
Eko Factory

ROBLOX

Project:

Pandora

Welcome to Eko Factory's Application!

We're so glad to have you applying to join the team! This guide is meant to provide team specific information to help you get off to a great and productive portfolio for us to review, and hopefully hire you!

WHO WE ARE

Our mission

The team

PRODUCT & PROCESS

Project Process

What is expected of you as a Dev!

ONBOARDING TASKLIST

Builder/

Terrain Artist

Creature Modeler/

Animator

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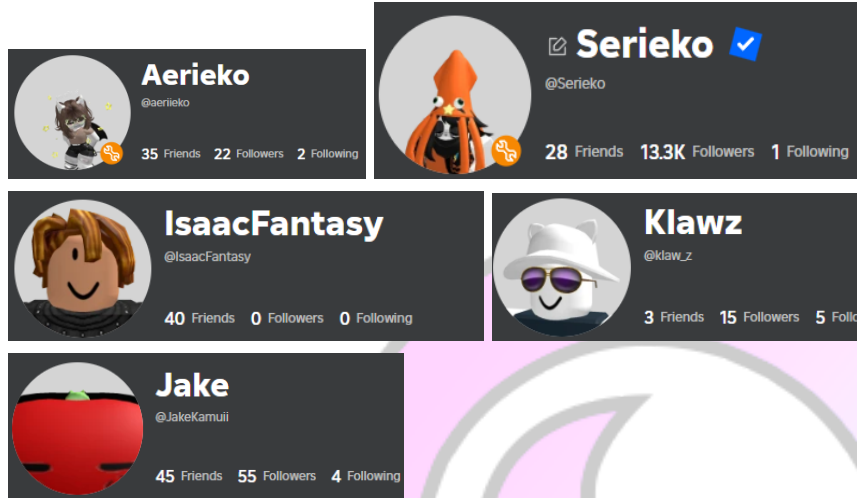
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WHO WE ARE

Our mission

Breathe life into digital worlds, crafting immersive experiences with passion and precision. We prioritize player experience over monetization, focusing on building a community rooted in genuine passion and care. In our cozy environment, creativity and innovation forge gameplay that resonates and inspires.

The team (as of rn! 😊)



*usually working around 5a-3p EST daily WITH nightly check-ins! :)

PAY:

Our compensation rewards quality and efficiency! :)

Expedited, High-Quality	We highly value high-quality models that are completed promptly and go above and beyond our creative expectations. In recognition of such excellence, we are willing to offer up to double the base pay for extraordinary assets. Your outstanding contributions will not only be greatly appreciated but also generously rewarded. <3
Standard Completion Timeframes	High-quality work delivered within standard timeframes will typically receive base pay, with adjustments based on complexity. Should your work require additional time, it is imperative to communicate this promptly. Timely updates are essential, as your contributions impact the entire team's workflow. We value courtesy and clear communication.
Late Turn-ins/ no communication	Submissions that do not initially meet quality expectations will receive base compensation, with the understanding that revisions will be

	necessary until the team is fully satisfied with the results.
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Project Process

Currently, We are in the Pre-production process. Our concepts are not solid, hence originality being a HUGE factor of this application. Have you ever wanted to design creatures with a base idea and concept sketches already given? HERE YOU GO! We would love your passion! The rest of the project will generally look like this:

Pre-Production:

- Prototype Development: **Develop a basic prototype to test core mechanics** and feasibility.
- Technical Specifications: Determine the technologies, platforms, and tools to be used.
- Team Building: **Assemble a team with the necessary skills, including developers, artists, designers, and writers. This is you! :)**

☐ Production:

- Art and Asset Creation: Develop the game's visual style, including character models, environments, and animations. (SOME assets are done, others aren't. You'll be helping mend that bond!)
- **Coding** and Development: **Implement game mechanics, multiplayer systems, databases, and server architecture.**
- Content Creation: Design and integrate quests, storylines, and in-game events.
- Sound and Music: Create or source audio elements, including sound effects and background music.

☐ Testing:

- *Internal Testing: Conduct regular playtests to identify and fix bugs and performance issues.*

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- Alpha/Beta Testing: Release initial versions to a limited audience to gather feedback and identify further issues.
 - *Balancing and Refinement: Adjust game mechanics, balancing difficulty, and ensuring a smooth user experience.*

☐ Launch Preparation:

- *Marketing and Promotion: Develop a marketing strategy to build awareness and generate interest in the game.*
- *Community Building: Engage with potential players through forums, social media, and other channels to build a community.*
- *Final Adjustments: Make necessary changes and optimizations based on feedback received during testing.*

☐ Release:

- Launch: Officially release the game to the public.
- Server Management: **Ensure server stability and scalability to handle player load.**

☐ Post-Launch Support:

- Community Management: Foster and manage the game's community, **addressing player concerns and feedback**.
- Ongoing Development: **Release updates, patches, and expansions** to maintain player interest and engagement.
- Monetization: Implement monetization strategies, such as subscriptions or in-game purchases, **while balancing player experience**.

While your contributions may vary across different aspects of the project, please remember that you are an integral part of our team. Your efforts are instrumental in advancing us toward our release goals. :)

Each stage requires careful planning and execution, with potential iterations based on testing and feedback. Developing an MMO is particularly challenging due to the scale and complexity of multiplayer systems, so **flexibility and adaptability are crucial throughout the process**.

Help us tame this beast together!

What is expected of you (as a dev!)

Please remember that this game is our passion project; we encourage you to bring the same level of enthusiasm and energy to your work. Therefore, as a developer at Eko Factory, you are asked to clearly communicate your daily objectives. Ensure that you begin each day with a specific goal in mind. We highly value creativity and originality, so please bring these qualities to your work consistently.

ONBOARDING TASKLIST

Building/ Terrain Artist

- Work on a small, self-contained feature or module to gain hands-on experience with the game's architecture. Prototype new ideas that align with the game's vision and provide a short report on initial contributions. Design and develop detailed environments and village settings that form the backdrop for players' adventures, contributing to the visual and thematic richness of Pandora.
- Environment Modeling: Create diverse terrains and landscapes that reflect the lush and vibrant ecosystems of Pandora, including elements such as flora, water bodies, and varied terrain features. Village Architecture Design: Design and model village structures and layout, reflecting the unique culture and style of the game world. This includes houses, community buildings, and decorative elements. Texturing and Lighting: Apply textures and lighting effects to enhance the realism and aesthetics of environments and villages, ensuring they align with the game's artistic vision and atmosphere.

Creature Modeling

- Develop realistic and engaging creature models for the hunting component of the game, enhancing the immersive experience of exploring Pandora.
- Creature Design and Modeling: Create 3D models for various creatures that players can encounter and hunt. This includes designing the creatures' appearances, ensuring they fit naturally within the game's ecosystems and visual style. Animation Rigging: Develop a set of animations for each creature, covering a range of actions such as movement, flea, attack, and idle states, to bring them to life in the game behavioral wise. Texturing: Apply detailed textures to the creature models to enhance their visual appeal and realism, using techniques that ensure consistency with the game's overall artistic direction.

Animating

- Develop and animate a **wide** range of characters and creatures to elevate the overall gameplay experience. Ensure animations are expressive and accurate, capturing the unique attributes and personalities essential to each character and creature within the game world.
- Engage in the creation and refinement of initial animation concepts and prototypes, aligning your work closely with the overarching narrative of the game: *Work in tandem with creature and concept artists to animate dynamic elements within the game's settings, ensuring they enhance and harmonize with the game's aesthetics.*
- Collaborate in the iterative process to refine animation styles and ensure they effectively support storytelling and game mechanics: Contribute to maintaining the visual cohesiveness of the game by integrating animated elements seamlessly into the environment.

Now to APPLY! :)

The Application

Please follow this document carefully and understand the process and dedication this project takes. We invite you to join this effort! Thank you for your careful time, and consideration!

*Please provide examples of your most recent work based on our **references**, and what we are looking for style wise for the best chance of receiving this job opportunity! :) Any applications that aren't are instantly disqualified. But thank you for your time!

- <http://ekofactory.com/>

THE AFOREMENTIONED

REFERENCES ARE BELOW ↓↓↓↓

- **WE CHECK FOR STOLEN ASSETS THAT WERE TAKEN! Scammers will be immediately instantly declined and can never reapply. This behavior IS NOT tolerated on ROBLOX. Be original or please don't apply. Give other people that deserve it an opportunity.**

Next page for References ↓ ↓ ↓ ↓

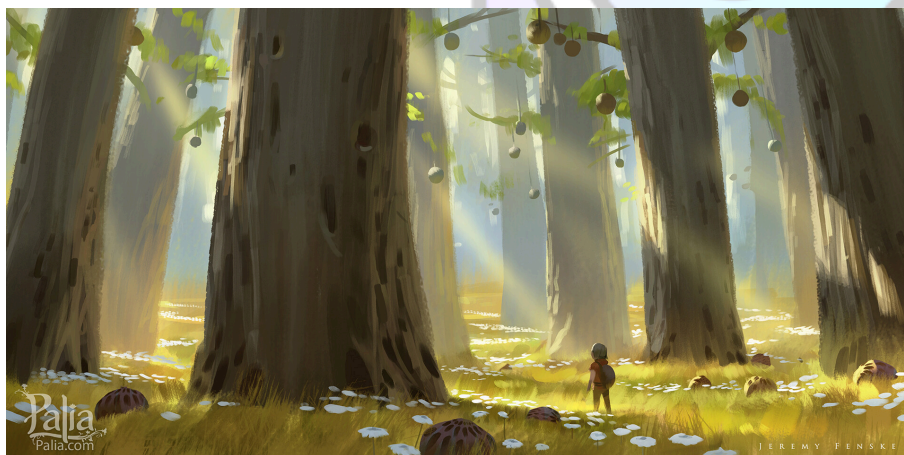


stuffie/chibi for each creature made^

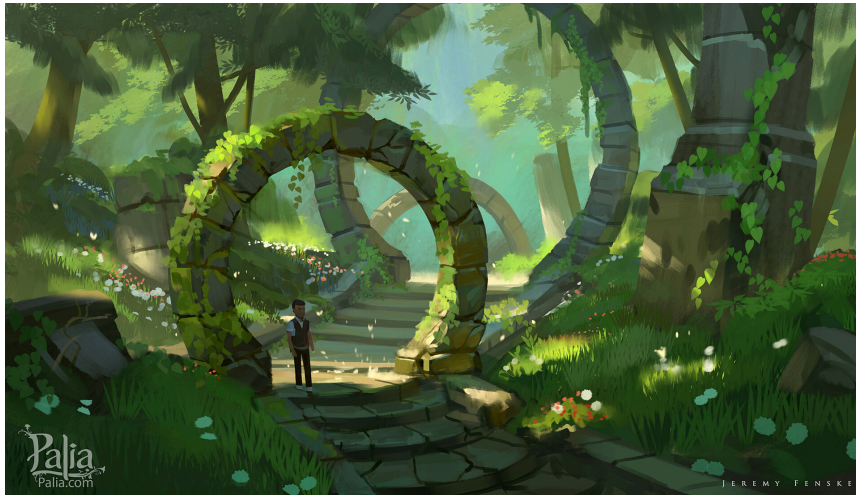




< character modeling



more below



Environments:



