

## Age Of Sea – Brief World View

AGE OF SEA is a 4x Mobile SLG focused on base building and alliance-based Season gameplay.

## World Setting

The world is the Earth, in a completely flooded state except for a few islands.

- The climate is tropical as in the Caribbean. There are palm trees, colorful fishes, etc. Temperatures are high with occasional heatwaves.
- The flooding is caused by large meteorites from space hitting the Earth.
- There is radiation worldwide, caused by Crystals from the Meteorites. See the paragraph "Crystals" below.

## Different Server Maps & Diving Maps

Diving Maps (in the Diving function) should differ depending on the Server Maps.

### Home Server: Flooded Earth

- The map is completely flooded except for a few islands (Tree resource points) and the central building.

### Season Servers

- Maps in Season servers can be vastly different from the Home Server.
- Ideas: Lava Ocean Map, Snow And Ice Map, Underwater Map, Polluted Ocean

Map, Sky World Map, etc.

- Key art assets are adapted by adding simple elements to them. Examples: On the Lava Ocean Map, the Vessels have Heath Shields; on the Snow And Ice Map, the Vessels have Ice Breakers at their hulls.

## Time Setting

The game starts shortly after the impact of the Meteorites.

- The surviving humans are still adapting to the flooded world.
- The people initially know very little about the Radiation and the Crystals.
- Mei Lin is aware of the Radiation and is researching it - she just started doing this. She has a rudimentary knowledge of the Radiation and the Crystals.
- As the game progresses, the people learn more and more about the power of the Radiation and Crystals and gradually learn to use them to their advantage.

## Technology

The level of technology is 21st century Earth.

- Weapons: There are laser shooting devices, and AI technology is used in weaponry.
- There is seafaring and airfare. Propulsion systems include magnetic forces, jets, wind propulsion, propellers, and so on. But not starships as in Star Wars or Star Trek.
- The radiation from the Meteors has impacted technology: Crystals are used to develop new technologies (see below, paragraph "Crystals").

## Magic

- There is no magic, no magic potions or magic formulas, no druids or shamans,

no sorcerers or witches.

- However, the effects of the Radiation is near-magic. (See below, paragraph "Crystals".)

## Crystals

Crystals are the pinnacle of the game's narrative. Crystals have unique and crucial powers, so they are what every faction in the game fights for.

### Meteor Impact, Radiation and Crystals

The course of events is as follows.

1. Earth gets hit by a swarm of large meteors from space (origin unknown and irrelevant).
2. The Meteors hit the surface of the Earth in various locations. The impacts cause instant heating. Large tsunamis wipe out 99% of life. Ice caps melt. The climate turns sub-tropical.
3. There were Crystals in each of the Meteorites. The Crystals got scattered around each location of impact.
4. The Crystals emit radiation that enhances but also disfigures living creatures. This makes Crystals both **POWERFUL** and **DANGEROUS**. **A challenging and interesting goal** for players.
5. Some living creatures and the impact they received from the Radiation are:
  - a. The Animals that help the development of the Base: They have human intellect and human speech, but they don't know how they've obtained these.
  - b. Sea Monsters: Disfigured, mutated, enhanced versions of pre-impact sea creatures.
  - c. Pirates: Disfigured humans who've been too close to the radiation. Pirates with disfigured faces wear masks.
6. Radiation also causes heat waves.

## Impact On Gameplay

### POWERFUL & DANGEROUS: Impact of Crystals on Gameplay

- Before any Players can obtain Crystals, they must first deal with RADIATION.
  - Radiation is the LOCK/UNLOCK mechanism for the Central Location (Crystal) in the first Season.
  - A certain TECHNOLOGY related to Radiation must be researched to unlock any building, Vessel, or function for which Crystal is needed.
  - Radiation can act as the fog of war.
- After obtaining Crystals and unlocking the ability to use them, the game can have:
  - Crystals unlock adaptations for Vessels so that they can travel underwater or through the air - needed for Season gameplay: Seasons with underwater or in-air maps.
  - A growth system to keep more and more amounts of radiation under control. The more Crystals the player uses, the more Radiation needs to be controlled.
    - E.g. A Radiation Suit (either an actual suit or just a personal invisible particle shield)
    - E.g. A Radiation Biome Shield (invisible)
    - E.g. An Anti-Radiation Potion that has to be continuously produced and consumed by the Player character, the NPCs, and the Animals.
    - E.g. Radiation Block for NPCs to rub their skins, similar to sunblock in real life.
  - Missions centered around Radiation being out of control, posing a threat to the Player, other players, or certain NPCs or Factions.
  - A growth system that enhances the power of the Crystals.
  - A growth system packaged as a Super Boat that uses Radiation as a weapon against other players.
  - Radiation as a super weapon: a "nuke" attack, with a building "Radiation Nuke Launch Silo" and a Growth line to enhance the weapon.
  - Radiation as a weapon of disguise: Enable fake attacks.
  - Radiation as a part of the combat system: Radiation damage, Radiation skills, etc.

- Abolish Heatwaves.
- Replace normal Shield items with a Crystal-powered Shield: players have to continuously feed Crystal to the Shield Device to keep their Shield active.

## Future Development Based on Crystals and Radiation

Thanks to the Radiation from the Crystals, the following things can be implemented in the game:

- MYTHICAL CREATURES such as Mermaids, Dragons, Krakens, Sirens, or the Loch Ness Monster.
- EXTINCT CREATURES such as Ammonites, Megalodons, Plesiosaurs, or Ichthyosaurs.
- DEITIES (from all cultures) such as Poseidon (Greek), Gonggong (Chinese), and Leviathan (Hebrew).
- MYTHICAL or HISTORICAL LOCATIONS such as Atlantis and Pompeii as cities under water that are bustling with life, conflicts, and intrigues. Great for Season gameplay.

Radiation can bring them to life and make them appear anywhere in the flooded world.

## Key Physical Features of the World

The complete world map is flooded. There are no small islands or pieces of buildings sticking out above the ocean surface.

### Big Island

- The central building of the map is an island – the only island on the map. The island used to be a mountain peak before the meteors hit.
- The island is a large source of Crystals. Since the Radiation is lethal, the island is surrounded by dead creatures: Pirates, Sea Monsters, and Animals.
- Players need to possess certain technology to go here.

### Pirate Cities

- A very large floating base, that functions as a capital city for Pirates of all sorts.
- Main materials: Wood, iron, waste plastic, and ropes.
- It has a large harbor that covers all sides.
- A large building is in the middle of the Pirate City. This is where the Pirate Captain (boss) lives.
- Atmosphere: survival, rough, hard life.

### Sea Monster Dens

- Tentacles, seaweed, and wreckages of destroyed ships stick out above the surface.
- Here lives a boss monster that players can attack.
- Once the boss monster has been killed, players can tank resources from the Sea Monster Den (any type of resource).

### Mermaid Homes

- Mermaids build floating bases too.
- A Mermaid home looks like a big houseboat in fairytale style, with towers, mushroom-shaped habitats, and display rocks with a mermaid on them.
- To get to a Mermaid Home, the players first need to defeat Pirates or Sea Monsters that surround the Mermaid Home.
- Mermaids act as traders in the game. Once the player has defeated the PvE enemies, they can start trading with Mermaids.

### Animal Colonies

- Like humans, animals try to survive the flooded world as well.
- Like humans, animals build floating bases for their survival. These bases are rickety and make-shift and look like nests made by birds. They are easy for players to take into possession.
- Once players have control over an Animal Colony, the colony's production is added to the resource production of the player's alliance.

# Inhabitants of the world

- Humans: survivors of the Meteorite Impact and flooding.
- Animals: survivors of the Meteorite Impact and flooding, who have been impacted by the radiation so talk and partially wear clothing like humans.
- Pirates: a faction of humans.
- Sea Monsters
- Other Sea Creatures

## Human Characters

- The Characters don't know that they live in a game. There is no 4th wall breaking.
- **Animal Characters**
- Animal NPCs have dialogue, talk like humans, and interact with human NPCs and the Player character.
- Animal NPCs wear clothing and their fur or feathers (e.g. They only wear a jacket, or they just have a hat, and nothing else).

## The Player (Player Representation)

- The player is represented as an NPC and has dialogue.
- The player is an adult male designated by the game as "You" in English.
- The NPCs address the player as "Captain".
- Customer Support addresses players as "Captain(s)" (not Commander/Adventurer/Survivor!).
- The visual representation is male, adult, with messy brown hair, and sloppy clothing. After the Player is officially the Captain, he also wears a Captain's Hat.
- The player character speaks neutrally.

## Mood

- The mood of the game is light-hearted.

- Texts include ocean life puns and pirate slang.

### **The Base**

- Is a giant raft floating on the surface of the ocean.
- The raft has the air of a tropical ocean holiday resort with buildings like "Tiki Bar" and "Diving Club".

### **Main Characters (NPCs)**

#### **YOU / CAPTAIN (player character)**



- Male, 40 years old, white caucasian.
- Speaks neutrally
- Swears (callouts) are about LARGE sea animals.
- YOU is addressed by the NPCs as "Captain", before as well as after he's officially appointed as Captain of the Base. It's at this moment that his name changes from "You" to "Captain", and he is displayed wearing a Captain's Hat.

### **Personality**

- Average Joe
- Modest
- Hands-on, practical
- Because he's the player, his personality remains neutral in the game.

### Background information

- Sailed a ship as a helmsman on a ship (not a captain). The player is responsible for sinking the Pirate Leader's ship. The Pirate Captain still holds a grudge against Player Character for this.
- He doesn't want to be a leader, but as soon as he arrives at the Base, Meilin calls him "Captain" and the other NPCs follow this. At some point during the early stage, he is officially appointed "Captain".

### MEILIN



- Female, 25 years old, East-Asian
- RESEARCHER. She researches the Crystals and their Radiation.
- Speaks frankly.
- Swears (callouts) are about SMALL sea animals.

### Personality

- Straight-forward and optimist.
- Supportive and caring for others. She wants to save the world if she can.
- Clumsy

### Background story

- Original to the Player's Base in the game. She ran a small lab on the floating base until the base got destroyed just before the player's arrival.

- She was a polar explorer before the meteorites hit, and often complains about the hot temperature. She misses the snow, the ice, and the cold.

## Main Story

### CG

The CG shows the World: Earth has been flooded by the Meteor Impact.

- CG shows the Meteor Impact (animated, or 2 still pictures, with sound effects and VO.)



- CG shows a time jump - the impact happened a certain time before the starting point of the game. The time jump is conveyed like this: we see a tsunami hit New York, the tsunami splashes over the entire screen, and the next screen shows the flooded world (start of current CG).



- CG shows the flooded Earth.
- CG ends with the Player character alone on his small raft.

Text on screen explains that the Player character was hit by the tsunami and his boat is gone.

### Onboarding

- The player character is exhausted. Using the last bit of strength he has in him, he dives and swims to a bigger raft, where he passes out.

### First Scene "Mei Lin"

- The player is saved by Mei Lin who gives him a **RADIATION PROTECTION POTION**.
- The player learns that Radiation is dangerous, and drinking these Potions protects against the Radiation.
- Mei Lin introduces herself as a **RESEARCHER** who researches the Radiation.
- Mei Lin tells the Player that the **RADIATION POTION MAKER** is broken. It needs a **CRYSTAL FUEL CELL** to be repaired. (She starts calling the Player "Captain".) The path to the Radiation Potion Maker has to be repaired first.
- Mei Lin presents the TREE on the base and explains the RADIATION'S EFFECT on the tree (it can now grow at sea).

### Side Stories

- Side Stories appear in the Diving Function.
- The side stories are all connected to the great goals of finding Crystals:
  - Finding Crystals, search for locations where Crystals are.
  - Finding and developing ways to use Crystals.
  - Finding and developing ways to use the Radiation from the Crystals.
  - Preventing others from obtaining Crystals, and from obtaining ways to use Crystals or Radiation for their benefit (against us).

Side stories are **not** about "saving the world," "protecting sea creatures or the environment," or "finding lost friends" (unless they support a goal mentioned above).