

The logo for 'Arcana Continuum' is centered on the page. The word 'ARCANA' is in a stylized, golden-yellow font with a triangular shape above the 'A' that has two small dots below it. The word 'CONTINUUM' is in a similar font, but the 'O' is replaced by a stylized eye or a circular symbol with a white center. The background is dark purple with a faint grid and various geometric patterns, including circles and lines, in a lighter purple color.

ARCANA CONTINUUM

Revision: 1.0.0

Overview

Theme / Setting / Genre

Space in the future/ The world has been destroyed mankind has settled on different planets. Humanity discovered the Arcana material and by using it with “low-tech” machinery created a new area of space flight.

The game genera are a space pilot arcade with different game modes all accessible with the ship.

Core Gameplay Mechanics Brief

- Space Flying: the player fly's in a space environment (no floor or downwards gravity). The flying mechanic has arcade controls (designed more for an interesting feel that realism).
- Racing: Solo racing in custom maps were the time and score are saved on the game server and published.
- Warzone: Large scale battle between spaceships in a battle royal style
- Hub- a play area where the player can engage in trading, showcasing their equipment and ships. In addition, the hub area is where players can socialize and form parties and clans.
- Ships- each ship has their initial stats that are generated form the random generator. Each ship can be modified in several aspects via equipment to match the player game style.
- Energy- Each ship is run by a “core” the “core” has a total energy value. Each piece of equipment has an energy consumption level the accumulating energy consumption of the player equipment can't exceed the energy total of the ship.
- Equipment- each ship has several modifications ranging from engine, shield, and weapons. Each piece of gear has their own stats and rarity.
- Economy- The game economy is based on a digital currency that can be converted into crypto profit (see community economy and NFT) or be invested back into the player improvement.
- Community economy- NFT Spaceship owner will have a impact on prize events (how many events a day and prize poll size). In addition, said players will have a degree of control on the development of the game
- NFT's- While the game is open for all player to take part in the,

Targeted platforms

- PC
- Mobile

Monetization model (Brief/Document)

Free game for all player with the option to upgrade to play to earn competing player (Active or competing player have access to the tournaments and paid events in the game).

Link to monetization document [Arcana Vison.docx - Google Docs](#)

Project Scope

The elevator Pitch

A space pilot competitive arcade experience.

Project Description (Brief):

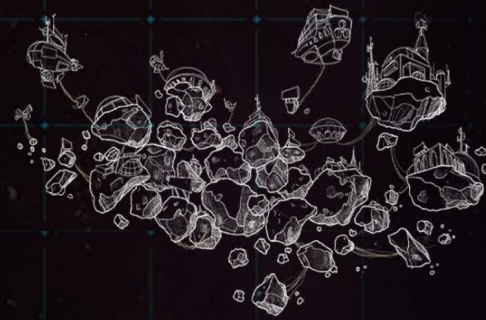
A space themed game where each player own space crafts and competes with them in different arcade style games. Each game will have it own leaderboards, events and tournaments that will grant prizes (gear, ARCT token, ships, cosmetics, consumables, and XP) based on the player achievement.

There are two main game modes in the current project a “Race” where each player attempts to complete the racecourse with the highest score in the server; and a Warzone a battle royal type game was player fight to be the last player standing. In addition, each game mode will host its own tournaments and challenges for prizes determined by the community.

The game social aspect is conducted on a “hub world”. The hub world will feature online player in the same server with their ships and equipment. Each player can build and customize their own reality space (the area a player can offer their merchandize for sale).

The game offers a dynamic economy system that changes with DAO community votes and state of play of the game. tokens that can be earned in playing the game or selling/renting ships and equipment.

Gear in the game operates in equivalent to a card game system there are X number of slots on the ship, each slot can accept a corresponding piece of equipment with random stats range.



What sets this project apart?

- Economy system and play to earn model
- Arcade style gameplay and visuals
- Global contests events and competitions
- Community integration in game direction and value sharing

Core Gameplay Mechanics (Detailed)

- Movement

Flight base on three variables pitch, yaw and roll to determine thrusting speed which gets added to current speed. Because there is no friction in space stop or moving backwards should be applied with the same variables applied on a negative value.

- <How it works>

Mouse down move spaceship up, mouse down moves down, mouse left and right look left and right, W accelerate forward, S accelerate backwards, A and D tilt left and right, no button press slow speed decay.

- Spaceships

Spaceship is the main vehicle in the game. Each Ship is made of an alloy that grants it starting stats. In addition each ship comes with a random set of wings and a random core.

A player will be

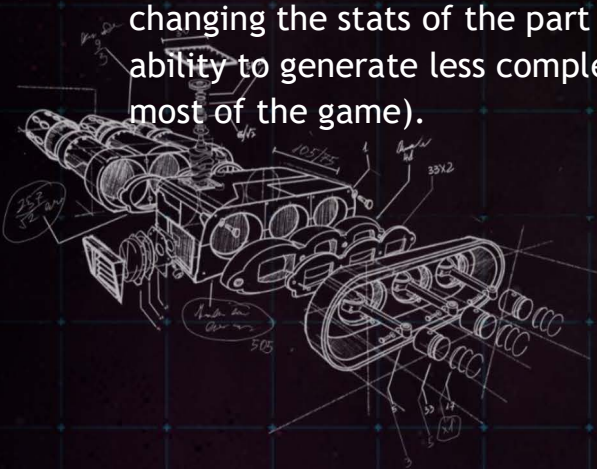
- Gear

- <Details>

Ship equipment that can be swap. Each piece of gear has a rarity and rolled stats in within a parameter. Each piece of gear requires “Energy” to operate correctly with the spaceship. Gear can be adjusted towards racing, warzone, or a hybrid build.

- <How it works>

Gear can be won or crafted. Each gear piece will be represented as a module that show an art piece and stats. When a module is changing the stats of the part change as well (this technique will give us the ability to generate less complex 3d art and cheaper 2d art that will populate most of the game).



- Energy

- <Details>

The driving force of the spaceship. A part that can be replaced and sums up the total of gear that can operate on a spaceship.

- <How it works>

Energy cores have a total energy that the gear can utilize. Certain cores can be teamed such as the gear to utilize certain play styles better.

Used energy- the amount of energy is used by gear

Reserved energy- free to use energy that is needed for operating certain function (certain weapon shots, shield features, drown functions, or engine boosts).

Energy buildup- energy is built up during the game when using shields and using different functions. The built-up energy dissipates other time or by using gear abilities.

Energy overload-When Energy reaches 100% the ship shuts down for 2 seconds

- Hull

- <Details>

The health of the ship.

- <How it works>

The hull of the ship can suffer multiple types of damage that decide if the ship is alive or dead.

- Weapons

- <Details>

Different types of gear that enable damaging and interacting with the environment or other players.

- <How it works>

Hit scan weapons - any Bullet base weapon or short laser blast weapon, consume energy to be installed don't consume energy on fire

Projectile based weapons- All rockets, bombs tarps or mines. Have a limited amount but consume low energy.

Track based- All long-distance lasers continuous laser. Consume a low amount to be installed but consume high amount of energy on fire.

- Shields

- <Details>

Each shield midgets a certain amount of damage. Shields can have better blocking stats for certain type of weapons than others. Each hit on the shield adds energy buildup on the reserved energy.

- <How it works>

The player has a key to engage or disengage shields. Each shield consumes energy on hit. Each shield consumes a small amount of energy while deployed regardless of hits.

- Spaceship Body Modifications

- <Details>

Gear that replaces the current ship body functionality.

Turbo- modify the turbo function on the spaceship. The turbo adds to the ship's energy buildup when used. Turbo modification amount of energy buildup on use and acceleration speed.

Wings- Body upgrade that enables better energy consumption from parts. In addition, can modify acceleration speed and projectile capacity. Costs energy to install and activate.

Vent- Allow for the disposal of buildup energy in a more efficient way. Has a constant value for buildup energy decay. Vents can also have modified for energy buildup based on source gear (better decay of energy from shields or weapons). Costs a small amount of energy to install.

Alloy- The material the spaceship is made of. Each alloy affects the total HP of the ship and natural damage mitigation. Heavier and stronger materials have a negative effect on acceleration and energy efficiency.

- <How it works>

Turbo- The player engages turbo with a key press and stops on key release.

Vent- decay on a constant rate. On key press vents faster but spaceship loses X amount of speed.

Wings- editable before the play on the ship customize screen.

Alloy - editable before the play on the ship customize screen.





- ARCT Token

- <Details>

The main currency of the game allowing player to buy in game gear, items and real estate. Earned by playing in events and tournaments and completing missions. **All player can earn arcana but only certificate owner join special events, earn more arcana tokens, affect the world order and offer their ships for rent with arcana tokens.**

- Real-estate

- <Details>

An area owned by a player that function as a display area and a store. Real estate is a physical location that the player owns and can be customized by him in varied visual styles. The size of each property and the amount of wares that can be offered for sale in a given time can change according to investment by the player.

- NPC's Stores

- <Details>

Store that offers different gear types or ships with rotating wares. Each store can offer a limited amount of gear but the gear change in each store can occur in a faster speed. Player can sell gear to the NPC store for a fixed price taking in to account the different gear rarity and stats.

- XP

- <Details>

Experience points can be earned by playing the game. Each level will award the player a skill point that he may use to upgrade an ability on his skill tree. The skill trees will address combat skills, racing skills and ship maintenance skills.

Core Gameplay modes

- Hub World

- <Details>

The hub world is where player can interact in a “nongame” environment. The hub space will store player real estate and game community real estate in a free to Rome map. This area can be large an should hold all active player in a server location (based on future game the company can limit the access to a hub world but create multiple hub worlds to manage player traffic). The hub world is the main areas player spend time in when not engaged in dedicated game mods so it can serve as communication and promotion tool between developers and players. The hub world also includes the leaderboard, NPC's that provide quests and action houses were player can sell their wares.

- Race

- <Details>

The Race mode is built as a time trail where players compete against the best time in the server. The race game mechanics in adding to movement will be destroying different object with the player weapon to receive boosts during the run. Shields will have to be deployed in certain time do to hazards that the player must navigate through.

Players can challenge on other to beat the challenger race time and score. Player can share the seed of the maps they created and challenge their friends with friendly bets on gear and arcana. Player can also upload their seed to the cloud and challenge the community. Each season the community will vote on the best seed of that season, and they will become global event with prizes to the top flyers.

