PROJECT PACIFICA: PUBLIC FEATURE LIST

(EVERYTHING HERE IS SUBJECT TO CHANGE)

Hey all, I (DreadNautical) put together this official feature list due to the surprisingly large amount of misconceptions in our community as to what Electric State Pacifica is supposed to be about, when we are releasing, who is part of the project, etc. Many of these features in fact have already been developed. Hopefully this clears lots of things up for you, feel free to reference this as necessary. Keep in mind some of these features may be delayed if also necessary. If a feature is NOT here that you think or heard from a different source is in the game, assume that it's false. All of this was written and published on 12/16/20. If I forgot to mention something here, it will be added. Enjoy!

Responses to Common Misconceptions:

- Electric Sate Pacifica is **NOT** affiliated with the creators of the popular 'Electric State Dark RP', nor do we intend to compete with them. Electric State Pacifica is an entirely separate game both in ownership and mechanics. We do however share the same genre base, being focused on the fictional genre of artwork from Simon Stalenhag.

- We are planning to officially release the game on January 1st. This may change if deemed necessary in order to prioritize the quality of the game.

- Electric State Pacifica is not a roleplay game by mechanics, as you'll soon see, the features involved make for a completely different style of game.

Promotional Resources:
Release Trailer 1
Release Trailer 2

Gameplay Overview:

Electric State Pacifica is a *survival* game focused around competing with others for land, resources, and loot. It features an extremely large map in comparison to other roblox games, based off of the artwork of Simon Stalenhag. Many of the game's mechanics offer different methods for players to collect loot, play solo and roam the map, or group together to create great empires that control the landscape. Players can build bases, find and make powerful weapons, and vehicles to help them survive the landscapes of Pacifica. There are plenty of strange locations for players to explore- they can venture to the beaches, the mountains, the forests, the caves, and the deserts of Pacifica. They can spend their time building and collecting, or hunting down others to make a name for themselves. Players

must compete for food, rare resources and prestige in this dystopian wasteland.

Many of the game's mechanics take inspiration from Gusmanak's *'Apocalypse Rising'*, as well as including many of our own twists on gameplay. Some of these mechanics allow for unique servers, where each experience will be controlled by different groups of players creating their own structures.

Official Map:

Our sprawling map is around 16,000 x 16,000 studs in surface area, making it easily one of if not the most detailed and large maps in ROBLOX's history. For this reason, we may unfortunately have to downsize the map or make it less detailed to a certain extent depending on how performance goes. As of current testing results, we do not see a need to do so for now.

Many of the locations in this map are based off of specific paintings from the great Simon Stalenhag's Electric State book. Because this map is so large, an image from that far above it blurs most of the details. To see further images of close up scenes, you may use the images linked here: Pacifica Map Images

<u>Specific Features:</u>

<u>I General & Realism Mechanics:</u>

<u>Setting:</u>
The game will feature many advanced lighting features and realistic touches, such as sun rays, day-night cycles, and fog changes to make the day and night dramatically different from each other.

<u>Player Movement:</u>
Players will have a stamina bar that naturally depletes when players are doing something naturally exerting; Players will be able to sprint, jump and swim fast when necessary until their stamina runs out and must replenish over time.

Additionally, players can use abilities like crouching and lying down to add a bit of stealth to their movement- silencing their footsteps and slowing down their walkspeed- and can use these abilities to hide in bushes, holes, etc from enemies.

<u>Realistic Player Limitations:</u>
As it is in many other survival games, players will need to eat and drink (like in the real world!) to survive. Pacifica will feature a hunger and thirst bar that naturally decays over time, hurting the player gradually if it reaches zero. Players can scavenge towns and other locations to find different kinds of foods and drinks to sustain themselves.

The game will also feature mechanics like fall damage and air capacity while underwater (does damage to the player if it runs out). Such measures add a realistic aspect to taking risks like jumping off of high locations and staying underwater for long periods of time.

General Server Functions:

Within each Pacifica server, a max player base of 70 (for now) will be allowed. We intend to play around with the new roblox features allowing a huge amount of players in a server, considering our map definitely has breathing room for everyone. In each server, a leaderboard will be present that keeps track of how many kills a player has, as well as displays the server ID (something you can reference in the Lobby & Server mechanics section). From this leaderboard you will also be able to invite players to a faction to group up with them (see faction & territory mechanics).

Additionally, the chat will be slightly different from other games. Bubble chat will be enabled so that users can engage with people they are near to, as well as a global chat which all players can see. However there will also be a faction chat, which is exactly what it sounds like, able to be seen by only your faction members.

II Weapons / Combat Mechanics:

Combat Overview:

Combat in Pacifica will have two main functions for now. To detail it generally speaking, this will be composed of melee combat and ranged combat. Players can find and craft both melee weapons and ranged weapons through the map.

All melee weapons pretty much work in the same simple fashion, by slashing your opponent until they die.

Ranged weapons obviously are much more complicated. They will have many differences depending on the weapon, such as firing type and mode, as well as stats that will determine the guns recoil, ammo capacity, firing rate, spread, and hipfire recoil, each of which is self explanatory. We also plan to have attachment items that can be fixed to weapons like sights and potentially functional items like flashlight attachments.

For gun specific mechanics, players will be able to both shoot in third person as well as first person, and first person by aiming down sights.

Combat can also be used to damage structures and vehicles. This will be elaborated on in their respective sections.

Combat Logging Mechanic:

To prevent players from fleeing from combat, we have implemented a combat logging system, similar to the one used in Apocalypse Rising, that essentially starts a countdown warning the player not to leave once the player takes damage from a combat situation. If the player does leave, their inventory and spawn will be reset the next time they join a server.

III Spawning / Death Mechanics

Initial Join Mechanics:

When a player joins a Pacifica server for the very first time (after proceeding through the lobby), they will first be presented with the customization menu (see customization mechanics). They will then all spawn originally at a random spot in the large main city, away from other players. This feature is somewhat different from other games, but allows for a centralized area for new players to first familiarize themselves with and get a fair amount of loot if they are lucky.

When a player joins a server after having already played (and still being alive), the game will save the location they were at last and give them the option of spawning there. However, we've also taken measures to include a feature to prevent 'ghosting', a term which Apocalypse Rising players might be familiar with, that was basically a strategy where players could teleport into a base by simply joining a different server, walking to a location where the base was, and then joining the original server with the base, as their spawn was saved. This cannot exactly be 'prevented' without undoing the

spawning system entirely, so instead there will be a very visible indicator of when and where a player is spawning into the map, this gives both parties a fair chance of preparing for the situation. To be fair to players who might not even be trying to ghost, they will also be able to see a 360 view of their spawn before choosing to do so and starting the indicator process.

Death Mechanics:

When players die (in any way), their body will remain anchored to the ground for a few minutes until they disappear, cleaned up by a server clean up system. While there, they can be looted for their inventory in an extremely similar fashion to how it works in Apocalypse Rising.

When a player dies, they have the option to respawn or return to the lobby to join a different server. When they respawn they will also always respawn at the main city.

IV Item / Resource and related Mechanics:

General Item Summary:

There will be two kinds of items to spawn in game, it's important to differentiate them as resources and items. Items can be found only in structures, whereas resources can be found pretty commonly (trees, rocks and ores) and must be harvested with tools (a process that takes time). Consider that regular items will be basically everything else (tools, weapons, food, ammo, clothes, etc).

Players will all spawn with an axe they can use to cut down trees. We may consider giving them additional spawn items like some food and a pistol.

Items (referring to both items and resources generally now) can all be dropped and picked up off the ground into a players inventory, placed into

crates and other interactable structures (that will be discussed in the building mechanics section) and interacted with via crafting.

Inventory Functions / Item Behavior:

Speaking of inventory space, items will all have a set 'weight' to them, adding a dimension of realistic capacity to the game. For instance, a naturally larger item like a sword would have a larger weight than a can of beans, taking up more inventory space as a result. Some items have the ability to be stacked, so that you may carry many of one item while only occupying the same amount of inventory space.

Additionally, when an item is dropped, it will sit on the ground as mentioned for a few minutes before being deleted by the server if it has not been picked up.

Item Categories:
Keep in mind items will have many different functions depending on what they are, they can be classified into a few categories, which I will define below:

- Static

Stuff that's only purpose is to be crafted into other items. This includes things like logs, sticks, ores, etc.

- Tools

Things that can be handheld but aren't necessarily weapons. This includes things like flashlights, bandages, food, etc.

- Weapons

I think you get the idea for this one.

- Builds

Parts that can be built by the player. These are items that get consumed from the players inventory after being built.

- Prefabs

Prefabs are just builds that are usually either specialized to be interactable, or just complicated structures with lots of health. For example, the furnace, producer, etc.

Specific Item Functionality Examples:

Specific Items will be briefly detailed below with their intended functionality:

- Bandages

Can be consumed to heal a player.

- Flashlight

Can be toggled on and off to light up an area when held.

- Handheld Radio

Can be toggled to play some tunes.

- Food / Drink Items

Can be consumed to fill up respective bars.

- Clothing Items

These include hats, shirts and pants, and can be equipped to their respective categories. In the future these may be updated to include an 'armor' function that protects the player from some damage.

Specific Prefab Functionality Examples:

Specific Prefabs will be briefly detailed below with their intended functionality:

- Storage Crate Variants

Will all store items, cannot be accessed by other players unless they are in a faction together (See faction mechanics). However once destroyed, they spill their contents into the surrounding area. Each type of crate has a different max capacity and health.

- Defensive Structures

These do well, nothing. They are just big structures for making more fortified baes, and are pretty expensive in crafting cost. These include things like towers, walls, concrete pillboxes, and shelters.

- Doors

Do exactly what you think they do.

- Lights

These include things like floodlights, light posts, etc. That can be turned on and off to light up areas.

- Crafting Utilities

These items are required to produce more complex materials used for higher levels of crafting. They will be elaborated on in their own section.

- Water Well

Can be used to produce fresh water for players over time.

- Oil Well

Can be used to produce Oil, which can be used to create fuel for cars and eventually other mechanics of the game.

V Building Mechanics:

Building Overview:

Building as a whole will be based on building items that must be in a player's inventory in order to use them. That said, building will be a feature that cannot be done in an extremely quick fashion or on a massive scale. There are many unique features we are implementing to make sure it is done in a realistic way that benefits performance and is fair to players.

In terms of build mechanics themselves, players' builds are NOT automatically deleted once they leave the game. This is beneficial to groups of players that intend on making and maintaining large bases.

However, there is a cleanup system that kicks into effect after certain conditions are met. For instance, each server has a maximum build limit, and each player has a personal build limit. Once these are passed by a player (or the server as a whole, the server will start deleting builds in order of the oldest build placed. In terms of the server build limit, the game will also filter based on players who are no longer in the game, meaning if a player is not in a server, and the server build limit is reached, that player's builds will be deleted first.

This system not only is beneficial for performance, but also prevents players from potentially abusing mechanics like spamming smaller builds to delete player's bases from afar.

Keep in mind builds and prefabs alike can be destroyed, either through hitting them with melee weapons or shooting them. That said, each build and prefab will have a set health that will be greater depending on the structure, which players can see before choosing to make / place it.

Building functions / limitations:

As for building functionality itself, players CANNOT delete OR edit builds in anyway once placed, nor are builds placed immediately. When a player first chooses to build a part or prefab, there is a construction period in which a transparent view of the structure is placed temporarily until the structure is finished. In this state, a structure cannot be destroyed but is also non-collidable (meaning you can walk through it) until its completion.

Players will be able to access a build menu using a hotkey, and then simply click to place their build where they want to. Before doing so, they get a preview of what the build would look like, as well as the ability to rotate it across the x and y axis before placing it. (Prefabs though must be faced up and cannot be rotated about the x axis). Builds must be attached to an anchored structure, either the ground/terrain or roads and other buildings in order to be placed. That said, it's impossible to just make floating parts in the sky given there will be no tool to move through the axis like there is in studio. Builds and prefabs will be instantly destroyed if they have no supporting base. So, making a 'skybase' by just putting a massive structure on one ladder or part up in the air would be an extremely bad idea.

Note, players can build ANYWHERE as long as it's touching a solid object, that means on top of enemy builds, in enemy territory, etc.

Finally, players can also only build within a certain radius of their current position, meaning you can't simply click across the map to build there.

VI Lobby and Server Mechanics:

When actually playable, you will not be sent to a Pacifica server right away after you press 'Play'. Instead, you will be sent to a forced-perspective placement lobby game, from there you can choose a specific server to play. This lobby will also detail an update log with updates to the game, a credit page, etc. Each server will be active as long as there's at least one player in it. Meaning, you can maintain large bases over long periods of time if dedicated enough and you have the manpower.

Lobby Functions:

In the lobby, we will include mechanics that allow players to either join a random server, a specific server, as well as to join a player by searching their username.

Players will also be able to create a new server of their own before joining.

Additionally, players can see each server's current player count and ID before joining.

VII Vehicle Mechanics:

Car Mechanics:

Cars will spawn across the map in different areas, with a normally random color. Some cars will have a rarity and spawn less frequently than others. For release, we will only have a few vehicles available but will gradually add more. We also plan on integrating military vehicles like tanks with appropriate built in weapons.

For now, cars will be part based models made by myself. This gives us lots of freedom to easily alter the number of seats, interactable sections of the car, and proportions of wheels and such as needed. However, if they prove

to be contributing to performance issues or bugs I may consider switching to mesh-based designs.

The cars themselves all have a great shock absorption system that allows them to realistically handle terrain and the many roads of Pacifica.

For now, it's impossible to crash a car to destroy it, however we plan on adding this shortly after release.

Car Functionality:

Each car will be pretty unique in its own way, even aside from functions. For example, just based on design alone, you could conclude that a luxury car is not going to do so well on terrain and sudden changes in road. Whereas a pickup truck will be more suited to do so. This is based on the modeling of the cars in nature but also adds a realistic element to the game.

In each car, there can be any number of seats as well as stats like maximum speed and fuel capacity. Cars will run on fuel until there is none, at which point they will become unusable until refilled. Cars will have a health as previously mentioned, meaning they can be damaged by melee attacks and by being shot at.

While in a car, no matter if they are drivers or passengers, players cannot use tools of any kind (though they can access their inventory and other hotkey menus). This essentially means that players are safe in cars unless the car itself is destroyed, meaning they can either choose to drive away from danger or get out to fight. But there will be no shooting out of the backs of pickup trucks and things of that nature. (You probably wouldn't be able to hit anything anyway considering how much you would be moving lol).

Cars will also have a storage function that allows players to transport materials, cars will basically be mobile chests. When they are destroyed, their contents will also just kind of spill out onto the ground nearby.

Players can access cars by walking up to them and pressing a hotkey, and can leave by pressing the spacebar to be teleported slightly outside the car.

In the future, we plan to add potential features like car radios, horns and lights, but for now they'll just make noise when driving and players can drive using the normal WASD keys.

VIII Crafting Mechanics:

Crafting Overview:

Essentially, crafting will happen in levels. The first of which can be accessed by a player all the time through a crafting UI menu, toggleable by a hotkey. However, this only includes items you would naturally be able to put together with some sticks and simple resources like that. To make better stuff, you'll need some upgrades, which is where the advanced prefabs like the workbench, furnace, and producer come in. Keep in mind with each level, you can also craft things from the previous menu. The purpose to these levels is to delay the overall speed of the crafting process and to make more advanced items actually rare to find and worth something.

Overarching Crafting Functionality:

Crafting itself works in a pretty simple way, you can use the menu to see all possible items that can be made, a brief description of what they do, and what materials of what quantities are required to make them. Crafting an item consumes the resources in your inventory and places the newly made item into your inventory. Crafting also takes a bit of time (generally a few seconds) depending on the item being made. Keep in mind each item has its own unique recipe that can sometimes require other previously crafted items.

Regular Crafting (Tier 1):

As mentioned, this menu can be accessed with a hotkey. In this menu, you can make a pretty good range of items out of wood, stone, and other materials that can be found in structures. (You can make a furnace!)

Furnace:

Basically works the same way it does in everyone's favorite game, Minecraft. You put some fuel in and some ores, you get a nice Iron or Gold bar in return. This process also takes some time. With metal bars, you can finally craft a workbench.

Workbench (Tier 2):

A workbench generally gives you upgraded tools and things that require metal to create, you can start creating things with complex parts that can be scavenged. This includes metal tools, weapons, etc. with greater efficiencies. The important difference with a workbench (and producer) is that they function more like chests, where they can be placed as a prefab with a set amount of health and storage capacity. This is ideal because some structures and items require lots of resources to craft. With the workbench, you can also make a producer. Similarly to chests, players cannot access your workbench or use it to craft things (unless they are in your faction, see faction mechanics).

Producer (Tier 3):

A producer generally gives you access to advanced tools and builds and things that require metals and complex parts to create. This includes advanced tools that would require computers, the ability to make guns, large prefabs, etc. The important difference with a producer (and workbench) is that they function more like chests, where they can be placed as a prefab with a set amount of health and storage capacity. This is ideal

because some structures and items require lots of resources to craft (like the producer itself!). Similarly to chests, players cannot access your workbench or use it to craft things (unless they are in your faction, see faction mechanics).

IX Customization Mechanics:

Customization Overview:

Players will be allowed to customize their avatar to an extent. While each player will be forced to use the R15 avatar rig in game, they can customize their hair style, hair color, and skin color before spawning. They will also have a default outfit that can obviously be changed by picking up and equipping different clothes.

This will likely be implemented each time a player dies.

X Factions, Territories & Related Mechanics:

Factions Overview:

I believe this may be the aspect of the game I've heard the most confusion about. So let me start by specifying what factions are NOT; Factions will NOT include any kind of mechanics surrounding roleplay, jobs, or anything of that nature. Deciding how your faction runs, what you guys do, etc. is completely up to you and will not be supported by any scripting mechanics.

Factions are teams that can be set up in the game to provide the involved members with specific benefits. These factions right now will have a maximum capacity of 35 players per server, although we can easily change that in the future. They will be a large aspect to the game and cater to the existing clan community for Electric State DarkRP that our community is formed around.

Faction Mechanics:

The faction menu will be another UI menu accessible by a hotkey. From this menu, players can create a new faction, see other existing factions as well as their member count, and click another option to see a map of controlled territories (see territory mechanics below). If the player is already in a faction, they will be able to see it in this menu as well as an option to view specific members or to leave the faction.

When a player creates a faction, they automatically become the 'leader' of that faction and are labeled as such in the memberlist for that faction. Perks to being the leader simply include being able to invite and kick members. Before a player is exiled (and therefore vulnerable to the faction) they will receive a warning and a timer before the exile is completed.

It should be noted that players cannot send a request to join a faction, they must be invited by the leader.

If a member of the faction chooses to leave, this process also takes the same amount of time as being exiled by the leader, and will warn the leader of the process before it goes through.

Faction Benefits:

All members in a faction CANNOT damage one another in any way.

As you will soon see, factions are REQUIRED in order to control territories with a minimum of 5 players (for now) in the faction.

As previously mentioned, players in a faction can also access each other's prefabs such as storage crates, workbenches, producers, etc.

We may add additional benefits in the future.

Faction Creation:

When creating a faction, the leader is prompted to make a name and description for the faction. The leader will also get to choose a color for the faction and logo via a decal image (if they have one) that will be displayed in the clan's territory map as well as the faction menu.

Minimap Mechanics:

There is also a UI menu that can be accessed by all players that includes a minimap of the entire map from above. It won't track your location, it'll just show the map. Depending on how successful we are with this we intend to add features to zoom in on some areas.

Territory Overview:

This is probably the feature people understand the least about as well as the one I spent the most time thinking about how it should work. But after considering performance and what would make most sense for gameplay, we decided upon the following system:

Territories are *predetermined* boundaries throughout the map that by default, are in a neutral state, meaning they are controlled by no one. In order to control a territory, a clan must construct and maintain specific prefabs such as towers in these territories. The number of the required prefabs varies by territory, as some are larger than others. However, not every area of the map is in a territory, as some areas will remain as disputed areas that no clan can technically recognize as officially their own. This mechanic incentivizes competition for certain areas, although as you'll see the territories usually cover areas with locations themselves, so naturally clans will have to defend them pretty often.

This mechanic also gives clans a 'right' to own an area that might have lots of ore spawns or a large town that has lots of item spawns, once again

further incentivizing competition between them and rogue players as well as other clans.

Keep in mind it's possible for one clan to control multiple territories at once, so long as they have enough members to satisfy the prefab count.

Territories on their own have no benefits game function wise, owning one does not grant anything to the clan other than bragging rights and 'authority'. Though in the future, we may consider adding some benefits to their occupancy.

Here's a very rough sketch of some territory outlines. For the sake of easing scripting, the borders will be made of polygons that have anywhere from 5-20 points.

(NOTE: These territory drawings are nowhere near final and are just conceptual designs, but they will likely resemble a similar shape to the ones

pictured here, as we are nearing the testing phase for territory systems, they will be made into real boundaries.

If an enemy faction begins to build in an already owned territory to the point where they own more of the required prefabs, the territory will become theirs. If the two hypothetical combatants have an equal amount, the territory returns to a neutral state.

Feature Specific Misconceptions:

These are just some features that many people seem to believe will be included in the game for some reason, so I'd like to be clear and say they will not be, and will very probably not ever be included in the game.

Money / Trade:

There's no money of any kind in Pacifica, or any kind of 'trading' mechanics involved. As far as currency goes, nothing is stopping players from bartering and making their own currency if they are well established enough. But there's no use for money in an anarchic dystopian world. Not really sure where many of you get this idea from given that Pacifica is a survival game.

AI / NPCs:

There are no AI / NPCs of any kind being included in the game, whether for combat or other interaction. The game is strictly fought between other players.

Potentially Discontinued features:

These are some things that, for one reason or other, I personally chose to remove from our original game plan. That said, these were things that were originally proposed by p_yth that will NOT be in the game, some may be expanded upon after release though, but don't bet on it. I will give just a brief description of what they were expected to include.

- Power System:

Basically you'd have to connect prefabs like producers to a power source or power lines throughout the map.

- Animals:

Self explanatory.

- Multiple Hands:

Basically you were originally envisioned to be able to hold two things at once, like in minecraft.

- Extra building mechanics:

Basically, you had to build a ton of other features like wheelbarrows and cranes and use them to build advanced things with a bunch of steps.

Postponed Features:

Boats
Aircraft
Advanced Prefab features
Armor

Credits:

Original Concept Artist - Simon Stalenhag

Original Concepts / Community Owner - p_yth
Project Manager & Director - DreadNautical
Map Designer & Builder - DreadNautical
Programming - qweekertom / ProspektNova
Prop Design - Heatian123 / TheBloxxyHunter
UI Design - chenami
Animations - ScytheSlayin
Music Design - Monophony
Decal Artwork - Andomim
Video Trailers - dozino

Miscellaneous - Carijun, GrandSnaf

Signed, DreadNautical (12/16/2020)