from a NPC , you don't have to have any kind if relationship with anyone in order to do this, in our game you need to have triggered the quest in the first place not only by level or skills but by a much more detailed event, also when you do the quest you have more consequence for this because your town now depends on sometimes only you to gather information which could be very important to their survival as a race and growing town.

Also when you do find a person in the quest this person is very likely to be a real person and have real life and thus his availability blend in with the quest and creates a realistic feeling, also when you do finish this quest you could reap reward of a real increase in popularity with townsfolk and even a chance to run for mayor possibly.

When you do speak with quest finishers you will get to know a new person, not an NPC, a real person that plays his role in the game, you could even create a long lasting relationship with this person which could potentially spill over into a trade agreement and thus improve both your towns via the trading of goods.

If you get to know this person i.e. Dynamite quest he might ask why you need it besides the fact that you need it for a quest you need it to blow something up, the quest finisher could maybe have some similar quest in the area or a vengeance against the targeted town and could perhaps even help you with your quest and apply both your forces to finish it.

How are you going to deal with a quest finisher that might go offline for weeks??? Make the quest regenerate itself and target a new player.

Dungeons? Diablo level generator? With chests and random items?
Instances??

Dying and looting – how does it work when you die where do you go and what happens to your items. How you died will determine a lot about how you will be able to "respawn" in the world. In the case that you are human and you die, you will "pick up by travellers" and with some remaining DNA that they found you were cloned and now alive again.

What happens to you items? If you die because you jumped of a ledge and there is no one around you the chance are that when you get back to your body you can still see pieces of is lying there, being a very desperate work nothing will be left on your body of your items but because you have loyalty of your towns clinic they could recover your body and might even recover some of your items depending on your status with the town some might be recovered or all of your items.

Although you can sometimes not get all your items it should be on the vendor and you should be able to buy it back at a minor fee.

If you get killed by someone they might loot your body for items, you could booby trap any kind of container that you have and even so more modern backpacks, this in fact can act as defence when someone do try and loot your body and even in some cases kill your attacker if he is not wary for traps.

When you have robotic / biomedical components it can also be looted, for instance if you have a robotic eye that allows heat vision and someone kill you they could remove the eye from your body (provided they have enough skill) and sockets and mounts fixed to your body will stay your property although with the correct technologies and skill you can find yourself with an robotic arm. But luckily you due to good genes and priceless medical research you will always be cloned with 2 arms and legs although some could be defective.

In tact robotic parts will need to be repaired if you died from explosions and other gunfire like AK74s or fire. Depending on the way you die being cloned can be costly or almost free. The assailant can loot your body, everything down to your clothing if he were so inclined , the processes is timely though and if you were cloned close to the location of death you might catch you r attacker still in the processes of looting.

Do not get this wrong, although there is a big impact on dying it is not something that will happen as easy. You can always run, a person can not run and shoot very accurately, thus if you attacker is at the point of kill you could choose to run and if he stand/lie still he could still be victorious but if you the further you run the further you can get out of range and inevitably out of danger and to your freedom.

A Handy tip for this is to keep grenades readied for quick attacks against fleeing targets. Take note that on explosions not a lot of a person's body or equipment can be reused to it's a sacrifice. Make a 100% kill but you can't use any of the equipment because it's too damaged OR risk the chance for the target getting away but , if you do make the kill you may be able to retrieve everything and even the armour with the bullet.

You life force is connected to your pda, one death your original PDA explodes to secure all forms of information kept on it and possible attacks by hackers.
One dying the PDA notify you clinic and they start a cloning process which then returns you back to normal in no time.

Remember to update your Pda with the locations of these clinics otherwise you might find yourself searching for your radiated Nikes for a long jog to your body.

You can fake death, when someone attacks you could fake your death and dramatically drop to the ground, when this happens depending on attacker he could make sure you are dead by putting another few bullets in you. If not he could risk the chance of being shot right at close range when he hovers over your body to loot you?
Be very wary of a cunning foe.

Once looted technology and weapons from your body can be taken, if the technology is available to the attacker they can use it otherwise they can take this information to be analyzed and in due time they could produce the same weapon if they have all the other blueprints.

Monster goal is to expand explore and gather technology, first the monsters will set out from their home base the same as humanity has a starting point, from this they will spread out in search of technology . The will even raid towns if particular town were seen as a source of technology and finding yourself in this spot can be tricky because an opposing faction might not assist you in this time and once you are down they might even kick you.

Each dungeon area is created completely randomly, like the old Diablo the stages are generated each time someone would discover a certain entrance, for the duration that the players are in this are it will be a zone, where other people can enter it, alliance, enemies they can all enter it.

Each dungeon will have the look and feel of underground laboratories and factories, above ground cities and forts can also be found but it's highly unlikely that these aren't occupied by some force or live form.

Permanent encampments, just like players enemies will have their encampments with buildings and fences and houses all performing their own similar functionality. It seems like since the aliens live on earth they adapted many of our technologies and even some of our architecture, so do not expect to find welcoming next of kind in any city that you may stumble upon.

Aliens could also be used for the future in case ONE DAY there is to be some sort of expansion it can be made that these characters can be controlled by players. This is far future. But should still be given though for the original design it could give an interesting dimension to the game.

If this happens that you may have 3 races, alien, human and robotic you could sit with humans fighting human and aliens vs. aliens and everyone against everyone, which could be good as well

?? Thinks about this.

Perhaps 2 races, human and alien while robots will be a natural race through evolution??

DO we have something complete?

First not only do we have two completely unique races, each on of them has their own goal, their own building style. Their own economies and trades. While human buildings such as health clinic will feature a more earthy look and feel like architecture that we know robotics will have more and more technology looking buildings with less smoke and more mechanical items and facilities, concrete flooring to grass and flowers, if we do this a town will naturally evolve into a robotics town from a human town and will great a divide in-between them as another race of cyborgs which choose to have some of the benefits of robots and some of humans. This is then 3 unique interchangeable races with their own building styles and technologies, they all have goals and the all have professions and progressions through interacting with the environment, enemies (players) and enemies (NPC). They have progression to a pinnacle of available technology and they have simulation and economy which drive production of technologies found in the world, run down towns and caves and vaults. Beside definitive goal they have side quests for technologies that can be obtained by actions far more varying than just fighting enemies endlessly. All have their own technologies and some can be learned by races. We have a future vision where humans act with knowledge and robotics that allow us physical and mental power control thus aliens in itself from the true human form.

Past and present is available in the storyline.

Styles of game play range from fps where you can just dungeon and kill, you can get player versus player in a large number of random quests or you can just explore and literally go look for trouble. You can gather resources and build a town in order that you can generate money and even set up a trade with neighbours and communities with similar interests.

Groups of nap's should have units that consist of numerous fighting styles to make combat more difficult, for instance groups should not always only consist of short range attacks, groups should be tailored with long, short, burst, melee attacks in order to give a player a fair amount of game play

More important is groups should have commanders these commanders are skill in leading groups and with their presence a group will perform extremely good, this is a step away from the term "boss" where you are faced with one strong character, here you have all the characters the same strength but with their commanders advice they perform

like a x navy seal squad and perform extreme tactics such as flanking combining melee ranged, explosive attacks. They can even call for backup this is a constant fight and you should be aware and on the lookout for groups like this, it is best to call reinforcements

Luring monsters to towns, although in desperate times it might be needed to lure a monster to the turret of a town or even on retreat a tracker might be able to trace blood to your hide out. Once a town is discovered a deemed worthy enough as it might own useful technologies it will be under constant threat from monsters.

Currency is a substance that date back to the first war, in a victorious battle it was custom to soldiers to remove a chip that the found in the neck of aliens, it was believe that during the invasion these wafer chips were used as communication between enemy soldiers and the mother ships.

As it soon become a proof of status how many of these chip wafers you have amongst soldiers they kept on collecting these chips. During the time that most known currencies were destroyed by the great explosions these chips resistance to fire or any other force known to man prove very useful, it soon became a custom for men to trade with this and when the time came to be reborn, it became the leading currency. All humans trade in this newly sought currency and even recently more than one chip were found on alien corpses, at first we thought that these were because the aliens could have once been men, but when a scientist called Klien Bella observe aliens, he saw that they collected these chips from the bodies of fallen comrades, it is not known if they do this because it's said they cannot feel emotion. Other say they take these chips of the dead in order to preserve their comrades "brains" which says this chip is not only a communication but perhaps pre-programmed CPU or bios. He also said that they might collect chips in order to find functional ones that they can then use to contact their mother ship.

Due to the various notes by Klien on this subject, most humans refer to the wafer chips as Gellas.

TECHNICAL – you should be able to pop in a cd while game is running and it should play, the game should feature full in game player, this player is controlled from PDA, it is also a mod that you can install "discover" and then install, some people prefer to listen to music while playing, their own music due to HOURS of gaming even the best music can get a bit annoying

You start with a few belles which you can use as you please, take care with it though because you might find them in short supply unless you are keen on doing some slave work.

Critical failure and failure, any skill should have a good chance of failure, guns knives, grenades, other explosives and believe it or not but even plasma weapons and rocket launchers. A List of failures will be generated this should preferably be all part of the property of a weapon thus down the line more a more can be added and if the system is design for these plug-in we can smoothly upgrades small functionality that enhance game play without downtime or expansion packs or major updates that low connection players can't use.

What we can do is ship patches on a cd to players

What about the on and offline concept? Should you be able to play offline but then you can't enter the town? Can't build towns because you might build over something that already exists? But that's not been synchronized yet???

Don't know about this but it will be very nice if something can be thought off

Where did all the children go? a question that is sometimes asked in mmos and time games is why are there no children and in our case the reason for this is: during the invasion a lot of children were captured for reasons unknown, vaults used to exist that did shelter children but unfortunately contact was lost with this safe house and it is not known whether anyone survived, due to children's low immunity to radiation levels we fear the unthinkable – a childless world.

All is not lost, and during the years spent in the vaults children were born and populations began to grow. All the children went through intense education and rigorous military training to prepare them for the outside world.

Character creation? What is the odds that people want to have their own faces in the game modelled 3D, this will mean that for every single user we need to screen a create a "face"?? Bad idea I think

Enemies- large range of insect based creatures should be around, all of them "oversized" models can be increased x2 x3 x4 etc. And a different colour and texture to make a big variety of the "same" monster.

Skills and items – each item will have the a list of skills in it's structure, the list of skills connected to this item will be closely based on the technology for instance.

GUN-

- Mechanical Engineering (use to create barrel etc.)
- Science (used to create gun powder etc.)

Now if any person with either of those skills use his skill on the weapon he will be able to , view the mechanical engineering technology , science technology and all the options with it, the options will be to disassemble (if it's a product) otherwise assemble if one has all the components. You should be able to "log" this technology "or save" it.

This will be saved on a disk (if you have one with you) you can then sell this disk or use this information learned to create the item or component.

Should the skill be shareable – preferably not because this will lead to a fast saturation of the market, and break the economy.

Perhaps build into your PDA (control interface is called pda; this is where you view all your skills, maps, locations and notes.)

When you start you will have a map covered with the fog of war, when you move the map will become visible on your pda, (your location on this map will not be indicated with a dot but smart enough players should be able to figure that you are centred in the map... when you buy the modification you will be able to see your exact location on the map, so when you get a blueprint it will be loaded into your pda and then you should be able to create the item or technology that you obtained. Each "instance" of a blueprint will have a unique code; this "labelled" technology will only be able to exist in one place. Thus if you decide to "sell" this technology it will unload from your pda to the buyers PDA. In the case where someone steals this technology you will lose it and the player who steals it will obtain the technology in his pda and will be able to transfer it.

The player does not lose any skill, but he just loses the "plans" for the construction of the item. The items like this will typically be components, each component will have a blueprint, such as bullets, 9mm and bullet 9mmAP, and each technology can be owned removed from player by player.

Although bullets seems like a component of a weapon is it not, bullets' components are sulphur coal and iron to create casing and.

Toolkits should be available, a lab set example will be used to analyse raw resources, and toolsets will be available for engineering and for medical and science.

Death – dying will be harsh because of the fact that you can be looted, but this should not be discouraging because it is really difficult to die. You are more likely to lose an arm or a leg but dying only happens if you are reckless. Not to worry when you lose a limb, with enough medical experience and a surgery kit you should be able to "get" yourself a new arm or just pay a minor fee for one to be cloned. Arms can have their own stats thus if you clone your arms you start with an untrained arm with barely any muscle. This will mean that your strength for your arm will be a minimum but if you could manage to get the arm of someone very strong you might cut off his arm and "freeze" your old one and install the new one.

Thus by this you can determine stats are not bound to a "character" stats are based on limbs, which is anatomically correct, head will give you perception the ability for range, awareness etc. Legs will give you ability for endurance. Arms will give the ability of strength, hands dexterity and head also intelligence total overall totals will determine items such as carry weight and health.

In your pda below each skill you will be able to see the items that you can create with this skill, when you view this it will expand into the creation menus and so on.

When you have a certain skill that allows you to disassemble an item and you choose to disassemble it, this will leave us with a very obvious problem, gun contains 3 components, barrel, chamber, magazine, let's for an example say that you only know how to make magazines, when you disassemble it will render the gun unusable and the moment you take out 1 part it will break into the 3 parts, because you know how to create a magazine you will be able to see this item, two other items (barrel, chamber) will be created in your backpack as "Unknown Component" if you have enough experience to examine the items you could discover it's a barrel, from there onwards when you disassemble the same weapon it will disassemble into 3 pieces, barrel, magazine and unknown. You might learn what is a barrel but this doesn't mean that you can make it, thus below barrel in your PDA you will see something like "this item is used to store the bullets in revolver type weapons"

IDEA: what would be nice is if you can get someone like howstuffworks and ask them you want to include all their information into your game, thus when you look at the "gun" it will explain how guns work. This task is not doable within any timeframe or budget that could have rather been spent on creating more items. This can even be a popup kind of information and should be able to toggle this information on and off, once you've read it wouldn't want to read it again.

In your PDA you have "barrel" (component) the use of it but not the blueprint, once you get the blueprint you will get the information as to what is needed to manufacture this item, such as iron and coal, to not make it too detailed your town will have a moulding machine, with this you just specify the blueprint, the raw materials and it moulds this item for you and you can get the item. OFCOURSE you don't need this for all the types of items, for instance you wouldn't need it to create a bandage or medical kit, you also wouldn't need it for wood items. You can buy different moulds, versions 1, 2, 3... each mould will be able to create better items, they are all backward compatible. This the max version mould will be able to mould a knife and plasma rifle barrel.

Will there be cars, in the future yes this needs some thought and engine needs to take this into account from the start, also hovercraft and "hover boards" that look something like surfboards floating.

Each blueprint has different variations, version 1, 2, 3 etc.

Version 1 of a weapon might only require iron to make; version 2 might have a rubber grip thus giving better handling of the weapon and by adding this.

Maybe instead of blueprints it will be called mods 1, 2, 3 of weapon 1

A player can then pick up a mod, either sell it or upload it to his PDA and from there on will be able to create these mods, for a player to make a mod he doesn't need to know how to manufacture the weapon he has to mod but he does need to know information about this weapon. If you give a weapon to a player to modify for you that player can use an engineering kit on it and examine it, he will then be able to save information about this weapon, in the case that the weapon already has a modification on it he can learn this other modification "not how to make it" but he can learn that it exists.

The concept of not being able to make something yet although you know it does exist helps us with future implementations of items in the game, this will give the player the idea that we are "working" on it, with this being planned as an MMO we need to keep upgrading options open as we get feedback about the game in the need for new useful items, thus if we do it like this we can "add" a weapon or item so that it exists and players will not know that we are just working on it, they will just think they have not yet obtained the technology and somebody else might have.

I don't feel this is cheating the player in any way, this design is to provide less time for implementations of new items and seamless integration without changing the current engine.

Monsters and more enemies, enemies have the same abilities and skill sets as their human counterparts. They do have a limitation and that is as to their design only specific ones can act with the full intelligence of more than that of a drone, drones have the basic need and tasks of exploration and gathering, these individuals will typically be armed with lower technology weapons and armours but should still be a formidable force based on the fact that they always travel in numbers, these explorers and gatherers send information back to the main colony, once the colony gets wind of activity higher ranks will descend to certain areas, be it to gather valuable resources or gathering of technology and just battle as for survival, although an alien life form they are trapped in our world based on the same rules such as resources.

Having similar resources and none of their technological plants as on their home planet they gather the same technology as we do and apply it to its best use that they can see for it. For this reason do not find it alarming if you find enemies yielding familiar weaponry.

The higher ranks will also be in direct communication with commanders, when in danger these travelling groups can inform commanders of troubling situations such as battles for technology pieces or the capture of a town which could be a strategic point for them based on its location and local resources or perhaps even because it could have technology that could set them free from earth.

Resources gathering, you can lumber, mine, and drill for petroleum based resources.

There will be player and city tasks, city will have the tasks of building construction that is beneficial to the players (this uses the voting system in order to build a building) then players can also manufacture specific items, this might be an item like a medic kit or upgrades and modifications to other items, the resources for these items they can (gather themselves) – the solo players who do not live in big towns and wish to stay on their own. (Set up tasks – this will be higher age players (in game age) more accomplished and will either gather resources themselves or have the funds to let others gather resources for them or they can buy the resources. Each player has his own storage space in the town (not the house) these storage spaces he can set as free trade or just keep for his own use.

A player lums wood, now what does he do with it, there is no town task that gives him a reward for this wood, he stores this wood in the storage area in the town while he gathers more until he can find a suitable use. This use can either be in the form of the town offering a price for these goods or another player that creates items from wood can use this or he can use it himself.

This item when purchased by the town or another player stays in this same storage area until it is used, the towns will use it by doing a repair or by constructing a new building. While a player may use it to create another item. This item then goes out of the bank (storage) and the space is retrieved. Each player has his own default space in the storage which he pays tax for, if he purchases another storage area he doesn't just pay a once off fee but his tax will increase.

Slots in storage can be available where you can store items that are available for purchase, this way someone in need for a certain item can query the system database for items in storage (selling slots) once an item goes into a selling slot you will have to specify a price for it, note !!! This is only for raw materials such as iron, wood, coal, copper and others. Item for sale will be vendorable where one puts the item on the vendor and the vendor keeps his commission, this commission goes into town bank as "town money" and this can be then used to build buildings and buy as a pool where travellers can set up trade agreements. Trade agreements will most likely be more raw resources but there is no limitation on the type of item thus if another town creates a surplus of ammunition and your town "is available for import" you can import ammunition which can then be purchased from town vendors or in case of raw materials can be bought from the town storage.

Town storage will store the raws needed to build houses. And infrastructure where as vendors are more player items such as armour and weapons. Upgrades and modifications cannot be sold as "items" by definition of the word modification the original item is altered thus it's a service that someone can provide, a service such as this should not be difficult to obtain if the service provider lists his name and skills as public in the central computer.

Other items such as plug ins for eyes or other biotech items can be sold, although the surgery needed to implant plug and play slots or robotic limbs is a service once again and will need a person, or building to perform the service before robotic items can be used, Once robotic items can be used you can install parts yourself provided you have enough skills and the required toolkits etc.

People submitting their own blueprints, a feature will be available for blueprint design, this will work: if a player comes up with an idea that he think is good he can construct his own blueprint. For instance he will be able to select the resources the item require and whether it's a modification or a new product in it's own right, once he set this up he can submit this to the central computer. The central computer will then analyse this and it could just happen that the computer could resolve this and create the blueprint, this blueprint can then be used and the item can be created.

Gathering must be balanced with the creation of items and towns, item productions' gathering should be relatively easy because the balance here is created by the rate at which technology is obtained, town building can only be controlled by means of resources because building of towns are predetermined, additional building can be built from technologies obtained yes but this is a feature above the normal town.

Towns gathering will create more tasks for people to do who doesn't want to fight enemies, where as people who does like to fight enemies can do so endlessly and then when technology is obtained purchase this from the other player. Creating a mutuality relationship between the two breeds of players.

Dungeons will "spawn" dungeons can randomly spawn and be generated like Diablo 1 the building will be different each time and in another location, a few dungeons will have fixed locations. When this dungeon spawns it will randomly choose a technology. This one technology can then be obtained from this dungeon, as long as there are people inside the dungeon the dungeon will stay open (there's a default time which the dungeon will stay open and after it's expired if no one is in it will close.) this vanishing factor of dungeons is due to sandstorms which is a command thing in this wasteland.]

Above ground dungeons will not vanish these military based and city like areas will be massive and will take a while to explore, during your exploration there it will be a common thing to encounter enemies of various kinds.

Enemy towns, when enemy towns are seized by it human controlled or IA the storage area and the warehouse are can be captured, by doing this you will be able to obtain all the resources that were in the storage and you will also obtain all the structure and buildings that weren't destroyed during the siege or battle. This makes it a very important fact that you should protect your town

Enemies also roam free on the face of the earth trying to get resources and also set up towns. Skill can be gained everywhere and not in dungeons, thus a player can practise his skills on items that they obtain during exploration of the wasteland, collecting items for enemies, you can then take weapons or items that you find to the town to sell, you can store them in your storage area or you can put them on a vendor and hope someone would buy it. Every item has it's maximum price, for instance a knife will might sell for 10 bellas, but if there are 10 knives on the town vendor he might refuse to sell it for 10 bellas, he might then say the most he is going to sell it for is 8 bellas, this is based on pure supply and demand, too much in supply and the price will drop. The prices are very lenient so the player shouldn't feel the he have no choice, he has got a choice and when the markets are high in stock the price simply has limitations, he can still try and sell the same weapon by means of interaction and not the vendor system where can put his mark-up as he please but he will not gain reputation for the town like this, unless he trades with someone who's got a bad reputation with the town.

Mindless grinding in other games is motivated by money and experience, why will I kill monsters in this game?

To get technology. (To be better than others, sell it and make more money)
To get money (to buy better armour, bigger house, more gear)
I want to train my skills (so I can make better gear a kill easier)
Cause I have to otherwise they kill me (and possibly destroy my town and steal my technology)
To finish the game.

Because of the fact the this market is player driven it can get saturated if too many people sell their items on the vendor the vendor will offer low sale prices for the items due to the saturation and what now?

What you can do with weapons instead of just selling it to other people is to melt it down into raw materials that can be sold at regular non saturated prices, you can build new weapons or items with this that the market is better for, thus people can even buy out all the lower valued items and refresh the market for the next person to make money selling the same items again.

When you start you will have a basic set of clothes, you will also have a few bellas on you, you will be issued with a Standard PDA V1.0, *** Intro
In some concrete building a quartermaster shouts at you, "You stop fooling around with that "he walks over to you "to look at your vital signs we have connected (some scientific gibberish) the ZZA adapter to the build in core, what we changed was the litho wiring and we get increased speed and battery life, although this saves battery time and even give you all your health stats and heart rate! O yah, yours doesn't have it. " he point to the side of the PDA "see version 1.0 , can't have youngens like yourself running around with our master pieces, com on, so, I can't believe it's time " he stare up at the ceiling hearing something above the and points up with his finger , he looks sad" it's time for us to move soldier, mother earth need us now more than ever," he turns around and walk to the desk and pick up notebook, "issued with clothes "check" , one standard combat knife "check" , communicator "chec...", you got the communicator ? .. (You look around uhmm...can I say something) "Arg! h" in you hand nooby you PDA, it's a communicator as well, and you can press F5 that's give you the basic information... (You look at your hands you can't click or see buttons, you look at the back of the PDA, and the side" NOOBY, IS IT ON? (he walks over to you) your thumb, gimme your thumb, you turn it on with your thumb it's our genetic verification process, only you can activate it, "he laughs well... "your thumb or eyes" so you keep'em safe , he winks, walks back and pick up the clipboard again, CHECK, "he looks at you and point to the door" head on over the medical, you need you injections,

and remember "radiation is your friend", Camera from the rear "you walk out the door. Camera shows quartermaster shakes his head and mumble "good luck nooby, you'll need it."

- During this clip it should be interactive character creation.

Thus, quartermaster will ask "What's your age nooby" – you then specify age. Name? Etc...

Likes and dislikes.... (Personality building)

You head over to medical "In here, a nurse shouts" let's see...
(She does some test on you breath in breath out,) read me your vitals please, "you should get it on your pda" press??
This will serve as a tutorial for the PDA. "She says" (giggle) I couldn't turn mine on, (you look at her)... this is to give the player the feeling he is not alone there's still hope after all ☺

Once you get out, there's nothing, doors slam shut behind your back. Guards look at you like you are dirt and you try and give a step back, "the guards promptly step in front of the console for the door" he says in a strong African American deep accent "Michael Clark Duncan" I wouldn't do that... step away from the console,"

In have a small backpack with something in it; you can explore what you have, knives, the famous V1.0 pda, food kit. And... What's this?? A bot

This bot can gather resources for you. It gathers resources and stores them.
Ah, you look for something to kill, some insects; you do some attacks on the insects to get the feel for your weapon. It's only a knife though.

You can also do some unarmed attacks,

Sand storm picks up there's no map. You don't know where to do... you don't know where you came from... you see some figures. Tall figures, doesn't look human, it comes close in view, it talks something, a shield suddenly appears over them. You hear something a noise, like something charging above the sound of the storm "BLACK"

You wake, "cheers" new record time nooby !! 2 hours and 10 minutes, (you are back in the concrete building below ground it seems (no windows) this is it nooby, a harsh world, go for the briefing,

"This starts the real intro"

The history of the world, the invasion, the massive explosion and most of all the future... and our vengeance.

You find a path, you can either follow it, or ... not follow

You have 1 bot, this bot gather resources, you can specify a waypoint and it will drop the resources at thi... no any a

Nooby you can do many things in this world, we would prefer you find some settlements out there but always keep in mind there is nothing keeping you from creating your own settlement, you can live alone or in a town, life is life, but towns will offer many advantages such as shelter, protection and trade.

Then again if there's only on town who will trade with it? *he thinks and laughs* well you sort it out.

With this documentation it will say how to start a town, (you are given a book how to start a settlement)

IDEA when you open your backpack it goes over the whole screen it's rendered a 3D space with your items, you can obviously only take out what is on top, thus the more things the more you need to shuffle items in your pack to get something out from the bottom, this will have all the items be rendered and drawn for backpack space, although you open backpacks a lot don't know about this but none the less and idea

If there's a town already established it will show on your PDA, if not you will have to start your own but as explained in the book, you need first of all a suitable location this can be any location you feel comfortable with but you need take into account that you will most likely need resources, these resources need to get to the town so the further away from resources your town will gather resources slowly.

Technology trees needed here to describe the technology advancements and this will also implicate the resources used to for specific designs where some can use wood, other stone and others just clay. The bot you get should have a function to find resources for town building this will probably lead the player to another town if one was establish close by and if not the player will be lead to resources and then he can start to gather.

You now have a weapon as well, with limited bullets though so you should note if you want to venture and fight you might soon run out of bullets and for now gun is just for in case of emergency.

The bot you start with – if you did go to a town you can automatically try and blend in with the people and you can apply for residency and once you are a resident you can build your house in or close to the town.

If you wish to create your own town you take your bot and use the town building on it, if the location is satisfactory the bot will deploy and create the town interface. The town interface will list the buildings that you can build, you will automatically become the "first citizen of the town" you will be at this stage to make other people residents, the first building you can build will be the town centre building which is the heart of the town. You cannot vote on this building it is the pre requirement for a town.

Now that you deployed your bot you will have to manually gather resources. Thus the privilege of being town owner but will other players can use their bots to harvest you can't, since the town starts close to resources based on a requirement by the bot to deploy you can start gathering vital resources for town building, the bot that you deploy to create the town centre also along with the town interface and bank system create a storage system where the resources can be dumped. From the newly start town you can get tasks on the interface, at this stage there is no rewards for the tasks seeing as the town has no money, thus along with the first building (town centre) not being able to vote on the starts of the town won't get anything for completing the quests besides the reputation, this is done in order that the founders of the town have a lead in the towns reputation and thus do not stand a chance to be outvoted by others who might join at a later stage. Once all the required tasks have been fulfilled from the town centre it will transform into the first generation town centre and have the type of architecture according to the starting resources you choose thus, wood, clay or stone. The trade off for this is although you get wood a lot faster you can build your town faster and expand quick, you are only safe in numbers because wood deteriorate and does not really offer protection against explosives or even guns. Clay offer more protection against the elements but is much more time consuming to get, where as stone take the longest to get but he who builds his foundation on the rock...

You can also have a cross breed, of the starting resources, thus you maybe wish to build a strong town centre and once that is done you may only want to build wooden housing, or clay housing, with wire fencing.

Once your town centre was started it will start to ask tax. You can keep on building your towns storage by gathering more items and see if you can trade with another town or you might at this stage want to go hunting for things, you have a knives and limited rounds so it will be nice if you can find out how to manufacture bullets. The central computer from now on is useable and will contain all the elements in the different sections such as building, technology etc.

A few built in items and technologies will be provided so that you won't be left with no way to go, at this stage you should be able to manufacture bullets, now you need resources, thus wouldn't be too big problem because once you started the town you will be able to see the town on you map of your PDA and thus you won't be lost anymore. You can also see minerals in the radius of your town. Hopefully you find resources needed to make bullets and some basic armour close by, you can now gather that and start to manufacture bullets, this is great because now you can go out and start looking for trouble, you can explore because you won't get lost, you can arrange so that you can built your house from a few materials you have gathered and you can even buy from the town that other have gathered and you can start the cycle for the town earning an income.

Your bot has the function to find resources, "don't ask how" it's a long process but he can find resources for you and in this case we decided we want to start producing ammunition and for this we need sulphur and coal and some iron to create the casings, this won't be a problem because your bot can find this for you and you can harvest this, you can now go back to town and find you have nothing that can built the bullets. As a player you can buy your own moulding machine if you have enough money or you can make one and let the town build it, this is done via "built in" designed that's stored on the bot you received that was programmed into the town centre when the town was created.

Although we make a dot on the map it's not really a town yet cause we need to get walls. You can choose to construct all kinds of barriers around the town.

ANIMATIONS – the animations for items breaking how this can work, the item is rendered in 3D as it would appear in the game. Then when it is built the item will become static and weather will start acting and eroding it. Each board will have it's resistances and reactions to specific items. Fire + wood, burns., melee + wood, wood explode into splinters, melee + fire + wood, will lead to wood exploding and based on the percentages of the melee/fire damage of the weapon some will set a light. Each model will be great for an item such as destroyed by melee, fire, electric etc. When the wood is shot at you will see the splinter effect, little pieces of wood animate and fly from the centre of the wood outwards and the wood take the damage of the rifle based on the rifles damage and the armour of the wood. The structure would be something like

Wood
Resist
Physical
Fire
Cold
Electric
Sonic.

Sonic although powerful will do nothing to wood. EMP electric will do nothing but plasma and fire will most likely damage it.

When wooden area is attacked with a grenade each piece of wood will explode with it's animation of each wood. Based on the damage taken per hit the splinters go further from the point of origin, thus the more force applied in an instant the greater the effect. Like bombs etc.

If the ground zero of a bomb is 100% damage this damage degrades as the range increase but we want to try and make it realistic that a grenade can cause a range of damage and dynamite even a bigger range and plastic explosives even more.

As you venture further out of town and even already you might have encountered some enemies, you might by now see how you can use small weapons and how the points distribution system work for level up in weapons.

IDEA: what if each skill had it's own level of experience, the question is how will you get points? Should you only get experience for kills? Each successful use of a skills should render a point. Thus if you use a gun and shoot something you gain 1 point. If you use science on something and you learn something you will have a point. ~~Will the difference created by chore like skills as science compared to guns which has different types of~~
If each skill gives a point you will gain guns skills faster because there are more monsters then there are items so use science on. This rightly so because you grew stronger over a much shorter period then mentally...

This could be a reason but perhaps too realistic. Perhaps there should be so many uses for each items such as science or engineering that you will be able to gain enough skill because you will be able to use it enough in everyday things? What good is a guns skill if there are no new weapons discovered by scientists? If there's no level how will health points increase in order that a stronger character has more points? In reality I don't have more points as I grow older or stronger but I do have better armour? Does this mean I'll always be doing 10 damage?

I like this idea of no increase in hit points aside from medical upgrades etc. This address a goal that I would really like to implement in the game which is that it doesn't matter if you have been playing for 10 years or 1 month if you do not take care you could die, it brings it nice in touch with the balance of armours etc. this will create another question though "damage" and "hit points" if you design a system in the manner

Reality – a hand grenade will kill you if you have it in your hands and it's set off, it will damage you eyesight badly and perhaps leave you with a few permanent scars and possible death if you are 10 metres away. 20 metres away some of it scans still hit you and depending on chance you could live or not live. But doesn't matter physically anyone one matter how strong can die from a grenade in their face.

With no level ups it's purely based on the enjoyment of the game, where I hope you would find yourself doing all kinds of crazy things like creating items in detail you wouldn't normally worry about, you would perhaps gather a resource very rare in order to produce a single items because there is no time bound to being good or not, it comes down to skills and equipments which should be the case. With more intense equipment you can detail armour and weapons to extremes and create unlimited modifications. All which required gathering of materials. And most of all the technology which will require someone to go into a dungeon and acquire an item.

The big variety of items all with the same effect based on the fact that nothing has a higher weapon damage, if will create more diverse environment where everyone doesn't run around with the same weapon but his weapon of choice, such as a knife or Desert eagle. Armour can protect you from handguns while other electronic weapons will damage you but bullets will go through magnetic shields but plasma not.

The fact that everyone is on the same level and the variation of equipment will balance out PVP where it has often be the downfall of games due to the nature of players killing / camping /nerving/ exploiting / ganking lower levels. Also this will give value to any item found from any corpse, thus there is not preference in killing someone or not killing someone, this give a true simulation of consequence where you can act according to the role that you play.

Another balancing act this no levelling will justify is this, usually people will be more into the killing of monsters to get better and be the best for the end game content, first of all we don't really aim to have "end game" although we will have items that is extreme technologies, there will always be something to counter it (this of course maybe not be discovered) but it maybe exist.

This people will usually get more skill in the fighting first and then other skills, with our big variety of items to create and skills to practise we almost swing this scales into a balance where people could even have more skill in creating items simply because there is such a variety to create and use. Thus we bring the focus back to towns instead of dungeons and monsters, but the one needs the other because technology "new" technology can only be obtained from monsters or old cities or bases.

Because of this no level it will also serve for new players to become part of a town because they can interact as good as anyone and be useful.

THEORY – levels create communities based on leetness, thus the first few people who level first will have a certain untouchable aura about them, and these individuals might even stick together even if they don't like each other but they need each other because they are the only "leet" players. If you make all players equal it becomes a game of intelligence and interaction, real communication and planning instead of brutal force due to a high level.

This also suddenly makes the game more appealing to the casual gamer how can log in every now and then and still compete eye to eye with a player who's been player for a year, (note that I the player played actively for a year he might have very good armour against the type of attack but this is only physical, and this can be removed and they would both be equal.)

I like this... think it's a good idea. You can with give more thought to items instead of quests keeping people busy you have people keeping each other busy trying to figure out what kind of attack they like best. People that even at low level can function in a group with different types of attacks and be very strong.

How I propose to solve the following:

A person that buys his rifle the first week of the game, it's a good rifle and he can upgrade it, now after a few weeks he has all the upgrades to the weapon.

If this player keep on using this weapon and each other individual does the same thing the economy will become stagnant, each no one will buy anything because they have the "best" to get around this items (weapons, armour, plug-ins or robotic devices) everything can get damage, and you get damage to your items depending on where you are shot. If you are shot in the leg you legs will receive damage, the same goes if you are close to a grenade your whole outfit is likely to receive damage. When you now repair these items you will need raw materials and thus you keep the lower income in business by collecting resources. Also you keep the people the choose to repair and create items in business. The penalty that you incur is the following as the item is repaired it will increase in weight. Thus eventually you won't be able to move bearing the weight of all your armour, because repairs are not as good as the original item it will sustain more damage and more damage until it has to be repaired after each fight and it will still increase in damage. The good thing about this is that the armour doesn't consist of just one piece, you have your legs, lower leg, arms, shoulders, neck, head, and depending on the type of damage you receive it may damage a specific piece only.

Items that consist out of sub components such as forearms with build in navigation both those items will receive damage in the case it's shot this is because the navigation is built in into the forearm piece and both will damage. If the forearm itself is repaired the navigation will still remain damaged. Thus all modifications need to be repaired individually. Of the navigation consist of three items such as LCD, wiring and circuit board each piece can be damage individually but in the case of heavy damage to the fore arm it's very likely that this item will be so damaged that it's just worth getting a new one.

The same goes for weapons that consist out of components, certain components will have "non damage" this mean that the item cannot be damaged such as a backpack,

What is the goal with all the realistic weight and general "realities" of the combat gear and items? The plan with this comes to the concept and idea of a more realistic shooter mmo and open game. Where you can keep on going and going without reach an end. Because there is no such thing as classes people can practise any skill they want, with which is hoped to create more individual characters "personalised". On the battle ground "deep battleground such as enemy colonies it will be difficult for a single person to be effective"

If you fight with plasma weapons enemies might counter that with electronic shields, what will keep you from equipping a melee kind of weapon is the fact that one single person cannot carry all these weapons. Thus you will need a partner or three to be combat ready for anything that could happen. Fighting will be easier in non-"dungeon" type areas but patrolling parties can still cause unexpected results.

If you do take some friend with you each with their own weapon and some is struck down by an explosion and one of their weapons is badly damage you could repair that weapon in the field if you have the components with you, the same with other devices that doesn't require other machines such as a moulding machine.

You cannot carry all the weapons for all specific damage or armour types with you simply because it weighs too much, because of this people can use tactical more effective approaches to combat which we believe would be fun. It will also create scenarios where you have to surrender and run when you know you do not have any weapon or items with you to counter a specific technology. (But you don't need to)

SKILLS

Forensics – basic level will allow you to see what killed a specific person, in later levels of forensic you will be able to see who killed someone, by what weapon and how long ago, you will be able to establish the name of the person who died in case who want to take the items and return it, you can also just take the items for yourself.

When armour is so heavy that you cannot wear it anymore you can melt it down, for each kilogram you will get a good percentage of the raw resource back. In the case of the item being recyclable such as iron can be melted. Leathers etc. and lower armour people might not be interested in (it smells)

In ever quest people can make lots of different ingredients, a lot of people complained about this?? No one made items and really sold any. Such as buckles for belts.

How is what we plan different to that?

First of all ever quest allows for mulling, thus if you do not want to pay the price for a specific item you can make it yourself by enrolling a new character. In our case you won't be able to make another char and thus unable to "mule" by definition needs two chars.

Classing, we do not have a class for creating items, wood worker etc. You can make all items but maybe struggle making other items based on physical laws such as with big burly hands you will find it difficult to do embroidering.

In other games there's no personality to skills, everyone train the same skills at certain levels. We aim to make this system work by the blueprints, some blueprints might be more obtainable than others for specific items and more than one person might have them but because there is no "race" or target level we can have blueprints from the "start" of the game, some blueprint might have other blueprints as prerequisites and thus a person can really build a unique line of item creation for himself.

If one person get all the blueprints why would he make items to sell, for one reason, some people find killing enemies more appealing than creating items. In this case the person hunting still need to item but the person crafting doesn't need to sell, the thing is that if this person creating the items want to stay in business and get more blueprints without fighting he needs to rely on getting these prints from people who fight and thus this creates the need for him to make the items.

Another reason why a person would be “forced” to make items is the diversity that we target, with enough time it is sure that any single person can create anything and harvest anything thus not limiting players that may want to excel at being independent but also those who might need something in a hurry will be more than willing to pay for items that try and create it on their own,

With the vendor system markets won't be over / under stocked and thus it will keep people selling items.

Also the commission on sales from the items goes towards the town “fund” this increase that status of the town, with more money the town will be able to create better building and sign more trade treaties with neighbouring cities.

This is a lot to motivate a player to sell an item.

What is the big problem with the game? So people who fight can fight and get blueprints, sell them or use them themselves. People who create items can buy items from vendors and blueprints, they can set up trade agreements or they can harvest themselves. Is this going to form a rift between the types of players – it can form a rift but we aim to minimize this rift by putting a common goal for the indoor (creating, harvesting etc.) outdoor (fighting, spying, exploring) people the common goal being the town, indoor people will be needed to generate goods and trade and gather where outdoor will be more in the protector role for the town, this is in the case of very extremes, we say this because a player can use any skill he please, thus no one is bound to be a indoor or outdoor player by a border, any time a single person can feel he wants to do either one of the two and he could still be successful at it.

The item creation uses a mechanism kind of like monopoly, which is still a favourite after all these years. One can have either 1 of each colour street and earn less money with it but you also save money buy not selling it to the “enemy” OR you can sell your house to the enemy but maybe trade it for one you need thus both parties win. In our case both parties can gather resources and expand their skills by “follow up skills” or expand their client base by offering a unique service. Thus blueprints can be “unlearned” copied out of one PDA into the next person, like swapping baseball cards which is also a favourite game. It's said that by simply adding the best features of 4 different games doesn't necessarily create a good game, which is true, but we are not only combining the “good” of each game, we are also adding the bad of each game and not only that we add additional functionality with creative efforts and when you look back now at the original statement (of combining the best features of several games) you can see that we are not close to that.

Although players in the game are “human” we do not want to focus too much on food and drink. We want to focus on these kind of items by creating supplements that can increase stats such as “vitamins” we want to be able to plant crops (maybe cannabis we will see how this goes with issues) but because of it's many uses in a single substance it's good for us because we don't need to code many crops, rather create a few very good and useful ones. As far as I know cannabis can also be used for certain clean fuels which are also good for the genre of the game. Planted crops can then be harvested and refined into “Generic types” of food and supplements. These planted crops can be used to generate extracts for vitamins which can be “alchemised” into useful protections and other stat increases.

When players get robotic implants they will obviously need less food and supplements and more fuel like oils and batteries their repairs will also need items like wiring and circuit boards. The good thing about this is with enough skill they can repair themselves in the battle field and with the correct plug in the can even run automated repair processes once they have been slain.

Humans have the same kind of feature in the form of nanophytes these small micro robots can be taken into the bloodstream and they initiate bodily repair and can also revive a person from the dead.

Gathering of resources – should gathering be a player skill or not??

If gathering was a player skill we will have to create skills and skill levels for specific resources. Should players in this day and age be running around with axes chopping trees? Or mining raw materials such as iron etc.

If a player starts with a bot the bot should be able to gather resources for him but he should be able to harvest as well. This is because if a players' bot is somewhere our harvesting something and he might want to chop a tree quick he should be able to do so , because of this fact the player should be able to gather and thus should have gathering skills , repetitive tasks to increase speed. Human production increase with time, thus if I have 100 folios, and I have one single print for a paper jet the first one I'm folding will take me a lot more time than the last one, for this reason players skill will allow them to harvest faster.

Thus, if the player chops wood at skills of 10 he might miss a swing every now and then and even hurt himself on the odd occasion but with a skill of 100 he will hit every shot and hitting more accurate will be able to bring down the trees faster and thus harvest more. Usually games address this in the following way, at skill 10 you harvest 1 log and at skills 100 you harvest 5 (the same tick) we can increase this both ways chopping faster and get more resources)

Gathering ore, when this happens the player will also get skill and harvest more in less time when he gains higher skill.

How does this work with levels or technology and the resources used for it. Resources used in higher technologies will not be “as” dependant on skill for harvest, this process will have more dependency on the refining process which can be a town process. If these rare resources are not as skill dependant isn't this going to mess up the economy with a surplus? No, the reason why no is because the “spawned” amount of these scarce materials will be limited.

Thus again no boundary is implied on the character thus giving him "open game play" but the boundary is applied on the limited of these rare resources available.

Special types of tools is available to refine certain items which are more delicate, thus for lets say uranium you are not going to just pick it up with you hands and carry it wherever or keep it under your bed, specific storage etc will be available from towns. Anti radiation storage, and liquid storage etc.

With the harvesting you can gain skills with better skills you will harvest more resources faster, giving the player the benefit of saving time doing chores.
Perhaps this will cause a problem where town tasks offer rewards that player who can harvest more complete easier still at a profit. If a task is selected the player who selected to complete it will have his name stated and the tasks cannot be taken out by someone else (kind of like checking out a book in a library) certain limits on checkout of tasks is to be determined by your status with the town, if you have a good status yes you will be able to check out more but with your status being high it will improve slower, thus a lower skilled player can always catch up with the status and thus the limit of city tasks he may check – out.

Towns can also build drones / bots that can harvest, these drones can be set to "get" specific resources and they will go out in search for these resources and harvest them and return them to storage. Note that these bots might need protection from bandits or any other form of enemies, although high durability and resistance the damage these bots cannot fight, and thus will eventually be run down. These bots are a higher level technology and can also be modified. Tasks cannot be completed by bots. The player will need to have the items harvested in his storage and then manually complete the quest.

Bots should not be very cheap or easy to make and will allow people to only have one, when bots harvest they should still be protected, these bots cannot fight in any way. This is generic harvesting bots but can be modified for other uses such as carrying items or healing stations etc.

All the props for a bot can't be defined because this will make the bots too cumbersome, what can be done is create sets of modifications for instance a modification attachment once this can be attached to many thing that can be modified and you can then add other mods like rocket launchers etc.

Bots also can be used for shields. And bots can generate massive shields if you have the technology.

Fighting in colonies is something like a war, an enemy colony is to be extremely well guarded and when you find drone like creatures harvesting which is not human brace yourself for what lies ahead. Enemy towns can have turrets or other defences pretty much the same as human towns they have technologies just like we do and if they apply it correctly could be very powerful

When you discover an enemy town you can employ stealth tactics and maybe demolition or software hacking, your can bomb power generators etc.

It would be best if we can create models for player items such as a power generator and then layer it with slime and ooze in some cases.

We should also create the same type of technology structure etc. this will also have the benefit that in case we want to explore the idea of having aliens controlled by human players for an expansion of the game we can do so easily so functional models for buildings etc would be created.

Stealth ability can be employed to enter enemy towns and gauge numbers, although you can see enemies going around doing their business harvesting and buying etc. you can never really accurately judge the number of inhabitants unless you look at housing. Then when the count is gauged you can either choose to strategically attack the town or brutally storm it or place a siege and call for more reinforcements.

Capturing enemy towns, if all enemies are removed from a certain area the ooze and slime will begin to clear from the ground (much like star craft zerg) buildings will begin deteriorating without repairs etc. Players can then look for technologies that they can take, after ransacking the town the players can destroy it or just leave it, players can destroy building with dynamite or other types of explosives but at their own cost of course.

If a player chooses to leave the enemy town it could actually be re-occupied again by enemy forces.

Player towns and capturing, player towns can be captured by other players. Buildings can be destroyed and storage can be looted. Even technology can be captured if the skill of the player hacking the central computer is enough. In order for a town to be captured there have to be a constant control of the town for 48 hours. (the time can be changed) we need to think of a time and capturing conditions in order that time zones for different players cannot be exploited, the victory for capturing can either be a time delay or another condition like full control of a flag or central computer area etc. For this reason towns should think about setting up strategic defences

Another though (people might be on holiday etc who is going to man a town and protect if they aren't there)

What can happen to help with this is stand in guards, if you log out your "clone" enters the game and man the town, he does not mine or do anything besides guarding the town. His specs for armour and weaponry are the same as yours when you last logged out. This will counter time zones of people etc.

Can this be exploited??

What is the control of the guards should you be able to have an interface for this guard that you can set aggressive defensive etc.

OR

Instead of a "guard" your bot becomes a clone of you with properties for defence aggressive etc. and has your armour and weapon or you can be able to upgrade your bot with guns in order to cater for guarding in your town when you are not in town. If you are online you can assign your bot to certain tasks such as harvesting etc. Modifications etc. can be bought to make your bot do the specific tasks it requires.

OR

Towns can only be attacked when...??? Certain number of people online % total out of all town population.

Logging out – you can only log out in your house. If you do not own a house you can log out by using a bedroll, when you log out your real char will stay in the game, if you use a bedroll you will lie and sleep on it, if our are attacked while sleeping you characters' AI will kick in and wake and defend itself.

This makes it more realistic to log out in safe places like your house in your town. When alarm is raised you char will go to defend your city even if you are not online. It will take damage etc, and if they die respawn. Just like you would, you receive no penalty for this, no armour damage or weapon damage or ammunition loss or money loss etc.

Instead of being "you" we could just add a guard to the city in your place.

This will makes player probably more comfortable than the fact that they are running around in town and possibly dying...

With the we aim to make people use their houses as a place to log out, when they log out their characters will "sleep" thus if you go to their house you would see someone sleeping if they did log out in their house or town if the log out just anywhere you would see them lying there, if you get killed while lying there you will re-spawn in your town if you have one otherwise near the original entry point for the game. If someone kills you, you will get the damage but you will not be loot able.

If you log out or close the game while in combat the fight will finish, if you die you are loot able, if you have reanimation or auto repair functions you will be resurrected. You will sustain the damage of - loot able or not??? If your connection fails while attacking monsters your will not be loot able, if you attack a player or a player attacks you and you disconnect you will be loot able. This is perhaps one of the only real "coded" penalties for exploiters of the system, righteous disconnects and killed by monsters you will finish the fight and if you die only respawn with damaged armour but not loot able.

While you are online you can use your bot to mine or gather resources for you or you can have your bot exploring with you. If you have your bot with you and have it deployed it will use energy, you can leave your bot UN deployed in your backpack or at home.

When you go offline the bots replace you. Is this bot idea spoiling the game with the whole pet concept?

What I like about bots is we can make hundreds of different designs, and even combat bots, the good thing about this it's helping out single player who like to solo a lot etc. It can also help with gathering for people to get raw resources, it can only act as a offence when you are not online, otherwise is only adds as defensive general purpose such as carrying extra items and so on. Upgrade will allow it to do better damage when you are not online. And otherwise you get more defensive and general tool upgrades for the bots such as faster speeds and shields or repair functionality etc.

When the bot is attack you can set it to modes to run away act defence etc.

People can customize this and even upgrade his bot into a general purpose hover board? But only one purpose at a time. Is this loosing the point because we are trying to much??

Underground towns, depending on the aimed size of you town you can basically establish a town anywhere, even underground. Depending on the location town technology might differ from another where certain upgrades are likely to be created instead of space consuming one.

For instance a power plant is available to buy for 100 bellas and 100wood and 100 stone. Takes up certain space. More power is needed and either you can build a new power plant same size and same cheap resources or build and upgrade that consumes less space thus being able to be build in a case etc.

For crops etc you will need special lights for growing crops and so on. You will have a lot more defence but the town size will be a lot smaller than a massive above ground city. Caves etc can be discovered via sonar etc.

If you are a member of a town and you start your own town your reputation will constantly drop to a certain point, unless you trade a lot with your old town you will have a difficult time trying to do a balancing act between your new and old town. As a member of a town you are not guaranteed a vote for buildings you will need a specific level of status with the town to be able to vote, with this people who help the town to grow will have a higher vote in the type of buildings that should be designed next.

Once you start your own town your reputation automatically drop below this voting level, and once you are at a level able to vote in you newly created town you will loose complete membership of the other town. You will still be able to have status with them based on possible trades etc. but when you are a member of your own town you won't be able to vote or use any kind of citizen service such as private information on the central computer.

OR

~~You cannot start you own town while a member of another town.~~

Building types – when you start your town you will be able to construct default building such all walls etc. You can then gather more blueprints for towns such as upgrades for power plants and smartcard readers for security doors and defensive mechanisms such as turrets and other devices useful to a town.

This information sits in the central computer, upgrade blueprints will be owned by the person who found it. Although it can be used by the town interface to construct these in a public town but if the player decides he want to leave the town as a member and join another town or create his own the technology will part with him. What about an upgrade that was build and now the person leaves if he goes around for money and let these building be created can this lead to heavy exploitation of the system? Building upgrade created will not be demolished once the person leaves from the town but they will still become damage from wear and tear. These building cannot be repaired without the knowledge of the item. As this is a modification the power plant and the mod will damage with time, because the power plant blueprint still exists this can be repaired, but the upgrade / mod cannot be repaired without the blueprint and unless this specific town get the blueprint this upgrade will deteriorate until it eventually breaks down.

The person who's blueprint was used can then go around towns and play contractor which is fine and could improve a bit of role-play but the time that these items decay is faster than the person can just become a member. Of more than 3 towns, thus one person will not be able to go around all of the towns and share technology and spoiling the quest there of.

Home-grown – certain items can just not be created in the field, one of these for instance is explosives. Explosives can only be created in the town "lab".

When someone with experience with chemistry creates items like these certain items can be upgraded, you can make the basic item with component a b and c, but each components has a specific influence on the item like adding more nitro-glycerine to dynamite you will be able to increase the explosive range and damage at zero point of the dynamite, this can be upgraded continuously but with upgrading it the stability of the item is affected.

This is done not only to create usefulness for more items such as demolition kits and bags. But it also put more risk to these items seeing that they are so destructive.

Note: do not build your town too closely together or you could face problems with terrorists.

With this the skills for demolitions and fire increase on every use, successful or non successful.

Badge – badge system to put a physical connection to "perks" this rewards allows for you to gain special talents such as demolitions etc.

Player mod – like mods for gta players can make their own skins for weapons, each skin create by the player can then be uploaded into the game through a submitting process (that will need to go through procedures) and after acceptance this skin will become available to him in-game thus he can design his skins to fit on weapons (Romeo and Juliet movie weapons Capulet etc.)

A player can then even sell his designs to other players

If there is a trade agreement between 2 towns the towns automatically become visible on the map for the players inhabiting those towns? The are will become visible around the town the same way that a new town appears on the map once it's created. This is done to encourage further trade and interaction between players.

Item looting etc. Because you have to use your backpacks more realistic item looting is also more realistic. When you have a first aid kit for example, and you loot another first aid kit. You won't take the whole kit and increase the space even more, you are very likely in real life just to open it and fit what you can into your medic kit. For this reason on creation of a medic kit they will be 100% full of items. When you loot something and add it's medic kit to yours it will increase to 200% etc. depending on the amount left in the other persons aid kit. This only works for kits on the same level. Thus if you have a small kit(beginner) and you where to loot someone with a medium kit you will have to take the whole kit and it will consume the full amount of space and weight in your backpack.

When you loot ammunition you will be able to fill your magazines but everything more than what your magazine need will consume it's normal inventory space and weight.

If you have an extra backpack you can loot other items from the target.

Weight will increase and the speed at which you move will decrease, the amount of stamina used to move will also increase and you will be unable to run beyond a specific point based on the percentage of weight you can carry.

In the future travelling will be easier in the form of "hover boards", during this time anti gravity particles will be discovered, this will be around the quantum age. This will allow players to move faster than usual.

Skills – when a person does forensics on a corpse it should make the white chalk lines around the body.

Backpacks - when you carry ammunition in your backpack it will take a long time for you to reload your weapon, when you get an ammo belt this should speed up the process considerably.

Aware skill where you can see the detail of your opponent such as the weapon he is yielding and the armour he has equipped at the moment the result of this skill varying on the level of the skill.

Demolition with this skill you can plant bombs and other explosive devices such as explosives traps

Traps with this skill you can plant traps, these traps can range from normal wire traps bear traps and poisonous traps, when traps and demolition are at specific levels you can place explosive traps.

Hiding when in an area where you can be camouflaged you can hide yourself and be unseen, watchdogs will be able to pick up your scent as well as heat vision and other devices but to the untrained "human" eye you will be hidden. For this you will need something like a ghillie suit that snipers wear

Stealth this skill can be used to remain hidden while walking, all the same applies that you can be seen with thermal vision and dogs can pick up your scent. You cannot stealth while wearing a lot of armour and thus above a certain armour count you cannot stealth.

Espionage skill will increase when technology is stolen from opposing factions. To steal technology you will require different levels of science and electronic engineering.

Thus even if you have skill for science and engineering that's used to create items when you use these two skills successfully in stealing items or technologies you will gain espionage and experience less failures in obtaining information.

First aid this skill is used to bandage and heal yourself or others, with this skill you will be able to cure poisons etc.

Doctor with this skill you can fix crippled limbs and heal in larger amounts; you can also with this skill remove effects like radiation and other diseases.

Mechanical Engineering with this skill you will be able to manufacture and disassemble items that were created with mechanical engineering this engineering type will create moveable parts for weapons and items such as armour or bionic arms and legs.

Science with science you will be able to unravel the mysteries of the universe, this will be used to create items such as EMP weapons and armour that resist EMP, you will definitely know what the theory $E=mc^2$ means.

Chemistry with this skill you will be able to create all kinds of items made from chemical substances, from items of healing to nitrous oxide and nitro glycerine to fizzy pop drinks.

Electronic engineering this can be used to create all kinds of electrical components such as circuit boards and electronic wiring for GPS and other computerised equipment.

Throwing – but 3 – 31 but ever wanted to be a quarterback? This skill is used to throw anything and everything at anyone. You can throw anything within certain weight limits. So if you and a partner are busy in a tactical movement and he runs out of ammunition and you are too far hand the item to him you can throw the required item to him, (this is another reason why items should all have relative weight)

Jumping with this skill you can jump across gaps etc. the more you jump the further you will be able to jump, take into account that even with lots of practise you won't be able to jump bearing 300kg on your back...

Running with this skill you will be able to move faster, walk run and jog, you will gain fitness in this skill and an increased stamina pool that will allow you to run faster for longer bearing greater weights, remember that the less you weigh the faster you will be able to run, thus in the case where you are in a fight you could run away getting to safety if you know for sure that you can outrun your opponents.

Crouching although this is one of the basic character movements this will be an active skill that can improve etc. to have this skill increased without exploitation this skill only gains points when used and in combat.

Lying although this is one of the basic character movements this will be an active skill that can improve etc. to have this skill increased without exploitation this skill only gains points when used and in combat.

With the crouching and lying skills you can move faster and the chances of getting hit will be modified with a percentage based on your skill.

Climbing this will allow you to climb over walls and objects when this skill increases you will be able to climb up walls faster and will be less likely to fall down.

Small guns (one handed) this skill will be for weapons like 9mm and other hand held pistols etc.

This skill will have a number of points allocated to it which will indicate a percentage, this percentage is then the percentage you will be able to use a specific item, these specific small guns will have an entry for each type of small

guns that you have used and gained skill in, when you gain skill in a 9mm weapon the weapon with it's name and amount of skill will be added into a tree like structure below the heading of small guns. This weapon then have amount of skills points allocated to it for instance 400 points, or 100 points in each aspect of this weapon for instance reload, accuracy, damage, range.
When you use this weapon you then gain experience in this individual weapon such as the 9mm and you can then distribute points you accumulated in either one of the categories assigned for the specific weapon.

Medium guns (two handed) these weapons are weapons that's most likely to be fired while lying down or other bigger weapons like machine guns or rifles.

Big guns (manned) this big weapons are weapons that are most likely to be manned or involves a big weight of the weapon and certain strength to use this weapons effectively because of the recoil of some weapons.

Electronic weapons are weapons that make use of electric energy in order to fire. This weapons is very effective against mechanical armour of lighter armour like leather etc. This weapons are also very effective against any kind of robotic devices.

Particle (or light) weapons these weapons make use of quantum technology and light energy to fire. This particles can be accelerated to ludicrous speeds and combined with electricity form a plasma which is then fired.

Sonic weapons are weapons that make use of sound energy and vibrations to inflict damage. These weapon creates immense frequencies that can be channelled to cause damage. This weapon affect only living organisms.

Biological and environmental weapons that weapons make use of the elements to cause damage, these weapons are flame throwers and other weapons such poison gasses. Bombs that remove the oxygen from the air and cause temperatures to drop below freezing in a matter of seconds.

Digging this can be used to dig holes into the ground and bury items or dig holes for people to take shelter in a siege. Swimming there won't be a lot of healthy water to swim in but for the sake of expansions etc. fullness this is included.

Metallurgical engineering this type of engineering is used to identify rocks and sands and other earthly components needed for specific items like glass or ore deposits for creation of armours and other items.

Lumber jacking this is the ability to swing an axe in order to render wood from a tree. With the use of this skill you will gain an increase in speed in which you lumber wood from trees.

Agriculture is the skill that is used to plants crops and other natural plant able resources.

Refining this skills will have all the specific items for refining below it like the ability to refine wood into wooden boards and iron into metal bars etc.

Typical scenario of a town

The town has just grown with an additional power plant that was built in order that it can accommodate the laser turret with heat vision. This laser turret has a range of 450m and it's defence system was set to aggressive this means that it will KOS any enemy that it may encounter. This turret use 10kw power. On the defence of the town it's nearly impenetrable.

A Stealthy player managed to climb over a wall in a part of town not as heavily guarded. He managed to stealth to the power plants but find it encamped with electrified fence and card reader security door.

- Option 1 - He tries to disconnect the security but due to lack of skill he fails and set of an alarm
- Option 2 - He manage to disconnect the electric fence and use wire cutter to access the power plants
- Option 3 - He uses a password generator smartcard and gain access to the power plants.
- Option 4 - a guard dog set for patrol is coming towards him, will he kill the dog before he could make a noise.
- Option 5 - he throws a hand grenade over the fence in hopes to destroy the power plants.

For the sake of the story we go with option 2, he now has access to the power plants he can now,

Option 1 - Remove an item from the power plants and steal it. The power plants won't be functional without it and turret power will be cut as well as town lighting defences will be broken and it will now only be up to players to defend the town or cut power to other facilities in order to channel enough power to the turret.

Option 2 - The player lays a charge of explosives next to the power plant with a timer / detonator and makes his way back to his siege group and on the charge command blasts the power plants, power will drop render the turrets useless while they storm the town.

Option 3 - The player lays the charge and gives word by means of walky talky and go scout for more worth while information to steal.

Thus with a simple effect based on the town system, abilities to stealth and climb and steal technologies combined with the operation of complete buildings such as power plants lots of options can take place that change game play experience considerably.

In game chat with players – A discussion on the IGDA association about role-play stated that another possible reason for non role-play is due to the fact that people can speak to other people across the game in different continents sometimes time zones and even different game servers on the odd occasion
To keep this feature in tact but change it so that it can match within the boundaries of a game I want to have it work in the following way

You can chat with your friend in the game but for this you will need a walkie talkie or some other form of communication such as built in text system in the pda. Big brother watches everything and if you talk to members to the opposing faction (bad reputation with your city) your reputation will go down.

Also the text will appear in a window with your PDA and the text won't appear everything at once, it will be rendered on the "PDA screen" letter by letter giving it the feeling that the text is typed by the person.
With the PDA you can also set up groups and other chat features... This is basically your normal chat system interface but instead having it as an overlay to the game we embed it as part of the game, thus selling normal features like being able to chat to a friend somewhere as a game feature, thus enhancing the environment and making you feel like you are really IN a game and living and breathing.

Storage space and housing – if your town establish itself it will automatically have storage space for each individual. This storage space is only for raw resources only. This is done to preserve storage space in houses and create a central area to store raw materials from which building can commence and use for town building or town tasks.

With this it means that a lot of player wealth can be contained in raw materials. Which we hope to encourage trade. Player items can be stored in their houses. Armour weapons etc. can be stored in your house. This just allows the player to "loose" some of his items during a robbery or when a town was stormed.

With this player can then store as much personal belongings as they want all within bounds of the sizes of the containers cup boards lockers etc. The game is to have a very military clean design for house concepts but we want to try and not completely lack of the feminine, we want to create an appeal for female players to play the game thus we want to make it pretty easy to use and not intimidating with colours for PDAs and armour that you can change to PINK!

You cannot have a pink house.

Building buildings you will have a standard set of buildings that the towns can construct but specific building like upgraded power plants or turrets will need certain technology to be "known" before it can be built. For instance as discussed earlier a building technology that a player acquired is his own but if it's used as a component for the town building this components can be "manufactured" although it will not be made by some one but it will only be "installed" automatically once the building is built.

When terrorist then examine the turret or power plants they can view these items of which the turret it constructed and then re-engineer it to build their own turret, in order to re-engineer it the component needs to be removed from the item in which it functions, this will allow for the item to not function anymore and thus not exist in more than one place in a single time for a specific item. With this you won't be able to get duplicate technologies and a growth in technological advances too quick pace.

Thus if a town for some reason do wish to pack up and move to another area they can salvage all their items (not the resources used to construct it) but the can remove the components ad technologies from the city and each person then store this on their own pda, once they get to a new location they can then sign up to be a member of the town and if they have town building technologies these technologies will then automatically be uploaded into the central computer in order the town can build the specific buildings.

Skill deteriorating – when you are not in game your skill will drop slightly for each tick you are not in game, not worry but this won't be that fast and only after about 6 months of no playing you will find yourself almost "new" again.
A good thing when relearning skills is that you will learn it faster than the first time around. In order to counter this affect of skills deteriorating towns can install cryo chambers where a person can freeze him herself and then return to find themselves in the same state of physical strength as which they were frozen with. This is costly operation and a fee will be required for this "upfront payment" plus payment for each tick that is spent in the cryochamber, this money is automatically due the moment of each tick even if you are out of the game (the reason for this is as it is a town resource the money for the cryo chambers it can be used to increase trade etc while you are away) thus the reason why it's taken from your account directly). In 6 months or longer periods you can find yourself broke instead of weaker, once your money is below payable for the cryo service you will automatically be removed from the cry and will not run up a debt with the town. You will be removed from cryo and your skill will deteriorate at the normal rate.

Stats will be in a range from 0 – 10

These stats will never increase thus you will only have the same HP as that with what you start with but you will be able to gain more armour and better weapons.

There will be different housing sizes that you can choose from when you are building a house, each house will have it's rent allocation for it and will clearly be stated by the town interface and should be adhered to before you could commence building your house. You can build your house within the town or outside just as long it's within a specific radius of the town, There will be a minimum area which a house must have, also create the rule that houses must be within a certain radius of the town also rules out the possibility that on might exploit walls and fences to build camps around NPC or other players or resources. Rent also skyrocket once a building goes above a certain space.

You can also build two story building but the resources taken by these type of buildings will be reflected by the costs. Rent / square can be set by the town interface as well but will start with defaulted guidelines in order that rent can pay for town activities such as power and trade etc.

Different textures and architectures will be available for building, but in general items will be very modern, this keeps the detail on houses good looking while not spending excess amount of time creating in door items for houses etc. Do not let this be confusing there will be a lot of items customizable for house building and decorating and the house buildings being modern are more because of the player interaction with the items that want to be kept as realistic as possible rather than saving time on development. In door of houses to have a lot of cloth features and benches and square tables and items that can look good and fit in so that players can interact with it.

Storage and chest and items with inventory is to open an interface with the items inside thus most/all of the items need to be rendered for 2D as well.

You should be able to store a good amount of items in your house –

What would it be like if all storage except resources were to be 3d rendered storage space thus when you open a locker you would see everything in the front but you could also see things in the rear, to move something you can click and hold you mouse and then u can move things out of the way to see something in the rear and you can click on the object and pick it up in your hand.

This will also be a new feature to games adding 3d inventory this could not work because the weapon could be stuck in the locker sideways? with this you need to modify controls in order to rotate the weapon to fit it into the space, if you do that the weapon will need to be on a rack otherwise it will fall down and when in the rack it can only be in a certain way, thus pre defined, which brings us back to a set graphic for the item just in 3d space and then you could have just as well used a 2d space in the first place.

2D storage space seems to be the one that is the best to go with. We could pre render everything in a 3D inventory but items will also take significantly more space. Personally I don't like 3d space because it seems more cluttered than 2d space that's laid out in terms of little squares for weapons, the problem with this in many games is that an item such as a pack of cards will take up the same size slot as a AK 47 could it be made that you reach a specific item count per container or weight?

ANIMATION – there should be a catching animation, this catching animation will display during catching/throwing of items. The same as for the “searching inventory animation” these animations will not only give some realism to the game but also serve as eye candy for bystanders.

How often in a group players stand around waiting for someone to trade something, usually the bag interface takes up a lot of space on the screen and even when communicating it is in some cases difficult for the players to know if the players is looking for something in inventory. With the inventory animation it will clearly be visible to other players that you are looking for something in your backpack, thus adding life to the game.

Dodge is a skill that you can learn this skill will also make use of abilities crouch and lay. When your crouch and lay is above a certain skill you can start to use dodge, explained: crouch and lay when this occurs you will stay in the same spot, thus if you crouch you could be out of immediate danger but if you are in a trapped situation you will not be able to move unless you get up and run out of the danger. With dodge you can get out of situations like this, on use you go from your current stance, (crouch or standing) and perform a tumble roll and move out of the dangerous position. You can still take damage during this but will the action will not be interrupted. The higher the dodge skill the less likely you are to get hit in these situations. You cannot perform any actions during dodge. But you can before or right after.

Assassination – this ability is to kill your foe without making a sound, this is very useful because monsters and other players are realistically tuned to sounds of the area. Thus if you were in a dungeon and shoot openly monsters will not stay where they are, certain groups are likely to come and help with the invaders. Thus stealth killing with knives and silenced weapons are very useful.

Wood
Iron
Concrete
Wire fence
Barbed wire
Electric (wire, electricity)
Re enforced (wire, iron, and concrete)
Force field (electricity, wire)

The best thing in a game is when you get to a specific door, you cannot open it because you do not have a key but there is a terminal that you can use. You cannot blow up the door although you have tried but after all your trouble still on think that the way in is through the terminal, leaving you secret door you venture off to gain more skills elsewhere only to come back in the future and discover that you can now open the door successfully. “Yet”

Software – this skill allows you to manipulate software, when you gain certain skills from items with some sort of CPU you can gain this skill by interacting with the interface of the specific item , such as power plant interfaces or secure terminals etc. When you have a certain level of this skill you will be able to get more out of terminals, computers and you will have more options to opening software operated doors.

Hardware – working in hand with the electronics skill this skill allows you to learn any hardware, from PDAs to the way that secure terminals are constructed. You can learn about robotic configurations etc, this skills can also be used to open certain doors or disable certain items based on hardware.

Examine – This will give you the properties such as the name of the item and some history about it. CPU for instance would say “Basic CPU this is composed of transistors fitted on a silicone chip, This CPU allow for basic computations to take place such as division, additions and subtracting.

If you have enough skills you see some of the components,

Components – silicon, electrical components. This will be given in a hyperlink fashion opening in the same window as the CPU examine window displaying to examine information for the silicon , back function can be used to return to the CPU info.

You can then search the town central computer for item “CPU” and find all the items currently “known” by your town that use CPUs you can then choose to make and sell them or sell the technology. As this is an item technology the blueprint can be given (sold) to another player. And when uploaded into that players PDA a town building that use this item can be built. A tasks list will be generated and the player can choose to “take” the tasks and complete it being making the CPU.

When you have the item CPU you can try and use you skill on it. You may use science but find nothing happens then you can use electronic engineering and with the correct level you will be able to acquire the blue print for the item. On accepting the blueprint the item is destroyed. On examining the item you will be able to see the components of this item. If you learn CPU you will not learn other components that are required to make it. You will only learn CPU and what is required. If you have low skill you might only obtain one of the two ingredients needed to make the CPU. Thus when you a prompt with a blueprint you will see Silicone and Components X, if you do choose to accept the blueprint and the item is destroyed you won't know what the other component is. This component will not be destroyed with the CPU, (think of it as the toy eggs) you will learn “CPU with silicon and ingredient X” ingredient X then turns into an item when the CPU is disassembled into component silicon and item X, you can then keep this item X in order to learn it at a later stage. And then you will be able to create a CPU provided you are close enough to machinery required and you have the required raw materials.

As this is a basic CPU you were lucky and can now learn modifications of basic cup are that you might get. Such as extra materials to put in the creation thus reducing heat generated and power consumption etc.

Another player might get Advanced CPU blue print. Which might sound “better” but the player that chooses to stick with standard CPU can still make money from not only creating it but adding modifications?

The great thing about this area is we can make the game for informative, we can explain what a CPU is, thus giving some real life quality learning into it, (sometimes in a game you are just little bored or not in the mood to do a lot MMO this time you can use to read something interesting such as item uses and history etc. We can modify the items and gain a large audience because a lot of people can be unique in this way with their skills. Also with modifications and a lot of categories we can create an easy upgradeable system to add more modifications. The game blend sci-fi with real life on clean world (due to invasion). We do not force information on the player but put it where they can read it if they feel like it

Tailoring – with this skill you sew anything from cloth to leathers and other items that might use. Pattern designs etc.

Item usage and skill gain – when you use an item successfully you will gain a skill point. When you use an item and failed you do not gain a skill point. When you use an item and failed but the item is destroyed you still gain s kill point. This exclude shooting weapons .

~~Modifications do not require building items such as blacksmithing would require and item. The production of the item such as a scope is an independent production. Thus if you are a person with small weapon knowledge and you wish to live outside a town because you wish to make money rather than reputation or other personal gain in towns. You can live there, but you will need to get items such as scopes to fit on weapons, although you do not need to be close to a specific item like an anvil to fit this weapon you will still need to be close to a~~

Names concept – when naming your character you will be able to choose 2 names for your character. The first name you will choose is your actual name this name will have a name and surname. Such as John Wayne, all players with alliances to you and with positive reputation towards your town will see your full name. They can toggle viewing names or name and surname. Enemy players can not see this name, you can choose a secondary name, an alias. Viper for instance. Enemy players with negative reputation towards you or your town will view this name.

PLAYER MODELS – If you die you character will be cloned with no hair, when you don't wear a helmet this will then show that you character was recently cloned. As stated throughout the design, dying won't be something that will easily happen. If you do not die but come close to an explosion or get shot or take damage in any other way you might pick up a scar or two. This serve as a distinction knowing veterans and being able to recognise them as hardy warriors that should not be confronted in battle if you have any doubts about your ability. Again if you die these features will reset (because you are cloned)

You will also be able to re grow your hair and get different haircut styles, for the reason of this character portraits won't feature in environments like online forums etc.

Dying – if you take small amounts of damage at a time and your HP drop below a certain level you might faint and be able to recover from dying , when you faint you will be unconscious and during this time you are 100% loot able. Another player will not be able to classify whether you are completely dead or not unless he use forensic skill on you. This is some cases might lead to nasty surprises.

This will also breed another type of playing style for players to “fatality” finish you off with a close ranged aim shot in the head etc. This will also give the other player the ability to have mercy on you , loot you but spare your life. When coming out of the unconscious state you can either heal etc. or choose to retaliate. Keep in mind that your HP is at a minimum.

Because there are no experience you will gain the same amount of skill if one person where to kill an enemy or 10 people kill it, well honestly you will earn less skill but only because you fired less rounds which is only realistic. As said earlier skill will be gained for shooting and hitting the target successfully .

All players can loot anything if they are from the same faction. Thus an enemy player cannot loot a monster killed by a “good” player. With forensics you can also see who looted the specific corpse and what they looted. This is not a case of finger pointing but knowing this can be helpful sometimes.

The aim of fighting – because combat have no xp related reward for a definitive level. I want to enhance the level of fighting, bringing it more inline with military style fighters than MMO and RPG fighting, the strategy of a military type games where you need to think about locations where you are attacking from and types of weapons you might use, different damage and resistance types from armours brings in the p&p concepts where you need to know your enemy and your ability, to get more action into fighting than the normal MMO enemies in dungeons will have waves. This mean that in a certain area a lot of the monsters in that area will come to you, depending on their stance of course, if the monster is in a defensive position and buried in or behind cover it should not be expected to sit and wait for them to come out, this is the thing as where you are not sure about the reaction. And thus on the dynamic dungeon generator you wouldn't be able to “learn” the dungeon.

You get modification for your PDA that scans enemy activity in the area, this will tell you the amount of enemy units found , this is only an approximation and could vary, but not considerably.

Melee – this skill pertain to the action of hitting something with sticks, baseball bats hammers or any other blunt weapon .

Unarmed – this skill is used when you fight with no weapons (rifles, guns, grenades) equipped . You can get fist type items which fits like a glove that you can attack with.

Why do stats increase in level based games , stats like strength etc increase as well as weapon damage, as example : a spell casting class needs to get more intelligence as the governing dice (int) creates spell damage as well as other factors. This spell becomes part of a player where as weapons stay an item. In this game stats are a baseline of influence, thus damage = str * damage of weapon * % skill + special traits etc. so because the stat always stays the same the weapon and the skill will become governing important aspects in the calculation, the weapon damage is connected to each weapon a property there of, skill that results in the most effective modifier for the damage to be done is gained with time, this time being time online and time spent on killing monsters or players – interacting with the world.

Distribution and implementation of blueprints into the world

Blueprint and technologies should definitely be obtainable by :

Engineering types – Science, Electronic, Biomedical etc.

Re-engineering existing items – Player made
Re-engineering existing items – Non player made (set a part of the board)
Re-engineering existing items – NPC made

Software / hardware

Hacking another players' central computer
Hacking another players' PDA
Removing technologies from another players' central computer
Removing technologies from players' PDA
Hacking another NPC central computer
Hacking another NPC PDA
Removing technologies from another NPC central computer
Removing technologies from NPC PDA

No skill

Picking up diamond disks

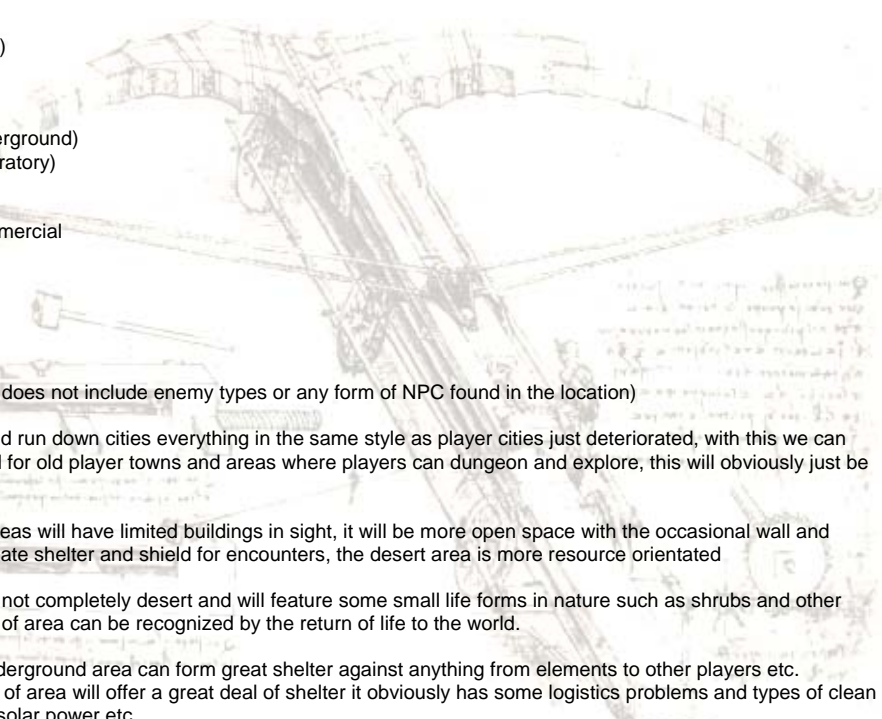
All these disks will have specific formats – formats can be known/ unknown. This to a degree will help the player “quest” for the person who can translate his format. Certain technologies will have certain formats. The reason why enemy NPC have these disks is because they could probably not find the correct format either so the blueprint is between the stage where it’s uploaded into any computer system and has not yet been produced in order to re-engineer it.

Each technology has it's own format and subsections in it. These diamond disks might also be encrypted and can even contain viruses so make sure to backup your data before you upload any plans you just “pick up”

When you pick up a diamond disk you can have it translated by specific people who has knowledge in the specific formats. These skill will be governed by a combination between software / hardware skills and the required technology (electronics, medical etc.)

When a player successfully translates an item he can then use it. This item can be uploaded into your PDA and if it's a base item you can now manufacture it or know about a new ingredient, if it's a town item such as medical station tools the town should now be able to create this building or in the case of the disk being a modification you should now be able to modify an existing items providing that you know how to make the base item.

City
Desert
Wasteland
Caverns
City (underground)
Spaceships
City (Player)
Military Bases
Military base(underground)
Military Base(laboratory)
Coastal
Industrial Zones
Residential / Commercial
City(NPC)
Mountain ranges
Chasms
Forest
Swamp
Water
Areas – (note this does not include enemy types or any form of NPC found in the location)



City – these are old run down cities everything in the same style as player cities just deteriorated, with this we can use graphics used for old player towns and areas where players can dungeon and explore, this will obviously just be a lot bigger.

Desert – desert areas will have limited buildings in sight, it will be more open space with the occasional wall and other debris to create shelter and shield for encounters, the desert area is more resource orientated

land – this area is not completely desert and will feature some small life forms in nature such as shrubs and other bushes. This type of area can be recognized by the return of life to the world.

Caverns – this underground area can form great shelter against anything from elements to other players etc. Although this type of area will offer a great deal of shelter it obviously has some logistics problems and types of clean energies such as solar power etc.

Lower city – this area is underground and is found in any city area no matter how large or small, these areas sometime small and sometime large form a chain of a massive underground network of tunnels . Due to our random generation of dungeon and map types player can never really “learn” a map and have to make use of real skill in order to not get lost. This lower city can have endless amount of levels, elevators and stairs to connect two or more floors.

Space ships – this massive structures can be found on the occasion these airships can range from a single open space to multiple floors these ships feature alien designs modern and “alive”.

Real cities – these player cities still active can feature as areas and can be found all over the world. Depending on the investment and style of technology and built we can see a variety of styles of cities.

Military bases – these areas feature less variety of buildings and contains objects of a military style such as old tanks and weapons or even airplanes. These areas can have connections to lower grounds.

Lower Military / Lab a variety of labs are available to explore, these labs and lower military areas has it's connection from bases and can have from one to several floors the style of this focus on a tough cement and reinforced “strong” designs this lower ground areas will typically have low signal availability for gps and other communication systems.

Coastal areas will feature resources and ocean debris ship debris etc. The beach area will show the fact that the sea level still varies and that water level has substantially been reduced . The effect that I want with this is something that you almost cannot perceive from up close but if you were to look at the bigger picture you would be able to see the

effect of the subsided water levels. The similar effect that you will have when you stand in the footprint of a dinosaur and look at it from the sky.

Fabrics and industrial zones & junkyards – these zones feature large buildings , buildings with high ceilings and various floors and offices in these buildings large machinery etc. for assembling plants.

Colonies this is buildings that's been set up and used by alien life forms these are just like cities but with the presence of enemy to it. The style to be basic human type towns with alterations for "efficiency" house types not seen enemies doesn't sleep. Very organic feel to it.

Mountain ranges – these area will typically be "sealed" off in one end by mountain and serve a defence and strategic location for towns these natural shelters from some elements could be beneficial and the area also have the possibility to gather resources that can be mined in to location.

Chasms – these areas like the grand canyon can serve as good and bad defence depending on the type of attack . These areas have natural resource growth such as bamboo and other resources, due to the years of erosion some valuable minerals can also be obtained from canyon walls.

Deep forests / swamps – these moors benefit from amazing tree growth in the areas but lack substances such as mining materials, these swamps are easy to defend based on limited access to areas logistics could be a problem in this area and because of the remoteness and danger travellers could avoid this area but due to plentiful resources you should still manage to sustain trade.

Water – Future this can an idea for future expansion and does not need to be included in the original content of the game, you can build cities under water . This is only because the "expansion" at a later stage the water could be purified and made useful in this current day and age radiation still plague the boiling waters of the ocean and makes it still uninhabitable.

How can I make this more applicable and fun for woman we do not want to sit with another EVE.

Personally I think female players that play games still exhibit characteristics to female nature such as gathering providing and taking up motherly figures such as healers type classes of providers such as crafters. You have fighting class females but also with corresponding provisional skills in more open games without class limitations.

What functionality does this game have applicable to female players

1 – On character design females have the ability to reduce / scale their breasts and womanly features , with this we aim to create the ability for female players to choose how they want to be seen, forcing "big breasts" on characters seems to be much more of a feature designed around male players and not for female players. Thus with the feature you can scale looks and choose to be attractive or not as attractive.

2 – Vivid colours in a dull world : the world existing after the invasion is dull and various items are available to "lighten" up the place, such as colourful crops that can be grown, flowers and other cultivates of crops with even more colours. Clothing and armours can be coloured (with limited palette).

Female players can create "real" designs to fit onto armours and clothes to sell or use themselves.

3 – Skills : female players will excel in certain skills such as the conventional gathering and provisional and healing skills. We also aim to have a diversity of skills to which female players might have more interest like biological engineering and chemistry.

4 – Female figure : because weight carry such importance in the game special weapons and outfits are available for female players to wear and create. Also certain weapons only woman can find appealing for instance the very lady like revolver that weighs 500grams – hence the name "Lady 9mm"

5 – Female statistics: female characters gain dexterity and perception in certain fields. (while lacking in other such as strength)

6 – Female only skills such as seduction etc.

7 – Players can only have one character and we expect females to be motivated by this to create RL gender characters as well as males knowing there is no alternative character is likely to have his character male.

A female campaign is definitely needed as well... branding and advertising.

The character design to be as part of the intro, the player will have the ability to alter his skills during this stage, he will be given different weapons to test their accuracy damage range etc. he can then see what the effect of the weapons will be based on the statistics he selected, he can change these statistics as he see fit during this "tutorial" and on leaving he will be prompted several times before the permanent change to statistics will be made. This is extensive functionality build into the game but only used once – especially if you can only have one character it's really only ONCE. This functionality can be "reused" in a later stage where if you go for surgery you can alter how you look and in some cases you can alter some statistics thus the effort and functionality is not wasted.

You personality traits will generate a hierarchy, you will have specific traits you can select and based on this hierarchy your character will then act towards some of them. And others based on combinations you can have different effects not only for your reactions against the environment but also reactions towards other players.

Sharing information – When you get the blueprint for an item we do not really want to create a barrier. With this I mean the following if person named John has the blueprint for a footlocker and another person called Wayne want this print why should John not be able to teach this plan to Wayne .

One of the reasons for this is the fear that technology might spread too fast although this is not a bad thing completely it should just be thought of how it could influence other ideas negatively.

A counter thought on why this could be enabled and what can be made of it to keep a balance and maintain the fun is :

Because the original founder of this information will have it on a diamond disk this disk is unbreakable and cannot be damaged or altered in any sense. Where as technology learned from someone else becomes a duplicate of the master copy. This duplicate technology not on a diamond disk is subjected to external influences.

Viruses could destroy “copied” information – in this case would have to acquire the blueprint again, unless you can get someone to remove the virus or remove it yourself.

As this is not the master copy you cannot copy this item more than once. For instance when you buy the blueprint from John who has the master copy he can specify how many times you can copy this blueprint , comparable to licensing in the modern day. When Wayne the owner of the duplicate copies reach his limit he can no longer sell the blueprint. If Wayne does make a sale of the plan he can issue $(n - 1)$ amount of licenses to the new buyer. When he sell n out of n licenses he is only left with one, thus not able to make any more sales. This is a kind of copy right act on the owner of the original blue print.

Also this helps the technology to keep it's value. Although value of a certain technology is bound to decrease we aim to increase the value fluctuations by adding more modifications for the specific range that the value might have fallen for. Because the base item blueprint is needed in order to make any modifications this then increase the value of the original blue print again.

Diamond disks can be copied to create duplicates but the number of duplicates that each disk can make is based on the disks format. This formats for diamond disks allows you to generate copies. If you recognize a specific format for the disk “low” format you can maybe only make one copy. With more skill you can discover higher formats and thus be able to duplicate the item again. Some items (high technology items) will have formats that might be difficult to “read” and thus unable to make duplicates of these items. Thus the later in the game the more duplicates you can find.

Original diamond disks cannot be destroyed.

In game – Example of diamond disk blueprint distribution.

John was lucky enough to pick up a diamond disk for an item. This item turned out to be a EMP grenade. John luckily had all the other components blueprints and have enough skill to create the items. Wayne comes a long and hear that john can make these grenades and would like to be able to make some as well

A – he finds out if he can trade John for another technology 1 – 1 swap
B – he kills John and hope his skill is high enough to remove the technology from Johns PDA, John could have set his PDA to self destruct thus securing his technology(everything stored in town centre so not to fear)
C – Wayne arrange and agreement with john to buy the item but also want the blueprint for his friend and 1 just in case someone else want to buy one.

Steps : John discovered the format 1.0 of the diamond disk and can make 5 copies of it. John set up a trade to Wayne and arrange 10 bellas for 3 copies of the blueprint. Wayne pay the money and his PDA is updated with a copy of the blueprint that says Grenade x 2, this is because one of the blueprints become a “master” in Wayne’s PDA although this master can be deleted by viruses or stolen etc. Wayne greet his greet who is happy to receive another copy for EMP grenade. Now Wayne has blueprint x 1 left. He choose to sell this to a member of his town. He cannot sell anymore versions of this because he now has only his master blueprint.

Meanwhile back at the ranch John sold 2 more copies of his diamond disk and cannot sell anymore copies because he now has blueprint 1.0 EMP Grenade . What John now does is he tries and upgrade the format of the disk to 1.1 but lack the skill and set of in search of a person able to decode this.

Luckily his PDA flash with a message “Link” this event was created because of the failure to use a skill, the quest bot saw the failure on using the skill, automatically the quest bot searched the central computer for a person with the required skill,

A – Because John lives in a very large town the central computer find a resident with a public skill “software” and then goes in search of this person in order the he can upgrade the format of his disk and make more sales
B – Because john doesn’t live in a very big city and lives on his own in his own small town the quest bot generated a “lead” this lead if taken will start something like a scripted quest, it will point to a person in the town and when you find and speak to this person in the town the quest will automatically continue and direct you to the next person to the quest and eventually you can pursue this until you find the person able to upgrade the format of your disk.

~~Each item (blueprint) will be defined with it's list of formats. These formats will be skill based. With each format of the item is a connected copy property and use. High technology level items might start at a format 1.5 this will mean that you will require a certain skill to decode this format at this level. Also depending on this format of the item you can use it. An item at format 5 can maybe not be useable because of the fact that it's a high technology some~~

Each items has it's connected amount of copies with it's format higher level items cannot be duplicated that many times while building certain blueprints may not be duplicated at all. Along with the normal amount of times that you can duplicate and item the format will also determine the level at which the plan can be "discovered" instead of just saying a blueprint. You can try your skill on it but you could fail and only with enough skill you can discover the item and the amount of copies available will also show.

Each format will not have a connected level of copies available according to the format . Each item has it's own number of copies specified.

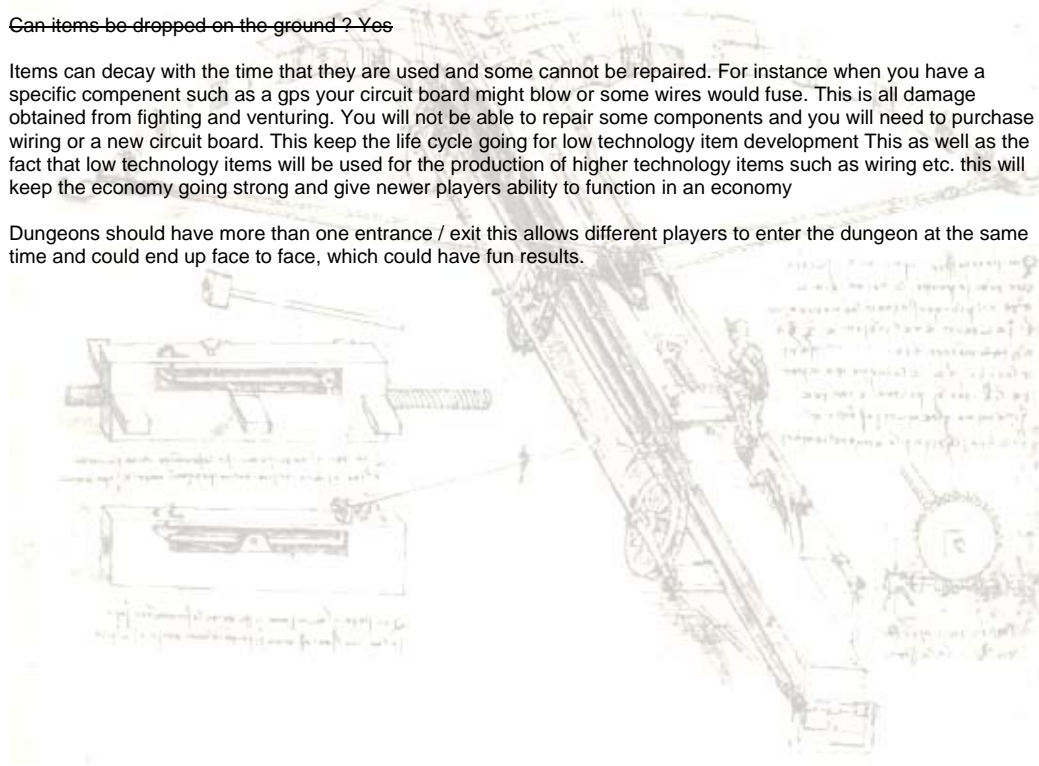
~~Some might even be random 1-5 as an example.~~

~~The item could instead of having a "set" format - copies have a header saying the total amount of this item that can be copied.~~

Can items be dropped on the ground ? Yes

Items can decay with the time that they are used and some cannot be repaired. For instance when you have a specific component such as a gps your circuit board might blow or some wires would fuse. This is all damage obtained from fighting and venturing. You will not be able to repair some components and you will need to purchase wiring or a new circuit board. This keep the life cycle going for low technology item development This as well as the fact that low technology items will be used for the production of higher technology items such as wiring etc. this will keep the economy going strong and give newer players ability to function in an economy

Dungeons should have more than one entrance / exit this allows different players to enter the dungeon at the same time and could end up face to face, which could have fun results.



Gathering

Agriculture >

Corn
Cannabis
Paper
Sunflower
Oil
wheat
grass
flowers
olives
Alcohol
Strawberries
Alcohol
Coffee
Bamboo
Paper
Card board
Furniture

Lumbering >

Logs
Planks
Card board
Furniture

Mining >

Iron
Copper
Silver
Uranium
Titanium
Aluminium
Gold
Platinum
Sulphur
Coal

Quarrying >

Stone
Gems
Diamond
Gravel
Concrete
Sand
Glass
Clay
Tiles
Bricks
Silicone
Glass

Drilling >

Oil
Petroleum
Water
Irrigation
Rubber
Rubber
Natural Gas
Methane
Butane
Propane

Basic Gathering

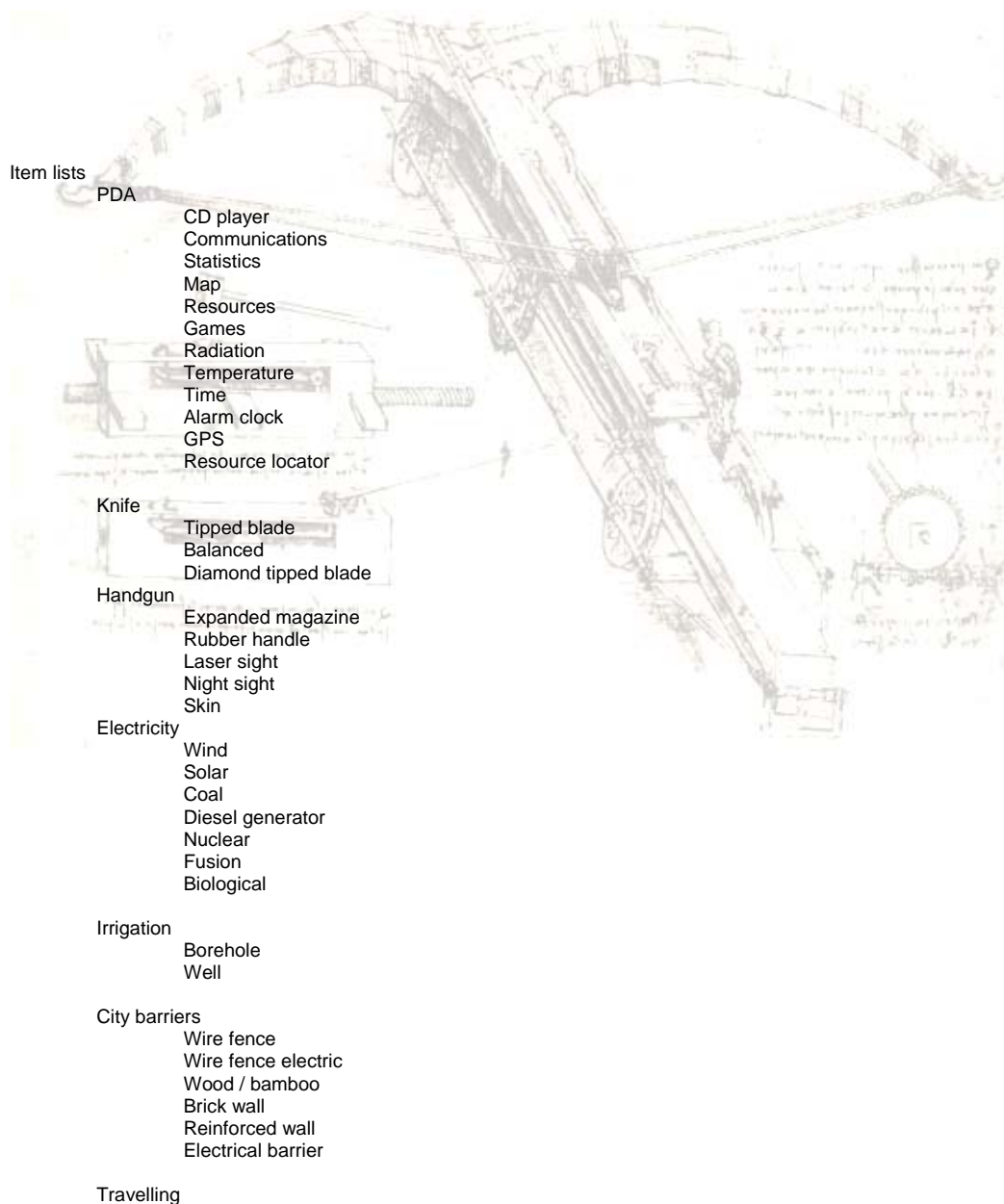
The resources gathered with low skills are likely to be used as items for basic civilisation. Resources to be used with the primary concerns of basic civilisation which is construction and food.

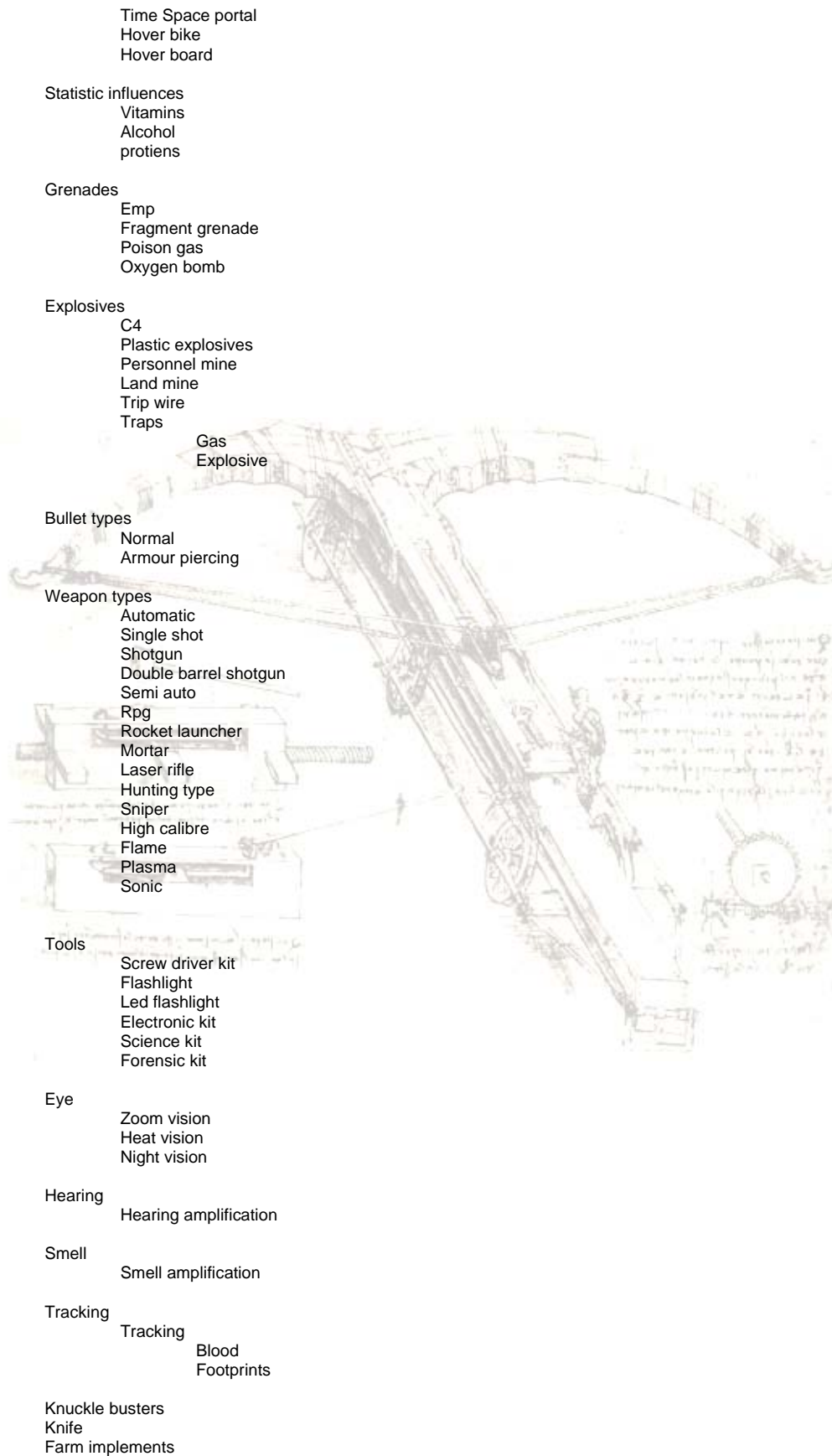
Above basic gathering

This resources gathered will be used for creation of low technology items. This items will help with advancement if gathering skills.

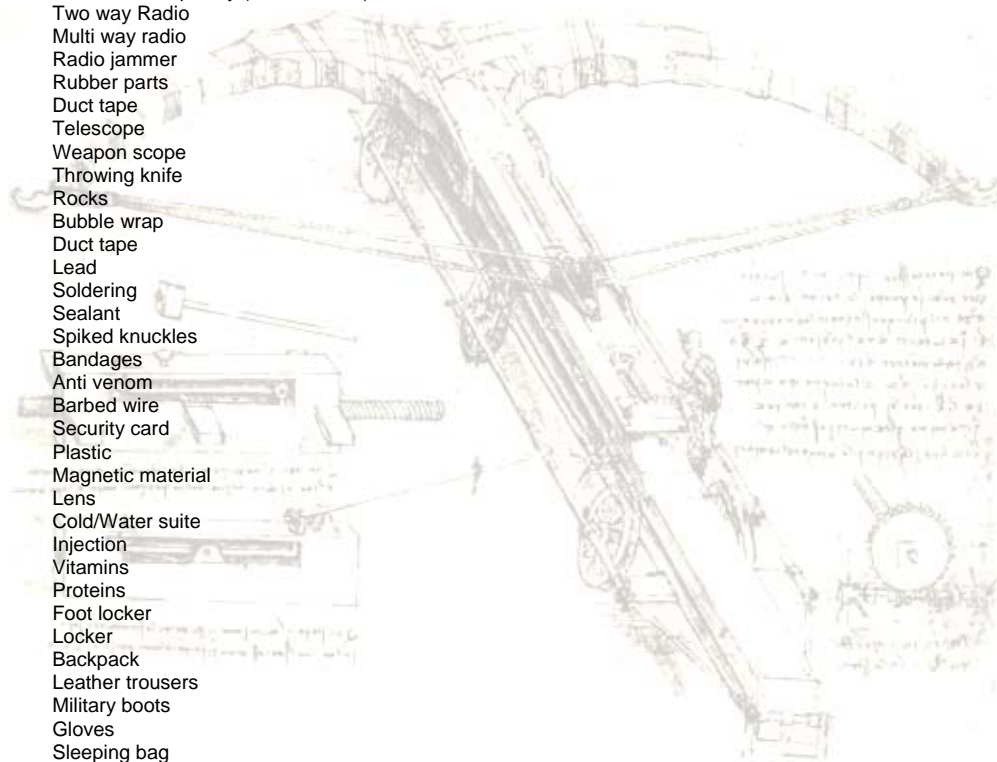
Standard with natural resources depleted a more sustainable way of gathering is used which focus more on recycling and use of new technologies.

Advanced gathering makes use of modernised items to gather basic resources. The previously developed technologies allows cheap gathering of basic resources and we are back to basic gathering completing the cycle.





Medical kits
Medic bag
 basic
 Standard
 Advanced
Surgery kit
Electronic testing kit
Gps
Compass
Geiger counter
Nanophytes
Self repair
Cpu
Circuit board
Wiring
Controls
Glass
Lcd screen
Phosphor
Radio control
 Frequency (chat channel)
Two way Radio
Multi way radio
Radio jammer
Rubber parts
Duct tape
Telescope
Weapon scope
Throwing knife
Rocks
Bubble wrap
Duct tape
Lead
Soldering
Sealant
Spiked knuckles
Bandages
Anti venom
Barbed wire
Security card
Plastic
Magnetic material
Lens
Cold/Water suite
Injection
Vitamins
Proteins
Foot locker
Locker
Backpack
Leather trousers
Military boots
Gloves
Sleeping bag
Wheel
Gears
10kw electric motor
100kw electric motor
Shovel
Plank
Cans
Plastic
Bottle
Gold
Coal
gunpowder
red extract
green extract
blue extract
colouring kit
Teflon
Gravel road
Cement road / paving
bearings
oil



can
flash bang
ninja star
throwing dagger
security card (ROM)
programmable security card
eye socket
ear socket
hand wrist socket
elbow socket
shoulder socket
thigh socket
knee socket
torso implants
 heart (better vitals)
 lungs (regeneration)
 fuel (batteries for robotics)
 liver (removal of toxins)
 thermal controls (regulating body temperature)
head implants
 head plates (unconscious)
 unarmed hit with head
stainless steel
aluminium
copper
coal
diamond
topaz
emerald
ruby
ball
rock
carbon battery
fuel cell
solar panel
antennae
ladder
rope
glue
duct tape
salt
chloride
olives
remote control
remote control receiver
detonator
programmable detonator
remote detonator
watch / clock / timer
spider silk
Kevlar
Plastic
Magnet
transistor
capacitor
transformer
rubber
security terminal
carbon
carbon fibres
seed
fertilizer
water
shovel
wood
fishing line
trip wire
needle & thread
heavy needle and thread
fan
bottle / container
ovens, blacksmiths etc are create along with the structures and it not an item on tis own
fuel tank
battery



modifications

PDA	-	gps
PDA	-	cdplayer
PDA	-	mp3player
PDA	-	damage counter
PDA	-	vital signs warnings
PDA	-	communications
PDA	-	multi way communications
PDA	-	Corpse navigation
PDA	-	hometown navigation

Skill gain for gathering

Skill gain for manufacturing

Each component or item that can be created has one or more skills that is used for making this item. Depending on the type of item the skill may vary. End products (Tier 3) are assigned different points than components. There are different types of manufacturing skills, assembly type and create type. Every item is made out of different components and each item can act as a component for another item. For instance a small electric motor might use wiring and iron and electrical components to be made. Electric wiring can be used as an ingredient within another product or item.

For each component or items that is manufactured you will gain a skill in the specific item. In order for us to create a natural level of difficulty for items we will assign basic skill values to make items. This value will then also be used to calculate the value for the experience to be gained. This saves us time trying to create another level up system for manufacturing while we can use this extra time saved to create logic and fun behind create items at difficulties.

Assembling items and skill gain. If you create a component you will gain the skill according to the component created. ~~When you create the item u do not gain skill again . Reason for this is that you can disassemble an item and assemble it again and thus exploit the skill gain. You only gain skill for making components not for assembling items.~~ The reward for making items is selling them or using them the finish product.

When you can make all the components It doesn't mean that you can necessarily make the gun. You will need to have to plan for the gun in order to make it. When you create a component and you create it successfully you gain experience in that skill.

- You can upload a blueprint and if you can use the skill or not. It will just display as unknown in your PDA.

Getting more experience for more difficult items. Item crating experience will be gained in small quantities. This is done because you gain experience for each component that you create. When you obtain a blueprint the experience that you will get from creating the item can be determined based on

- the technology level
 - o if the item is of a low technology level the skill required to make the item will be a low if the skill is high so the technology will be higher.
- the number of items that use this component
 - o number of items that is used refer to other components that make up this component
- the resources required to make this item
 - o the more resources need to make the item the more work is required to make it and the bigger the reward will be for making it

first aid kit

- bandages
- antiseptic / anti venom
- injection
- stitches

Each one of the – items is an ingredient for the first aid kit, the first aid kit is the product that is used in the end. Each one of the ingredients and the product can be sold in the of the day. The total of plans to make this first aid kit will require 5 plans. Plan for each ingredient , bandage , antiseptic , injection and stitches and first aid kit. Thus up to 5 different players can be involved to create the item but a player who wish to specialise in medicine might purchase all the blueprints from other players thus enabling him to make all the items required. Now that all the items can be obtained the player can make the first aid kit. On creation of the kit the components will disappear and be replaced with an item first aid kit still showing the ingredients on the creation menu. ~~You will have to be able to create the item in order to disassemble it.~~ If you have skill equal to the skill needed to create the item in the first place you can disassemble it, note that you do not have to have the item blueprint that's used in creation in order to disassemble it.

When the first aid kit is disassembled it will destroy the first aid kit and leave the components that was used to create it. If the item was used , lets say that the first aid kit was used to cure some wounds and venom the quantity of those items will be removed. When you make a first aid kit you only need one of the mandatory components in order to "make" it, once it's made you can add components to the first aid kit meaning that if you have made your first aid kit

with 1 ingredient each because you know that you may use bandages more you can add more bandages to the first aid kit up to a maximum defined for the kit. Thus lets say the kit can hold a maximum of 40 items 10 of each type of component. But you choose to not make a lot of antiseptics you can use the 9 other spaces for more bandages.

Can u use the bandage or injection to cure yourself when the items aren't in a first aid kit ? no cause it's not sterile. As all other items first aid kit gets damage and will break in due time. It can also be repaired with duct tape.

Different types of containers. Backpacks and storage should be as realistic as possible but it should stay within the fun boundaries. You will be able to have the following. Each backpack will have something called slots, these slots are available to store items in. On bag might have more slots than another back and different slots can be used for different things. There are a lot of other non backpack container type objects that can be used to keep items that would serve a purpose for just keeping an item of a specific kind. Take the ammo belt as example. When ammo is stored in your main backpack it will consume the same type of space but obviously this big blocks of space you would rather save for bigger items that require a lot more space.

Instead of using slots in your main backpack for ammunition you can use a special ammo belt. This ammunition is closer to reach and increase loading times between magazines

Item creation

There are three tiers of obtainable items. Tier one is items that are created from raw resources. Tier two consist of items that are created by using tier one items. Tier three items consist of items that are created by using tier one and two items.

There are different types of rewards for each tier. The rewards are based on the fact the we want to create an environment where we make item creation fun, useful, skill rewarding all while still being profitable. In order for this each tier can be associated with one or more of the factors.

Tier one : This tier covers everything from lumbering wood, mining or drilling natural resources. These resources are freely available and abundant. This tier offers the lowest monetary reward but the highest skill reward.

Assumption – We apply the highest skill reward to this tier because we want people to be encouraged to gather resources. As resources are the bases of all item creation the market will be stagnant without it. Although these resources are all abundant they are not abundant in all locations. Thus even with a lot of people taking advantage of the high skill raise for gathering markets are unlikely to be flooded due to the fact the when one town have a surplus of wood. It is more likely to be sold elsewhere to a higher more profitable bidder. Although the original gatherer might sell his items to another town he is penalised after a lot of trading with the reputation system towards his town of residency but can still make use of the exporting facility. Thus although the gathering itself are easy, fun and rewarding it has a very big “to sell or not to sell” factor.

Tier two: This tier covers everything created with other lower tiers including tier two itself. This tier can thus use processed resources and other items created with tier one and two. This tier's monetary and skill rewards are balanced.

Assumption – The tier target players who do not wish to adventure and risk their lives or equipment in order to obtain resources. With a market with enough resources each player can freely raise his skill on their own pace by using items purchased from the market. With different market prices at different locations players can afford to make items relatively cheap. We want to encourage this item creation even though it is not as rewarding in skill. With abundant market the quantity of items that can be produced compensate for the lower skill gain while the monetary value can be good for all these items as they serve as main ingredients for most of tier three items (products). This tier's success is dependant on the tier one's success thus the more reason to fine tune tier one factors in example. Resource location and variation.

Tier Three: This tier covers all the lower tiers. Items created with this tier have the lowest skill reward from all their tiers but offers the highest monetary reward.

Assumption – This tier is pure market driven and supported by tier one and two. By saying pure market we mean supply and demand. Skill reward for this tier will be low compared to other tiers but the monetary reward will be high. Products and useable items are created in this tier. Useable items allow skill gain in other (combative) skills. Tier two rewards players by making various different items instead of one in particular this for this “assembling” tier thousands of completed items can be created to be used. Because players that focus more on combat skills would pay a fair amount for the latest and greatest or the most useful item this rewards players in a fashion applicable to them “cold hard cash”. Because of the strong supply and demand factor for various items this tier support tier two the most. Because this is such a demanding market it has a very positive effect on other tiers and increase the need for other tiers.

Although each tiers' rewards are unique in their own right during the design phase other factors could influence this. The economy factors of the game will have the highest impact on the rewards for the different tiers. This is expected and even more than that encouraged due to the influence that it have on other game aspects like trading and alliances and treaties and even strategic town locations.

+Home town defence bonus

In the game the town interface is the core, everything doable can be done from here whether it is for your own town or for another town or simply investigating other towns' resources.

Skill gain (non combative / harvesting)

These skills are science and engineering etc. These skills can go up in the following ways, if you do have a blueprint for a specific item that falls into a certain skill category you can create this item and will gain skill. If you do not have a blueprint but you do have an item that make use of this category you can examine the item if you have enough skill you will be able to "examine" the item and learn what it does. You will not learn how it is created neither will you learn what components are used to produce the item.

Play test

Town – the effect of a town with loyalty and other facilities

Buildings/ housing – the effect of buildings on players what can and can't be done

Trade – trading between towns and players

Tasks – tasks set up dynamically

Players – interactions, dependencies, mayor, voting, town aspects

Monsters – defence , explore , intelligence colony concept

Items – creation and usage there of

Professions – dependencies and effects of markets and growth of towns

Gathering – resource locations and trade between towns

Item kits, when items are created (tier 2 and 3 only) they can be sold individually or they can be sold in kits. A kit will typically feature some type of container that contains items grouped in a kit for some sort of purpose. For example a GPS might be sold as a GPS (Complete product, each part individually, all required parts in a kit) or even a gps plus extra wiring and fuse or two in a kit in order to give the seller an advantage that not on price matters but a the service as well.

Any kit can be "opened" and the items on the inside can be viewed. Items put up for sale must be repaired damaged items cannot be put up for trade on the vendor system.

Technology , building whatever what about this game is different in terms of fun and lifetime.

In the end yes, this game is still a MMORPG. What I do believe is truly unique about the game is the fact that there are only players. Thus reputation and cooperation goes a long way. The original version of the game comes out with the ability to modify and alter items to create thousands of different configurations that players can have for their own personalised outfit. The town

Unique selling points –

Dynamic quest generator

Town interface

Player town building

100 % Pure MMO

True RPG where reputation and interaction with other players and towns plays a role in the successful "completion" of the game.

Experience system with no definitive "level"

Item modification that create hundreds of variations for every single item

The loss of limbs

When you are in an intense fight a limb could be damage beyond repair. Whether this limb is robotic in nature or natural you can replace this limb. If you are able to retrieve your limb you could have it "attached" to its rightful place. If you do loose a limb you cannot replace you could have a version cloned for you. This new version will be cloned with a minimum strength and you can then retrain this limb to its previous state.

Logical effect of items on game play : items like heat vision will remove the penalty for shooting in the night on dusk. Etc.

The versatility of the item system

The item system should be very flexible in the following manner. An items class would fall into a specific category. To demonstrate the system we are going to use a glass bottle and copper wire as examples. The glass bottle would have its own properties and uses but it will be in a bigger category called "liquid container" as with the copper wire it will be in a bigger category with the name of "conductor". These items would typically fall into the second hierarchy being completed products produced from raw resources. These two items could also be part of other tier 3 items. Such as the copper wires could form part of a electronic terminal and the glass bottle could be used to store refreshing orange juice in.

This information provided so far is how the basic system will work. Now to display the versatility between items.

The player get shot in a skirmish and his gps is hit. The wiring is broken. The player can then do the following he choose to disassemble his electronic terminal because he prefer the gps working rather than the terminal. After removing the wires from the terminal it won't be a terminal anymore. It will say part 1, part 2 and wires.

The player can now apply the wires on the GPS and with enough skill could repair it in order to make it fully functional again.

Glass bottle, the player get in a situation where he needs to provide a stranded robot with oil in order for it to operate. He may choose to empty the bottle (these special properties to be part of the category and will be added to the menu when the item is used along with the normal functions such as "use" examine etc. The player now has an empty container and choose to fill it with oil. He now have a container with oil that he can use how he please. Because this is still a liquid the player could still choose to "drink" it... if he does well he will get ill.... another example how versatile the system is.

Disassembling items – when you have a complete tier 3 item or tier 2 item is likely that it can consist of 1 or more tier 2 or other tier 3 items. When you then choose to disassemble an item you will gain "repair & maintenance" in that skill, repair and maintenance can help you use the same item for a longer period. When you have low R&M skill for a specific item each time you disassemble it you will damage it a bit up to a certain percentage of skill you will not damage the item anymore. At this point you can successfully (with causing damage) repair the item with new parts or perform maintenance on it with a maintenance kit for the specific item such as a "gun cleaning kit".

Disassembling the weapon and assembling it will not give you skill gain in the creation skill of the weapon.

NOTE|NOTE|NOTE

Basically weapon creation with a blueprint and weapon assembling will have the same effect, it will render a product in the end of the day that can be used. How can there be distinguished between each type of these creations since one should add skill to item creation skill itself(the category the weapon falls in such as smallguns) and the other should add skill to the repair and maintenance of the weapon. An easy way is to look at whether the person has the blueprint available. If he has the blueprint he will gain skill in the weapon creation when he creates the weapon but how will this player gain repair and maintenance skill. If item creation would render skills according to the number of items created this problem can be solved. For instance the first weapon that is made will give 100% skill reward the 2nd weapon created within a certain time frame only give 75% and so on. How will this penalise people that do want to be and expert gun smith. In order to solve the problem with experience decrements it is suggested that a serial number to the components is assigned, when the serial is the same as the serial for the item disassembled then no skill gain, when the serial is different the player will gain skill. Also the repair and maintenance functions take place from two separate "buttons" the creation of the item will be initiated through the blueprint. And the repair item will be created through the repair and maintenance. Even with these events at two different places the code for serials will still be check in order to pick up that a player might be trying to raise skill for creation by disassemble and items into it's parts and then "create" item with the same parts. Thus in summary when an item is created from different parts the parts all get the same serial number "serial for the item" (since the parts are effectively destroyed and replaced by a product) when the weapon take damage. It can be repaired with "repair and maintenance" function. If the weapon is disassembled the weapon will be "destroyed" and the components will be created each with their according conditions such as "durability". These newly create items all have the "serial" of the old weapon. When the player tries to exploit the system by choosing create item from blueprint he won't gain experience because of the exploit prevention. He may choose to assemble the item and gain skill for repair and maintenance.

When you repair an item with a repair and maintenance kit the item will be repaired 100% but the total durability if the item will become lower. Thus even if you repair an item frequently you might still need to replace a part on the occasion. Each part damage individually. If two of the same parts plus a new part are used to create the "same" item then the player should get no experience. If the player use three items to create a new item and two of those items have the same serial number and the item created is NOT the same kind of item it should give experience BLEH and then we sit with the same problem where people juggle the creation of two items ARG!
What can be done is for each item create an item which is used through the creation process and not obtainable through disassembling. But the, perhaps the repair kit should play a bigger role.

Type of Skills Combat (Fighting)

These skills are implicitly and explicitly exercised by the player. Implicitly the Pistol skill will be exercised when the player shoots at a target. Explicit skill usage is when a player plants a trap in order to do damage.

Gathering (Getting raw materials)

These skills are exercised when a player gathers raw materials from the environment. These materials range can anything from wood to iron or other raw materials.

Production (Making items of raw materials)

These skills will be exercised when a player makes use of a blueprint in order to create an item.

Actions (Skills exercised on the environment like forensics)

These skills will be exercised when a player explicitly specify that he want to use the skill like forensics. These skills may or may not use an item in order to practise the skill such as a forensic kit.

Knowledge (Skills exercised on items like repair)

This skill is exercised when a player examines items or gain knowledge of the items through it's usage of repair of the item. This skill can be exercised by using items on other items or by just using information skills about the item.

Inventory should be made up out of squares (slots). Lets say a bag small backpack maybe have 3x3 slots
A 9mm pistol would as example take up 2x3 spaces and 1x3 spaces are left. Other items may then occupy this space. When you have specialised storage these will change into more effective usage of items. Should items that are not nxn in size have the functionality to rotate?

Think of this, should this not be made into a game since I won't be able to do that, should this be made into an engine, an engine that set up "town control", with built in quest, trade, barter etc. reputation systems.

In a game with where players can't build towns everything can be built during development with the engine and technology trees can be maxed and then frozen to generate the same effect, player housing can be pre build and taxes customized etc. Dynamic questing can be a unique feature only implemented by our engine?

Skill – bonding

When you play with a certain group of individuals you will receive a bonus, this is because you have gained a lasting relationship with them and as brothers in arms you build a certain bond between each other which provides bonuses to parties such as increase accuracy and increased effects. Will this somehow discourage people to take on new initiatives in their groups. Should the bond bonus be altered in such a way that the bonus is applicable to people residents to the same town or towns with positive reputations while a positive bonus is received for fighting along players with positive reputation a negative bonus is received while players with negative reputation is in the close vicinity ...

Personalities

Smoker
Easily scared
Tough guy
Macho man
John Wayne
Clumsy

The Game

The game is a massive multiplayer online role playing game. No NPC exist in the game that dictate the way a player should play it. Every player will be initiated into the game by go through an extensive interactive intro. The player may create his own towns or join a town. The player can wage war on other towns or player or choose a more strategic style and set up trade agreements between allied towns to import and export all kinds of goods. The player can explore the world and visit unique areas which are randomly generated creating an environment that allows the player new playable content every time he logs one. Players may explore the world in search for items or alien civilisations or the player can choose a more conservative lifestyle where he may practise a profession and become famous for specialised crafts truly unique to each player.

An extensive skill and levelling system allows the player to practise each and every skill in the game and through a variation of skills a player can customise his skill configuration to be unique in each skill that he practise. A levelling system that provides special abilities based on experiences, his personality and interaction with the world generates a skill tree that is not only useful to each situation the player can possible face but endless variations allows the player to keep on developing his character and evolve into the perfect match for his likes and dislikes.

Become part of the story by playing a role in a real player's quest, choose to advance a fellow player's quest or choose to fail him but be ready to face the consequences of your decision.

Become a resident of a town and serve as an upstanding citizen where you are allowed to build your own house pay taxes , cast your vote for mayor or even run for mayor and make strategic decisions for the future of the town affecting the life of all the residents, our trust is in you mayor.

You are a survivor on earth after cataclysmic explosion.

Live life in the new

The world

Explore a world that will

Civilisation

The game combines the traditional online role playing game with

Imagine you can play an online game where actions you take change the game for all other players .

Imagine you can play an online game where you can truly play a role and create your own quests, take part in a quest where you can choose to advance another player's quest or not while taking full responsibility for your actions. Imagine you can be the only player to create a certain product in the whole world and sell it to fellow player or trade it for rare ingredients.

Imagine you can build a town, own a house, serve as ambassador for your town , vote for the republic or become mayor and seize control of it.

Imagine that you can e

Revival of advanced dungeons and dragons where each combat encounter requires not only skill to complete but various

Karma – The concept of your acts having an influence in your life with good events happening to you or equally bad things happening to you depending on negative or positive karma.

When a player adds you to his "ignore" list and this player has a positive reputation to you or your town you will gain bad karma. When a player adds you to his "ignore" list and the player has a bad reputation with your and your allied cities you will gain good karma. When you help someone with a quest or specific deed he may choose to give you some good karma. When a player is affected negatively by you i.e. you kill him and he is of the same allegiance as you you will gain bad karma. When a player says your name with "is" and degrading word you will also gain bad karma

Thought about this for triggers , events that can can trapped in order to generate coorect results.

