

1. Civil: The Game™ Overview

Civil is a life simulation platform. Designed to change modern gameplay, Civil is a multiplayer simulation that combines a player-dependent economy, unique competition system, and fun with friends. This document will illustrate the foundational systems for the game.

In this first person MMORPG, the players' goal is to make cash and survive. Civil is trying to be the metaverse; players will need food and water, which can be easily purchased or obtained. Using cash, players can purchase items, invest in companies, and more.

Players are also encouraged to get jobs; virtual occupations that allow them to contribute to society. In return, they receive cash to buy things with. They also receive points that go to their score; these points are called Karma. Karma is a score system that gives players a universal reputation, starting at (and can go below or above) 0. Karma measures how you perform in society, so if your score is high, you will find yourself promoting up the ranks of your career. Killing a player will either improve or ruin your Karma score depending on your victim's career path. For example, a civilian killing a criminal would increase his score, and a criminal killing a civilian would lower the criminal's score. This automatically polices players to pick a side, then stick to it. Karma is used as a multiplier for how much money a player can make, which is why it is so essential to the game.

Another feature that makes Civil more immersive is questing. Players can run into NPCs that ask them to do things for them. For example, an NPC may ask a player to drive them somewhere, deliver a package, retrieve items, etc. NPCs may also ask players to do more intense things like kill players, or other good/bad enemies. Questing will reward the players with cash or items they would not get otherwise.

Like Karma, the economy in Civil is a hook that makes it a game like no one has ever seen before. Occupations are divided into factions; groups that all depend on each other to function. The Political Faction oversees finances, laws, and other important game facets that affect other factions. Certain factions distribute goods to other factions, and this keeps a balance in the economy. Without society being in balance, players might lose jobs or companies.

The players in Civil are not expected to follow all of the rules. Sure, they may finish all of the quests and do their jobs perfectly, but Civil's players should also know that this game is for them to do what they want to do. Whether it's RP, form organizations, or even start wars in-game, the possibilities are in their hands.

1.2. Genre: MMORPG, Life Simulator

1.3. Civil's Target Audience: RPG enthusiasts. We share similar audience models with competitors like GTA V, Secondlife, and Identity. In this genre of game, demographics range

drastically. We know the communities we need to target; however, age, gender, and other demographic variables are all simply out of our control.

1.4. Game Flow Summary: Like any other RPG, the goal of the game is to level up. A player will join the game, have an assigned task, and they will be pointed to that task's location. Tasks can range dramatically depending on the player's occupation.

1.5. Game Flow Example: You get a job at the clothes shop. An NPC is the manager, and you do standard jobs until your karma reaches enough to promote. You promote and become manager, and now you have a business job panel. This gives you the options to see employees, visualize sales, visualize where the money is going, and of course, moderate your business stock. If you have no stock, players cannot purchase items because you have nothing to sell. You must take funds and purchase stock from clothing suppliers. They make the price for this. As a store owner, you collect a salary from the store's funds automatically. Store funds are also automatically transferred for taxes and other employee salaries. If cash is thin, taxes are less intense (taxes are based on income percentages). If the store runs out of money, employees (And you) will not get paid. The only way to save a failed business is if the government has a surplus and the store gets tax returns, investors give you money, or you invest money yourself. You and other employees can quit, leaving NPCs to take your place. The NPCs will be able to rebalance the business over time. *Note, store revenue doesn't just come from sales, but stock market surpluses too. NPCs can also purchase items and stock, so you aren't relying on other players to keep you afloat.*

1.6. Look and Feel: The visual style of Civil is inspired by GTA's EnB mods. The goal is to create an optimized world that is as realistic as possible.

2. Gameplay and Mechanics

2.1. Gameplay: Players are encouraged to create a digital version of themselves, customize their characters, join careers, and explore a life of domestic bliss that they have full control over. Joining the side of good or evil, players can find all kinds of jobs and quests to make gameplay more immersive. In the multiplayer community hub, people can join community based servers that may take gameplay into their own hands as well.

2.1.1. Game Progression: Progression is made with 1 of 2 things. Player Karma and Questing. Players can follow quests and mini-stories in the game to get rewards, just like any other MMORPG. However, in the competitive side of things, progression is made by competing with other players to see who the "best" or the "worst" is. If you are in the server and have the highest karma score, you are simply rewarded more than other players, and will easily be able to progress to high tier jobs such as presidency jobs, CEO-like jobs, etc.

2.1.2. Quest Structure: Quests start with a player talking to a Quest-Giving NPC. That NPC will ask them to run errands for them, such as gather items, kill enemies, or go somewhere to trigger

an event. The Quests appear in the players "Task List" where they can toggle their active tasks. After completing the quest, the player will be prompted to return to the NPC to collect their rewards. Sometimes the NPC will give them a new quest as well.

2.1.3. Job Structure: Much like the Quest structure, job objectives appear in the Task List. Players can toggle these tasks and then complete them. Jobs dramatically vary, but typically the player will arrive at the objective point and be prompted to do something. A bank robber will be prompted to do whatever it takes to get the money, a chef will put ingredients together in a mini game, a mail carrier will deliver mail to houses.

2.2. Mechanics: Explicitly, Civil is a game "controlled by players." Implicitly, obviously this game has rules, complicated systems, and other important wiring that makes it work. Some of the more complex rules of the game are based around real estate, trading items, the economy, and permissions some players may have.

Real Estate: A player may purchase property using cash or property passes (a property pass is a tier-based item that allows players to claim land for less money, though some small fees will still be taken for real estate business). Property can be seen as apartments, trailer homes, houses, and luxury homes. In other words, it is residential land that players are responsible for. When a player purchases land, they will be required to maintain it. Dirt will accumulate on homes, any grass will grow on the land, and the player is responsible for cleaning the dirt or cutting the grass. If they fail to do this, they will be warned before actions occur. If the Political Faction has rules against it in place, they can be fined for poor property maintenance. Players can hold properties for 2 weeks at a time. Property renewals cost the player nothing, and extend the holding to 2 weeks after the renewal time. Players can pay for longer holding time, however it's expensive. Players can sell their properties if no longer needed, and the city can sell the property if the 2 week holding time expires. If the holding time expires without the property being sold to another player, all potential for financial returns is virtually destroyed. Buying Fees are also a part of the Real Estate system. The Real Estate company receives 10% of estate sales, even including the small sale fees that come from "property pass holder" purchases. The other 90% goes to the seller, the city, or the bank (depending on who actually owns the property).

Arresting Players: A Police Officer can arrest *any* player. The Court System may play into this feature, as some players may be committing crimes that the system does not recognize. When the system recognizes a crime (a crime-in-action), it will flag a criminal. Flagged criminals do not go to court, they are already proven guilty and will go immediately to prison. Players who are not flagged for crime will be summoned to court, where the Judicial Faction will evaluate the case. If the judge finds the player not guilty, the Police Officer will be demoted with a karma loss. This system is in place to prevent officers from abusing the arrest system. Crime flagging can be when an officer checks for a license and does not find one, or when a player commits an obvious crime like robs a bank or murders someone in a non-karma free zone. Leeway depends on what the Political Faction decides in regards to what laws constitute punishable offenses.

The Court System: The court system is based around false arrests, or if players file a case on their own. The Judicial Faction contains players like a Judge or Jury who will sit down with the pleading parties and decide on what actions to take.

False Arrest Cases:

These are automatically assigned when a Police Officer arrests a non-flagged player. This usually happens when a player is no longer flagged for their crime or they have broken a player-created law that cannot be policed by the system. Sometimes, however, this happens when an officer is abusing his power. As a result, the Judicial Faction has a final say on what to do. The city pays for these cases.

Custom Cases:

These are assigned when an attorney approaches the court and files a case for a client. This can be against another player, and ends with financial compensation or arrest. The reason can be over a broken law or a custom reason. The Judicial Faction has a final say on what to do. The court takes fees, so this may impede heavily on certain players. Players cannot file a custom case if they cannot afford the fees of the attorney or court. If a case is already in session, the following cases will wait the case duration before starting.

Laws are put in place by the Political System. The Judge deems what law was or was not broken, and the Jury votes on his decision. The outcome is the final say, and will result in financial restitution, a player's arrest, or a Police Officer's demotion. Once the outcome is made, players are able to leave the courtroom (Otherwise, they are locked inside for the duration of the trial, which automatically times out after 5 minutes).

Court Timeouts occur when a judge does not make a decision. This happens when players are AFK, or otherwise idle. The case will nullify, meaning no one pays for compensation, no one is punished, and the Judge is fired for incompetence. A member of the jury will automatically step up to fill his shoes, depending on highest karma.

The Political System: The Political System is the root of the economy, the job system, and the policies. Civil's economy is player controlled, which means the decisions that derive from the Political Faction can impact all other factions. This means jobs, crime, and is the essence of the game itself.

To get into this from the top of the hierarchy, the top level of the Political Faction is the mayor. The mayor has control over the following economic and political architectures:

- City Finances
 - City finances include tax percentages, budgetary spending (how much to pay city workers, police, the fire department, etc.)

- If taxes manage to pay for more than is needed to run the government, the money is automatically re-entered into the economy. This means businesses get automatic tax returns.
- City Laws
 - The mayor can pick from a list of system-wide laws or create their own. Crime flagging is based on these laws, and the courts can only make decisions based on these laws. Custom laws are not automated!
 - System laws include the prohibition of theft, murder, operation of a vehicle without a license, assault, auto theft, vandalism, and firing a weapon in an inappropriate setting. The mayor may enable or disable any of these as he/she chooses. This is within reason, the senators and representatives can vote for or against these actions.
- Zoning
 - There are certain lots in the world that the political faction can build or demolish buildings on top of. These buildings can bring in more jobs.

Trading Items: Players can trade items and in-game cash to each other through player interaction menus. (These menus are primarily just for trading, but are also used sometimes for jobs, like arresting a player or giving a player food.) There is also a less direct way to trade with players using Storage Containers.

Guilds: Players can join and create guilds within servers. Guilds are built to orient around the 2 different karma play styles, and are known as "Organizations" and "Gangs." As indicated by the name, gangs are geared towards criminal players, where organizations are not.

Guilds are formed between players, and players may invite other players to join. Belonging to a guild means the guild name and emblem appears next to yours when your player is identified. Guilds rank players, and ranks are controlled by permissions different roles have. Guild roles are listed below:

- Organizations
 - President (Leader)
 - Board Member (Assistant Leader)
 - Partner (Trusted)
 - Member (Member)
- Gangs
 - Crime Boss (Leader)
 - Administrator (Assistant Leader)
 - Associate (Trusted)
 - Member (Member)

Special Permissions: Some players have more power than others. A town's mayor may issue certain projects that will affect the way other players/job assignments function. A political figure can build new buildings, rezone, and sometimes can control some police activity. This control will affect construction workers and other public workers. Mafia Crime Bosses may plant bounties on certain players, create private drug exchanges, and do other things that affect the gameplay of others.

2.2.1. Physics: The physical properties of Civil are meant to be as close to reality as possible. Our goal is to master the Unreal PhysX Engine and utilize this to our advantage. This means better character locomotion, realistic vehicle mechanics, breakable objects, etc.

Water: When a player enters shallow water, movement speed is reduced. When entering deep water, they will swim.

Guns: Players can shoot other players. If a player shoots a brick wall, nothing aside from a bullet hole will result. If a player shoots a window, it will shatter, damaging anything behind it. Guns damage anything in the path of the bullet.

Explosions: Explosions occur sometimes in the game. When a vehicle explodes, when a missile or grenade explodes, or if a player destroys an explosive item (like propane tanks, fuel canisters, etc). Explosions will kill anything in the center, and heavily damage the things around its radius.

Vehicles: Vehicles may take damage. If a player crashes a vehicle into something, it will break the vehicle. Engines can become damaged, and if there is too much damage, the vehicle may become unusable! Broken down vehicles can be fixed if you have the parts, or you can hire a mechanic.

Ragdoll Damage: Players can get knocked around quite a bit in-game. Explosions may send players flying, cars may hit players, and players may fall large distances. These examples do not always kill the player directly, but trigger its "ragdoll state." When in ragdoll state, the player can get up once they come to a halt, or they can take so much damage in the ragdoll state that they may die. Damage is caused on physical impact, explosive shockwave damage, or just being pelted by bullets.

2.2.2. Movement: Players have many movement states. These states are, walking, sprinting, swimming, crouching, and ragdolling. There are two classifications of movement states, one being "unarmed" and the other being "armed."

2.2.3. Objects: In the world of Civil, we can see many different types of objects. Interactable Objects such as Storage Containers, ATM Machines, Arcade Machines, and dropped Inventory Items. *This section is still in review, and we will likely have more objects in the future that are more job specific.*

2.2.4. Object Interactions:

Storage Containers: Interactable objects that allow players to store items inside. Can also be used for trading.

Arcade Machines: Used to demonstrate mini-games. Will later evolve into job-related mini game compatibility.

Dropped Items: Little boxes that, when interacted with, the player can pick up and add said item to inventory.

Donations: NPCs may exist in the hospital, chapel, or shelter. They collect cash in return for good karma. This system favors criminals by 80%, and returns more karma to criminals who donate as opposed to others.

2.2.5. Combat: Players can kill players, damage cars, and kill Non-player pedestrians. This can be done with melee weapons, projectile weapons, explosive weapons, vehicles, or other physical objects. When a player kills another player, a certain percentage of the victim's karma is multiplied by -1 and added to the killer's score.

2.2.6. Economy: MMO Economies are usually incredibly complex, and the Civil Economy is following in these footsteps. This means we need a functional plan that will prevent the economy from rapid hyperinflation, will be secure, and can accurately balance measures.

Where does in-game cash come from? Task Completion. When a player finishes a job or quest, they are always compensated with in-game cash. They can spend this cash on cosmetic items, which destroys the cash. Shopping in itself is a currency sink, however it does not prevent inflation at all. A player who has been playing for a year vs. a player who has been playing for a day has always had it easier than the new guy just because of the psychology of inflation. We can set up proper currency sinks easily, just like the real world. When you die, you pay medical bills; when you buy property, you pay taxes; when you buy items, you pay taxes; etc. There will be taxation and other realistic sinks that will negate hyperinflation.

Economy Control Variables: Another important system to control inflation will be manually balancing Economy Control Variables. As we update the game, these variables will serve as multipliers that control income and vendor pricing.

Cash Sinks: The final and most important system at play to control inflation is sinks. This is a list of sinks in Civil:

Medical Bills: When a player dies, a small percentage of their net-worth is taken in the form of "medical bills." Also, players will drop items (some cash included) upon death for other players to collect.

Taxes: Taxes will be taken from players regularly while they play the game. Property taxes for deed owners, income taxes for job holders, and others that will be addressed in the future of the game.

The Stock Market: An in-game stock market will serve as a way for players to gamble their money, while also supporting businesses.

The Auction House: Some items (mostly just vehicles and outfits) are “rare.” This only means they cycle in and out of shops at a lower rate, making them more desirable for players who can afford them. This Auction House, which takes a seller fee, destroys rich players’ money, while giving them rare items in return, while also helping out sellers with the other percentage. *Also, to avoid confusion, vehicles and outfits differ from vehicle and outfit skins.*

2.2.7. Screen Flow: A UX flowchart will be provided in future revisions of this doc.

2.3. Game Options: Players will have lots of options to make their gameplay experience more pleasant. Players can set keybindings, change graphics settings, change audio settings, and set safety settings. Safety settings toggle chat profanity, ability to VOIP chat, and user content visibility such as profile images or community server visibility.

2.4. Saving: Most player information is saved on dedicated servers. In other words, what you do in the game is constrained to the boundaries of the server you did it on. Server-side variables include: Name, Permissions, Cash, Karma, Experience, JSON Tags, Items (guns, ammo, cash, stacks, food, etc), Outfits (Not skins), Vehicles (And identity cards), Houses, Pets, Quest progression, Guild info, and Auction House info. Other variables follow the player globally. These master variables, stored on the Xsolla client, are: Civil Coins, Microtransaction data (skins), and VIP Subscription status.

2.5. Cheats and Easter Eggs: Some easter eggs can be found around the world. Some secret vendors that sell secret items, secret decals, and other fun stuff.

As far as “cheats” go, the players will have access to a basic console where they can enter essential commands like “/kill” to respawn their character. This console will also be used for moderators and admins to control world properties.

2.6. Modding: When running a dedicated server (or client-server), the user configuration files allow for switching from our default savegame system to an ODBC based MySQL system. This allows users to enter custom data per player within their server. They can create custom Lua scripts to control in-game properties, and create custom game modes. There will be external pak support for adding or replacing assets like models or audio, as well.

3. Setting

3.1. Game World: The world is an 4km² island, featuring different biomes, civilization density, and wide unique spaces for players to explore.

3.1.1. General look and feel of World: Civil's world is inspired by different world regions. Civil takes place on a 4km² island, with a large tundra to the north, forests and beaches to the west, and an arid desert taking up everything else. The general environment design will be based on several geographical locations: Reno NV, British Columbia, and the coast of Southern California.

A large percentage of the world is wilderness, but there will be certain levels of man made civilization as well. Several small cities will take up the main island, some larger than others. Some areas will be very urban, others will be suburban or rural. Urban areas will have skyscrapers, large construction zones, and airports. The suburban areas will have brick buildings, small businesses, and homes. The rural areas will have trailer parks, outer-belt factories, and, mostly, wilderness and farms.

4. Game Art

4.1. Visual Style: As stated prior, the goal is to create an optimized 3D world that is as realistic as possible. Our [artistic style](#) is represented best if you look at our inspiration.

5. Interface

5.1. Visual System: Civil is a 1st Person Perspective game. The primary HUD includes a chat, health and player information, financial and karma information, a navigation system, and the current questing objective (task).

5.2. Control System: Civil can be controlled with a keyboard/mouse or a controller. Civil will have support for Microsoft and DualShock gamepads. Our target hardware is PC, however having controller support is something a lot of our audience likes as another feature.

Default Keyboard Controls:

WASD: Move

Space: Jump

Ctrl: Crouch

Alt: Toggle Walk

Shift: Sprint

Tilde: Activate Console

E: Interact

R: Reload

V: VOIP Press to Talk

T: Toggle First Person View

J: View Job Information
I: Show Inventory
Enter: Chat/Summon Cursor
Q: Task List
F1, F2, F3, so on: Emotes
Esc: Show Menu
G: Vehicle Horn

5.3. Audio: Foley will be captured from real-world sounds, intending to capture the most realistic atmosphere and put the player in the most life-like universe of sound possible. Civil also comes to life with its variety of soundtracks. Most including spiccato violin style, big room orchestral elements, and major chords for a positive ambience, these tracks are written to bring the fantasy of perfection to life. Soundtracks are mostly inspired by The Sims, however some other soundtracks feature a prominent electronic vibe as well. We plan to license other music from genres like rock, hip-hop, country, etc. as we prepare for vehicle radios.

5.4. Help System: Players complete a tutorial quest upon their first launch, however if they forget this information, by pressing "H" they can see a list of game features. One of these buttons says "Help!" and will bring them to a FAQ on our site.

This FAQ is yet to be built.

6. AI & NPC

6.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

6.2. Non-combat and Friendly Characters – Quest NPCs or pedestrians

6.3. Support AI – Player and Collision Detection, Pathfinding

6.4. Job AI – Characters who spawn in the place of players to fill empty job roles.

7. Technical

7.1. Target Hardware: We are currently releasing on Steam as a PC exclusive. A very long term goal in question is for release on consoles, however this is unlikely.

7.2. Development Software: Civil is a product created with Unreal Engine 4. Our primary 3D software is Blender 3D, our primary DAW is FL Studio 20, and our character creation system is Reallusion CC3.

7.3. Risks: If you've read this entire document, you understand that this is a very ambitious project. With that, you are probably wondering how a project of this size is even possible to create by the hands of an indie studio. This next part of the passage will answer that notion, as well as cover the technical possibility of this game.

First of all, it's an MMO. How are we running this game? Players can connect to regional servers that we open around the world. These servers are paid for by the purchasing of Civil Coins, the economy distribution, and any collected funds from community server deals, along with affiliate marketing and crowdfunding. We allow players to start their own servers, which means we will not have to build a vast array of servers and data warehouse architectures like most MMORPGs. Civil will have official servers, but not nearly as many as we can anticipate players will create for their own communities. This will save on our technical costs dramatically.

How do we plan to optimize? We've already taken several systems into mind that will greatly help us optimize. We will be creating our assets and code in-house. Avoiding marketplace content isn't just good for PR, but it's good because most marketplace content is poorly optimized, and we will have the freedom to create our 3D world our way. We will be utilizing HLOD and imposter systems. Players, unlike in most games, will only be 2 posed models as opposed to usually what is much more. We will be trying to avoid over-enthusiastic customization systems that might slow multiplayer gameplay down. Our code will be built to avoid bad-practices, such as constantly looping code, searching for actors that can be referenced, and especially avoiding frame-based code where necessary. We will try to run as much on the client as possible, but an enormous amount of gameplay will be controlled entirely server-side, meaning we will need to pay close attention to reliability, relevance, and take network precautions to prepare for the rigorous amount of work servers will need to do.

How are we building this huge world? Comparing what we were able to do in between 0.0.3 to 0.1.0 in the course of 2 years, we were able to build worlds of large scale with the core functionality of the game. We know what we are capable of, and are more than capable of creating the world and gameplay.

How is this secure? By controlling player saves server-side, all economic data on a master server, and making 100% of our transactions through external companies like Xsolla or Steam, we are able to promise our users full security.

Can you deliver all of the promised features? Absolutely.

7.4 Revenue: Our revenue plan has two phases. The first is the "funding" phase, and the second is the retail phase.

During the funding phase, we allow users to purchase packs that give them limited-edition in-game cosmetics that they would not be able to get otherwise. This model helps us raise our initial funds, so we can put the game out there.

During the retail phase, we will be looking for money to help us keep official servers online and to maintain the game post-release. Sales will come from game sales and microtransaction purchases. We realistically estimate, in this climate, our IAP rate will be roughly 4% of players, but we are ambitious about growing this. Microtransactions are purely cosmetic skins that can be applied to in-game items like guns, vehicles, outfits, and so on.

8. Gameplay Execution Cases

General Use Example: The user opens the Civil application within Steam. The Civil Launcher opens, and they may log in. Within the launcher, they can update the game, change some settings, and click play to launch the full application.

In the game, the Oversight Games intro will play, along with any disclaimers needed. The user is prompted with the main menu, a screen with a navigation bar on top, a 3D character on the right, and a menu on the left. This menu has a shop, a server browser, settings, and a collection menu so players can see what skins they have. The user is looking for vanilla community servers to play with friends on, and the user chooses the server they want to connect to. They click “connect,” and they will load that server.

Since they are a first-time user on the server, when their game loads they will be prompted with a simple character screen. This screen allows them to choose a name, set their skin, and pick a default outfit to spawn with. Once this information is complete, the user will be able to save and exit the menu. This generates their character, then saves their configuration to the server database for future use.

The user is now in the world, able to move around, look at things, communicate with other players, and play the game. They would like to get started in a career, and so they look for open positions in their job panel (a job panel is used for different jobs. In this case, the user is unemployed, which is treated as a job. The unemployed job panel is a list of open jobs). The user clicks the job they desire, and the world will point them to the location of the job. Once at the location, the user is able to apply by speaking with the manager. The manager may be an NPC or a player.

The job is a gas station attendant. The user gets the job, and is now able to get paid cash as long as they are performing tasks at the job location. Now wearing a gas station attendant’s uniform, the user will stand behind a counter, and when players or NPCs enter the store, they may purchase goods or gas from the user. It will be the user’s responsibility to access a simple cashier interface for transactions; a system many other jobs will incorporate.

The user could wait until their karma increases enough to promote to manager, a job that pays more, but they are bored with being a gas station cashier. There’s more opportunity outside, and

the player quits their job to pursue more. Once the job is quit, the user's last outfit is re-equipped. They are now able to find better careers or try other ways to play!

Questing Example: After the user is already in game, they wish to grind to get more cash and experience. Their karma is set to positive numbers, so they will only be able to see citizen-oriented quests (not criminal-oriented). The player can walk around the city until they find a quest NPC, or they can look on their map to find one directly. Regardless, the user finds a quest NPC, and approaches them.

The user, after approaching within the talking radius of the NPC, may start a conversation with the "use" key. The NPC asks the user for help, they claim that a group of criminals stole a valuable package from them. The user can either accept or decline the quest, but chooses to accept.

Now, this quest is made the primary task on the user's task list (a UI drawn on the HUD, but also available by pressing Q). The task says to "find the criminals." At the top of the HUD, the player can see an indicator on their compass. This points to the location of the criminals.

The user arrives at an old warehouse; the criminals' retreat. When the user approaches the door, it will take them into the building, where they are met with tons of criminals. The criminals start shooting the player with weapons, and the player can fight through the warehouse, while utilizing ammo or other weapon drops by defeated criminals.

At the end of the warehouse, the user finds the valuable package they were hired to pick up. They will collect it when they walk up to it, and, like a dropped weapon or ammo, they may press the "use" key to interact with it. Upon interaction, it will add the indestructible quest item to their inventory. The user's task list now indicates the task is now to return the object to its owner.

The user leaves the warehouse, and the compass indicates the NPC's return location. The user approaches the NPC, and initiates another conversation with them. The NPC thanks the user, takes the item from their inventory, and then rewards them with cash and karma.

Police Example: The user wants to be a police officer. They log in, and are currently unemployed with 10 karma points. In order to be hired as a police officer, the user needs at least 50 karma points. The user, not wanting to get a job, completes a quest to increase their karma score. After arriving at 50 karma, they drive to the Police Station to apply for a job.

After talking to an officer, they are able to accept the job. As a police officer, dispatch orders the user to patrol in the residential section of town. This order, like any quests or job tasks, appears in the task list on the HUD. The user is automatically assigned a police uniform, and exits the station to find a car to drive.

In the garage, the user summons a police car. These cars are only drivable from members of the Police Faction, and are otherwise treated as regular “locked” cars. The user is in the driving state, and is able to drive the car to the designated location.

Reporting occasionally back to dispatch, the user patrols the neighborhood. A red arrow appears bright on the screen, pointing the user (and all other police officers) to a crime-in-action. These crimes are witnessed crimes that the server points all officers to. Dispatch sends all available officers to the crime, and the user begins to accelerate towards the event, sirening.

The user arrives at the bank, a locked down building surrounded by SWAT and other police. The criminals held inside are firing at the officers outside, and there is a firefight taking place. The user storms into the bank with some other comrades, and kills two of the criminals, still wielding guns. In submission, the other criminals drop their weapons and put their hands up (which is an emote criminals can do when approached by police in crime-in-action game states).

The user can hit the “use” key while looking at the players, and has an “Arrest” option. They click this, and their character is shown on-screen, handcuffing the criminals. The criminals are walked outside, and are put into squad cars.

Dispatch instructs the user to drive the criminals to the prison. The user drives to the prison, and drops the criminals off, where they will be moved inside and jailed. The user now is instructed on their next task, after receiving a percentage of the karma points that the jail pulls out of the arrested criminals.

Recreation Example: The user has been grinding while in-game to try to build a karma reputation. Some friends invite them to hang out, and the user decides to tag along. The user presses Q to open their tasks, then they disable them so there are no on-screen distractions.

Meeting up with their friends, the user travels to the camp grounds, a safe zone (Karma-free zones that disallow combat like schools, recreational areas, and other places where combat is not allowed) near the western forest.

The user and their friends have tents and other camp items in their inventories like a campfire set, food, chairs, and so on. The users can place these items and stage a small area for themselves to enjoy the wilderness. After a certain time period, these items automatically disappear and the users go along their ways.

Microtransaction Example: On the main menu of the game, the user finds an outfit skin that catches their eye. The user has 20 Civil Coins in their account, which is just enough to buy this item.

After purchasing the skin, a rare SWAT team uniform skin, the user now permanently owns that and can use it within any vanilla server. The user connects to a server, joins the Police Faction, and is able to equip SWAT gear.

When equipping the gear (outfit), the user may hover their mouse over the outfit and select their newly purchased skin.

Modded-Game Example: The user is in the main menu, searching for servers to play on. In the browser, servers display a "Game Mode" tag, which may switch from the default value, CivilRP. The user is interested in another game mode, "VIP," which is a user created game mode, and not a part of the base game.

The user connects to the server, and after agreeing to a disclaimer about user created content, the user downloads necessary files and connects automatically to the server. In the game, things are different. There's a different map, and the player is automatically assigned a "spectator" role, where they can observe a game in action.

The goal of this game is to protect/kill a VIP while he/she is attempting to get from point A to B.

The user spawns into the next round, and a suit and skin are automatically assigned to the user's character. They become the VIP, and are given a basic 9mm pistol to protect themselves with. SWAT surrounds the player, protecting them as they complete this game, which is a completely modded version of Civil.

Crime Example: The user wants to be involved with the crime life. Criminal jobs can be pursued at any time by meeting certain NPCs who grant them, or by simply quitting any previous jobs and joining the criminal job line. There are certain base criminal jobs like the thug, driver, or the hitman; each of which lead to further, more mafia-related jobs. The user selects "Thug."

In the thug job panel, the user can see a list of different situations that may occur. For example, committing random crime like murder or theft will result in a crime-in-action, and if the user escapes, they will profit. Or, in other situations, high ranked criminals may call upon other criminals to do jobs, the same way a manager can command employees.

A crime boss sets a bounty on the bank, and this notification appears on the criminal's screen. They accept this bounty, making it their primary job task. The user joins ranks with other criminals, and they raid the bank. One of them has a c4 charge, and blows open the vault. Of course, by this point, the police have been dispatched.

The criminals scurry to collect as much money as possible, and then try to flee to their getaway cars. The SWAT team raids the bank, putting down several criminal players. On the user's HUD, a widget appears on screen that says "Police are near, press F1 to surrender."

The user presses F1, automatically disarming and their character puts their hands up (If police shoot a surrendered criminal, they will go to jail and their karma will drop to 0). The police officers arrest the user, and the player is escorted to prison.

Inside the prison cell, the user has the option to sleep in the cot and serve their time, or the user may attempt to escape. The user uses objects in the cell to pry open a vent, and crawl inside. The user finds an exit point, and manages to escape the prison without losing as much karma.

Gang War Example: War is waged against two gangs! Gang wars can occur in karma-free zones. These zones are in places where jurisdiction is a grey area: abandoned factories, the wilderness, other unpoliced areas. In these zones, if a criminal kills another criminal, karma will not drop at all. If the user dies in these zones, karma is not lost, either. In other words, karma-free zones are the wild west.

2 or more gangs wage war against each other in an external web forum. Anticipating the fight, the user buys weapons and ammo to prepare. When the time comes, all of the gang members arrive on site, and the fight begins. The players will loot money from the others' dead, making for a quick way for guild funds to be raised.

Survival Example: The user is working hard, and is running low on their "food" bar. This is a piece of UI that appears on the HUD, indicating hunger and thirst. The user, with no food in their inventory, makes their way to a local shop to get a bite to eat.

The user goes to a restaurant, and buys a meal. They replenish their hunger and thirst, while noting to keep food in their inventory for later snacking that might come up.

Real Estate Example: The user thinks they are ready to purchase a home. They can do this by approaching a "For Sale" sign, and then by pressing the "use" key. The user, already present at the home of their choice, activates the For Sale sign, initiating a purchase.

The user wants to purchase a Tier 2 property pass, this will make it easier to buy homes for less money in the future, if the user cannot renew their land (Without a property pass, it will just be more expensive). For a large sum of cash, the user is able to purchase the Tier 2 property pass within the buy menu. They can apply the pass, and now purchase the home for 10% of its original property value.

The house now belongs to the user, and the For Sale sign becomes a mailbox with the user's player name on it. The user may now interact with the home, can open/lock the doors, store vehicles in the garage, and will be encouraged to maintain the home.

The lawn starts to grow in, and the user enters the garage to get the lawn mower, an object that is found in everyone's homes already. The user can simply mow the grass to prevent it from overgrowing.

The user owns the property for 2 weeks as of it's renewal (or purchase) timestamp. The user knows they will be going offline for about one month, so they purchase more time on the land (an expensive alternative for manual renewal). The user may now log off for the month, and when they come back, the property will still be theirs.

Vehicle Example: Players can get from point A to point B easiest with the aid of a vehicle! The user wishes to purchase one for themselves. The user has a great looking skin they bought from the marketplace, and they are looking to buy the car that skin applies to.

Going to the car lot, the user may purchase a car. A license is not needed to purchase a car, but the user still wants to buy one to prevent any legal trouble. At the car lot, the user buys a license. Next, they search the inventory for the car they want. This is all contained within a simple payment interface.

The user finds the vehicle, a sports car, which they have the rare skin for. They purchase the car, and that adds it to their vehicle inventory. The vehicle inventory can be accessed at any garage. The user walks over to the lot's garage, and can summon their newly purchased vehicle, along with assigning it their desired skin, just like an outfit.

Their vehicle is now in the world, and they can either press the "use" key to drive it, or *hold* the "use" key to access an option to lock the doors.

Death Example: The user finds themselves in combat, and the unlucky thing happens. The user's character dies, and they can visualize them ragdolling onto the ground, where their body will lay for people to loot it for 2 minutes.

A message appears on screen, giving them 2 options. They can respawn immediately and forfeit their inventory, or they can wait for five minutes for an EMT to arrive on-site to revive them. Either way, the user loses all karma points on death, along with a percentage of their balance (medical bills).

Moderator Example: A moderator has access to admin panels, dangerous interfaces that put moderators in full control of server functionality. In this example, the user was granted moderator access from the server owner, to keep things in order if issues occur.

The user is faced with a player who is harassing other users. This means buying weapons, randomly shooting players, verbally bullying players, and just generally acting like someone most servers wouldn't want to contend with.

The server has rules that prevent moderators from instantly banning people, so the user must first warn the malicious player before actions are taken. Over the chat, the user, displaying a "moderator" username color, warns the player for griefing on the server.

The player continues to harass others, and the moderator is forced to take action. By typing /admin in the chat, they can access the moderation panel. In the player section, there are options to modify saved data, query data changes, and, in this case, kick players. The user bans the player for 24 hours.

Pet Example: A lot of players are running around with animal companions, and the user wants one. Pets are medium luxury items, something intermediate players will be able to afford, and so the user must be able to collect enough cash to buy one.

After going to the pet store, the user can look at the selection of animals, and finds a dog he wants to adopt. The user purchases the dog, which adds it to his collection of pets. In the character panel (the left side of the inventory), the user clicks on the pet slot and adds his new friend.

This spawns the dog into the world behind the user's character, and the dog will follow the user as long as it's equipped. The user clicks on the dog in the character panel (the same way they can click outfits) and it brings up a pet menu. Within this menu, the user may change the pet's name and skin.

Politician Example: The user has been playing Civil for a few months, and desires a political career. Starting as a mail carrier, the user works their way up to the postmaster. The next step is becoming a senator, which can be done by raising the user's karma score past at least one current senator's.

During voting period, an hourly occurrence, the users may vote on which player may get the Governor position. During this period, the system will automatically fill roles in the senate with players who opt to promote into the position.

The user is granted the role of senator, and usurps the senator with the lowest karma score. Now, the user may vote on changes the current governor wants. The governor decides to pass a rule that forces players to maintain their properties. The senators vote for this rule, which makes it pass by popular vote.

The user wants to become governor, which is something any player can do at *any* karma level. The issue is, it's the user's responsibility to convince players to vote for them during the next voting period. In chat, the user builds a campaign team, the user registers to run for governor, and they can place signs around the world that are automatically created.

During the vote period, players are impressed with the user's previous experience in the senate, and vote for them. The user wins the election, and is now governor. In this position, they may now pass laws, modify taxation, and make changes to certain levels of infrastructure.

Farmer Example: After a brutal role as governor, the user wants to live life more simply. The user approaches a wheat farm in the rural side of town, and applies for a job, the same way as any. The user becomes a farm hand, and is now responsible for helping the farmer, an NPC, tend the fields.

The user ends up filling the shoes as the farmer, since it's much easier to work your way into higher positions in jobs unoccupied by players. Wheat grows naturally in the field, little by little. The farmer can collect the seeds, replant them, sell them to other farms, and so on.

The user replants the seeds, making for more growing crops. In time, the crops grow, and can be harvested. In the farmer job panel, the user sells the bushels of wheat to suppliers and restaurants in return for cash.

9. Conclusion

This is something that is only able to grow with a passionate development team and an even more passionate community. Following development deadlines, marketing campaigns, and constantly interacting with the community, this game will grow rapidly into the next Massive Multiplayer Platform and Community Framework.