

Developer: BioXide

Overview

Mankind Reborn is a spiritual successor of Face of Mankind, built upon its core design and principles, it's looking to capture the feeling of old fom while expanding on it's gameplay mechanics and content. 5 factions will be fighting for control of the galaxy, all factions share the same enemy, an alien parasite/infection that originate from a distant planet/planets in the galaxy and it slowly takes over colonies if left unattended. I plan on developing this game with complete transparency with the community and integrating them in the process, a game like this needs a strong developer/community relationship, being in the end of both of those roles, I know how to approach it to create the best version of this game possible.

Artstyle

Dark/Gritty Cyberpunk with slight elements of space horror, think of Blade Runner mixed with Dead Space.

Release

TBA, I want to have a playable version in a year or so. Testing will start on June 2017 and will have consistent testing sessions throughout till release.

Colonies planned

- Earth
- Moon
- Water world colony (a planet covered in one huge ocean with rocks coming out, think of the interstellar water planet, similar to aquatica in fom)
- Space stations
- Alien home planet
- Mars/Venus?
- Community ideas

Factions

Factions will be given enough tools to generate content and will be backed by hardcoded mechanics to ensure the old ways of abusing missions in fom won't be possible, factions/players will have the liberty and freedom of playing/doing what they want, missions will have detailed logs and each faction will have different gameplay missions templates to choose for their groups. Missions will be approved by HC and payments will be sent automatically, pretty much following FoMs old faction system and improving it. There will be rules to follow and the staff will always have an eye on the factions to ensure a certain faction doesn't break the game for others, mechanics will implemented in a way that the staff doesn't need to intervene in

war/conflict/IC situations, but mainly on extreme OOC ones (Excessive trolling, preventing others from playing the game without any IC reason, exploits, etc).

An entire faction hunting a single player just because "lolz u bad", commanded by its leader, won't get people banned, but leadership might get revoked after x amount of warnings and temporarily assigned to staff, each faction leader must make sure their faction is generating content for its members and that it follows some sort of role playing behind its motives. Miners can stop mining all together, go on a random killing spree and take over the galaxy is obviously allowed, but something like having the HC take the funds for themselves, not create missions for members, not drive the story forward, etc, is a reason for staff intervention, leaders are part of the gameplay and if they are not contributing to it, leadership will be taken away.

Faction leadership will be a combination of a popularity contest and staff evaluations, we want to allow players to pick their leaders but also evaluate them to see if they're the right pick, we want to make sure the leaders are capable enough of generating content for players and able follow the rules to prevent issues, staff will only ban if player is caught hacking, consistently exploiting bugs and excessive swearing, besides that, the community is in charge of how it treats its players. Factions are static, this means you can't create factions, but you can create departments inside of factions, (police department inside the government faction, etc).

Factions planned (No names yet):

- Government (GD, LED and FDC mixed)
- Criminals (BOS)
- Mercenaries (MOTB)
- Miners (CMG)
- Crafters (EC)
- Civilian?

Combat

Combat will be similar to old fom, medium-high speed with high regen, we will use values from old fom patches and will start balancing from there, we want to make sure the combat is approachable, balanced and enjoyable for all skills levels, the way we are going to approach this is by using values that work, balance those out, once balance is reached, start expanding by adding new weapons, armors, consumables and deployables (shields, mines, etc). We will never do complete overhauls like the attribute/fotd/csgo patches, instead we will pick from the best combat patches and tweak from there.

Eco/Crafting

Still haven't decided on what would be the method of generating raw resources, because I enjoy manual mining as well as automated, manual mining creates more social interaction and content because people have to go to specific places to get resources, but when poorly implemented it can get "botted" and becomes boring. Automated mining allows the players to do other stuff while crafting, but it doesn't feel as authentic, you can just set the process and go afk. I will probably start with manual mining in a way that prevents generating resources from the same place, resources will vanish and you'll have to move around to find more, will try to make this process more fun by adding more gameplay mechanics to it, will also include mining rigs but have them more balanced out. If the community doesn't like the mining system, it can change to an automated one, but balanced in a way to prevent AFK lords, crafting/eco i believe should always carry a social risk. Producing will be similar to fom, there will be production terminals in specific areas, you'll need to buy the "recipes" first, once you buy it you can create the item as long as you have the materials required.

Markets

There will be one market hub on each colony, there won't be personal/custom markets, but players are free to do personal trading to avoid taxes, markets should function similarly to how it did on FoM. Drugs can only be traded in person, not through the market

Final battles/Takeovers/MA/etc

This is quite the topic that I really haven't dived into yet and one that will require lots of community input, I'm more focused on the gameplay/core loop mechanics before working on any complicated/deep matters such as this.

AI/Solo Content

Mankind Reborn at its core is a player-ran pvp game, but I want to introduce PvE mechanics in a way that complements its player driven core. Similar to FoM, there will be aliens, but these will be much more balanced and fun to play against. The aliens will be some sort of necromorphs like in Dead Space (I want this to be a dark and gritty cyberpunk experience, aliens like necromorphs fit the vibe I want to set). Aliens will have their home planet/planets like in FoM where you can hunt them for crafting materials, they will also randomly infect colonies by spawning eggs/nests and hatching (which can also be planted by players, similar to FOTD, which allows for bioterrorism). Aliens will help with the generation of content in different ways:

- Factions will be forced to create hunting groups to prevent nests from hatching (FDC to the rescue?) on their colonies/territories or hiring groups that specialize in alien hunting
- Solo players that just want to log in for a bit and kill stuff have the opportunity to do so, without depending on other players, but they won't be able to amass riches or gear like this
- Bio-terrorism and black market egg trading

- Crafting materials exclusively dropped by aliens, the harder they are to kill the more value their materials have
- Its horror-vibe like system-shock/dead space will make the atmosphere more tense

Apart from aliens, there will be AI robots that will replace the turrets in FoM, earth will have by default AI security robots that offer security to newer players, robots move really slow, can be hacked, can be disabled by EMPs, destroyed, etc. So criminals who want to attack the highest-secured locations on the game still have the possibility, they just need to be better geared and have a plan of attack, there will be no safe areas on the game, except cloning. Robots/Droids will patrol randomly and also there will be flying scout drones that are faster at detecting crime than regular droids, but don't attack, only work as alarms. Droids might be produced as a high-end money dump, but obviously they would need to be balanced extremely before giving the players the opportunity to create walkable turrets. Still, they can be disabled by EMP, destroyed easily and hacked. Droids are there to further cement that cyberpunk style while adding more AI options to the game, this also gives more tools to hackers as they can hack droids and change their configuration for an x amount of time.

Daily individual missions can be found in the job terminal/terminals everyday, apart from contracts/jobs made from other players, these will be randomized for every player and will be tailored to their factions gameplay, it will offer solo players different missions to do every day, yes these are "Dailies", but they won't really break the player-driven nature of the game, I want to offer players a reason to log in everyday and play 1-2 hours, even if there's nothing going on, I want the game to offer something for different play styles/players, the hardcore FoM crowd, the solo gamer, the roleplayers, the casuals, etc. But the core of the game is still the faction player-driven-social-politics-combat-economy that FoM is known for and every other thing in the game will be balanced to complement that core, instead of taking away from it.

Roadmap:

- Combat public testing session around June 2017, will have a dedicated server with a single persistent map where players will log in and fight each other to test the core combat mechanics of the game
- After the testing session, bugs will be fixed, values will be adjusted to community feedback while implementing the economy/crafting/hacking parts of the game
- Eco public testing session should be available around July/August/September, we will run multiple testing sessions to see how the economy/crafting/hacking mechanics work, map size should be increased to go alongside the new content
- Factions mechanics will be added after Combat/Economy/Crafting works, this will probably take the longest to develop, testing sessions will be running in between to ensure previous systems work and to further balance out everything
- Faction mechanics public testing session, this should run for longer times than previous ones (server uptime)
- Crowdfunding campaign will be developed/worked on after the faction mechanics and should be available around Q4 2017 - Q1 2018, crowdfunding will help in getting custom

assets into the game to replace the placeholder assets and to further emphasize the dark/gritty cyberpunk universe the game takes place in, this will also help expand the game into an MMO

- A battle royale/commercial combat version will be released before the MMO version, anyone who buys this version automatically receives access to the MMO version of the game and they both merge together for everyone, the way it's gonna play out its still hasn't been decided yet but it should offer all gameplay mechanics in a session-based 2 team pvp formula.
- MMO version keeps getting worked on and implemented/released in 2-3 years