

Storyline Overview

The storyline that Illinc features is simple from a distance but hides an intricate web of information and backstory. The game is currently planned to have three races - each with a unique backstory and a different part to play. The basic goal of each race is to find The Inheritance - the last gift of the ancients to the galaxy. Each race has its own belief concerning the nature of this treasure but all want to find it. The primary antagonists of this venture are the Remnant. These creatures took over the planet when the Ancients disappeared - many of them found around the players early starting areas are harmless and generally animalistic but as the player progresses he will find much more savage, and in some cases intelligent, monsters.

Gameplay

The game begins when a user entered the game for the first time. The player will find himself in a human ship orbiting the alien planet Altus. From there he will be called to the assembly hall. Upon arrival the player will take a seat while a cinematic plays that will explain the human backstory. Afterwards a NPC speaker will explain the current situation of the human colonists while vaguely hinting at the existence of other races on the planet. From here the player will be called to many different areas where he can learn the basics of the game. The player will start off as an average human in an instance with only the male or female options for customization - but as the first parts of the game unfold the player will be able to choose a different race or customize their human character.

The Races

The game currently is set to feature three playable races.

Human

This race uses the electric technology proficiently and most tradskill-made items will use electricity as its main energy medium. The humans are generally the balance of speed and power. Their generic guns are mainly energy weapons but a few very old projectile weapons still exist but are almost worthless. The shielding that the humans use is generally ion based but there are other types as well. The primary mode of transport for individuals is either flightpacks or a small one-man land vehicle called the Cycle. The human cities are usually either very large cities that feature a clean look and a blend of the natural and the electronic, or small camp settlements.

Positronic

The primary technology of this race is Infinity Matter. This energy has similar properties to steam - using a small spark the IM can be turned from a fine powder to a rushing gas that cannot be stopped by anything other than another spark that returns it to its dust like state. This creates an obvious weakness to electricity but the use of superior shielding gives this race a defensive advantage. Their GravityPacks have an odd design that allow the user to reverse

gravity at a set rate for the user only - thus creating an amazing method of personal aerial travel. Their cities are often fully mechanical - even smaller cities are almost entirely metallic.

Atrakoid

The atrakoid's main technology is known as Chemical Reconstruction. With the use of a material called Blank Matter the Atrakoid can create millions of items. They have the ability to reshape the Blank Matter into anything they could possibly ever need. From their houses to their weapons and armor. Their shielding is the weakest and their guns lack the tremendous firepower of the Positronics but what they lack in defence and power they make up for in speed and special damage types. Their larger cities are often found in the darkest areas of Altus, lit by an amazing array of neon-like lights that exhibit all colors except white. White light does great harm to their eyes and when an Atrakoid ventures forth from a dark city he usually wears some sort of protective eyewear. They are also able to modify their own genetic structure with Blank Matter and as such they have no need for armor or cloths. Many weapons meld into the body of the Atrakoid and many of their weapons seem to have a life of their own. When the Atrakoid travel long distances they can simply sprout wings and fly.

Combat

The combat of Illinc resembles most FPS games today with the added option of a third person camera. All combat is real time and requires both skill and strategy. The unique nature of many guns and melee weapons, along with the tremendous amount of customization allowed when crafting weapons makes the gameplay in Illinc a unique and surprising experience.

Armor and Shielding

Your equipped armor will determine the quality and properties of your shielding. Some shields recharge while others require repair of energy cells when damaged. Some shield block only a specific type of energy while, and some may enhance other items. A player without a shield or with a depleted shield is completely unprotected. Vehicles and Movement Apparatus can have shielding as well.

Vehicles

Illinc will feature a wide variety of vehicles for many situations. There are eleven general classes of vehicles -

Personal Ground

Personal Air

Personal Water

Passenger Ground

Passenger Air

Passenger Water

Millitary Ground

Millitary Air

Millitary Water

(land) Behemoth Class

(air) Phoenix Class

(water) Leviathon Class

This ranking goes by size - personal types generally carry one person - small two person vehicles might also fit into this class. Passenger vehicles are usually unarmed vehicles meant for simple transport. Millitary vehicles are armed verhilces used for warfare and hostile territory. The monstereous classes (Behemoth, Phoenix, and Leviathon) are gigantic - usually this refers to an enitre city or a mobile army base.

Tradeskills

The tradeskills of Illinc are divided into the following groups.

Weapon Construction (Firearm)

Weapon Construction (CloseRange)

Armor Construction

Vehicle Construction

Structure Construction

Mining

Exploration

Energy Capture

The first four of these utilize mesh and texture editing technology to allow for a great amount of personalization. When creating a firearm you can decide the characteristics of its Bullet as well as its bases stats. It may also be possible for the user to change the texture allowing for even more personalization but this is still under discussion.

Mining is a simple process that involves surveying the land and planting a mining device.

Exploration requires the player to look for new plans, technologies, and parts in the game world. Discoveries lead to new items and new ways to customize existing plans.

Energy Capture works by setting up a structure to generate energy.

Movement Apparatus

MA (movement apparatus) allow to player to travel in ways not accessible on foot (or sometimes by vehicle) they can be a convenient way to travel or a useful tool for exploration. They only effect the user the has it equip.

JetPacks - Any MA that primarily flies upward at a steady rate. Used by holding the thrust key to travel upwards - when the key is released the upward thrust ends and the player falls

JumpPacks - Used to enhance jump height - usually bundled with a force damper to reduce impact force. Used by pressing the primary jump key.

SpeedPacks - Increases run speed when thrust button is held

ShadowPack - Allows the user to enter the Dark Demension. This demension is usually a simply blank version of the map the player is on but it can hold some nasty surprises.... - Used by holding the

trust key, when the key is released the player (usually) returns to the main demension.

AntiGravity- Allows the user to use the Up/Down (usually the Q and E keys) keys to control his height. The user activates this pack with the trust button and it continues to work till the energy depletes or the user hits the thrust button again.

WallPacks - allows user to walk on any surface at any angle when active.

ParachutePacks - Slows the fall of the user

Combinations- It's possible to combine the effects of some of these packs throught the tradeskill process

Technologies

The technologies of a vehicle/weapon/machine/structure decide its basic properties.