



Knecesia Hudson || Game Proposal || Game Concept Design - GAM101 D07JUL01
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OVERVIEW

- 3D World
- MMORPG
- PC/Mac compatibility

“The battle for your soul has begun.”

In a world of the ordinary comes the revelation of a conflict as ancient as the universe herself; a world apart from mortality and the living. The eternal battles of heaven and hell waged since the beginning of time threatens to bring its war to the realm of men, where you must choose sides, and make your own fate. Whatever happens, the realm of mortals is at stake, as the darkness comes ever closer to achieving it's end: to reign on Earth, and tip the scales of victory in this timeless war forever in their favor.

Gates of Eden is a story about the wars of the angels against the fallen (angels). In this part of the tale, the fallen have found a way to make positive gains against their enemy, taking their fight to the race of men. Instead of the old methods of invasion and assault on mankind, they have instead given them the power and tools to summon hell on earth themselves, effectively creating a mortal army, loyal servants of dark, who threaten to consume the world. Awakening creatures of old legend and invoking the spirits in places of old, hidden from man until now, the fallen have provided them with a means of accessing great power through the use of gates, which allow those who dare to traverse them and cross into different realms. With man's insatiable hunger for power, many have placed their faith in this plan in the hopes of reigning alongside their dark masters.

But there are those angels who have also recruited men, that they might save themselves and others by undertaking one small task: closing the opening gates between the realms, thus keeping out that which should never enter the realm of men.

Enter the world as an ordinary human and make your journey to discover what fate is in store for your kind. Will you fight for the side of the light? Or will you cast your lot with the fallen in a quest for power?

The choice is yours, but choose wisely ...for this is the battle for your soul. The only one you have ...

FEATURES

1. **Mysteries:** Reveal the truth that is shrouded in puzzles and riddles.
2. **Crafting:** Build the world around you, including player-run cities.
3. **Combat:** Fight against famous creatures of incredible power.
4. **Become Legend:** Earn your place in the story.
5. **Adventure:** Unlock the secrets of the world.
6. **Choose sides:** Will you fight for the legions of heaven or the army of hell?

Gates of Eden offers you a world rich with mystique; a world of myths and legends. It offers you an opportunity to truly immerse yourself in a unique environment, where the actions of every player can have a visible impact on the world. Solving mysteries, learning secrets, combating extraordinary creatures of myth and legend, and a chance to explore other earthly worlds, drives the story and constantly propels you deeper into the conflict, which you are being counted upon to resolve.

One of the most unique features of this game is how crafting is implemented and is very much apart of the progression of your character. Crafting is directed more towards city building and landmarks, with a few crafts that act as supply depots for the general player base (clothing, equipment, consumables, etc). Each major town in the game has it's own unique economy with unique goods, due to differing geographic locations in the word with each their own unique raw materials. Players aid in the overarching story by up keeping the towns, building landmarks, and even founding villages of their own.

The Landmarks feature offers craftsmen a chance to advance their skill and prestige by contributing to their construction. The actual construction of the Landmark is done by NPCs who work at it daily, right before your eyes.

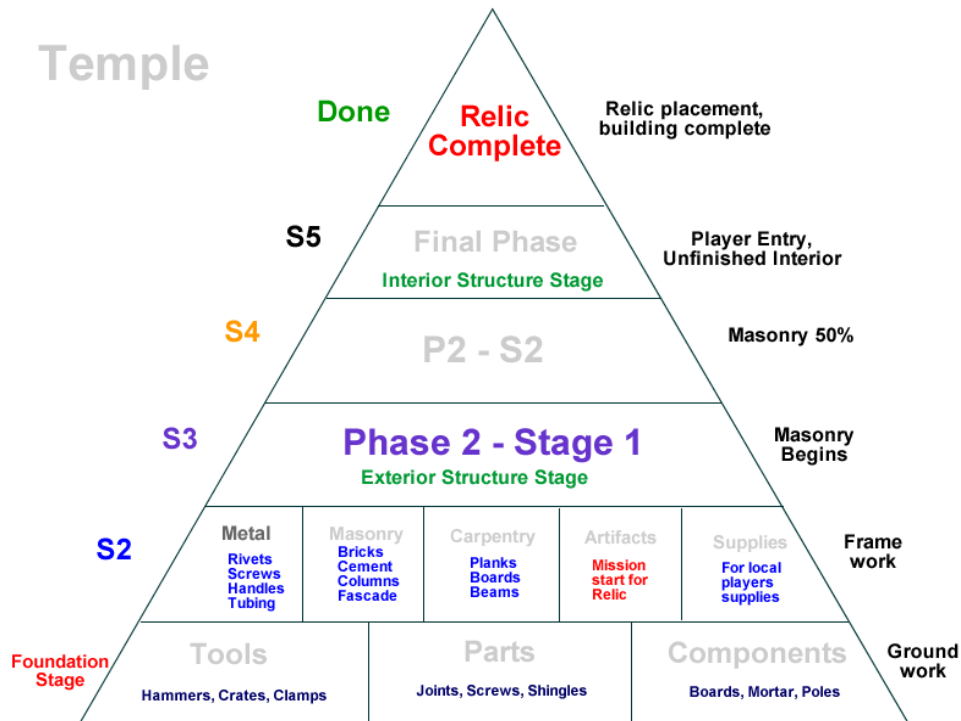


Figure 1.1 The process of building a Landmark

The information on the external left of the pyramid are the actual server trigger phases, as requirements are met. The information on the external right is how this information is relayed to the player; the player can track progress based on how the building currently looks in game. The descriptions on the right are generally what the player would see. The internal information on the triangle illustrates how players contribute to the construction. At each phase, supply requirements are different, so that it doesn't become a monotonous task, and to allow greater variety. Adventurers aid by advancing the on-going story to find the necessary relic that will complete the final stage of building. In this way, players who specialize can still work together to achieve the greater goal, and advance the story progression of the game. Also, this helps even out contributions, and ensures everyone is rewarded for their efforts, without forcing any particular style of play. Crafters have their place, adventurers have theirs, and fighters theirs as well.

Landmarks are a massive undertaking server wide, and every NPC-run city can undertake the building of a landmark. These are huge events, which occur regularly in different places throughout the world, and give craftsmen a greater purpose within the game, especially since each landmark represents more power for the dominating faction in any given town. All players have a chance to participate and be rewarded, and can actually watch the progress of the building as it nears completion.

Another unique feature of gameplay is the ability for players to actually become a legend in the story of the game. It is a feat that requires a lot of effort, and is an opportunity for all, no matter your style of play. This feature allows you to not only truly make your mark on the game world, but to actually become the subject of a famous tale for your contributions to your faction's cause! Game lore is progressive, which means when the players evolve the story, they are effectively writing themselves into the lore.

ENTER THE GATES



Gates of Eden takes place in a world dominated by cultists. It is the story of how the armies of hell are recruiting the souls of men to fight their cause. It is the story of how the legions of heaven lend their power and aid to men, so that they may stop the darkness from encroaching on the mortal realm.

The war against the fallen is more ancient than Adam, and is a perpetual battle of the balance of power. Neither side will yield, for the fate of man is at stake. Angels are there to protect that. The fallen want the exact opposite.

More than anything, Gates of Eden tells the traditional story of good versus evil, but it tells it according to real world myths and legends, and expands on those to create a world in which you can become one of them.



The World of Antelean

The world is Antelean, in the tongue of angels; Earth in the tongue of men. It is a world segregated by culture, and governed by the politics of man. There is little religion, but lots of mysticism. Factions and cults dominate the social and political landscape. You begin as a mortal in this world.



Earth is filled with many hidden places harboring secrets ...and gates, unlocked by the Dark Master himself. The ruins of ancient civilizations still stand as a testament to the early days of man ...some to the dawn of Earth. Discovering these places and things is just a portion of what mortals have been tasked to do. For some of this lore and myth are creatures in the deep, who must be destroyed.

In addition to all this, each turn of major events has an impact on the world you live in. Politics change, cities rise and fall, and knowledge is gained or lost.



Major Factions

There are several cults and factions which players can align themselves with.

1. Celestia (forces of light)
2. Etherealm (forces of darkness)

These are the two core factions at war; those that encroach upon the mortal realms (Etherealm) and those who watch the mortal realms and keep that which does not belong, out (Celestia). From those stem several minor factions, all driven by mortals from the various parts of the world.



The factions of the light are:

1. *Tranquillian*
2. *Mornas Host*
3. *Red Horizons*
4. *Verdant Shield*

The factions of the dark are:

1. *Crimson Shadow*
2. *Eventide Council*
3. *Refurion*
4. *Xcelion Cross*



Players must be careful how they play their cards with these factions. While players may earn and un-earn friendship with any they choose solely through the paths they play, each will yield its advantages and disadvantages. Each are distinct and not necessarily in collusion with each other. Their missions are all different and only relate in terms of their overall purpose; either to defeat the light or overcome the dark.



The Characters & Places

There are four major countries: Corda, Nelin, Taganza, and North Mynindor. You can choose to play as one of these races, which will determine your starting area in the game. While each are culturally different and have unique physical features, game play options are the same for all.

Corda

Cordanes are a more seafaring race, usually dwelling in the coastal regions of Earth. They take great interest in the fine arts and trade, and boast the most excellent light cavalry and sailors. This race uses a minimal amount of technology. They believe in luxury and indulgence and take great interest in scholastics and economics.

Cordanes are medium in stature, with olive complexions.

Nelin

Nelinites are known for being hardy, industrious workers, as well as fierce warriors. They are set in the icy north and also some temperate zones throughout Earth. Medieval architecture defines their culture and style. While all civilizations are bound to the use of some technology, these use no more than what is necessary to survive, and lead a rather comfortable, peaceful existence among themselves.

Nelinites can be somewhat large in stature, and have fair skin.

Taganza

Taganzei inhabit the tropical and jungle regions of the world, and are very tribal in nature. Since their traditions are centered more around village and family structures, they tend to be more into the spirit world than the world of technology and industry. Shamanistic hunter-gathers, these usually have the finest Diviners. They are also masters of alchemy and science of the stars. Their towns tend to

always be very small, consisting of only a few large families and centered around a more village setting.

They are usually very muscular and have very dark skin.

North Mynindor

Humans of a very eastern, and spiritual background. They have the most excellent infantry and geologists in all of Earth. Their towns are fairly dependent on the use of technology, and are much more developed than their rivals.

They are very svelte in form, have medium stature and are dark skinned.





Gameplay

Gameplay offers not only a mystical world that requires investigation and discovery, but a seamless system of character and story progression. Whether you prefer to play fulltime fighter, crafter, or adventurer, or a little of each, the choice is yours. The game uses a classless system, leaving only the skills and abilities for you to choose from. This allows you greater control in developing your character. The further you progress the story though, the greater the need for specialists, so bring your comrades! This system allows you to develop your own style, while encouraging cooperative play. The option to learn other skills is always there, but there's never a need to know everything.

You are able to choose from the following skill sets and abilities:

- Combat
- Craft
- Passive

Each set is further broken into subsets of skills that allow for greater specialization and mastery.

You can also perform Feats by completing complex tasks in the game which earn you special titles and bonuses. These tasks include everything from the mastery of a craft, to sharpening your talents at deciphering mysteries.

Mysteries come in the forms of labyrinths, ciphers, riddles, and mythical objects, to name a few; all of which may hold a vital piece of evidence that aids in gaining a lead to closing or opening gates. These mysteries also help restore a balance to the world.

The game is driven by the quest for exploration. Players have several core systems that they can rely on for a constant stream of meaningful activity within the game. One of them is the mission system.

Most missions are small pieces of an overall epic quest and are flagged by a marker in the players journal so it's importance is easily recognizable. Missions send the player in search of objects in the world, or put them on a journey to different places – ranging from the deeps, where a dark challenge may await, to beautiful enchanted ruins elsewhere. Missions can be found posted in the townhalls or civic centers of every city. There are several mission types:

1. Trade
2. Headhunting
3. Builder's Permit
4. Courier

These provide alternate ways of progressing, and each is time sensitive.

- **Trade:** Provide the requested goods to the appropriate player/NPC.
- **Headhunting:** Capture, kill, or spy on the directed target for a reward.
- **Build Permit:** Build permits allow you to work on Landmarks, open shops, build houses, or found villages.
- **Courier:** Deliver goods, messages, or services to other players.

Crafting

You can learn skills from any of several trades: smith, tanner, cook, carpenter, mason, clothier, weaponsmith, and archeologist. The archeologist is the first tradeskill of it's kind on the MMO scene. This trade allows you greater skill in finding, manipulating, and restoring relics and artifacts; objects which are key and essential to game progression.

You can also create unions and guilds for your craft to facilitate trade, and partake in the economy.

Combat

Fighters essentially make a living by braving the places and facing the foes your ordinary adventurer simply doesn't have the skill to do. Your focus as a fighter is on combat skills, and there is no other in the game who can go toe-to-toe with any of the combat challenges like you do.

Combat focuses on tactics and execution. Enemies have their weaknesses, no matter how big or small, and fights evolve around exploiting those weaknesses, as well as the environment.

Close quarters combat involves grabbing, throwing, and active evasion (strafing, jumping, ducking, etc). You control all of these actions. The more you use any given combat skill, the stronger your fighting game becomes, until you have shaped it into your personal style. You also have the option of teaming up with NPCs or other players to take on tougher foes. With each enemy defeated, you climb the ranks with your faction to earn greater titles and deeds.

Adventure

Adventure and combat are semi-related. The greatest distinction is that adventuring focuses more on mysticism, and puzzle solving. Much of your more desirable qualities as an adventurer is your tendency towards cryptology: deciphering messages, understanding symbolism, and solving mystery. For you, gameplay is fairly non-aggressive, and your knowledge of the world progresses the story in ways fighting and crafting cannot.



User Interface

The interface is one of the single most important features of gameplay, with a design philosophy of keeping it minimal, non-intrusive, efficient, and intuitive. The goal is for you to have quick, immediate access to all essential information for a smooth experience that doesn't break immersion.

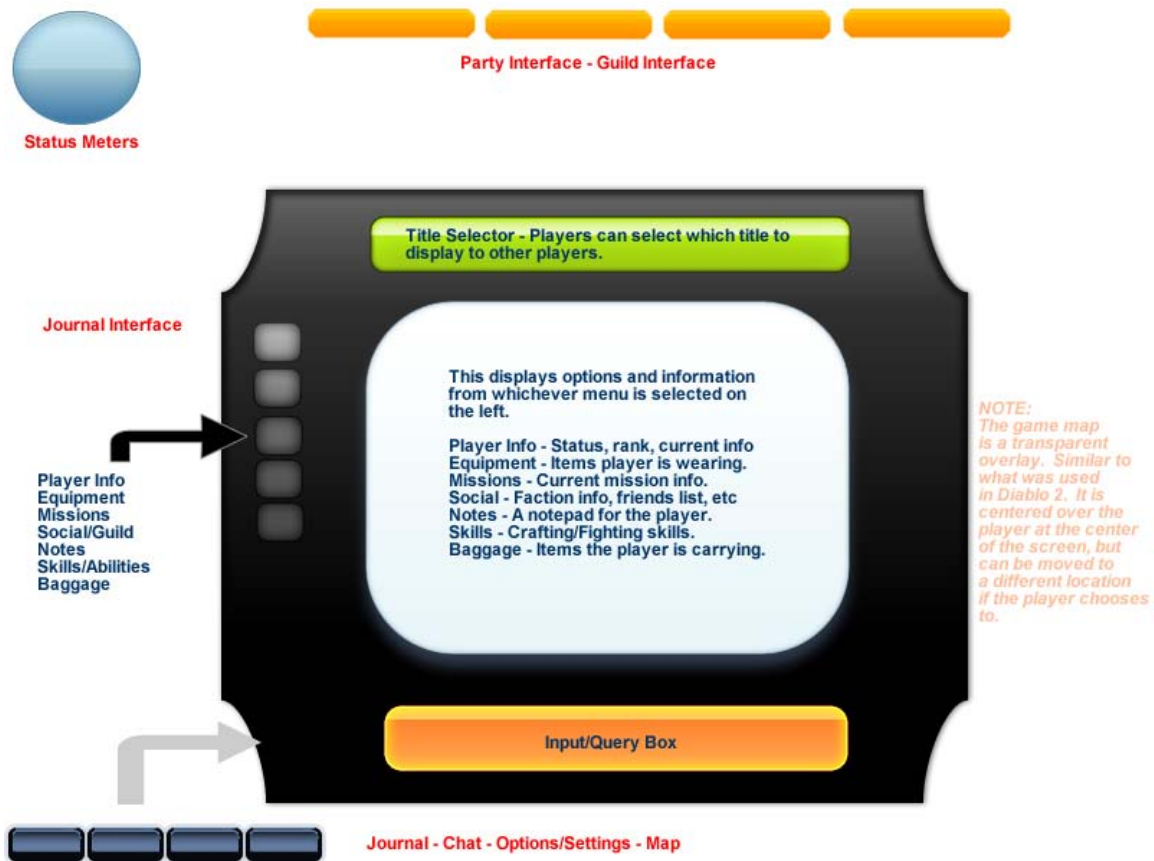


Figure 1.2 User Interface with open Journal menu.

These menus can all be accessed via hotkeys on your keyboard, or by mousing over certain regions of the screen. All menus above are opened to demonstrate the basic functions of the interface. The screen should be very roomy so that no elements of the UI can obscure visuals in the world.

The main map is a transparent overlay, which can be dimmed or brightened as you desire. It can also be turned off all together, and options to view other players, NPCs, or key locations can be switched on and off. There is also a physical map button at the bottom of the screen, which has greater detail and locational information.

All menu buttons can be enlarged, shrunk, hidden, or removed from the screen entirely if necessary. These options are all within your control for greater customization and flexibility.

Chat can also be customized. The default box is at the bottom of the screen, but it can be moved to the top center with fading text, allowing a few seconds (time window is also customizable) for you to read the information before it disappears. That way you never have to move your eyes from the main scene of the action, and are able to read information from fellow players as you go.

ART & TECHNOLOGY

Gates of Eden is not striving to break new ground technologically, and instead looks to capitalize on current technologies to ensure maximum compatibility, and also to focus more on achieving the gameplay and mechanics goals.

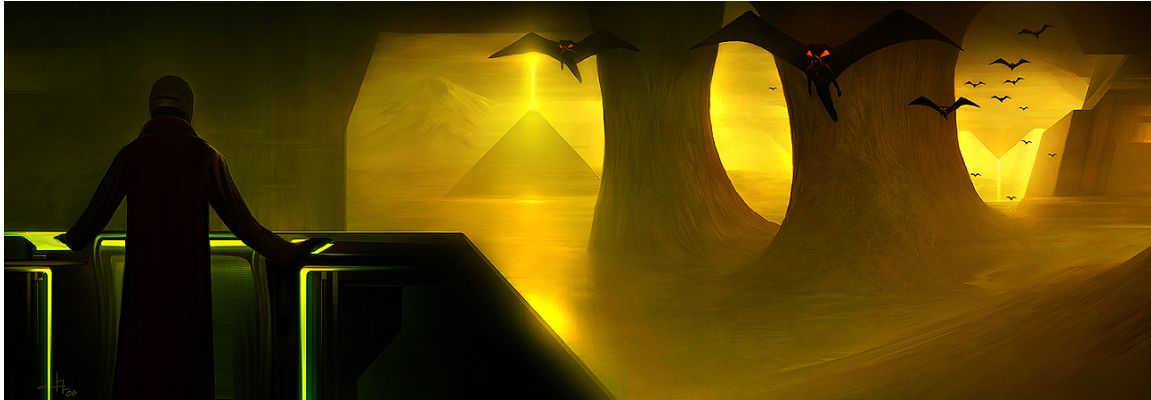
We are striving for a realistic 3-dimensional world that is yet artistic and compelling; real enough to be believable, and artistic enough to create an immersive, compelling world. A world that is imaginative, colorful, and vibrant, as well as dark, mysterious, and challenging. We are creating a world that is both real and fantasy. A world that includes real weather effects (wind, storms, rain, etc) also. The weather will reflect the in-game seasons, varying zone to zone, just as it would in the real world.

Here's how we plan to achieve these things:

- **Physics** Basic Physics, Collision Detection:
- **Lighting** Per-vertex, Per-pixel, Lightmapping:
- **Shadows** Shadow Mapping:
- **Texturing** Basic, Multi-texturing, Bumpmapping, Mipmapping, Projected:
- **Shaders** Vertex, Pixel, High Level:
- **Scene Management** General, Portals, LOD:
- **Animation** Inverse Kinematics, Forward Kinematics, Keyframe Animation, Skeletal Animation, Morphing, Facial Animation, Animation Blending:
- **Meshes** Mesh Loading, Skinning, Deformation:
- **Special Effects** Environment Mapping, Lens Flares, Billboarding, Particle System, Sky, Water, Fire, Explosion, Decals, Fog, Weather:
- **Terrain** Rendering:
- **Networking System** Master Server:
- **Artificial Intelligence** Pathfinding, Scripted:
- **Rendering** Fixed-function, Render-to-Texture, Fonts, GUI:

Art & Style

The artistic style of Antelean is modern-medieval; a smooth blend of a little steam-punk type culture and technology, on an otherwise simple yet industrious middle age landscape.



Imagine windmills tending farms. Electricity strictly via solar and steam power, and only used in production technology. Trains and ships manage long journeys; sleek and inconspicuous, yet Victorian classy. Daily travel is handled by the simplistic horse or similar creature, and even flying contraptions such as gliders and blimps are at your disposal!

All of this set around and within distant networks of cities with vast country sides between them; cities warmed by bonfires and hearths; built with wood, brick, and mortar with thatched or slate roofs. Farmlands, not factories, produce foods from crops to cattleherding. Smiths and carpenters, not massive plants and factories, produce tools and equipment. Man lives in a more natural world, with only a handful cultures employing a wealth of technology for day to day living. Imagine that outside that prosperous, thriving world lie also many places of old, forgotten and ruined. Some easily visible on the surface, but others hidden beneath the earth, tucked away awaiting rediscovery.

The appearance of players and NPCs is dependent on the culture. But generally clothes look and feel hand tailored or rough made. Long coats or cloaks; high boots or leather sandals; exotic hats; common villager garb.

Music & Audio

The musical score for the game will be very different than what's been offered in previous "medieval-esque" games. For starters, the game will feature a lot of rock influenced pieces.

Music will be throughout the course of gameplay, continuously, with each country having its own unique style of music, and each town having its own

ambient sounds. The music will be inspired by genres like: classical, symphony, opera, rock, new world, and latin.

PROJECT SCOPE & PLANNING

The GoE Team

- **The Design Section**
 - Lead Designer
 - Co-lead Designer
 - Art Director
 - Scripter (Questing and Content)
 - Game Design
 - *Economy (Crafting and Itemization)*
 - *Adventuring & Combat*
 - *Crafting*
 - Creative Writer
- **The Art Section**
 - Lead Artist
 - Concept Artist
 - Asset Artist (objects, icons, textures, buildings, etc)
 - Animator
 - Modeler
 - Level Designer
- **The Sound Section**
 - Audio Programmer
 - Music Composer
 - Sound Designer
- **The Tech Section**
 - Lead Programmer
 - Asst Lead Programmer
 - Tools Developer
 - Programmer (3)
- **The Support Section**
 - Community Managers
 - Game Moderators (1 per 500)
 - Public Relations
 - Technical Support

Schedule:

- Pre-production (August 2007-March 2008)
- Production (April 2008-April 2011)
 - First Playable (August 2008)
 - Alpha Phase (May 2009)
 - 1st Beta Phase (January 2010)
 - 2nd Beta Phase (June 2010)
 - Final Beta (December 2010)
- Release April 2011

Budget:

- Salaries: \$25 million
- Production: \$5 million
- Studio Rents & Fees: \$10 million
- Marketing & Promotion: \$5 million
- Post-release support: \$10 million
- **Total: \$55 million (over a 5 year period)**

The Competition

The online gaming community has become vast over recent years, and there is massive opportunity to serve any of a variety of niche markets, or mainstream.

Gates of Eden is targeting adult gamers, male and female, around the age range of 24+. Being a role-playing game at it's core with lots of opportunity for adventure, intellectual gameplay, and meaningful social environment, we hope to draw in gamers from many play styles. Some games out there currently that offer a competitive gameplay experience:

EVE Online: EVE also offers a classless system of character progression and advancement, and it does it really well. However, EVE is also a strictly sci-fi world where players have no avatars (only their ships), and is driven by PvP gameplay. GoE offers a totally different experience, but in an equally immersive world.

World of Warcraft: This is currently the juggernaut of MMORPGs. GoE is not looking to compete, but rather offer a unique and very different game experience. While progression in Warcraft is based solely on the collection of powerful items and raiding, GoE character progression is more skill driven, with greater emphasis exploration and discovery, than large group play and treasure hunting.

Lord of the Rings Online: Lord of the Rings bases their gameplay emphasis on progressing the story already written in the books and movies. In this game, characters merely get to exist in a world that's already been discovered, and whose fate is already known. This is one thing GoE capitalizes on; a world in which you, the player, can actually affect an be apart of, not to mention you get a chance to become a legend in the lore of the game!

There are many other games out there, especially lots of high fantasy. Gates of Eden breaks that mold by offering a totally unique world apart from the norm. It is neither sci-fi, nor fantasy, but a world built around myths and legends of the occult and supernatural. This is one of our key advantages, and one of the things that we hope to offer as a fresh experience for MMO gamers, old and new.

Wrap-Up

Gates of Eden is not aiming to be revolutionary, but evolutionary; building; improving design techniques and offering a unique experience by taking the things the players have been longing for in a MMOG (such as our adventure and craft system, which allows players to advance in a non-combat way) and finally bringing that to life. Taking some of the best aspects of online gaming, such as the social environment, and involving players in such a way that leaves a great feeling of reward and entertainment, is what we're striving for. Creating a world filled with interesting places, an emotionally compelling story, and creative gameplay is our supreme goal. Gates of Eden approaches this goal by offering the player an opportunity to truly become apart of the world, in one of the most immersive MMOG experiences of our time.

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APPENDIX & REFERENCES

All Art by Kyle Anderson, <http://www.kyleanderson.com>