

A [w]tech team production

BEYOND JUPITER



Game Document



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1. Introduction

1.1 General

Welcome to our first BeyondJupiter-GameDocument. It shall give you an **overview** about our ideas for game-play, the visual style and the **storyline of the prototype**. Most of the presented game-play elements will be build in the prototype, but content like weapons will be not completely available. We wish you much fun by reading and we hope to give you an understanding of this project.

Legend:

texts in grey boxes with blue border are extra information

cursive = nearest image belongs to this term

bold = important term

underlined = hyper-link

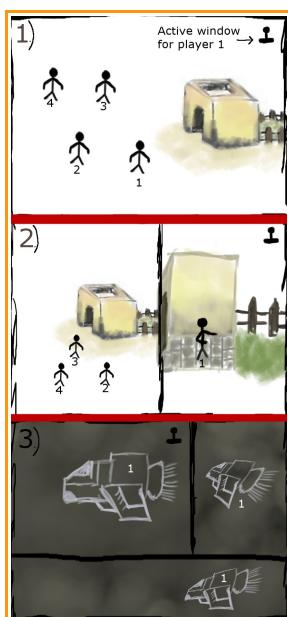
1.2 Ideas

BeyondJupiter was first planed as “isometric-only” game, like Diablo or Baldur's Gate. Then we had the idea to **fill the loading phases between the planets/space-station with short side-scroll-space-shooter-passages** like you know from old-school games. Next step to the whole idea behind the game-play of BeyondJupiter was the problem of indoor worlds with more then one levels in height. It is very difficult to create good indoor passages for isometric games, because you need much space around the characters. But most buildings are not as wide as high. Therefore we decided **to show some indoor passages from the side**. Now we have three different types of game-play: **Isometric**, which is the main element of BeyondJupiter and is used for the surfaces of planets and big indoor worlds like the space-station; **Space**, just to have fun while the game is loading; **Side-Scroll**, which is thought for dungeons, boss-fights and mini-games. Further information about game-play is available in [chapter 2](#).

Next problem was: **What to do with multi-player?** It would have been very much work to adjust the side-scroll passages for all possible numbers of players. Then came

following thought to our minds: **It looks like a comic, why not using different windows like a comic?** We have all possibilities because we are using our own engine, so why not creating something unique? *Take a look at the picture on the left-hand-side*. There are listed three different situations. In the first one, all players are outside and you can see them in isometric-style. In the second picture player one has entered the house. Now the whole screen is split into outdoor isometric-style and indoor side-scroll-style. Third picture shows a scene in space. We could use this window-system to show a situation from different perspectives.

We want to keep the whole game simple and a little bit predictable. In final game there will be nine clients, in the prototype only one, and all of them will provide exactly three different missions. When you solve a mission things like “time, accuracy, money” are counted together and you get a money bonus. The third mission of every client will end with a fight against a boss in a side-scroll-passage.



Here are two artworks which contain most ideas and should give an impression of the final look of BeyondJupiter. Keep in mind these artworks during reading further, all details will be explained.



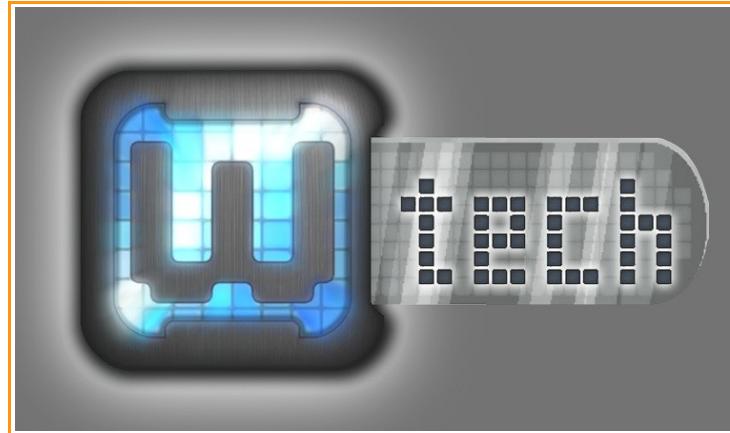
The artwork above shows a scene of the intro where the player's dog Plug is kidnapped by strange crystal-like aliens. After this, the player's ship is heavily damaged and it has to land on Deseria, where the tutorial starts.



The second artwork shows a possible scene during the second mission of Ed. While one player has to lead the car, which is needed by Ed, through a side-scroll-passage, all other players have to protect the entry of the passage.

1.3 Engine

We are using our own engine called **[w]tech**, but we do not develop this engine especially for BeyondJupiter but as a whole suit for creating games. The idea for BeyondJupiter was already in our mind as our team worked with the UnrealEngine of UnrealTournament3, though this game seemed to be dead, there was no sign of an UDK and our programmer was bored of a too easy and underpowered U-Script, we decided to develop our own modern game engine with a world editor. It is using **DirectX 11** and supports features like **voxel-based terrain or bullet physics**. So you could see the prototype of BeyondJupiter as a test for [w]tech whether it is able to be the base for such a project. And BeyondJupiter is the guarantee that we focus [w]tech to be usable and compatible.



2. Game-Play

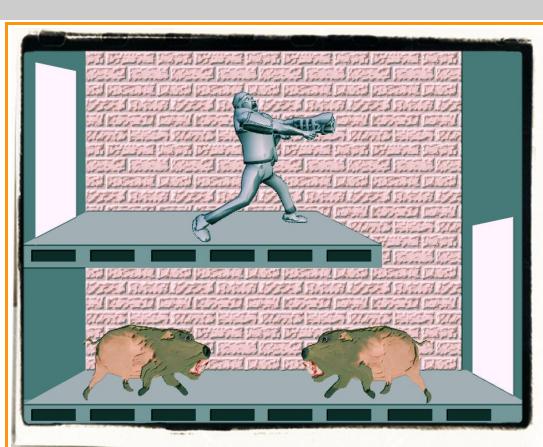
2.1 Isometric



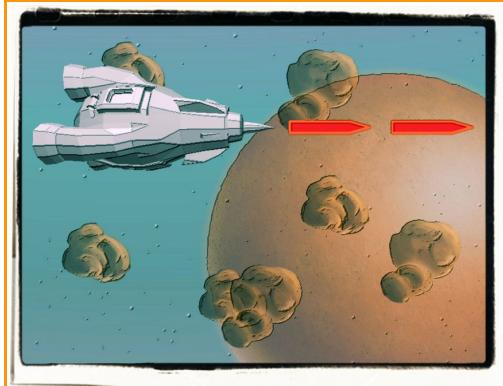
Most time you are on the surface of a planet and fighting against goblins and other monsters. You are controlling your character from a Hack'n'Slay perspective, which is called **isometric** in 2D games. It gives you a good overview and an very arcade-like feeling. Best experience will be when you are using a gamepad, because one stick can be used for the direction of running and the other one for aiming. That kind of game-play is used outdoors and in very big rooms, like inside the space-station.

2.2 Side-Scroll

When you are inside a smaller building or you are in the area of a boss, you will see your character from the side. That kind of camera-position is more suitable for jumping from platform to platform or to fight against a boss. In isometric-camera-only games it is very boring to fight against bosses because they are just stronger than standard monsters, but there is no difference in fighting against them. It is much more easier to create smaller puzzles and traps when the camera shows the events from the side. In addition to that all mini-games are **side-scroll**.



2.3 Space



Between the space-station and the missions you have to fly with a spaceship to the location of your mission, mostly a planet. You are controlling your ship like in old-school space-shooters of the 2D-age. By collecting special power-ups your shield and weapons are upgraded. There will be four different types of ships which can be controlled by the player, but only three of them are upgradeable. The cruiser of the intro is too short in action for any expedient upgrading.

2.4 Mini-games

Most mini-games are presented from the side-scroll-perspective to have more possibilities in game-play. If you take a look on the second artwork you can see a mini-game in action. During one member of the party has to solve a difficult Jump'n'Run passage the other have to fight against waves of enemies. After a certain time the one who is in the passage is exchanged randomly. In single-player mode either there will be defensive weapon towers, which fight against the waves of monsters, or there will be no monsters at all. That monsters may not reach the entrance to the mini-game passage or you have to start again. In fact, all boss-fights are mini-games: At the entrance to a passage before a boss only one player is chosen randomly to solve it, after that passage waits the boss who is also attacked by only one player.

2.5 Puzzle

This is not really an own game-mode but integrated into the **isometric-game-mode**. The players have to solve small physics-puzzles or have to press special triggers.

2.6 Checkpoints



You need checkpoints in BeyondJupiter to save your game, but we don't want to use big boxes with a sign saying: Checkpoint! So we decided to combine our ideas of brands with the checkpoint system. **Every vending machine for food serve as checkpoint**. When you touch one of these machines with your character its advertising illuminates and the product which is solicited drops out of the machine. By that action the game is saved and if you die, you will be re-spawned at the last vending machine.

2.7 Shops

There will be small electronic shops during the missions where you can buy things. In addition there will be shops at the space-station. In shops there are four different kinds of things available: Special armor sets, which are better than the ones you do find during the missions; boosters; batteries, which help by giving you unlimited amperage for a short time and a special number of accumulators.

2.8 Characters

There are three different characters available. They **differ in appearance and special advantages** like in health or energy and some dialogues are adjusted. But there is no difference in the storyline or in the missions if you choose on the characters.

		
Male	Female	Alien
He has a health bonus of +10%.	She has a money bonus of +10%.	The alien character has a bonus in energy of +10%.

2.9 Multi-Player

We will not make a big difference between single and mutliplayer in gameplay, so we have to find intelligent ways to make the same missions and types of gameplay as well interesting for single as for multiple players.

You will be able to play the whole story-mode in single-player or with up to eight players in cooperative-mode. Maximum four players at one computer using mouse and gamepads or up to eight players via internet or other networks. If you join a already running or loaded game, you are at your host's progress in the storyline . It will be not possible to start a specific mission.

Isometric: Mostly like in singleplayer. When you play a mission with the jeep it is chosen by random who drives the car and who shoots. When all players agree a new choice can be taken.

Side-Sroll/Bosses/Minigames: Player who enters the passages start with solving them. After a certain time he or she is randomly exchanged with another player who is protecting the entry against an invasion. The less players, the more automatic protection-roboters are in front of the entry to protect it. They regenerate themselves every time the player in the passage reaches a checkpoint. In single-player-mode there will be only roboters who protect the entries, so it is like a time limit. If a certain number of monsters make it to the entry you have to start again from last checkpoint. When a player dies during solving a side-scroll-passage another takes his or her place.

SpaceShooter: Everyone has his or her own ship. When there is a mission with the transporter there is a random choice who will fly with the transporter and who have to protect it with the UnitedUniverse Fighter.

3. Weapons

3.1 General

There will be weapons for monsters and only one basic weapon for the player. That weapon is called Modular-Weapon and all weapons for the monsters are available as modules for that one weapon used by the player. In addition to that there are special boosters which are necessary to use any weapon or module.

Module: What kind of weapon are you? Do you spray something or shoot with rockets?

Booster: What kind of damage do you cause? Do you burn down the enemies with fire or stun them with ice?

So you have to combine each used module with a booster. Due to this system you are able to create more or less custom weapons and try many different combinations.

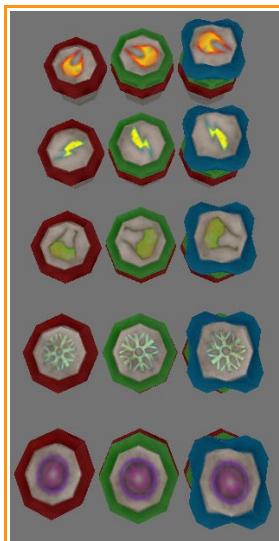
3.2 Monster's weapons

Here a simple overview of the weapons used by the monsters. First row is the name and a picture of it, in the second row is the primary fire mode (left mouse button) described and in the third row the secondary fire mode (right mouse button).

			
	<i>Blaster</i>	<i>Sprayer</i>	<i>Lightner</i>
	A sphere of energy is emitted	Sprays a kind of gas	A beam of energy is emitted
	With pressed button you can load that sphere	Loads gas and sprays it in one big fountain	With pressed button you can load that beam
			
	<i>Grenator</i>	<i>Rocketor</i>	<i>Riddler</i>
	Shouts small grenades	A rocket is launched	Fast shooting of simple bullets
	Loads and shouts then three grenades at once	Three rockets are loaded and launched	Very fast shooting of three bullets

The laser is not listed because it is a weapon for robots only, so it is integrated into the model.

3.3 Booster



As already mentioned you need boosters to use any weapon or module. Each weapon above has one slot for a *booster*. There are 5 different kinds of boosters and each one is available in 3 intensities. Red is the lowest intensity, green the second level and blue the most powerful one.

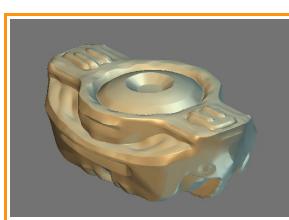
Fire - Electricity - Poison - Ice- Plasma

But when you freeze a monster with an ice booster and then shoot on it with a fire booster powered module it is instantly rehabilitated.

In fact there are 5 (boosters) x 3 (intensities) x 7 (types of weapons/modules) x 2 (fire modes)= 210 "types of weapons"

3.4 Modular-Weapon

It combines all previous weapons, like the monsters use, and has a solar panel to regenerate its energy. There are three module slots and for each one there is additional booster slot. There are two values:



or more of them. Example given: You have 11 accumulators, each has 1 kilovolt. Though you have 11 kilovolt available for your weapons. A blaster module needs 1 kilovolt, a level 3 fire booster needs 9 kilovolt. There is only 1 kilovolt left now for other things like a shield or a lamp. Even passive modules and boosters need voltage when they are build in your weapon!

The newest product of RobolInc. is the ModularWeapon. All weapons in Beyond Jupiter are developed by RobolInc.

voltage: Every component of your weapon is in a series connection connected. Therefore you need more *accumulators* to use better modules





A **Modular-Weapon** has 3 slots for modules and at the opposite side of each module slot is a slot for its booster. Only one module is active at same point in time. There is also a slot at the top of the weapon for special *attachments* like a laser pointer or a jet-pack.

The **laser pointer** helps you to aim at your enemies and there will be some puzzles with mirrors, where you have to use that laser pointer to find the right angle. The **jet-pack** let you jump higher or makes you capable of a double jump and the **shield generator** is able to generate a protective field of energy around you. There will be 3 different levels of energy shields (red, green and blue). After a certain number of hits every energy shield will collapse and needs to be reset. But that action needs a full amperage, so it has to be calm around you.



4. Armor Sets

4.1 General

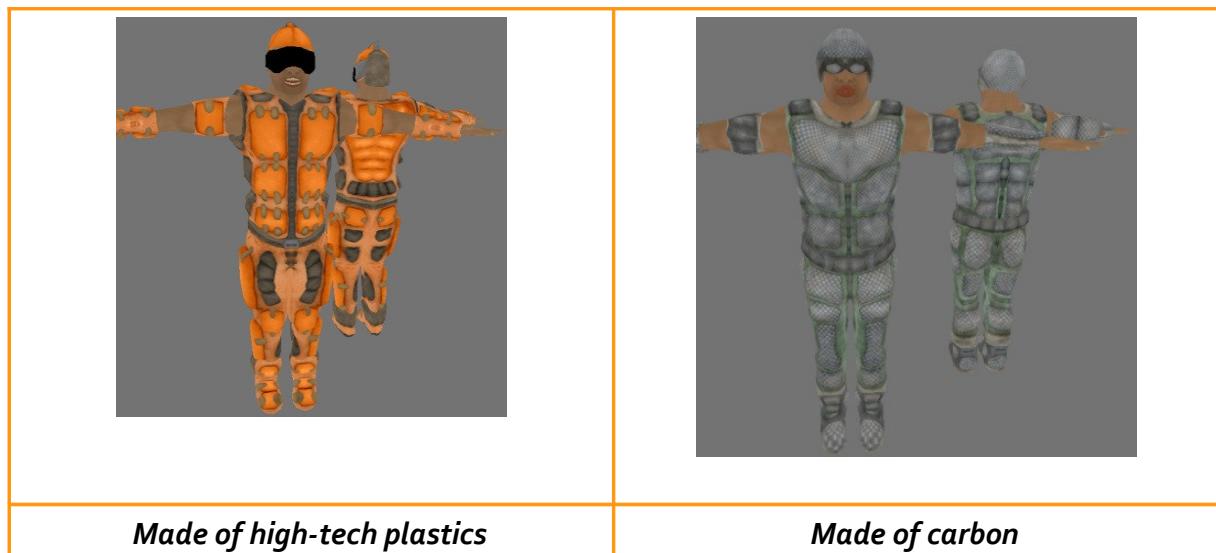
There are 5 different sets of armor, **each consisting of corslet, helmet, arm protections, shoes and trousers**. In addition, there are diverse types available of each piece of a set. For example old ones, which are not as protective as new ones, or some which are extra-resistant against fire.



Made of textile



Made of metal



In addition to that there will be a fifth armor set made of crystal.

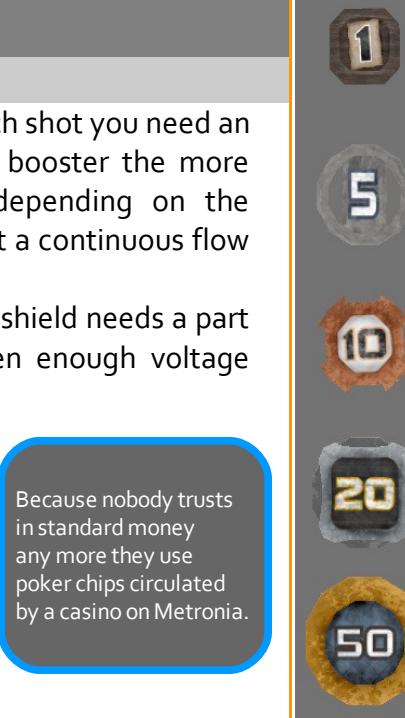
5. Values

5.1 General

As already mentioned there are **amperage** and **voltage**. For each shot you need an exact portion of energy. The more powerful your module or booster the more energy per shot you need. The amperage reloads itself depending on the brightness of the environment. You can also use batteries to get a continuous flow of energy for a certain time.

Voltage is like a simple level system. Each booster, module and shield needs a part of your voltage. Your whole equipment does only work when enough voltage available.

The third value in BeyondJupiter is **money**. You get money by solving quests or killing monsters. There are shops where you can buy batteries, accumulators (only a limited number) and other stuff. Maybe there is only a store in the space-station or in addition to that on each planet at the starting point of every mission.

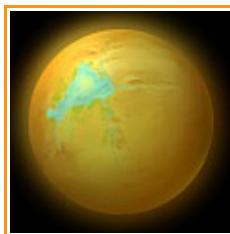


Because nobody trusts in standard money any more they use poker chips circulated by a casino on Metronia.

6. Places of action

6.1 Deseria

Deseria is a planet characterized by deserts and gas sources pouring out gas at the surface. There are dry meadows, bushes and dead trees. There are some dungeons and only one more or less friendly person to talk with (Client: Ed), maybe there will be in later missions of other clients little villages or cities.



Theme:	Desert
Landscape:	sand deserts, stone deserts, steppe, holes with gas coming out of earth, lava in dungeons
Monsters:	Boars, Goblins, Scorpions
Animals:	Mice, Meerkat

6.2 Arctica

Small planet completely covered with ice or water. There are some ice-dungeons and a complex research base. Because nobody lives there, dangerous experiments can be carried out.



Theme:	Ice
Landscape:	snow deserts, mountains covered with ice, dungeons, research base
Monsters:	Polar Bear
Animals:	Penguin

6.3 Tropico

One of the planets with the biggest range of different landscapes. From jungle and earth-brown hills to meadows with rivers and whole oceans with warm water. Many would call it a "paradise", but if they did so you can be sure that they had never left the paths made for tourists.



Theme:	Tropics
Landscape:	jungle, hills, dungeons, rivers, meadows
Monsters:	Pig, Goblin, Spider
Animals:	Mice, Saurian

6.4 Morassus

Wet, muddy and muggy. Nobody really likes to live on this planet. Most of the population are natives who never have seen a space-ship, because nearly all who have seen one take the next to escape from that dull environment.



Theme:	Swampland
Landscape:	moor, small villages
Monsters:	not yet thought about
Animals:	Native Population

6.5 Industrialis

Smoke, bad smell and an air which seems to be sliceable with a sharp knife. Industrialis is famous for its resources and non-existing ecology. Most big companies like RoboInc. have settled their factories on that planet to have short ways between mines and production.



Theme:	Industry
Landscape:	factories, deserts with toxic mud
Monsters:	not yet thought about
Animals:	not yet thought about

6.6 Metronia



One planet, one big city. No one cares about night and day, because the lights are glowing all time.

Theme: City

Landscape: city

Monsters: not yet thought about

Animals: not yet thought about

6.7 Crystalu



Many myth are told about this planet, which is the origin of the mysterious crystal aliens who kidnap Plug at the beginning of BeyondJupiter. The last mission will lead you this planet, where you will be able to rescue your pet.

Theme: Crystals

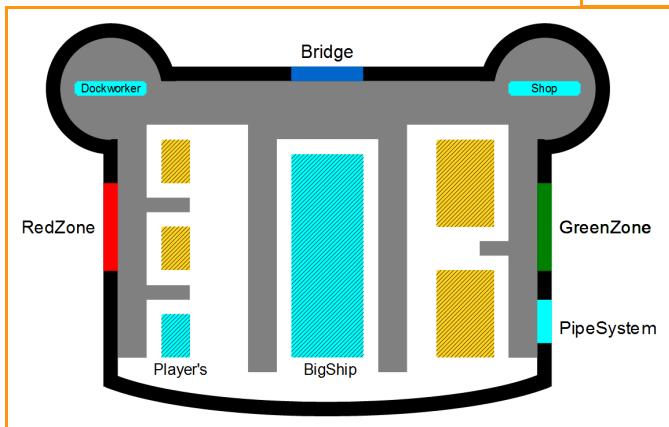
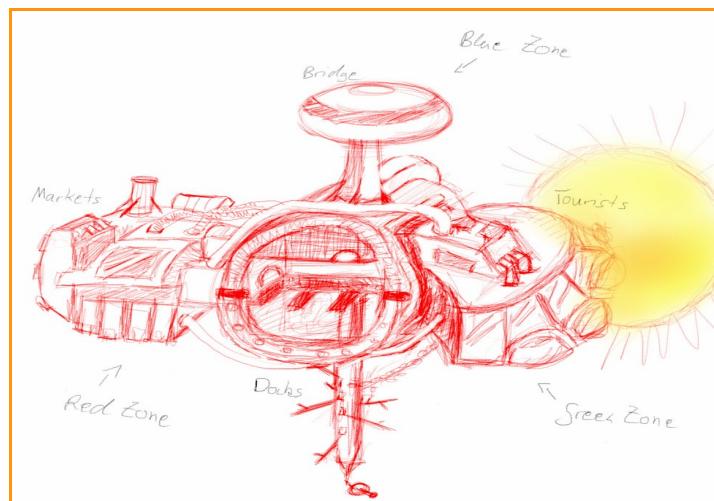
Landscape: crystals, black earth, lava

Monsters: Crystal-Aliens

Animals: none, organic life is not possible

6.8 Space-station

The **space-station** is the starting point of nearly all missions. It is divided into four different parts where you can meet your clients. Eight of nine clients live at the space-station, each one fits to the part where he/she/it lives. Even some missions are taking place on the space-station, for examples in the *docks*. The docks are the connection between the different pars of the space-station and you need special cards to get access to each part. In the Red-Zone live mainly traders and poor people. It is very dirty



and everything seems to be old. In contrast to that is the Green-Zone thought for tourists and wealthier people. To get on the bridge you need a invitation by the captain, because it is a military zone of [UnitedUniverse](#) and no civilian has access to this location.

7. Monsters

7.1 Used in the upcoming prototype (aggressive)



species/name: boar

territory: [Deseria](#)

weapon: tusks

description: Most time it is resting in bushes and hides before enemies. If you walk too close to it will sprint out of the bush in a straight line into your direction. It is fast and its attack is strong, but it is also very vulnerable.



species/name: goblin

territory: [Deseria](#)

weapon: [Blaster](#), [Sprayer](#)

description: A standard monster. There will be various decorations and shaders to create unique instances of the goblin. It is able to wear armor sets and it can handle simple weapons. Goblins are mostly used in groups, in which one is the leader. They are more or less intelligent and have some tactics.



species/name: OneEyedGuy

territory: [Deseria](#)

weapon: club

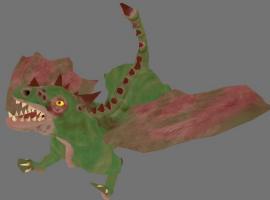
description: Boss of third mission of first client. He is very dangerous and double as high as the player. You have to kill it and bring your client the dangling eye to prove your success. More in the mission description.

7.2 Used in the upcoming prototype (harmless)

	<p>species/name: meekat</p> <p>territory: Deseria</p> <p>description: Thin intelligent animal who lives in bigger communities under the surface. If you walk to close to one of them they alarm each other and escape into their tunnels.</p>
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	<p>species/name: mouse</p> <p>territory: Deseria</p> <p>description: Small, helpless mouse. Try not to set your foot on it, but if you do so...who cares?</p>
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7.3 For later mission of the full game (aggressive)

			
<i>Dragon</i>	<i>Sprayer</i>	<i>Rat</i>	<i>Scorpion</i>
Boss of the third mission provided by Mr. Duke	His nose can create a darting flame which melts iron, its only nutrition	Simple rat with three eyes. Lives in cold and wet areas close to civilization	A kind of scorpion with a tail that can shoot a sphere of energy to kill its food

In addition to that there are planned more aggressive monsters like other goblins or spiders.

7.4 For later mission of the full game (harmless)

	 <i>Dog</i>	 <i>Saurian</i>
A simple cat as decoration, available in two versions: organic and inorganic. Both ones can be combined to a cyborg cat	Same system as the cat	Slow saurian.

8. Clients

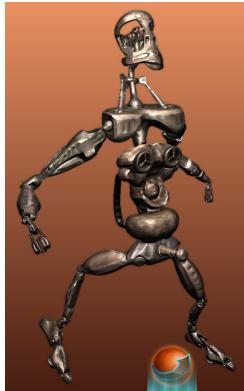
8.1 General

 <i>Ed</i>	 <i>Viridio</i>	 <i>Luigi</i>
TutorialClient	Dockworker	Godfather
He lives on the planet Deseria and is a icky and dirty trader who lives in a small hut made of iron plates. He owns a old wracky space ship	Virido is a simple dock worker of the space station. He offers you jobs like cleaning the pipe systems of bugs or repair something in a	Luigi is owner of a pizza fast food chain called "PizzaCap" and has everytime a bodyguard around himself for protection. Some people

which is your aim to get. During the missions there will be short explanations how the game works and so on. After the third and last mission of him he will not give you his ship although he had promised it. You kill him and start his ship which falls into pieces right after docking at the space station.

minigame at a dangerous place. All missions are taking place around the dock and in the non-populated parts of the space station. For the completion of his last mission the player gets a card which enables him to entrace the space station.

say he is the godfather of the station. At fist you have to deliver pizza for him, but in later missions he wants you to help him in his criminal businesses. You will get a submachine module from him.

*T-666**Dr. Butcher**Leslavitae*

Mechalove assistant

T-666 is an assistant at a "Mechalove" shop, which a erotic shop for all sorts of robots and machines. He is designed and assembled by "RobolInc", the biggest machine company in the universe. His biggest problem is his hydraulic pump between his legs because it extens when he looks at a article in the shop or at a female machine.

Doctor for pets

Officially, Dr. Butcher is a doctor for all sorts of pets, both terrestrial or extraterrestrial ones. In his free time he works on a perfect creature and you have to deliver single peaces for it, for example the best brain or the strongest body.

Augur

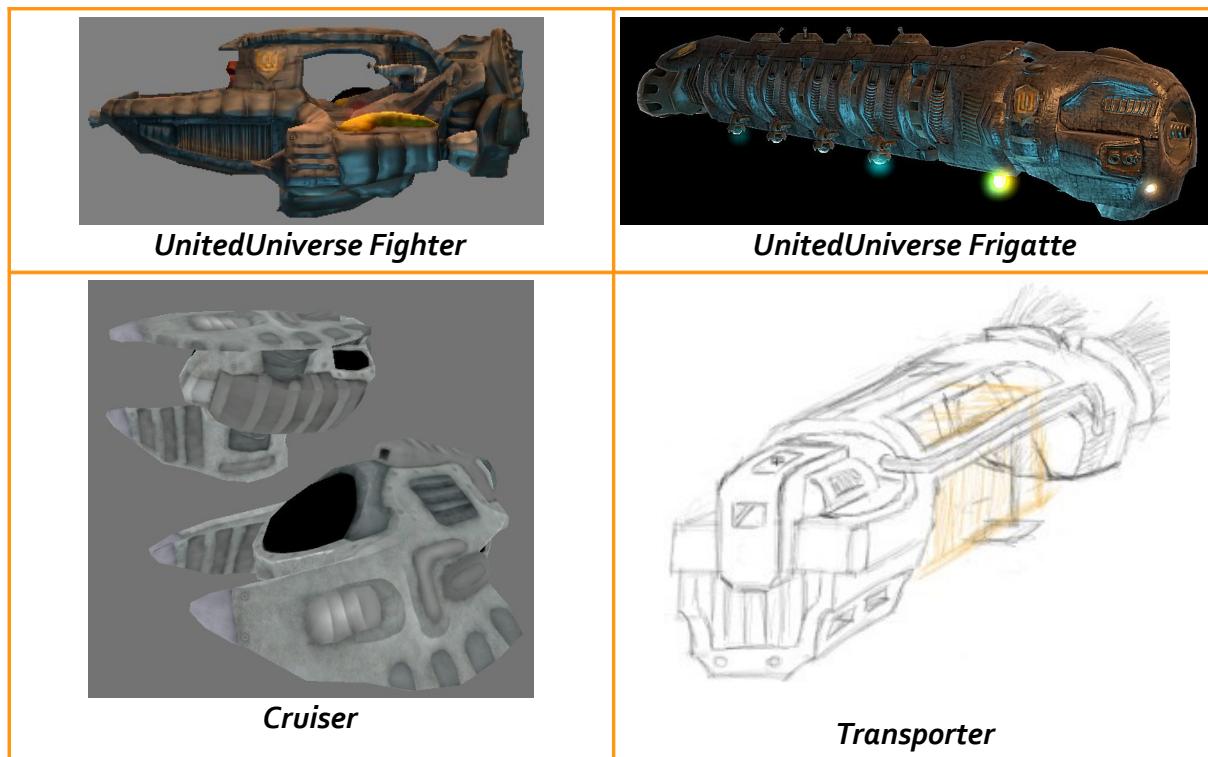
Leslavitae is an augur and regarded by customers of the higher classes.

		
Chaplain Gisela	Mr. Duke	Ironfoot
Priest of a sect	Former adventurer	Captain of the Space-station
The believers of the religious group of Chaplain Gisela believe in the almighty of a teacupsaucer somewhere in space. They are in clinch with another religious group called "Teacup ist almighty!" and you have to kill priests of the other group and to find out whether there is a teacup or a saucer which lords over everything...	Mr. Duke was a more or less popular explorer at his youth but today he is lonely and sad. He claims to have explored a tribe of small aliens on a distant planet but he has no prove for it. You have to find one...	Ironfoot is the captain of the space station and the owner of the last XshipX. The station is threaten by a roboter army and you have to defend the station and destroy the root of the imminence which leads you to the main planet of the Robolinc.

9. Spaceships

9.1 Used in the upcoming prototype

	
Ed's ship	UFO



10. Trademarks

10.1 General

There are different companies in BeyondJupiter who produce special products like energy drinks or weapons.

10.2 Brands



ChocoShock is a chocolate bar with caffeine. Favourite food of goblins and other low-intelligent monsters.



CrabCola is made of pressed crabs and secret spices. Nobody really knows what is inside the bottles. Some Doctors claim that you can get addicted to that kind of drink.

BangBeer is the most harmful drink in universe. It is made of foul berries and goblin urine. Therefore it has a bright yellow color and smells extremly bad, but somehow it tastes extraordinarily good after you have drunken some pints.

10.3 Companies

Robolnc. is the most powerful company in universe. Most products are produced and developed by Robolnc., like all available weapons.



Mechalove is a chain of stores by roboters for roboters. There you can get everything you need to satisfy our urge to make love with an other machine.

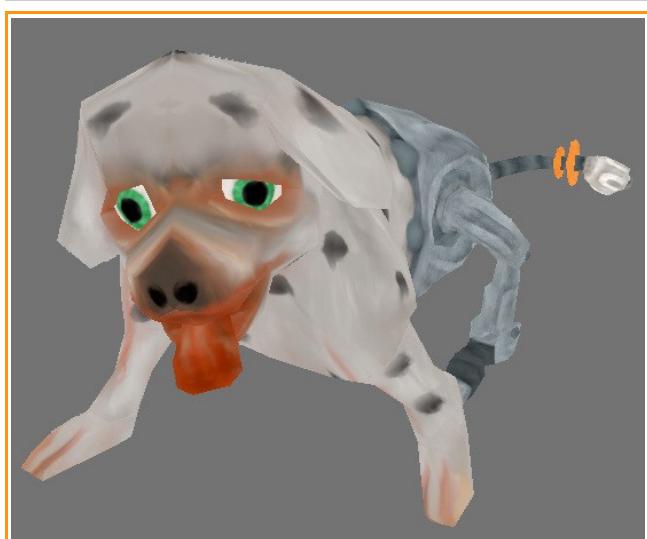
PizzaCap is another popular chain of stores in the universe, but there are some rumors that the bosses are gangsters and that they do not really make profit with food but with a certain white powder.



UnitedUniverse is not really a brand or a company but an union of all civilized worlds of the known universe. Troops of this union do also protect the space-station and help to avoid military conflicts.

11. Story

11.1 Story of the prototype



You are rich and owner of the newest technologies in universe, like the [Modular-Weapon](#) by Robolnc. and a super luxury cruiser. While you are cruising in the orbit of a planet called [Deseria](#) with your pet *Plug* (a cyborg dog with a machine hip and anorganic legs) one of your gears is destroyed by crystal aliens and your pet is kidnapped ([take a look at the first artwork](#)). You remain in the ship which crashes on the surface of Deseria. It is completely destroyed and only the Modular-Weapon with a basic module are still intact. Near your position lives a strange and lonely man (Ed), who offers his old spaceship to you if you fulfill three missions for him.

mission 1**location:** [Deseria](#), around Ed's house**quest:** Ed gives you a fire booster, which you shall use to kill some goblins around Ed's house because they have things which he need to repair his spaceship. Collect them after killing the goblins.**reward:** You've got already a booster**length:** About 10 minutes**mission 2****location:** [Deseria](#), in a near desert**quest:** Ed needs energy in his house to lit the lamps and to repair his space-ship. So you have to go deeper into the desert through a narrow canyon. Right after the canyon you find an old car which is still full of energy. It is very heavy and too large to get it back through the canyon to Ed's house. But nearby is an old railroad trail of an coal mine. Get an old wagon and push the car on it, because the trail ends near to Ed's house in a smithy.
While one player lead the car through the smithy, the other players have to protect the entry.**reward:** ?**length:** About 30 minutes**other:** mini-game 1/ first side-scroll-passage -> smithy**mission 3****location:** [Deseria](#), in a dungeon**quest:** Ed is afraid of a big monster with one eye, who lives in a dungeon and has also stolen the keys for the space ship. You shall kill it and bring him the keys...they are in the hole where the dead eye dangles from (first boss-fight).**reward:** You get Ed's small ship**length:** About 30 minutes**other:** puzzle 1 -> in the dungeon, more about this later

You have got Ed's spaceship and on your way to the next spacestation some pirates want to destroy your ship. After you arrive at the dock of the spacestation, and you get out of your ship, it explodes.

12. User Interface

12.1 General



BeyondJupiter needs a **flexible and simple user interface**, because this different windows which are described in [Ideas](#) should have as much space as possible to show all of the action. We want to use the same UI for single-player and multi-player, equal whether on one pc or via the internet. In addition to that it should be possible to use a gamepad. On the left hand side there is whole **concept** of the user interface compressed in one image. At the right side there are boxes, for each player one. They display the current health and weapon status. If you take a look at the right corner you will see the second user interface element. It contains a simple map and two buttons: Menu for global settings and Inventory, which opens a window where each player has access to his or her items.

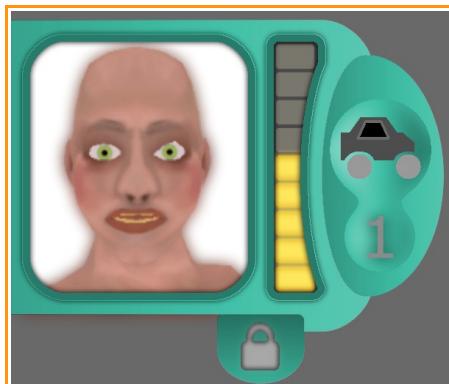
12.2 Boxes



Each box displays all essential information in very compressed way. First thing is the look of your character. You are able to change his or her skin-, hair- and eyecolor at the beginning of BeyondJupiter. In addition to that there is **raising a red line** over that avatar when you are attacked by a monster. So it does symbolize **your health**, which regenerates automatically after a certain time. In fact, when you see a plain picture of your character everything is fine. This line of yellow **LEDs informs you about the amperage** of your weapon. It also regenerates after a certain time, for more information take a look at [Values](#). If you use batteries the whole line will glow and when the battery is going out of energy it does start to blink till the battery is free of energy. At the right edge of each box there is a symbol of **your current module and the used booster**. This whole box is **minimizable by clicking on the box or pressing X on your gamepad**. By keeping your mouse over the lock you can activate "hold", so you cannot minimize or maximize that box accidentally.



If you have an **energy shield**, which is activated, its status is visualized as a line, which is same color as your shield, over your avatar. The higher it is, the better is the status of your shield. Maybe we will not use a line but fill the whole space of the avatar with its color. **That's not finally decided**.



When you are driving a vehicle you are not able to shoot with your modular weapon, so we can use this space for **information about your vehicle**, for example of which type it is or which level its weapons system are.

12.3 Map

In the right corner of the screen will be *a map which provides a simple orientation*. In addition



to that, there are two small buttons intergrated, which are linked tp the menu and your inventar. Maybe we will use the space, which is filled by the map, for other information like the current mission or what to do next.

12.4 Inventory



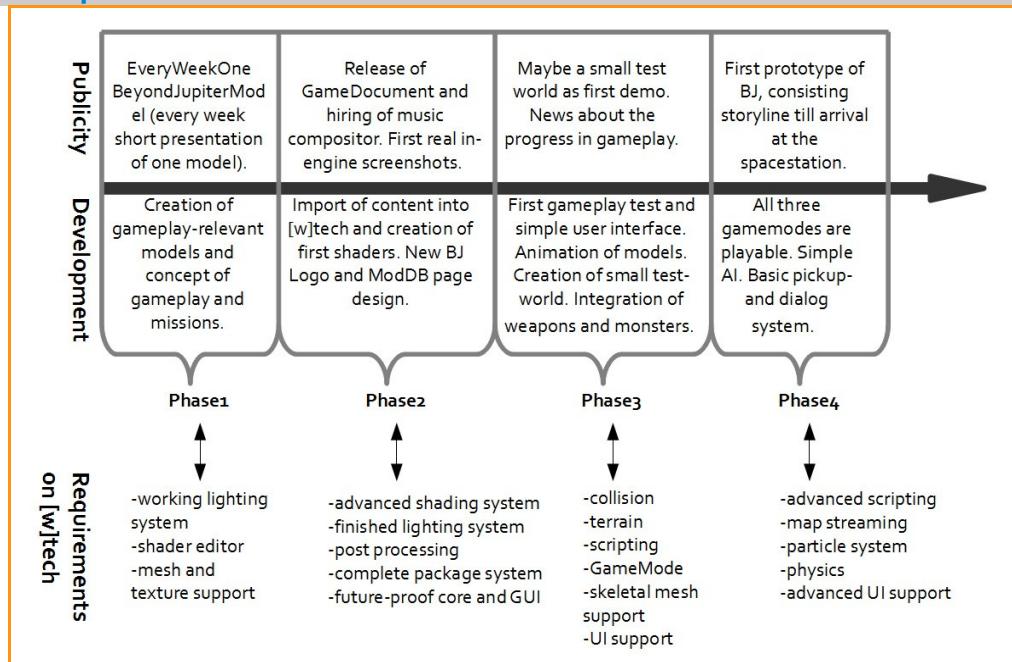
All options concerning your character are listed in the **inventory**. At the top in the left corner is **your avatar** and your **current amount of money**. There are three different categories which are linked via a small tabs on a bar. The first one is for your **module and booster** settings. In the middle is a big **image of the Modular-Weapon** with your chosen setting of boosters and modules. Above that image there is a scrollable list with **all available modules**, beneath the image is a scrollable list with **all available boosters**. At the bottom is a **list of your accumulators** which shows how many are available or in use, each represents one kilovolt. Also passive modules and boosters which are built in the weapon, but are not currently in use, need voltage. So you have to decide whether to use a powerful combination of one module and one booster or multiple combinations which give you more flexiblity.

12.5 Other

There is a **ring of each player's color** projected on the surface around him or her. When you rotate through your **three sets of modules**, their symbols **appear around your mouse** or, if you use a gamepad around your character.

13. Future

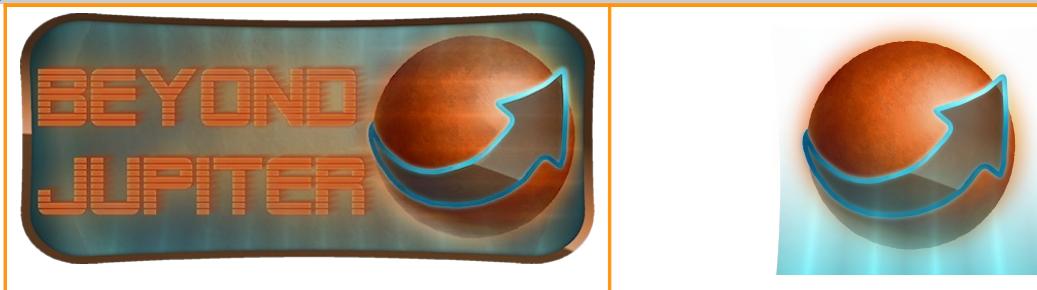
13.1 Roadmap



In the near future we will only touch the first point of the second Phase (Release of the GameDocument), because we want to focus on [w]tech and techdemos for it. We have planned this document as insurance for our ideas.

14. Press

14.1 Icons



Banner

Icon

14.2 Contact

Website: www.wtechportal.com
 Email: contact@wtechportal.com