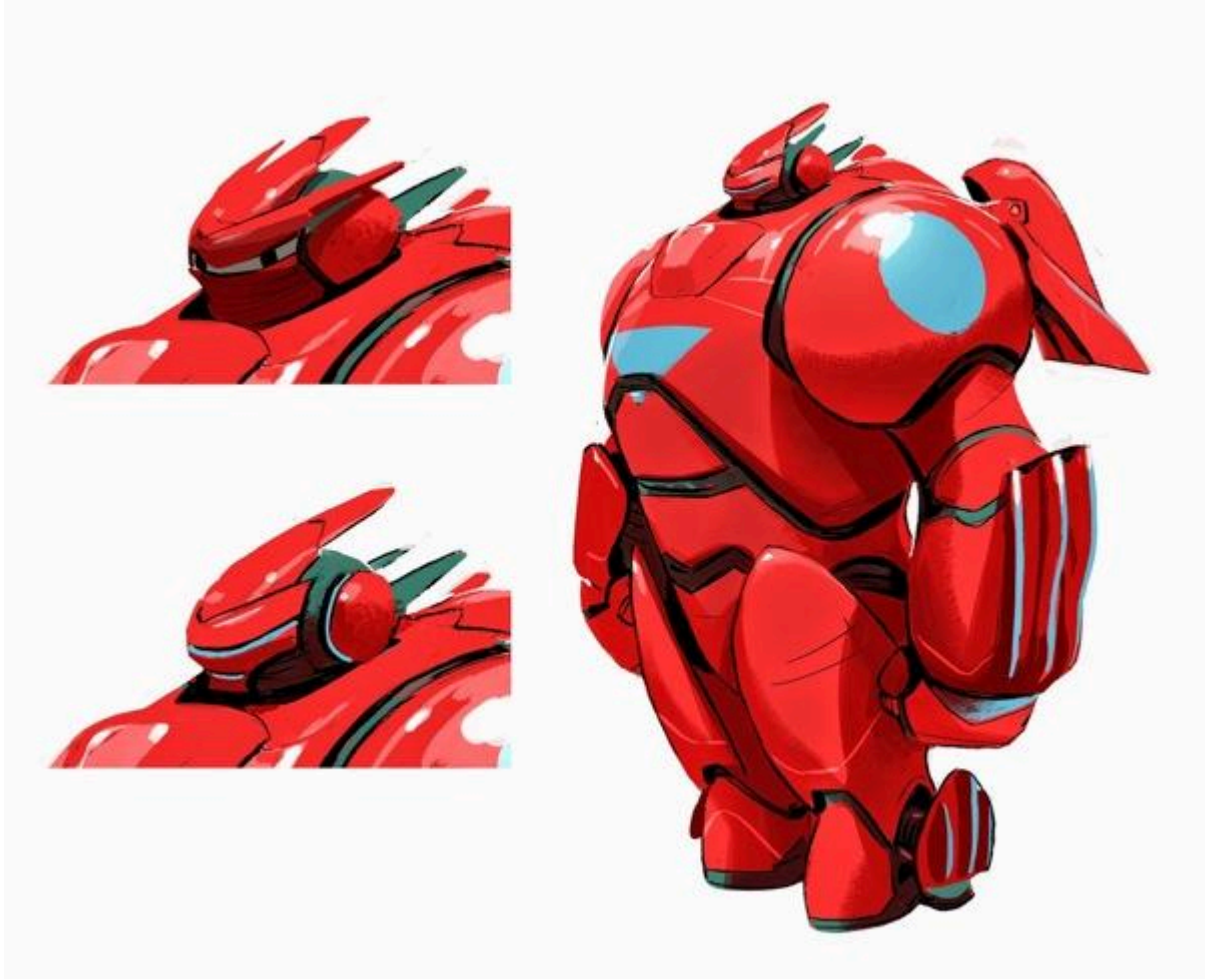


Deus Mars



Art by Kevin Nelson, Copyright Isabelle Dela Torre©, Jose Fernando Gracia

Vision Document

Vision Statement

Deus Mars is a high-retention open-world 3D MMORPG, with high emphasis on customization and focus on turn based battles featuring up to three modifiable mechs.

Mission Statement

Deus Mars aims to give the player a huge world to explore, while allowing for an incredibly broad amount of strategical combat customization and memorable mech designs. The endless possibilities in team design for the player's three mechs guarantees an always fresh experience as new parts are unlocked.

Who is your Target Audience?

This game targets sci-fi strategy RPG fans and players who enjoy a high level of exploration customization combinatorics.

What are some inspirations?

Game idea inspiration from watching Big Hero Six, where the main character is a young genius that is addicted to "bot fighting".

What are some competitors to your game?

This game faces competition with other 3D exploration MMORPGs such as Rappelz, and other Sci-Fi player building MMOs like EVE Online.

What will your game do different from them?

The strategic depth provided by teams being composed by three robots instead of one adds a new layer to MMOs unique to the Deus Mars experience.

What format are you shooting for?

The game is solely targeted for PC, at a 1280x1024 resolution. Environments are vibrant and there is a high emphasis on the mech's textures and visual fidelity.

What & Who are you designing with?

This game is being developed with award-winning Isabelle Dela Torre, of 'Planeta' and 'Platonic Solids' fame. The game will be developed using the Unity Engine.

How will you market your game?

MMOs are heavily dependant on a successful launch, and thus marketing showcasing the game's great visuals and strategic depth will be a crucial part of this game's production and post-production. Ads in the relevant gaming sites, LAN showcases at gaming conventions and beta-key distribution through various live and online events will give the game the necessary push to ensure a stable community on the game's most delicate moments.

What is your budget?

The game's budget, which covers all production costs, would be distributed in the following fashion:

- 40%: General Programming
- 40%: 3D Team
- 20%: Marketing Team

Game Design Document

Features & Concepts

- *Five **massive** crater sectors in Mars during the game's release. Each section would be explorable without loading times, using proper use of draw distance and optimization, allowing for seamless and immersive travelling.*
- *Full camera control, allowing for a 360 degrees view of the game world.*
- *45 initial mech parts for each body section, unlocked through quests, in-game markets OR by paying money for quick access. The parts change several attributes and skills in a mech, allowing for endless variation.*
- *Monthly updates adding new parts which can be acquired through daunting quests or bought for quick access.*
- *Mech part upgrade system, which increase the bonuses a part gives with exponential upgrading costs. A player's favorite part could be upgraded to stay relevant as their party levels up.*
- *12 Color variation patterns for every mech part, unlocked only through real money. This and easily unlocking parts are the main sources of monetization.*
- *A party system, allowing players to make teams of four (and thus, teams of 12 mechs) in order to tackle the ruthless sections across Mars.*
- *Turn based combat system incorporating the mechs versus diverse and vibrant alien fauna and flora. Combat inputs would be fast and concise with player-customizable hotkeys. Skills would have dashing visual impact, making every fight an experience akin to a mech movie.*
- *A PvP Arena letting players face-off against other mech teams, with singles and team ladders showcasing the best players on the server.*

Taught Mechanics

All new players start in a secluded tutorial section in Mars, where through quests and message pop-ups the player would run through the basics of:

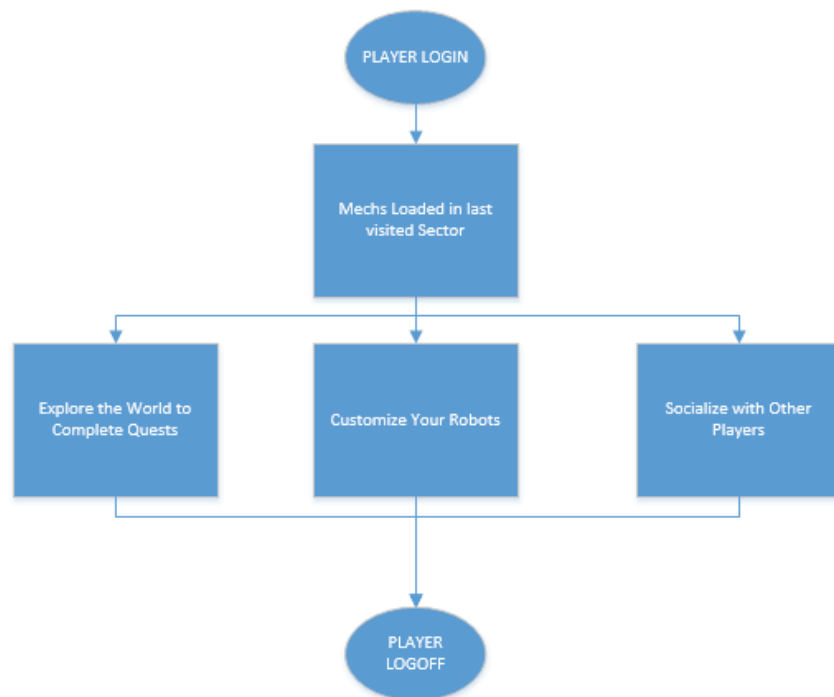
- *Movement, Camera Control, and Interaction with the environment.*
- *The in-game store system. Microtransactions are locked until the player clears the tutorial.*
- *Mech customization, party formation, and the part upgrade system.*
- *The combat system, chat system and the party system.*

Untaught Mechanics

Players wouldn't be taught how to make optimal mech customizations. The player must go through trial-and-error and socialize with their peers to find combinations that suit their playstyle.

Game Flow

A typical play session would involve several tasks that can be tackled at the player's leisure. Robot customizing before heading out to find new quests, or perhaps spending the day talking and discussing builds with the local community.



The game's several menus can be accessed at any time by pressing a button on the lower right corner to display a list of selectable options. The player can also press the appropriate hotkeys to make the menus pop-up unobtrusively. A chat window is available at the lower lefts, where players can broadcast messages to any nearby player or join general chat rooms to discuss various topics. The player's mechs current status are all displayed at the top left of the screen. All elements in the UI are hideable by the player, should they not wish for it to block certain parts of a section they are exploring.

During battle, the currently acting mech's available actions are displayed at the left of the screen, between the mech status and the chat window. The enemy's information is displayed at the right of the screen, with most of the action happening in the middle of the screen, where the action is not blocked by the required UI elements.

Describe the 3 C's (character, control, camera)

During exploration, the player's three mechs are rendered in third person. With the team's first mech standing in the middle, and being controlled by the player. The other two mechs follow. Players can disable the rendering of the other two mechs, and travel around with only the team leader visible. The player can only see other player's team leader on the overworld, to lower processing costs in more crowded areas.

The player moves using the WASD keys, and they can jump with the SPACE key. The camera can be moved in all directions by pushing the mouse cursor against the borders of the screen. The movement of the robot depends on the camera. Thus leaving the W key pressed as the camera is moved around will make the mech move towards what the camera is currently seeing.

Level & World Design

The game's massive five sections share distinct themes between them, with a hugely varying flora, fauna, and geographical landmass patterns. The environment takes into account the player's ability to jump to introduce some slight platforming segments to make exploring the world more immersive. Players can travel between sectors they have unlocked through quests through menus as long as they have been out of combat for thirty seconds.

Narrative & Quest Design

In Deus Mars, the player is part of mankind's last hope - the Mars Colonizing Mission. As they arrive in earth with their perfected spatial travel and colonizing technology expecting a mostly eventless settlement, they discover that Mars is actually full of vibrant, hostile flora and fauna despite contradicting drone research.

The quests given to the player describe step by step the endless and strife-ridden journey to take over Mars and turn the planet into a place humans can call home.

Combat & Enemy Design

Enemies' design are meant to look 'out of this world' as they are creatures that have evolved in completely different conditions from the Earth. Unconventional limbs, movement systems and predatory conducts should inspire a sense of wonder, creepy wonder.

As the player explores, there is no combat present. Combat is triggered in one of two ways:

- *The player's team leader mech comes into contact with an enemy's model. Some enemies wander about aimlessly, some are hostile and actively try to collide with the player.*
- *The player requests a PVP match.*

Most enemies are designed to be forgiving enough to be defeated despite suboptimal mech-part layouts. Enemies follow various patterns, like temporarily lowering the player mechs' stats, always attacking the player's less resilient mech or utilizing counter moves.

The player's mechs have several skills, depending on the parts assigned to them (Rocket punches, flame throwers, liquid nitrogen cannons, plasma beams, etc). These attack's attributes can also be changed through the upgrade system.

Enemies have weaknesses that can be exploited by these attacks. Thus, if a particular enemy is giving a player trouble, they can customize their mech to be better suited to dispatch the foe.

Important quest bosses, however, are incredibly resilient and follow contrived attack patterns and variable weaknesses that require the player to customize their mechs and talk to other players to create a party suited to the task. These monsters re-spawns, so players can revive the challenge as they wish.