

HYPER

HYPER SPACE STRATEGY MMO OFFICIAL GAME CONCEPT DOCUMENT – FIRST BUILD

TITLE: TBD

A browser based 4X MMO space strategy game for Windows, Mac and Linux

HYPER Cryptocurrency MMO Project

I. GENERAL INFORMATION

HYPER is a space based 4X MMO space strategy game where players get paid the emerging cryptocurrency HYPER, through managing, growing and expanding their own intergalactic empire from humble beginnings.

Classic 4X games (such as Master of Orion, Sins of a Solar Empire, Endless Space) are big picture space strategy games with a focus on world building, technology research, expansion, diplomacy, resource management, economic management and more. Typically, as is the case with the HYPER MMO, players can choose from a number of Alien Races to play, each with different strengths and weaknesses which has a direct impact on the playing experience and the growth of their empire.

MMOs are Massively Multiplayer Online games which feature a persistent gameworld where thousands of players from anywhere on Earth interact, trade, work together, form agreements, break such agreements, earn virtual commodities, buy and sell these virtual commodities, and more. The game world is persistent in the sense that when players log back in, the world will still be there with the thousands of other players, and the resources and achievements the player has accumulated thus far in the MMO.

Half Game and half Galactic Empire Simulation, HYPER blends both 4X and MMO game tropes into a gaming experience whereby players establish, build and grow their own empire in a universe consisting of thousands of other players interacting, trading, forming and breaking alliances with each other and more.

11. DETAILED GAME DESCRIPTION

Basic Concept:

HYPER is a game in which players grow and develop an intergalactic empire, which earns them the currency HYPER.

Background Story:

HYPER is set in the same universe as that in which we all inhabit, with one small difference. The setting is 10 000 years in the future, humanity has exploded into the cosmos, and discovered a universe where life is as abundant as the stars themselves.

In this moment of the grand arc of the human story, pre-space faring humans are referred to as pre-civilized – though conflicts and disputes do still arise between the many human and non-human worlds now sprinkled through the vastness of space.

Faster than light travel is achieved through the use of a scarce resource known as HYPER; which is only found in the bowels of certain decaying stars. HYPER is the premium resource in the Universe for which all else is traded.

Some alien races shun a monetary system altogether, but still obtain HYPER by other means: through direct harvesting, bartering or stealing.

We have three science fiction fans / authors / artists who are further developing the background, Alien Races and Canon story arc of the HYPER universe.

Objective:

The objective of the HYPER MMO is for players to build a sustainable galactic empire, which earns HYPER and other in-game resources and currencies; from various technologies, activities and infrastructure the player has established over time.

Alliances and trade agreements will be dynamically formed, and

broken as players wish.

Players start the game with one just one world or spaceship, and from humble beginnings their tribe may expand into their home galaxy and beyond. The game has no end, and players can develop and expand their empire for as long as they wish in a persistent universe consisting of thousands of other players.

Gameplay:

Gameplay in the HYPER space strategy MMO is thoughtful, strategic and meditative. Players log in daily and manage their interactions with other empires, their building projects, their technology research, their fleets movements in the galaxy, and more. It takes weeks or months for players to slowly expand their empire and begin generating large amounts of HYPER.

Interface:

The HYPER interface is quite minimal in nature, so the galaxy (and at the start of the game just the player's homeworld) is the focus of the UI. Simple circular buttons on the side of the screen open different control panels. Empire management pop up screens for the HYPER encyclopaedia, build menus etc are semi transparent so the payer's rotating planet / empire / galaxy is still visible in the background. With top notch graphics displaying a dynamic, living and breathing universe the HYPER interface is designed to be as breathtaking as possible.

In time, players will be able to pilot a spaceship belonging to their empire in first person cockpit view, and explore the galaxy in this manner. Depending on the final budget for the MMO, players may also be able to explore planets on foot and in vehicles in first person view.

The MMO interface supports touchscreen devices, and the soundscape of the game consists of an ambient electronica space soundtrack with many tracks.

Completing The Game:

Similar to most MMOs, the HYPER MMO is an open ended sandbox Universe, with no defined "end" to the game. However alliances, trade agreements, in-game HYPER galactic securities and more do emerge from the interactions between different players and their empires' in the game.

III. OTHER ASPECTS OF THE GAME DESIGN

Setting:

The setting for the HYPER space strategy MMO is the Virgo Supercluster: the location of many galaxies, including the Milky Way Galaxy and our very own solar system.

Players will be able to establish their empire on currently known star systems such as the Pleiades. Current star and exoplanet data will be used to populate the Virgo Supercluster, and additional planets will also be created by the development team to ensure a thriving and populated game world.

Human and Alien Races:

The HYPER Universe is teeming with life, both human and extraterrestrial, including lifeforms that function in ways (incorrectly) thought to be impossible by contemporary science.

As well as humans, players can also play as Alien Races. While all of the Alien Races are currently being designed, the Alpha only includes a few. The full Beta includes 20 Alien Races or more.

HYPER:

HYPER, believed to have been discovered by the pre-civilized before the Exodus, is without question the most important and sought-after element in the universe. Its importance simply cannot be overstated, with critical usage in a wide variety of industries and sectors, including medicine, biotech, manufacturing, arms, transportation, and faster-than-light (FTL) travel.

In the brief moment of singularity during a supernova, the monstrous collisions of gravitational, heat, mechanical wave, mechanical work, magnetic and kinetic energies will result in the folding of time and space, effectively triggering a reverse Big Bang process. The phenomenon also creates a bridge that miraculously allows the materialization of dark energy and dark matter into solid matter, in the form of HYPERS.

HYPER, popularly known by its chemical symbol of H, is the heaviest naturally occurring element in the universe. In its natural state, HYPERS typically clump together to form beautiful,

free-floating yellowish-gold crystalline shapes.



Atomic Symbol: H

Atomic Number: 288

Atomic Weight: 618.05938

Electron Configuration: NA (the molecular orbitals of H electrons are perpetually changing, never settling into a constant state)

Melting Point: 16,600.1 K

Boiling Point: 24,651 K

Evaporation Heat: NA (HYPERs never evaporate, under any conditions)

HYPERS are regularly found scattered in a haphazard orbit located about a quarter to half a parsec away from mature black holes. It should come as no surprise then that the casualty rates of HYPER miners are exceptionally high; it is, by far, the most dangerous job out there.

HYPERS are mined using a reverse Dyson Swarm, an energy harnessing theorem that many believe dates back to pre-civilized era. A large array of examiners are positioned in a fluid, rotating swarm around the black hole. The swarm will usually start from a distance of approximately +2 parsecs away from the black hole, before gradually tightening its orbit until the gravitational pull began to overcome booster resistance

The extremely versatile HYPER is capable of activating positive biological, chemical and mechanical reactions even at small doses. Some of the more popular applications of HYPER include:

- Food additives: HYPER increases immunity levels and extends life expectancy of users.
 - Fuel Additives: From liquid hydrogen to helium rods, HYPERs increases fuel efficiency at an exponential rate, often by several thousand percent.
 - Alloy manufacturing: The presence of HYPERs increase the strength and durability of practically all alloys.
 - Agriculture: Farmlands that are sprinkled with a very light liquid mixture of HYPERs will enjoy several decades' worth of high intensity and high quality crop growth.
 - FTL Travel: HYPER is essential for FTL Travel
- Telepathic Nootrope: HYPER is renowned throughout the galaxy for enhancing ESP and telepathic powers in sensitive races.

IV. DEVELOPMENT

Team:

The current HYPER MMO team consists of over 10 members including graphic designers, artists, authors, game concept designers, sound designers, a project manger and more. Anyone is welcome to contribute to the project and be rewarded HYPER for their efforts.

Release Date:

The HYPER space strategy MMO is scheduled for Alpha release in June 2015. In the meantime HYPER is also managing other game servers such as Counter-Strike, Minecraft and a Zandagort (another space strategy MMO) servers. The HYPER MMO will be integrated into the HYPER cryptocurrency wallet one month after release, in July 2015.

More Information:

Discussion on the HYPER forums:

<http://hypercrypto.com/forum/index.php?board=1.0>

Official HYPER bitcointalk thread:

<https://bitcointalk.org/index.php?topic=624651.0>

HYPER on irc: #hypercrypto

Further documents coming soon: 1.) Official HYPHER MMO Development Roadmap, 2.) In-Depth HYPHER MMO Game Design Document, 3.) HYPHER Cryptocurrency White Paper, 4.) HYPHER Cryptocurrency Development Roadmap.

Any part of this HYPHER Game Concept Document is subject to change during the development process. Revised editions will be published in future to reflect major changes.

