

Multiplayer Game Proposal

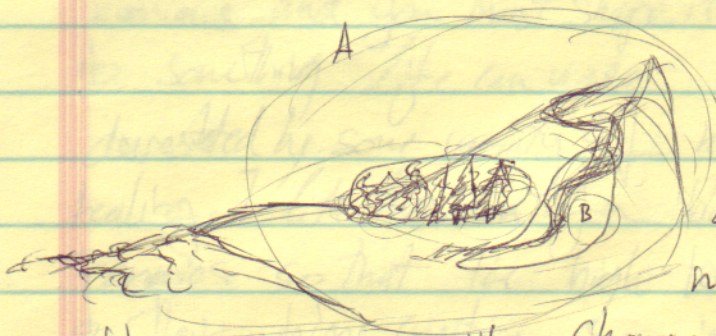
— concept —

In a real time environment players will fight against monsters that control how the world is shaped.

idea diverges.

This is merely an extension of the current mmo and is more computationally intensive. It should be feasible that a persistent dynamic world would make for a more interesting game. For the initial implementation it would be a good idea to limit the number of monsters and how they can effect an environment. Drawing on games like Vira Pirata and Harvest Moon a limited area for modification may be the best solution. To implement the multiplayer the area each player controls can be dynamically sized out of a wide region in a manner similar to the influence rings from Black & White. Each player starts out as a minor deity of some local phenomenon and as they use their power/gain followers their region of influence increases. The creatures that inhabit the world will enhance the environment and boost the power of players in that region. Each player does not need to co-operate with others in their region and they can have harmful spells that will strip away some of the benefits of an area. ~~The only disadvantage would be that~~ These "evil" spells would draw in different types of monsters that would feed off the decay. As regions fluctuate between barren desert

and lush ~~forest~~ Jungles the creatures will migrate and adapt. [create adaptations will require either dynamic// shapekeyd models// or moderator intervention.]



As you increase in power your realm of influence can jump in scale and the micro management will be left to new players.

Your power will change from creating mushrooms and routing streams to sprouting forests and shaping mountains. To help balance out the major effects that higher level players will wield the effects will take time to complete and they will alter the micro-systems ~~more minutely~~ than warping them to fit the new terrain. If a ~~major~~ high level player neglects their duties then a region may lose its luster and it will be more difficult for new players to start up (or the scenario could be altered so that their initial spells allow for more self-sufficiency). This inter-dependency will help foster player relations so that they learn to co-ordinate their efforts. Due to the limited amount of space there may need to be more increments than two. These different LOD will likely each require high amounts of attention.

~~Scenario~~ Scenario ←

To help make this an interesting game the players may need to be motivated to cultivate the land. Possibilities are that the Scenario is something more akin like a local

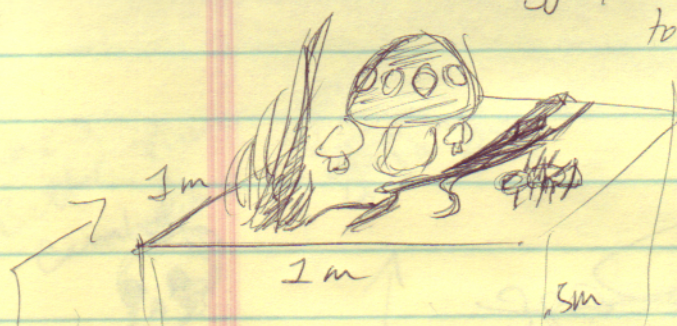
religion has started worshipping the spirits again and you are here to enhance/hurt their lives, that may be too Black and white like. Perhaps this is a world untamed by humans and you must shape it from its raw essence to something life can use or perhaps it has been devastated by some variety of natural disaster and it needs healing. I like the idea of a blank palette w/ no preordained scenarios so that the high level players can manipulate it to their whims creating scenarios to their liking. Factions could be introduced to spice it up where initially a player joins a particular flora group and attempts to use that to dominate. The problem with that is flora is typical: intermixed and has evolved to the point that it is rarely exchangeable. It might be possible to design a series of competitive plants that can out do each other via cannibalistic or degradative properties. Competition may simply exist via routing resources (water) away from players down stream.

V2

If human^{aid} avatars were used it might be more efficient and interactive. The system could be set up so you attempt to raise an army of monsters in [some region] and do battle with them and your avatar against other armies & their avatars. The twin systems of simulation and rpg character should interest a multitude of players. Though the initial build up may prove too prohibitive for fast action hungry players. So perhaps a synergistic or aggressive route should be available ~~or~~ [or varying degrees of each.] where players can gather a ~~team~~ unit of monsters via fear mongering or by friendships. The Mons will have local effecting abilities while players will have little to no direct ability to make wide spread changes to the environment. PvP competition could be held in arenas or instanced challenge locations. If players didn't have assigned regions then there would be a lot more dynamic player interactions and grouping. This form of play could be an synergy of Adventure and RTS. It may be possible to combine V1 and V2 to form a dual layered game where some players shape the world and others play through the environments set into play. These V2 characters could cause destruction to the V1 player environments and their removal of the mons and plants would shake things up a bit. A split screen setup for each player or a V1 and V2 ability set ~~for~~ that can be swapped might be good. Multiplayer May be an interesting element.

Separate levels

lvl 1 Initial - Bugs / shrooms [Puddle]

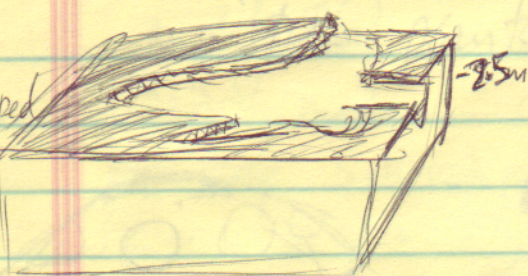


total area of play could be $1m \times 1m$

effects at the edge of a ~~region~~ region will fall off to the next square so the boundary is actually 'soft'

lvl 2 10m x 10m [Pond]

underwater spaces will
can be developed
with aquatic
flora/fauna.



you gain the ability to ~~dig~~ digg / shift dirt around

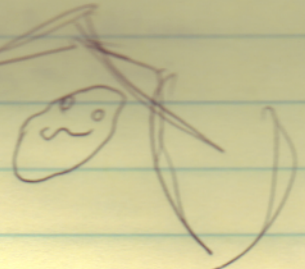
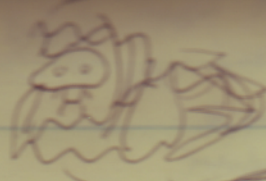
Water now needs an in/out flow or it will buildup mold, you have to work with your neighbors it make sure the ice down stream for it to get to.

lvl 3 ~~100m x 100m~~ 1km x 1km [lake]

By now you should have enough management power to plan a lake of sufficient size.
- weather effects are now in your hands

911 -

for sid 11
lower level



Nazis, then
Better
Cambodia



Nazi Cambodia

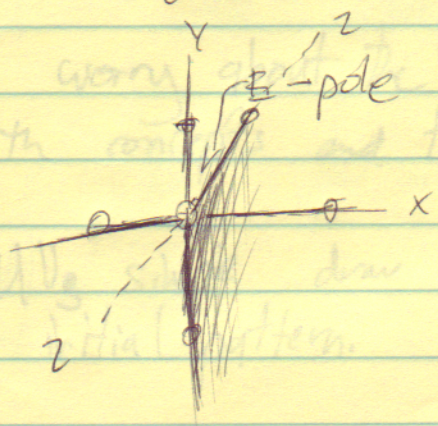
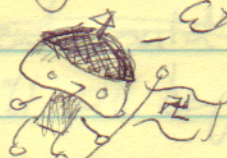
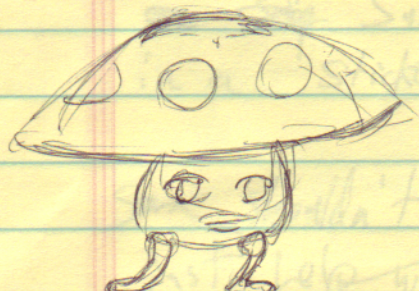


jaemy away from home

983 8110

perhaps the plants could be
Sentient beings but have wings of
their own, and in a sense
the plants are the wings.

- exactly!



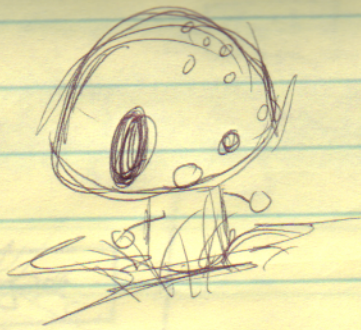
Figures: //
pachtable by
Vogel

A code flow diagram will be important. Do out after
chart that will help programers look at things differently

Naked crew members
are liars

- Do not listen to naked crew
members they are liars.

Mushroom → fish

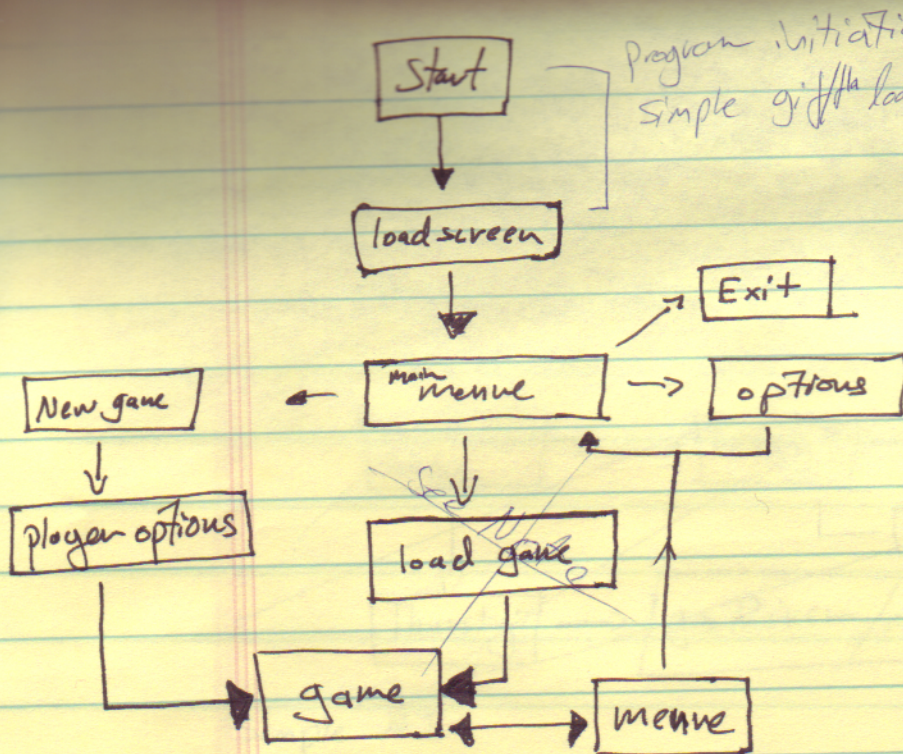


Artistically the game uses an extreme of
simplification when characters are reduced to
their modular components. ~~elements could~~
~~be~~ ~~sub~~ Subject details will all be flat
in a sticker style.

Sam shouldn't worry about the 3d, she can
just help with concepts and texture work.

to make UVs simple draw in arbitrary
faces for the initial pattern.
_{details}

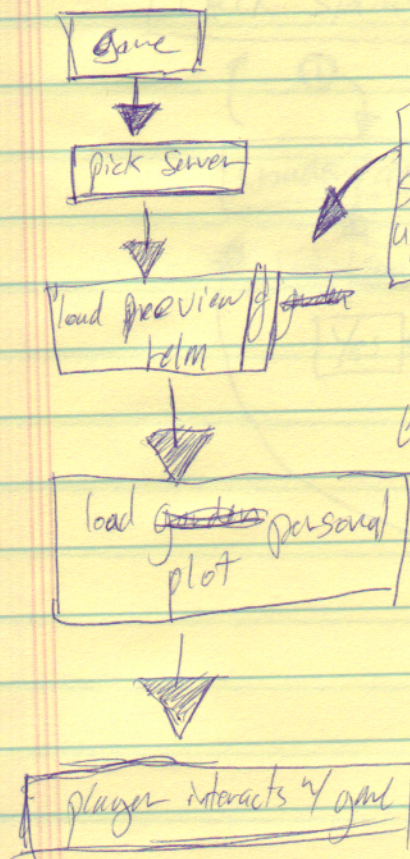
A code flow diagram will be important. Draw out a flow
chart that will help the programmers look at things hierarchically.



Main menu will ~~use~~ ^{could} text over 3d in a similar manner to ~~the~~ ^{half-life 2} ~~start~~ main options offers changes to graphical, gameplay and audio settings.

Player options is composed of logo creation and color chooser.

Menu contains options to Save / load ~~game~~ ^{character designs} or return to main menu or exit program.
 * Actually No Load game since it is multiplayer continuous.

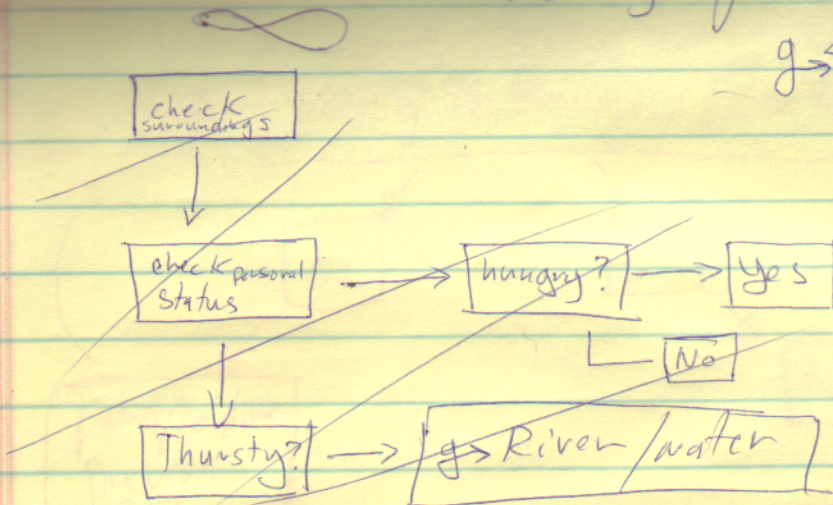


Preview can be a static image updated weekly

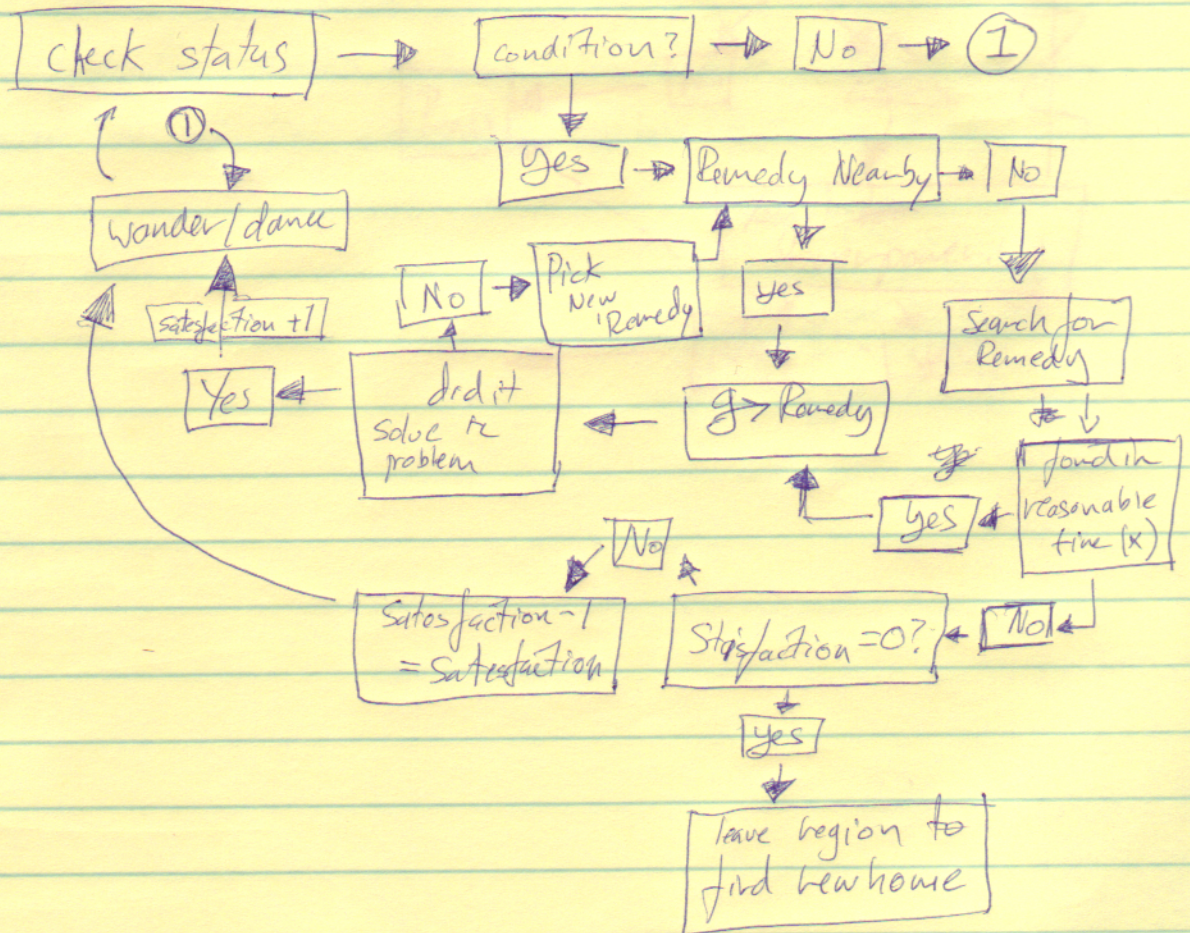
Can't over lay here. load surrounding ~~adjacent~~ regions so the player spirit can fly over them and observe them.

AI logic flow approximation
 $g \leftrightarrow \text{goto}$

1



Simple AI



Anti-Band channels system
- Control multiple creatures

- be able to evolve them with others
/ splice them into new
creatures

- 5 elements [earth wind + chaos]
fire water

The creation of chaos intensified the individual elements and has caused them to gather separately. This has caused the creatures of the world to evolve to reflect their environments. It is the job of the player to re-integrate the elements if they wish to be aligned to chaos/good or segregate them if they wish to be aligned to void/evil.

[void is evil b/c
of the segregation required
to create creatures that are
pure. The benefit of void
will be that you receive
pure elemental powers]