Federated Game Server

<Your Company Logo Here>

Revision: 0.0.0

# Table Of Contents

[Overview](#h.yj5nhqp5cf0j)

[Theme / Setting / Genre](#h.5s48wntac2es)

[Core Gameplay Mechanics Brief](#h.uzq23hfhdv6e)

[Targeted platforms](#h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#h.421ijgnpyvmc)

[Project Scope](#h.rdb2xo3rjh0s)

[Influences (Brief)](#h.155cm8v36jpc)

[- <Influence #1>](#h.c6nxu1rzd2cc)

[- <Influence #2>](#h.ssiemceczw16)

[- <Influence #3>](#h.31bxzkfeuvl6)

[- <Influence #4>](#h.o4f1wa5aq6q3)

[The elevator Pitch](#h.337xnergkz1b)

[Project Description (Brief):](#h.z7oe7x50rpf3)

[Project Description (Detailed)](#h.exbmsy55zuvb)

[What sets this project apart?](#h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#h.kct9c2l3dr9p)

[Story and Gameplay](#h.6pmf08ssy6y0)

[Story (Brief)](#h.ctv1wxi9dpll)

[Story (Detailed)](#h.kqt2h5q76zyt)

[Gameplay (Brief)](#h.ejtq4v6r30ui)

[Gameplay (Detailed)](#h.cl69l94amjmx)

[Assets Needed](#h.6m1256af7s3j)

[- 2D](#h.1wb69txjqarm)

[- 3D](#h.xdk2cy4n4ovn)

[- Sound](#h.f8xx8iwg5gs9)

[- Code](#h.ky1qxs88utre)

[- Animation](#h.isk96p5euy3r)

[Schedule](#h.kmt9zaowjejr)

[- <Object #1>](#h.r3fjjzh8krjg)

[- <Object #2>](#h.j584764hn4bz)

[- <Object #3>](#h.lbj31oz0xb3v)

[- <Object #4>](#h.p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- Multiplayer internet based games.

## Core Gameplay Mechanics Brief

- Able to create a world on multiple servers.

- World state is persistent across all servers.

- Able to “gate” from one server to the next without feeling like you are changing servers.

- Able to start game from any running server.

## Targeted platforms

- PC at first

- Mobile next

- Others TBD

## Monetization model (Brief/Document)

- Open source volunteer work initially

## Project Scope

- <Game Time Scale>

- Cost? (How much will it cost?)

- Time Scale (How long will it take to make this game?)

- <Team Size>

- <Core Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- etc.

(List as many core team members as you need to)

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #2>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

Imagine if you could deploy a giant open world game without needing to own or maintain the server space or moderate play. Imagine if, over time, the players would contribute much of or maybe even most of the content. That is the goal of FGS.

## Project Description (Brief):

An open-source framework for a cloud-enabled dedicated game server system that allows a game to exist on multiple systems run and managed by a community of people. The idea would be to lower the cost of entry for MMORPGs by allowing the resources to be crowd sourced and divest the cost of managing the server space for a game developer. The game developer does game mechanics, asset and level design development, players become responsible for hosting (probably on services like AWS, GCP and/or Azure) and community management. Players may also be provided capability to do level design (like moding). Since game server hosting is not a trivial task, system would need an application that automates setting up the server. The system would also use "gates" to allow a player to move in-game from one server to another. This would allow players to integrate multiple scenes into one game all hosted on separate servers.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

## What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# Story and Gameplay

## Story (Brief)

<The Summary or TL;DR version of below>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Object #1>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.