

Concepts for Car Wars/Mad Max Online Multiplayer Persistent Game

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Resources, Forts etc.

- The whole game is in a post-apocalyptic theme, more like Mad Max than Car Wars. Viewed third-person in “isometric” style (though the camera can be moved around somewhat).
- There must be some rare resources (petrol, food, water, car parts, ammo) that are produced at one side of the map only – making trading viable
- Travel must take time and be dangerous – no teleporting!
- There should be **heavily fortified** production facilities etc. It should be possible for players to own these, through buying them or taking them by force (which must be very difficult!):
 - Trading posts/ truck stops/ garages
 - Farmsteads
 - Water production facilities
 - Petrol extraction/refinery facilities
 - Towns with arenas/race circuits, etc.
 - Factories producing weapons, ammo, spare parts – requiring raw materials such as metal, plastic, oil
 - Mines – metal, oil
- No organized police force, but if you have a reputation for attacking NPCs then you won't be allowed inside any NPC-owned facilities/forts
- Scheduled events with prizes:
 - Arena combats
 - Races (with/without weapons)

Gameplay

- “Pseudo-realtime”: tick-based.
 - Players have (say) 30 seconds to register their commands for each move.
 - The length of each tick could be longer if anyone in the battle is controlling lots of characters
- “Time” is **very** non-linear:
 - When you're not in “combat context” you travel much further and on a zoomed out map.
 - When you are in “combat context” you interact on a zoomed in, tactical map and this does not move you on the larger map at all. Once a combat context has been initiated, no-one new can join it
 - To attack someone's base, or to attack someone when they're inside a fortification of any sort, the attacker must suggest (say) 5 suitable times over the next week (at least 12 hours apart) when the battle should be scheduled for. The defender must then pick one of these times, otherwise the battle defaults to the final timeslot.
 - Attacks on NPC forts could work that way too, with GMs playing the NPCs. This would help the engine a lot, since we would then only need AI for on-the-road (small) battles

- Again, only players who are in range of the “combat context” at the initial time are allowed to participate in the battle
 - Scheduled battles/race events are publicized on the forums, and anyone can be a spectator
- One of the player skills should be “camouflage” – allowing you to change your appearance/name, etc. This allows GMs to play very powerful characters who can intervene if someone is unbalancing the game, without it looking too suspicious.

Death

- No resurrection!
- However, there must be some way of not losing everything when you die
 - Maybe each player has a **group** of characters?
 - Or maybe we have an engine-enforced “ransom” concept, where a player sets aside money as their ransom. This ransom is collected when an attacker delivers them alive to a safe zone. So killing them would not be financially sensible.
 - Or maybe we have inheritance: when you die, you start playing with a relative of your original characters, who has little skill but gets most of the possessions/money from the original character. Since skills are probably less important than possessions/money, this isn’t too bad. This inheritance idea would also mean we could have ageing.

Contracts

- Players hire each other to do things such as bodyguarding: contracts are enforced by the engine, so payment is automatic if the hired player behaved as they should do
- Fulfilled and broken contracts are recorded on a player’s public record (=reputation)
- We need A.I. for NPC traders/bodyguards