

Nemo Economy Concepts

There will be two main ways for players to earn currency: quests and random finds. The harbors that players begin exploring from will act as both a market to buy gear, upgrades and crew members, will each have a unique character that will provide the players with a region-based questline that will reward the player with gold and upgrades. While exploring the depths to complete these quests, players also have a chance to find treasure that can be sold at the market to receive currency. The quests the player receives will allow the player to have a constant way to earn a consistent amount of money to prevent the player from fully stalling out and ending up without any money and therefore quitting or maybe needing to restart. The randomized treasure finds will be a bonus that reward exploration and will stimulate the players economy without flooding the market, but still providing enough currency to be a worthwhile find. Players will also earn a reward if a player on their friends list uses their crew member. This reward needs to be enticing so that players will encourage their friends to play, but not so much that it becomes a requirement for advancement. This also can help prevent a player from stalling out cash wise, as long as they have a friend or two who plays.

The player will have plenty of ways to spend their hard-earned currency, all of which will be spent at a harbor marketplace. Players can buy: Crew Members, Ship Upgrades, Crew Gear and Explosives. Crew members will have a class that is predetermined and that will be detailed elsewhere, and they will have an intrinsic item that is displayed by the character. When shopping for new crew members, the player will have to choose between not only what type of crew member, but the best choice in intrinsic items they are carrying. All crew members will also have an equipped item slot, where the player can choose to buy an item from the shop and give it to a crew member to increase their effectiveness. The most expensive items will be ship upgrades, they are expensive but permanent. Once the player purchases an upgrade for their ship they receive the benefits for the rest of their playthrough. While several upgrades can be earned simply by completing quests, certain ones can be purchased if the player has enough currency to spend. The player may also want to purchase explosives to carry on their ship, these expendable bombs would allow the player to clear rubble, debris and other such blockers to explore areas they otherwise wouldn't be able to reach. These will not be overtly expensive since they are expendable, but their cost will be enough to make them a resource, not an afterthought.