# Living Space

After the previous mission, skipping tutorial mission and after character creation a one time cinematic plays showing our player exiting another clone tube a bit ungracefully, the scene is short and transitions to a quick wash off scene then opening the locker in this small living space before exiting, until further resources are available this room will remain mostly non-functional the door leading to the room will allow the player to log off.



The cinematic ends with the player exiting into the rest of his living quarters where the camera quickly pans left to right to give an orientation of the room and then the player is allowed to take control of their character.

Logging in players are only shown their character exiting the sleeping area as the intro cinimatic.
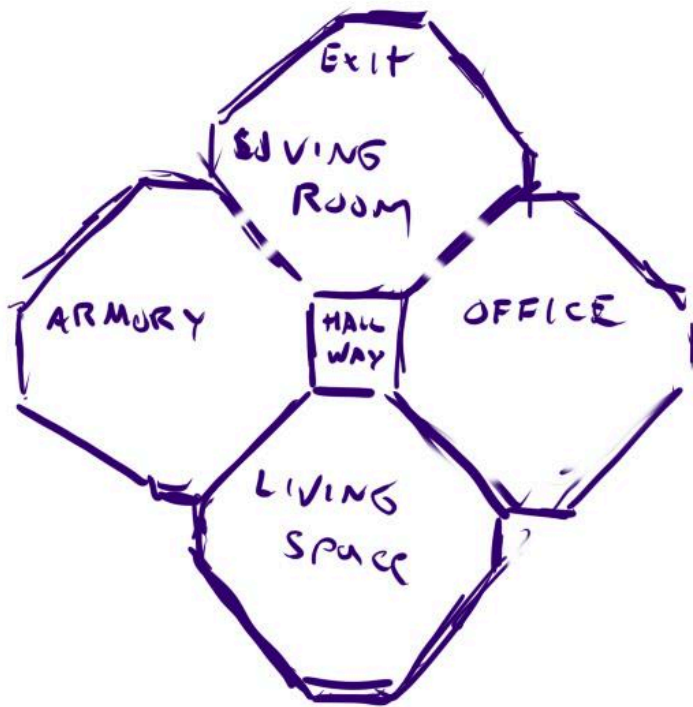
The first room the player will see is the armory. Its has only one lit up panel which shows an outline of a person similar to the current quarter's fitting for drop suits interaction in the quarters.

Not to far from this wall panel is the market board for ease of access.

In front of a panel is not however the classic fitting interaction but a floor (or wall) button asking you to be pressed.

Armory

Foot button

SkR

MARKET
BOARD
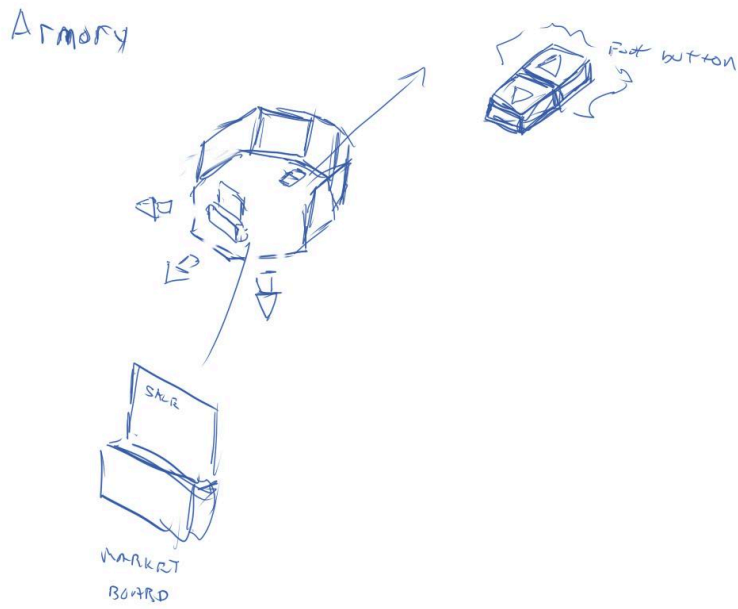
Upon pressing the floor button the wall panels slide away revealing the top selection of the player's owned drop suit, in the case of a new player the six starter fits. (Anti-vehicle Heavy, Anti-Infantry Heavy, Medic, Soldier, Scout, Sniper)
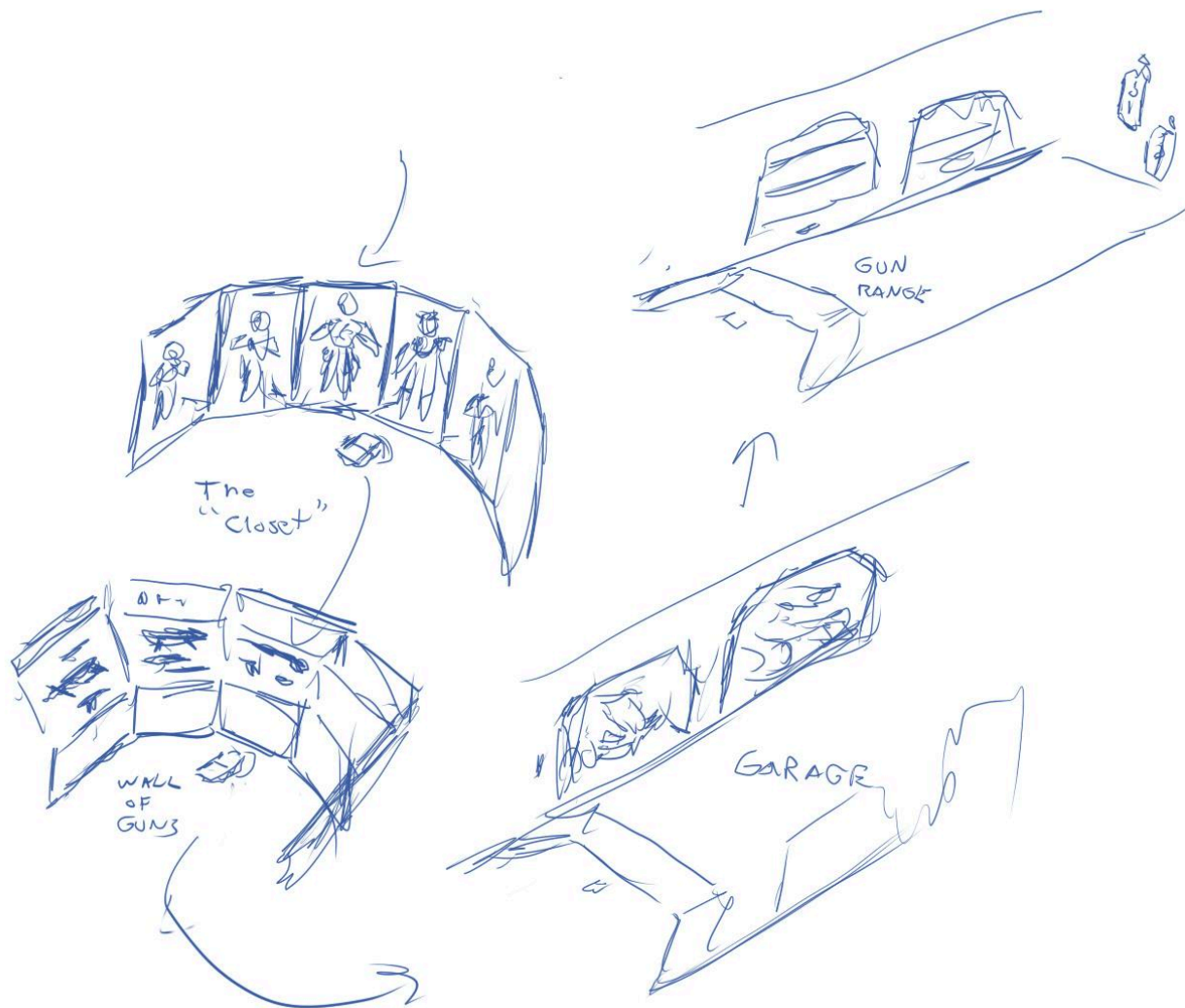
The player could interact with any of the suits, doing so brings up not only its fittings but cosmetic customization options if any are owned.

Additional trips to the button would allow the player to cycle through all of his dropsuit fits when the dropsuits fits are exhausted there is then another set of wall panels known as the 'wall of guns' Players will see all the gun types they have access to at their skill level and be able to also adjust their cosmetic options as well. From here the player could enter parts customization (when added to the game) a workbench to do the work on. From here the player can activate the floor button again to lower the wall panels revealing the gun range where he can test out his latest creation on some holographic targets.

Another floor press placed the gun back on the wall, lowers the restraining bars and opens the side doors for the garage where the player can inspect his vehicles for fitting and customization and check out his accuracy on the targets he hit.

Armory itself wouldn't have too many premium purchases other than changing the racial style of the armory itself. Majority of the premium purchases will be that of the suit, vehicle and weapon cosmetics and possibly the types of targets he can have in the gallery from anything serious to things of being silly.

This concludes the player's interaction with the armory.
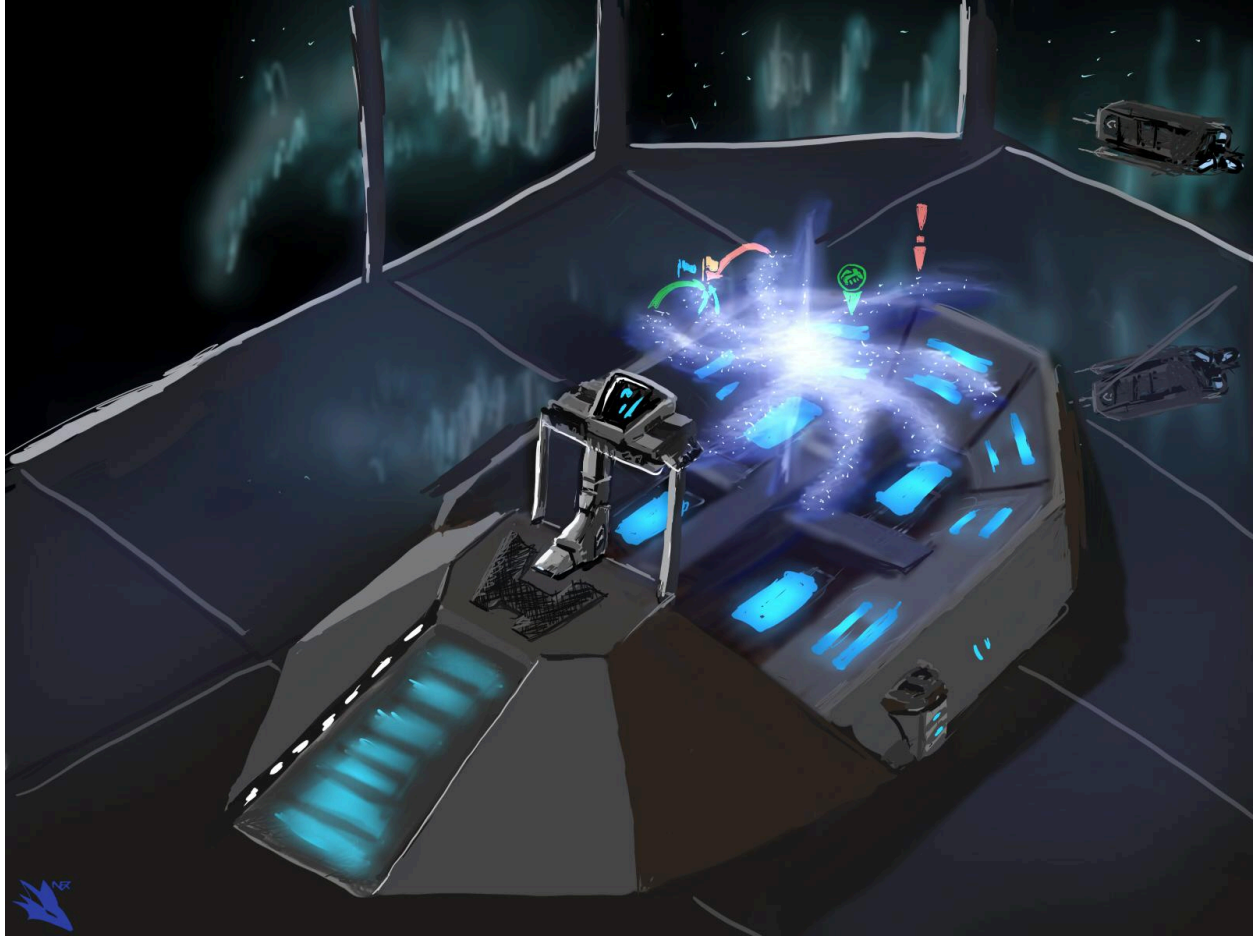
Across from the armory is the 'office'

The office is where the mercenary will create/accept contracts, manage corporations, mail, market orders as well and deploy to combat.

Unlike the current 'office' in MQ this one is a vastly different approach.
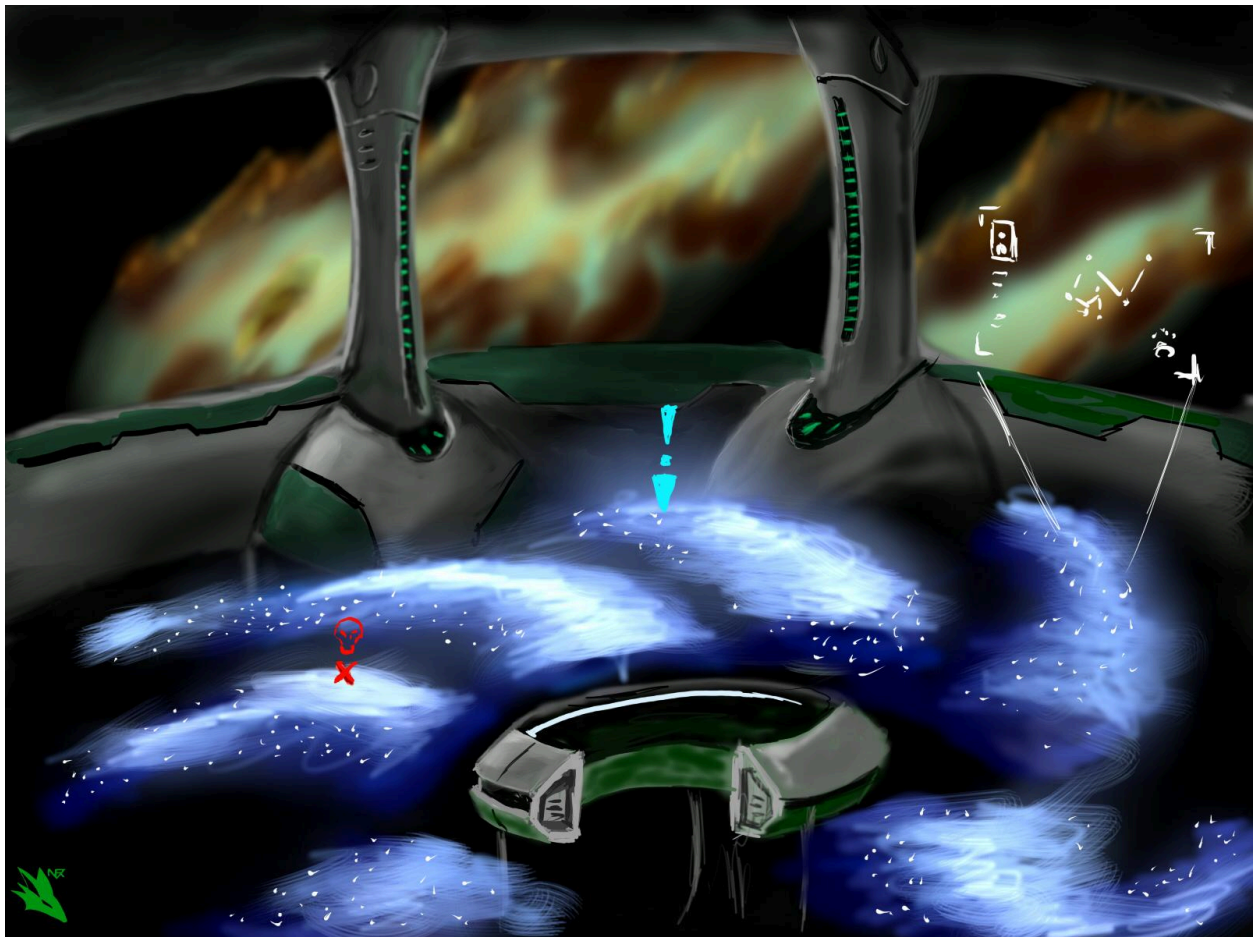


Gallente office the map surrounds the egosticial race thinking everything revolves around them.

Caldari Office has a commanding view of everything they're in control of.

Minmatar office is homely and down to earth and space saving with the floor panels doubling as holoprojectors.

Amarr look to the heavens for guidance.

The office will feature a large holo projector containing the current new eden galactic map. Upon interacting with the office the harness descends and attaches to the player before transitioning view to the starmap. Markers on the map are semi-real time api fed when viewed from afar, the updates get full priority once in office view mode.

Here the players could select a number of missions made available by either NPC contractors, Players, or events requiring attention. Players can filter the content they would like to participate in. They can also use the starmap for informational purposes transitioning between various data sets such as battles in areas, infantry slain, starship strikes, space activity, and planetary information normally available to eve online pilots as well. The player can change the view settings to be hexboard based (eve sov map), node based (current star map in dust 514) or classic (eve online starmap)

The holo projector could be used to play holo reels such as strategy plans, previous crest api recorded battles. Intel requested by crest api tools and many more things that just don't make sense to go through the neocom to load.

Notifications and mail are merged in this panel as it would be possible to link districts in mails so this allows a quick transition from the mail to the district in question quickly. Notifications can include if a new contract is available of your liking.

As for the contract acceptance there is quick battle still available to allow the player to lazily get into the fight. There is also the advanced filter options to restrict what quick battles the player wants including faction to fight for (this applies to high sec fights as well) The player can also browse various jobs to their liking or do a search function based on their desires.

Upon selecting a contract they are presented with the window containing the contract details (if any) which may include minimal pay (loss payment) bonus pay (victory bonus pay) collateral (if any) and mission type (may be left unspecified if intel is sorely lacking.) Some player generated contracts may lack all of these things for example a quick casual thunderdome may have no pay fees or modes available. Where a tournament based fight may have the player asking for collateral to pay for the winning pot. Tournament support tools could be found here as well.

Ultimately the corporation management will also allow management of districts specifically or the invasion of. Players will be able to set up defenses for their corp's property or deployment strategy for districts they're protecting for someone else. Gather Intel and recommend team role suggestions and make contracts.

Market transactions and wallets can also be managed here players can even do cross region shopping and selling with transport contracts through insured interbus parcel service.

The office's function will continue to grow and refine as needed as expansions are added allowing more types of game play.

One of the major microtransaction functions the player could potentially spend aurum here on this room is moving the quarters to another station. This however could and should be made a regular pay for isk function. The office can also feature various wall decorations such as window to outer space of the station and overview of the planet the station is orbiting with ship activity based on system activity. Or an aquarium, terrarium, walls, by default the walls are the racial metal wall with the newscast and ticker bars. Individual walls can be changed.

Finally the living room

By default there is some furnishing already.

LIVING ROOM
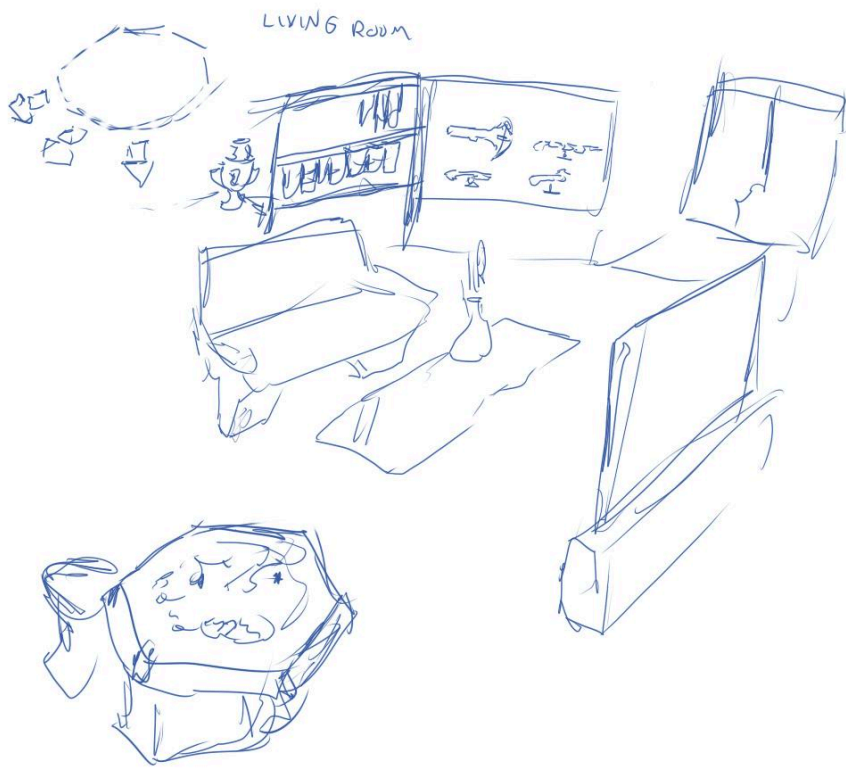
As options expand and expansions allow for it, the player would be able to completely redecorate the room as they see fit. By default there is a couch, table, holo, and a functional slay table. To the back is a library, code and content gods willing this will link to the encyclopedia for dust and eve online short stories. The holo TV would have the latest dev blogs and announcements available for browsing as well.

Then there is the exit to the social area of the station which would be an elevator transition out of the room when they become available for use such as the corporate lounge, the station bar, or the nobel exchange for changing clothes on the avatar.

The rooms are interchangeable and upgradable as development allows, the only walled off room is the living space but if memory allocation dictates for it the armor and office can be walled off as well but trying to leave these spaces open as possible to allow the player a good sense of flow from one side of the room to the other should be kept open as much as possible.

Overall the rooms for all four races will feel the same and share similar layout but the aesthetics will change. For example the caldari have a militaristic commanding presence and like to overlook things so their office post is elevated over the galactic map table.
 While in the amarr quarters the holo table is ceiling mounted (as if looking to their god) Matari being practical folk have the floor as the holo projector. Gallente something on even level and a

bit lazy on their end with the harness. The same can be said for the armory, living room, the living space and all subsequent upgrades and decorations. It should be possible to mix and match and change colors on the rooms for the ultimate customization of the room. There will be limits to item placement for example the center walk from the living space to the exit cannot be blocked and some rooms would have limited decorations such as the armory possibly only allowing hanging flags in the garage and non moving wall areas.

The harness in the office is there to support the clone as it goes unconscious when deploying and prevents embarrassing accidents.

So quick recap:

Living Space
- Bedroom, kitchen, clone unit, and other annamites room
- Functionally log off until expanded upon.
- Lower priority for customization
- Default is closet like, when supported can be expanded to full bedroom.
- Additional Expansion Functions would players to interact with the clone pod for genetic rearrangement (change character appearance for aurum)
- Customization Options (Aurum or NPC LP store purchases or quest rewards)
    - Room Size Color, Size and/or Layout
    - Trophy Wall
    - TVs, Sofas, Chairs, Tables, interacting objects, Flags
    - Kitchen upgrades
    - Wall coloring not matching the station corporate colors.
    - Room style not matching the station racial style.
    - Terrarium
    - Aquarium
    - Aviarium
    - Space Window Nebula Room
    - Space Window Dockview Room
    - Space WIndow Planetview Room
    - Station Interior Gantry view Room
    - Station Interior Dockview Room
    - Station Interior Environment view Room
    - Holographic Wall displaying Planetary Environments (various)
    - Holiday Decorations (if any) should be free of charge and seasonal
Armory
- May have to be walled off and door loader for the special environment
- Functionally the Fitting, Market, and Gun Range Room.
    - Functional uses are a primary and should come when the armory launches
- Expansions could change the layout of the room

- Expansions can add additional functionality such as the workbench for customization of appearance or modeled based function of suits, weapons, and vehicles.
- Customization Options (Aurum or NPC store purchases or quest rewards)
  - Room Style, Color, Size and/or Layout
  - Ironman Closest Styles (holographic, actual, glass pane ect ect)
  - Wall of Gun Styles (peg board, MIB, secret agent stash ect ect)
  - Gun Range Styles
  - Gun Range additions(environment holo, target types, target behaviors, 'drone hunt' minigame)
  - Garage Styles (elevator type, carousel, holo panel, holo projected)
  - Expansions may see to a 'driving' range where players can practice their driving around in various environments
  - Due to the nature of the armory there will be no special walls provided.

Office
- Functionally the majority of the neocom, primarily the access to agents, star map, corporate controls, communications and if needed manufacturing and research.
- Players could change the windows of the room to display different things.