

METROPOLIS 2084

Online Community

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1 The Online Community

This document covers the goals, guidelines, concept and features for the online community.

1.1 Design Guidelines

The key point in future development is to create content with the following guidelines:

- **Encourage socializing.** Like forums, friend lists and events.
- **Encourage competition.** Like ladders and achievements.
- **Strengthen RPG and Story elements.** Like *Leader Ladder* matches and the *Metropolis Newspaper*.
- **Keep players active with in-between-turns features.** While players wait for their turn in games, they need something to do. Like chatting with team mates in the game, discuss with other members on the forums, etc.

The guidelines are dynamic. They should be changed, modified or added to, depending on the feedback from the player base. Thus, it is also essential to encourage the members to discuss and give feedback on community features as well as the actual game.

1.2 High Level Concept

This section goes through the fundamentals of the online community.

1.2.1 Advertisements

Advertisements are present on the community pages, directed to the same target group as the game.

1.2.2 Account Creation

Before the player can participate in the community and play the game, the player registers on the community page by filling in a registration form. He may choose a temporary membership to try the community and the game for a limited period of time (a 10 day-trial) before purchasing an account.

Normal Account and Premium Account

There are two types of accounts with monthly pay – normal and premium. The premium account is more expensive, but disables the advertisement banners.

1.2.3 Start Page Content

Announcements, Notifications and Articles

At the start page, the members can read the latest news and find articles written by the developers.

Metropolis 2084 Newspaper

Fictional news from the *Metropolis 2084* universe. Stories and articles conveying the mood of the game directly to the community. For example, actual matches between high ranked players in a

tournament can be a fiction article, describing an intense battle between factions rather than players.

1.2.4 Profile Page

This section covers the interface and functionality of the *Profile page*.

Player Information

- Name and picture
- Favorite/most played faction
- Basic personal information, such as gender and hometown.
- Match statistics (wins/losses) and ladder rankings
- Achievements
- Edit profile (for owner only)

Instant Messaging

Members can send messages to each other and reply to messages they get from other players. There is an inbox for received messages.

Friend List

- List of current friends. Add and remove options.
- List of current friend requests. Accept and deny options.
- List of current friends online.
- Send instant message to friend

Current Leader Ladder Match

If the player has a *Leader Ladder Match* going on, he can launch it from here. It opens in a new window. He can also see whose turn it is currently and an updated estimation on how long he has to wait for his turn. If it is currently his turn, it is displayed how much time he has left on his turn.

Create Leader for the Leader Ladder

If the player has not already done so, he may create a leader for the LL (see below). For example, the current player chooses a faction, leader class and enters a unique name for the leader.

1.2.5 The Game Lobby

One player hosts the match, creating a game lobby that can be accessed through a list of game lobbies hosted by other players.

Settings

The host of a game can control several parameters. For example:

- **Select *Quick Match* or *Leader Ladder Match*.** LL matches requires that the player has created a leader for the LL.
- **Chose a map to play.** There are small, medium or large maps to choose from. Smaller maps are for quicker play or few players, while larger maps are for longer play and/or many players. The chosen map decides the number of players able to join.

- **Set the turn time.** Quick matches only. How much time a player has before his turn is over. Quick matches have 2-5 minutes turns. This choice also affects the turn time during battles.
- **Number of teams.** Players are divided into teams who play against each other.

Game Lobby Functionality

- The players can chat with other players waiting in the game lobby. The host of the game decides when the game starts.
- The host has full control. He can kick players out of the lobby and invite friends to unused spots.
- Players can switch seats with each other and switch to unused seats. They can also invite friends to unused seats.
- Game sessions open in new browser windows, allowing members to interact on the community even during game sessions, while waiting for other players to complete their turns.
- When the match has started it is closed. No more players can join.

1.2.6 Graphic Settings

Includes a list of parameters that can be changed to provide a range of 3D settings between high performance and high quality.

1.3 Features

1.3.1 Achievements

- Players may receive *Achievements* when reaching certain goals.
- The idea is to have active members of the community receive a steady flow of *Achievements*.
- A member's *Achievements* are displayed on his profile for visitors to see, in the form of icon images. Some are animated images. For example, the *Master Hacker* is displayed as a laptop with a pulsing screen.
- Some are harder to get than others. For example, the first *Achievement* a member gets requires only that he plays through the tutorial match, while another requires that he wins 10 matches and have another certain *Achievement*.
- Some are for bragging about, but some have temporary effects in the game. For example, the *Revolver Relic* is displayed on the *Leader Screen* and gives a small bonus to the units in battle, for the rest of the current ladder season.

1.3.2 Ladders

- Ladders are **seasonal competitions between the members of the community** – the goal of each player to win as many matches as possible and get a better win/loss-ratio than other members. Ladder pages shows statistic over the most successful players, sorted by ranking. The player ranking is the current position in the ladder.

- Ladders are played in **seasons**. When one ladder ends, another begins shortly after.
- There are **several different ladders** run concurrently, for example several regional and one global. The quantity of different ladders depends on the size of the player base. While there is one global, players may compete with a smaller group as well. The idea is that every member will feel he has a chance to climb at least one of the ladders to a high position.

1.3.3 Forums

- There are several forums sorted by category.
- Allows communication and discussion on different topics between the members and developers.
- There is a *Developers Announcements* forum, where members may respond to entries of the developers.

1.3.4 Leader Ladder Matches

Leader Ladder Matches

But players can also play slow-paced and laid back-style matches that spans over one week. Those are the *Leader Ladder Matches* where the RPG elements of the game are in focus.

Concept

- In *Leader Ladder Matches* (LL matches) each player has one hour long turns that can't be finished sooner. The *End turn*-button is disabled and the turn ends automatically after 1 hour.
- Each match has a time limit of one real-time week long maximum. When one week has passed and the match ends, the winner is the most successful player.
- If the match ends sooner than after a week, the players can't join or start a new LL match until the week is out.
- LL matches can be run concurrently with other match types, but a player can only be in one LL match at a time.

Win Conditions

The most successful player is the one with the highest total score. A score amount is given for several parameters which adds up to a total score for each player.

For example, the total gathered resources gives a score, as does the highest amount of units killed in battle.

Battles

Battles between players are only played out when both players are online. When both players are online, the battles are then played like quick matches, with short turns and both players present.

If the current player's turn ends while he is in battle mode, the battle will be paused and continues on the opponent's turn.

The LL Leader

The leader in LL matches is rewarded experience points not only for battles, but for won matches as

well.

- Each season of the *Leader Ladder* players create a leader for the LL Matches, based on a faction and a leader class of choice. He also names it with a unique name. When the ladder season ends, the player has to create a new leader for the next season to play LL matches.
- The leader the player created is used in each LL match, keeping it's level, abilities and equipment between matches. The troop of units or carried HQ upgrades are not kept.
- The leaders can move a longer distance per turn in LL matches, giving each player more time to spend each turn, compared to quick matches.

1.3.5 Current Match Tracker

The game window can be minimized when the current player's turn is over. When the game is minimized, the *Current Match Tracker* appears in the right lower corner of the community page. It is a small box that is shown when the player is browsing the community. It shows the estimated time left to his next turn and notifies the player when his turn begins.

1.3.6 Future Community Features

This section suggests concepts of community features for future development. The ideas are meant to deepen the RPG and story features of the game, extending this to the community as well.

Phase 1: Role-Playing Forum

A forum made for free form role-playing over the forum. Game Masters guiding the players through various adventures set in the *Metropolis 2084* universe. Contains new forum features that makes role-playing easy and fun.

Phase 2: Leader Profiles

Sub-sections to the profile page, showing the current LL leader (and/or CL leaders, in phase 3, see below). Players can fill in descriptions and chose their leaders as avatars in the *Role Playing Forum*.

Phase 3: Custom Leader matches (CL matches)

A new match type with the leader developments of LL matches, but without the restrictions of match time limits and without a ladder. Focus lies on laid-back leader development and customization. Each member can create several CL leaders that stand apart from the LL leaders.

Phase 4: Leader Management

Sub-sections to the profile page, allowing the players to view and manage their LL and/or CL leaders, just like the *Leader Screen* interface, but as a webpage.

Phase 5: Custom Leaders Item Trading

A new section to the community pages – a player market. Allows members to trade items between their CL leaders and the CL leaders of other players.