"Fixing Just Survive"

INDEX - **Introductie**

BWC INDEX – **My plans**

About

I'm writing this as a last shot towards Daybreak Games Company to change and adapt to some of the idea's proposed by me and the community. As you might know, my name is Thomas also known as TMGonScreen. I'm currently living in the Netherlands. For around 2 years know I've been building a career out of recording and streaming H1Z1 Just Survive, H1Z1 King Of the Kill and Miscreated. As of currently, I've stopped recording and streaming Just survive.

My highest achievements on H1Z1: Just Survive are:

SURVIVING THE WILD! - H1Z1: Just Survive - E1
68,342 views • 6 months ago

4 Free And Cool Looking H1Z1 skins!
65,538 views • 1 year ago

H1Z1 Kotk - Is It Worth Buying? (King Of The Kill Review 2016)…
45,990 views • 1 year ago

WINTER SURVIVAL! - H1Z1: Just Survive
31,654 views • 8 months ago

How Will The New H1Z1 Map (Z2) Look Like? Release And…
29,773 views • 1 year ago

"My top 5 most watched video's, all H1Z1 related."

BWC: Why is it not working?

There is no real main reason why BWC (*Badwater Canyon*) isn't working. There are a couple explanations why it isn't a success.

- People are not liking the road Just Survive is taking. People enjoyed the free sandbox experience. What people mostly refer to when talking about "Sandbox experience" is the ability to: Build, Raid, Kill, Spawn, Loot wherever, whenever they want, just like in real life. BWC has a lot of forced rules such as: A forced spawn point, a forced raiding timer & set base locations.

- People are disappointed into the game, they've set expectations why higher and have found more fun in other survival games.

- People have stopped buying and playing JS due the low amounts of advertisements and steam reviews.

There are numerous of reasons people could have stopped playing with BWC. The number one reason in my experience is the removal of the sandbox experience.

As of 10th of October the game is still going down

Feedback on reddit regarding Base Building

People have expressed a lot of their opinions in the reddit posts made by /u/oneletter on reddit.
Here is a small documentations of his questions including answers.

Question 1: Foundation Construction - Do you prefer Z1 free placement or Badwater Canyon fixed locations? Why?

A:
Free placement! Combine sand box build anywhere (within reason) with modular building.

Question 7: Raid Materials - Do you prefer the Z1 fertilizer / yeast farming material acquisition or the Badwater Canyon dynamite / pipe bomb? Why?
A: Z1 fert/yeast farming.

What you could improve on is having areas where explosives or explosive materials are more common so you're not just running around aimlessly hoping you find some dynamite in a random cabin.

Question 5: Base Materials - Do you prefer the Z1 single material types or the Badwater Canyon multiple material types? Why?

A: Multiple Material Type, because Gameplay should have Upgrades and also in Weapons and Gears

Question 4: Base Shields and Timers - Do you prefer the Z1 (no shields/timers) style or the Badwater Canyon shield and timer system? Why?

A: Original Concept
Not that I am not open to something else... but this new concept is just absolutely terrible. Again, magical entities/barriers/etc... that limit the freedom or sandbox nature MUST NOT exist. Scrap it immediately. Come up with sound logical GOOD game development features that promotes freedom and the sandbox nature of survival games.

Question 6: Damage Model - Do you prefer the Z1 explosives-only damage model or the Badwater Canyon all-weapons damage model? Why?

A: Combined. Explosives only to metal-bases or Decreased bullet damage to them, And Explosive + All weapons for wooden components. i understand it's gonna make bombs even more popular and rare but Raiding a fully built 4 plot stronghold should not be a One-man job

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Question 3: Base Repair and Maintenance - Do you prefer the Z1 manual repair or the Badwater Canyon automatic repair? Why?

A: Both have advantages and disadvantages.
I'm interested in seeing free placement and automatic base repair to see for myself and give a feedback.

Question 2: Base Construction - Do you prefer Z1 pre-fab shelters or Badwater Canyon modular components? Why?

A: Modular for sure, people like to design and build things that is there own. If anything you need MORE modular pieces. Angled pieces, circle pieces, triangle roof pieces.. and so on. Pre-fab for everyone was just place holders.

As you possibly already saw, lots of people are agreeing Z1 had a couple more improvements over BWC. A quick summery about what the base building system would look like if this was built with the communities feedback in mind:

"A free- placed upgradeable modular base building system without a raid timer."

Let's talk about BWC itself, the map. I'm personally not a big fan of BWC and prefer Z1 much more. Here a couple pro's and con's on BWC and Z1.

BWC PROS AND CONS

BWC PRO'S:

- Lots of variation in assets

- High detailed

- Much more apocalyptic feeling over Z1

"High detailed and variation in assets" 2017

BWC CON'S:

- Due the high detail the map is progressing EXTREMELY slow, way to slow for most people. People have most likely explored the map expansion in under a couple days meaning they've already explored the map on test before it hits live.

- Lighting feels terrible. The sun has no lens flare and is just a bit white dot.

- Everything feels build on top of each other.

- Lots of empty and unused space, only one city.

- No lakes

Z1 PROS AND CONS

Z1 PRO'S:
- 3 big cities across the map
- much better open world feeling, less stuff build on top of each other
- All space is used, forests for hiding bases, cities for looting.
- Could be expanded quickly as it doesn't require much high detail
- Much better lighting system in 2015
- Much better rain and fog in 2015
- Possibility to add fully working snow, in 2015.
- Enviroment feels more realistic

"The open world feeling, huge grass lands with mountains in the distance." 2015

"Snow in Z1" 2015

"Rain + fog on test server at night with car lights" 2015

Z1 CON'S :
- Less detailed, this does have its pros and cons. Less details could mean quicker expansion
- Lack of variation of assets.

My ideas and plans:

Let's fix this game!

My plan exists out of 3 stages, the first one is about trying to bring back a large portion of the community all the way up towards the middle of 2015. The second stage is about getting people all the way back up to January 2015. The 3rd step is about getting new people into this game and making it popular.

The first stage requires the following:

A new map **OR** an upgraded and modified version of Z1. Here is my idea (Just a quick idea):
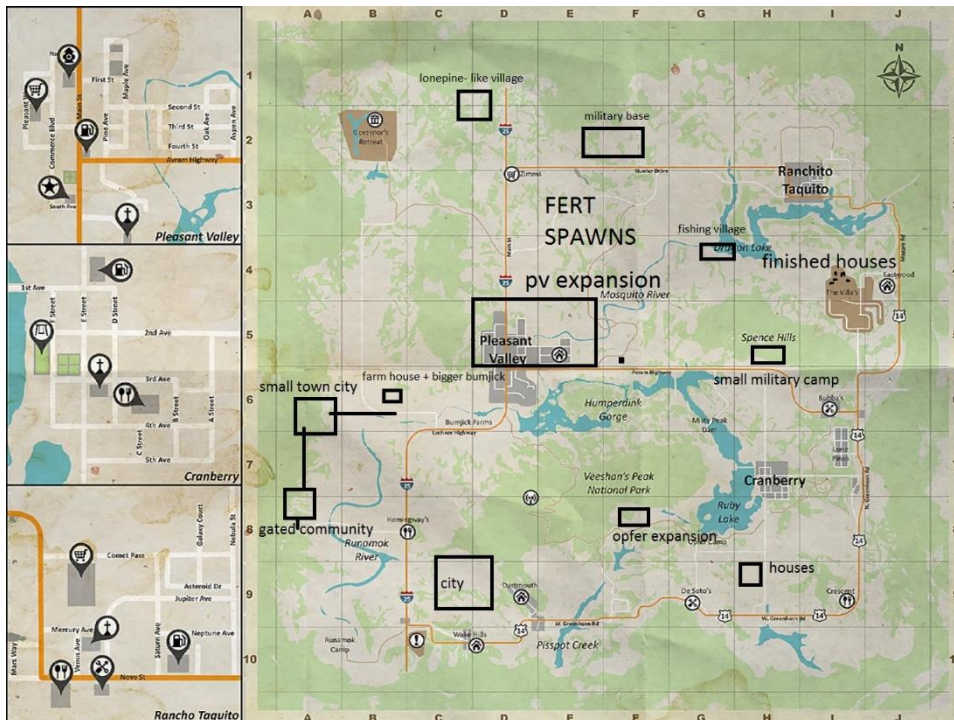
Lonepine- like village: Speak for itself, couple houses as an expansion up north
Military base: Make this area more interesting by adding a new looting place.
Fishing village: Small fishing village build by assets from Z2
Fertilizer spawns, just how it was back in mid 2015
PV expansion: Bigger pleasant valley, more houses and some buildings from Z2.
Small town/city: A small town providing the west side of loot
Gated community: A small expansion and connection to Hermingway truckstop
City: A city providing loot for the south side of the map
Opfer expansion: Extra Opfer wilderness camp houses
Houses: Small village under cranberry
Small military camp: Providing this empty area with loot
Finished houses: Couple finished houses to provide the villas of more loot

Rollbacking this game to the middle of 2015

This might be a weird one. The reason I'm doing this is purely because of the weather, zombie models, loot spawning and combat.

First off all: Weather, this is a big one. In the summer of 2015 you guys had 3 weather effects: Snow, Rain and fog. Fog and rain were both pushed to live servers, snow still needed a couple fixes. After a couple weeks the weather was removed again to never return. I would love weather being back into this game! Not only does this make Z1 feel scary and beautiful again also it could provide a new level of survival: Body sim.

Weather from 2015: https://www.youtube.com/watch?v=AInusumt6p0

Second of all: Zombies, zombies looked much scarier. I personally feel their movement and textures were much more scarier than now. If we can't make them a threat at least make them scary.

"Zombies in 2015"

3rd of all: Loot spawning used to be more random. This *could* be because I didn't have much knowledge about the game at the time however, I remember ammo being much more fun to savage. I remember ammo spawning at campsites, houses, offices etc... All quite spread out. I also remember weapons spawning random. I mostly found hunting rifles in houses and apartments this was really great and fun savaging around the town! This year, 2017, on Z1 we used to have mostly set weapon locations. I can pretty much still tell you all the weapon spawns in the game which were around 30 or so. This should DEFINITY change if you guys are thinking of bringing back Z1!

Last but not least: Combat. There were no hit markers at the time but blood spatters. I LOVED this so much! This is exactly what PUBG has now and it feels much more realistic especially in a survival game. Also, I would love to see the new Kotk guns making it into the game.

Alright, next thing is: Base building!

As I said before:

"A free- placed upgradeable modular base building system without a raid timer."

This is all I can pretty much say. Have a look at some concepts down below:

"H1Z1 base concept "

H1Z1 Base building concept: https://imgur.com/a/SQDgO

H1Z1 CAMP concept: https://imgur.com/a/a0qme#0

Now I want to talk about weapon upgrading/attachments, yes. I know you guys have claimed this isn't allowed in your engine. I was wondering though: It possible to have something such as a flashlight or different scope? My idea was whenever a person changes an attachment is changes the whole model including the gun instead of adding an attachment to the same model a person is holding. Let me hear your thoughts on this idea!

Clans:

Last thing but a really important and overlooked one would be clans. We need to separate clans and the majority of normal players. Clans have a major advantage over normal players especially when they're new. Not every single new player has de skills to fight someone that has around 2k+ hours in this game especially when they're alone fighting a whole clan full of them. My idea is this: Let's remove grouping. I'm not saying that you have to enforce rules. As I said, it's a sandbox game. No rules should be allowed. We'll have to give clans somewhat of a disadvantage over solo players by changing up the gameplay a bit. One way to do this would be removing the huge arrows above peoples name when invited to a group. This could lead to confusion by a lack of community in big clans. The bigger the clan, the harder the communication and the more confusion. This will work as an advantage on solo/smaller groups. I would love 2 different rulesets:

Normal server: No grouping (You can still team, just no possibility to invite people), normal loot.

Clan wars servers: Full clan system with arrows , higher loot & more zombies.

This is what I've in mind as a clan system:

The ability to *enemy, neutral, peace* and *ally* other clans.

Enemy means: Red name above players

Neutral: Just normal white name tags

Peace: Blue name tag

Ally: Blue arrows above other clan members which you're allied with.

(Clan members will have standard an arrow above their head)*

A clan system is something that's just extra in the game and isn't attached to any bases or other key gameplay elements. Every person can create a clan/invite people through a small interface. Once you've created a clan, all clans in the server would be on neutral. When you want a clan to be peace/ally you search them in the interface and hit peace/ally. Once you've done this the clan leader of the clan which send you've send the request towards will get an invite which he'll get the opportunity to accept. You can enemy every clan in the server without sending an invite. When you're opening your clan interface you will see your allies, peace and enemy clans which you'll share this status with. You would also have a small summery of clan members and the allowance to give them a certain rank.

These ranks would be (Simplified):

Member: Nothing, you're just part of the clan.

Soldier: You can kick members.

General rank: You can kick solders/users. Send and accept clan status to other players. Change the description of the clan. Invite new users.

So in the first stage we would have:

An updated version of Z1 **OR** a new map, a new base building system, weather and body sim, old zombie models, old lighting, removal of hitmakers, Kotk guns and a separated clan game mode. You guys should probably have to change a couple things about this build such as the new animation, forced 1st person sniping, new car sounds and ambient sounds.

Seconds stage:

Second stage, this one is important. In this version it's important to focus on people who haven't played this game in about 2 years. We're going to target huge content creators: let's give them a huge impact on the development of this game. We need content creators attracted to this game. As they have little trust in H1Z1/JS due the fact it hasn't been updated for a 2 years. We should show them they're for a part in charge of this game. We'll talk more about content creators once we're in the middle of this stage. The idea is recreating the original path H1Z1 had. The idea is targeting specific YouTubers who played this game back in early 2015.

The zombie survival genre is pretty much dead. There are still plenty of Survival YouTubers who have pretty much given up on survival games. By making this game great you will do them a huge favor. As you guys keep progressing more and more content creators will join and advertise the game. The moment this happens we have to start updating this game in large portions of quantity to satisfy the community.

This stage will bring:
- *New zombies*
- *Expansion on the base building*
- *Extra maps for exploration*
- *New items and weapons*
- *Community hosted servers*

Zombies

We'll have to make zombies a threat or make them scary. If we can't get them to kill us let them scare the crap out of us. This is going to be a hard decision to make. I personally don't think you guys will ever get on the level to make zombies a huge threat. I think focusing on scary zombies will have a much bigger impact on the game instead of trying to get zombies to really kill people. This still means zombies in theory could kill you however they're far less important than other enemy players.

Base building

This stage will expand the base building a bit with new items. Also, very important! We have to get rid of laggy bases. This update will add wind storms. This is a small expansion of the weather system with causes a wind storm every 24 hours in game. Every single **wooden** base item that's less than half decayed will be blown away and destroyed The wind storm only happens every 24 hours or so in real time and only has a small duration of around 2 minutes. This is mostly for cleaning up the server from wooden structures.

Extra maps

As I'm pretty sure Forelight or World machine has a tool which allows terrain to be generated. I think this a great tool which allows you guys to quickly build quantity sized maps. All new maps will deliver on the same quality level as Z1 with the same lighting and weather effects. These maps will be built with Z1/Z2/BWC assets in order to have a good amount of variation. It's not about making the best looking map but about delivering a map full of exploration and fun while still delivering on a certain quality. These maps will not be complex in terms of assets but will have the same lighting system which causes these maps to be simple but beautiful and scary at the same time.
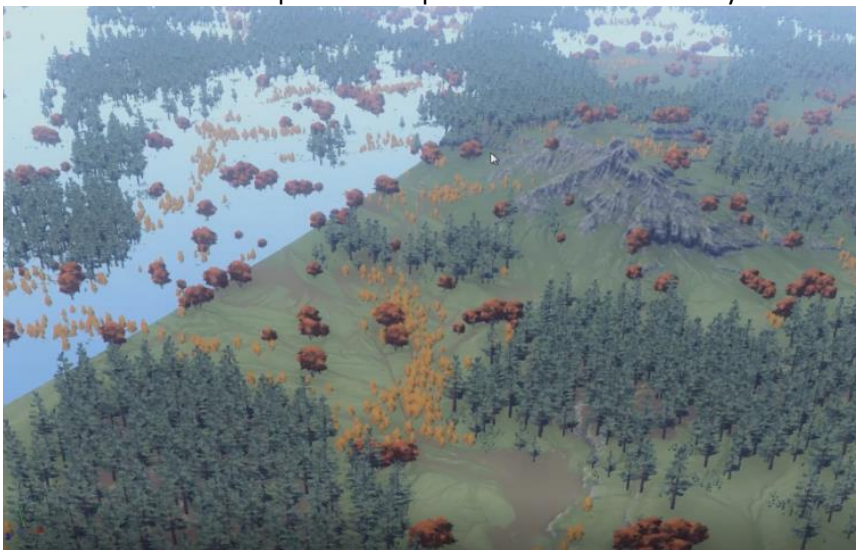
"A generated map, quantity while delivering on quality. Made with Z1 assets."

"A close up screenshot."

New Items and weapons.

This speaks for itself. The whole idea is expanding the game a bit more in terms of content. We can be creative with this and as the community for idea's.

Player hosted servers

The last thing is community hosted servers. This it a really important one. We need to give content creators their own servers to play with their community. Not only content creators but everyday players should be enable to buy a server and easily customize it through a simple HTML interface. Tell me your thoughts on this!

Last stage

The last stage is getting this game out of early access. The possibility of modding would be the best thing to go for because of this you'll no longer have to update this game frequently due the fact people create their own content. Because of this the game can have massively amounts of content and when something goes wrong they can't blame it on you but the modding community. Modding has its downsides. This would make it easier for people to create cheats which you have a massive negative impact on this game. Modding is something defiantly to be discussed as long as doesn't have a negative impact on this game.

We could also add the possibility for our community to create their own maps using World machine. These maps could be shared through the steam workshop. I'm not sure if this is a possibility but it could add some great variation to the game.

To push this game out of early access we need:

- Large portions of content in the main game while doing DLC expansions to fund the ongoing development of the game.

- Allowing users to mod and build their own maps in order to keep the game active and refreshing.