

Design Details

By Garrett Clausen

Backstory

10 years ago magic re-entered our world and granted humanity powers that have long been thought to be myth and legend. One major discovery has brought magic to the masses. The source of magical abilities has been found to be a substance of unknown origin known as Ether. Shortly after this discovery was made a group of renegade researchers developed the first Container, allowing them to store the Ether. Due to a number of unfortunate accidents, it was also discovered that Containers must be kept in place by magical Anchors or they will drift away. Just like major developments in technology, magic is transforming the world as we know it.

While most have learned what they need from magic and moved on with their lives, some have taken up its study. Students of this new magic have developed a battle system to test their skills. Early battles were quite brutal and dangerous for participants, leading many to avoid them all together. Recently a group of these students banded together to reform the battles, making them safer and more consistent from one Arena to the next. What they developed are now known as Battle Arenas. In these Arenas two Guilds of five will battle to destroy their combatant's Container while defending their own.

These students, now known as Game Masters, have developed the following rules to help ensure a safe competitive and interesting competition for all who want to play.

- ❖ Battle Arenas must be built in accordance with a master layout designating the size and shape of the Arena as well as the locations of the game elements found within. Within the Arena, Each guild will have three lines of defense provided by the Arena. First, Each of the three lanes will have two defensive towers helping to hold back the pressure applied by the opposing Guild. Second, the Anchors and Containers found in a Guild's base are all equipped with the same defenses found on the towers allowing the base to defend itself if all players are elsewhere in the Arena. Finally, woodland Imps will be spawned in waves giving Each Guild Reinforcements during battle.
- ❖ Players will be limited to a list of approved Armor Sets which are to be bound to each player's Augmentation Suit, assisting in safety and preventing any unapproved projection during battle. Weapons associated with these Armor Sets will all be ranged, this is to keep battles a test of magical strength not physical. Armor Sets also undergo regular review ensuring that none are too powerful
- ❖ All magic in the Arena is capped at a limited Ether consumption rate. This prevents players who are more powerful outside of the Arena to be on the same playing field as those who may be more novice to magic. One side effect of this decision is that all magic in the Arena is translucent.

To make sure things stayed interesting, the Game Masters included two transport portals in the Arena for Monsters partially entered for players to do battle with during the match. If players manage to defeat the monsters their whole Guilds will be rewarded for taking the risk. On a more individual aspect the Game Masters have included quests for players to complete

while in Battle. In addition to the in game boost, players that complete these challenges may receive secret information about the Arena and its history.

The Game Masters quickly realized that with these rules in place players would not be able to prepare for time in the Battle Arena without designated Practice Areas. So they went about to remedy this issue. The standard Practice Area is designed to replicate a stretch of path from the Arena. These empty boxes require a fully magic environment to allow them to be the most flexible spaces for practicing or experimenting with Armor Sets.

Experience

➤ Arena

The Arena is the main experience offered to patrons of Multiplayer Battle Arena. In this experience Players will compete in Guilds to destroy their opponents Container as in the **Backstory** section above. The Battles will require strategy and teamwork to come out victorious.

➤ Practice Area

The Practice Areas serve a couple of purposes. They allow for a wider range of experiences because they start out a blank canvas for experiences to be built on. They allow for players to come in individually or as part of smaller groups. Having a number of them allows them to be more walk up friendly than the Battle Arena's tight schedule allows it to be.

➤ Lobby

The Lobby is the access point for all experiences at Multiplayer Battle Arena. Players will enter the lobby and either check in for a pre scheduled experience or book a timeslot for later that day. While they wait, players can enjoy drinks or food from the Tavern and enjoy eachothers company in the seating areas. For players who have not yet made their decision, Armor Set displays will provide them the option to get a life size display of the Armor Sets currently available and a rundown each. Before their Battle of Practice session, players will pick up their Augmentation Suits from the Quartermaster and get them fitted and calibrated.

➤ Story

- **Lore** - The story of Multiplayer Battle Arena will not regularly be told outright to players. Instead, players will be able to discover the backstory of the Battle Arenas through features of the Arena itself and will come in many forms. Poster or graffiti around the Arena will help build up the aesthetics of the off path areas while also providing opportunities to post some of this information. The call boxes used for missions will be another source of this information. At the end of some missions players will receive transmissions or artifacts that build out the backstory and world of MBA. While providing lore and backstory for the experience as the network or locations, these can also be localized to the city,

region or country where the facility is located. Adding to the richness of the world of Multiplayer Battle Arena by working in local myths or urban legends.

- **Continuing Story** - As the community grows and a larger player base, the story will be expanded to help drive user engagement. While the central team will build stories from the central location to put out. Player driven stories will also be included. To accomplish this, players will be given the option to join one of two to three Circles. Each Circle will be tied to a proposed story outcome. Then, after a designated amount of time the Circle with the most points will win, choosing their storyline to be included into the canon of MBA.

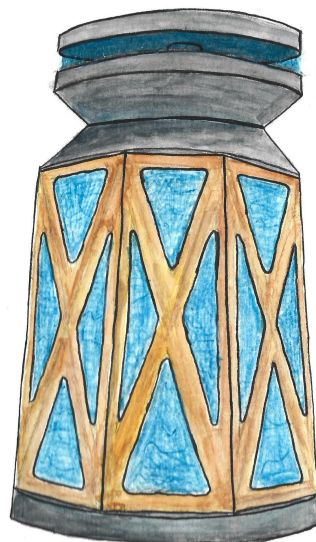
For example, two factions have begun to develop among the students of magic. The traditionalists who believe that magic should be studied through archaeological means studying the great magicians of old. And the Experimentalists who approach magic by way of the scientific method and incorporate modern technology into their studies. Players will be able to join a circle, either the Traditionalists or the Experimentalists. Then after 6 months whichever circle has won the most battles in that time will have their method for studying magic selected narrative as the dominant method.

Game Elements

While in battle players will encounter a number of structures and enemies. The following are the list of these game elements with descriptions and images.

❖ Containers

Containers hold each Guild's Ether and destroying their opponent's is the objective of each Battle. Each Guild has one of these structures in their base at either end of the Arena. Battle Arena Containers are special than others because they have been outfitted with self-defensive capabilities which have been repurposed from the Defensive Towers.



❖ Anchors

Anchors hold the containers in place and offer a protective shield while activated. Each Guild starts the Battle with three Anchors connected to their Container. While any of the three Anchors are connected the Container will take no damage forcing Guilds to disconnect the anchors before attacking their opponents Container. To make this more complicated, the Anchors have also been equipped with defensive abilities.

❖ Defensive Towers

Defensive Towers are located in the paths in the Arena. These give players some protection while outside of their base but still on their half of the Arena. Each Guild will have two per path in the Arena resulting in a total of six towers per Guild. At the top of each of these towers is a ring of Ether which targets and shoots balls of energy out at enemies.



❖ Woodland Imps

Woodland Imps are small forest creatures that the Game Masters have spawned in to help Guilds in their march toward victory. After conjuring balls of energy between their branches they are able to launch it at enemy players and Imps.

❖ Monsters

Monsters have been summoned into the Arena for players looking to take on extra risk for extra reward. These monsters will be summoned in at the start of the Battle, and then once defeated, a new monster will spawn in with increased power a few minutes later. Each time a monster spawns in it will be randomly selected increasing the variability of one match to the next.



All game elements with the exception of the monster roster, can be visually reimagined to fit the cultural and architectural history of the region. As long as the dimensions and hit boxes are consistent with the original design.

Long Term Goals

Multiplayer battle Arena is designed in such a way to attempt to foster community building around the experience. Video games have long been a vehicle for people to connect over the internet by sharing strategy, finding teammates and watching skilled or entertaining players. MBA will attempt to take these methods and use it to build in person connections and communities similar to those found online. Some design features that further this goal include but are not limited to the ample group seating in the lobby, message boards in the mobile application and video capture included in the headset. The seating will allow Guilds to congregate on site to talk with each other while sharing food and drink, the message boards will assist players new and old in meeting new people and the video capture allows those skilled or entertaining players to share their replays further expanding the community.

As players begin to pick up Multiplayer Battle Arena and a player community forms, a tournament structure will begin to be implemented. Tournaments will start as regional competition with players from a state or number of states coming in to one central location to compete against other Guilds in that region. Eventually, this will extend to national and even

international competitions which require qualification based on performance in previous competitions.