AVIUM ROADMAP

Launch Date: NOVEMBER 23rd, 2023

Story Length: Planck 1 - 7 (~3 hours)

XP Level Range: LV 1 – LV 11

Maps: LOWER AVIUM, CENTRAL AVIUM, SOUTHERN JUNGLES, CENTRAL AVIUM DESERT, OBSERVATORY, MANSION, NETHERWORLD

** = The information below could be implemented in future games so stay tuned.*
https://www.youtube.com/@V-A-N-G-U-A-R-D

WHAT IS AVIUM IN TERMS OF GAMEPLAY?

Avium is a game made for audiences young and old. For my old school gamers, there are plenty of Easter Eggs that give a nod to our generation of games growing up. I also consider it new ground for the next generation of gamers to experience a new type of tale through an unconventional lens. Of course, "kids" my age don't have time anymore like we used to, pouring 1000s of hours into the grind, but AVIUM lets you feel like you're playing the classics while also being just challenging enough to keep you engaged for a weekend. (~3-hour long campaign, ~1.5 if you're skipping cutscenes)

WHAT IS AVIUM IN TERMS OF STORY?

Avium is an idea of a world without balance between the old and new ages. The Republic of Avium illustrates the depths of the ever expanding pursuit of the individualistic identity, monetized pleasure & oversaturated technology, the covert authoritarian control under the guise of unimpeded desire and the upending of people's orthodox roles in civilization. Avium takes pride in its galaxy-wide laws in support of personal comfort & the banning of world wars that pit humans against other humans, and ultimately the premature progression into human evolution without any political, religious, or moral restraints in the first global albeit contrived and forced unity in a cybernized or otherwise evolved humanity that seeks to let go of that which makes us beings of reason while finally claiming an end to so called climate change and the beginning of galactic mobilization. Avium is a fantastical snapshot of an evolved yet heavily flawed human existence absent historical convention, objective truth, and faith.

WHAT GENRE IS AVIUM?

It's an (SRPG, OWA)

Shooter Role Playing Game: Cinematics, storyline, progression, interactable NPCs with backgrounds, Magic system, interaction system, level-up system, treasure system, enemies, guns, combat, linear levels.

Open World Adventure: Non-linear vast open deserts, sprawling jungles, and an entire city to explore, enemy spawning, deep lore and history of the environment.

This means there's an emphasis on story since RPG is the biggest element. Next is Open World because of CENTRAL AVIUM, CENTRAL AVIUM DESERT, and the SOUTHERN JUNGLES. Most of the leveling up is done through exploring story mode areas and reaching destinations for cinematic triggerability and other general interactions so the player has to explore in order to progress. Lastly, Looter-Shooter in that the other part of the leveling up is dependent on finding treasure and defeating some bosses.

This means in the linear levels, the gameplay mechanics switch to close quarters combat. You can still injure civilians, but as a vigilante it's your duty not to. There's nothing stopping you from using the artillery and HD in the inner streets, but collateral damage should encourage players to save the big guns for the open world levels. Inner Streets and Underbelly Areas are where NPCs thrive. These are the regions where players can interact with the citizens of Avium to learn more about the worlds or just take a peek into the lives of Aviuns.

The game saves your progress automatically, whether you complete a quest or gain XP or oftentimes both, and you'll pick up where you left off. XP is the driving force behind storyline, cinematics, and even your War-Suit abilities.

Out here in the city of Central Avium and in the desert of Central Avium Desert, you can experience the full power of the Prometheus War-Suit, which lets you roam the landscape via flight, wall-dashing, and other forms of locomotion.

The War-Suit is a fast-paced all-in-one super vehicle that has near-countless variations of attacks and weapons that you can tailor to your style of gameplay, whether you're going stealth or on the offensive. It even has a magic system, (and eventual sword combat system) all of which will affect your foes in different ways. Execute them in one blow with quick kills, burn them with fire, annihilate them with your laser vision, throw them about with Telekinesis, teleport them to their deaths, shatter their bones with melee, or feel free to stick to the classic run and

gun style. The War-Suit is a godly menace and practical savior in most any situation you'll face out there, so take some time to learn about the PROMETHEUS in your pause menu. The game's war-suit dynamics has quite a steep learning curve before mastery.

I'm very excited to present this game to you. It's taken a lot of hard work and dedication to create a game on my own, from cinematography, direction, storyline, world-building, sound effects, music, voicing, and other elements of production. The journey has taken me through some high highs as well as some of the lowest lows. This is, hands-down, the biggest project I've ever undertaken and it has gone through numerous accidental deletions, two overrides, countless failed saves, and two bugs that have fundamentally changed the way I first approached this project, and there's still more updates on the way. In the beginning, I thought this was going to be a quick three-week process and that the engine would be doing all the work for me. I couldn't have been more happy to be wrong. Unreal Engine, its marketplace, and its engineers, and fellow developers have been amazing along the journey. Literally everyday, I still learn something new. For me, there are still hundreds of things I still need to learn, but finally after three years of it, I'm happy to present...Avium.

XP BASED

THIS IS AN XP-PROGRESSION-BASED, OPEN WORLD, ADVENTURE RPG. You can only go forward in Story Mode by gaining XP, which automatically runs on a saving system to save your progress. And you can only gain XP by doing quest by quest. To avoid things being triggered without order when the player goes into them, Story Mode events only trigger when the player is at a certain XP level. This will correlate with how much there is to be done in a certain map before the player can leave the current map and on to other areas. This will make the player look for enemies to Stealth kill, Quest Treasures, and Interact with NPCs to get the required XP points in order to trigger further Story events. If progress isn't saved or deleted, story mode cinematics will trigger every time. You can also just enjoy the game in Free Mode without having to experience the story.

SO, WHAT'S THE POINT OF THIS SUPER VAST OPEN WORLD IF YOU CAN'T ACCESS THE OTHER DISTRICTS WITHOUT REACHING CERTAIN XP LEVELS?

It's so the player can feel free to roam wherever whenever, but also not feel lost or distracted from the main story while getting used to the level system!

Eventually, your War-Suit upgrades are acquired as you reach certain XP levels, which will inevitably happen. It's not like some extra thing they have to do outside of the story. The story is an XP progression so eventually the player will attain the highest level if they stick to the story.

The whole reason for the scattered common, uncommon, rare, master, and legendary components from map to map is solely for achievement status and super abilities, which you can access by going into the NCI/Pause Menu.

War-suit upgrading (Become a Titan of war)

You as a player have the option to collect Components in order to upgrade your PROMETHEUS. (Invisibility, Teleportation, Laser vision). It won't be quick and easy. That's why players will use portals for fast travel between maps.

Replayability

Even if you start a new game, the abilities you've gained won't go away! Play the game for a second time in a new way with your new abilities!

SUPER IMPORTANT!!!!!!!!
AVIUM CONSISTS OF THREE REWARDS
ACHIEVEMENTS AND XP.

1. Your **Quest Missions** and your **XP** are (both) the main driving forces of the Storyline progression. Side Quests or "Achievements" are the only way to acquire more War-Suit Abilities and Special Weapons. You can explore at your own pace to learn more about the lore, story, etc or Avium. Upon returning to your game, your quest continues right where the story needs you to be. XP is firstly gained by mission completions: i.e. "Reach this destination", "Collect this item", "Fight this boss", etc.
XP is secondarily gained by discovering loot specific to the missions (picking up Artifacts that have mission-specific details like Gary's Proprietary Data). You won't need to manually save your progress (just be sure to gain that XP before leaving or you'll have to restart wherever you last left).

2. **Achievements/Side Quests**, which save automatically, raise your social rank. Get certain ones completed and you gain access to the Observatory.
So, be sure to explore, discover gravesites, and extra lore, etc. Players can also stealth takedown enemies or talk with NPCs to gain Side Quest points.

SIDEQUEST ACHIEVEMENTS MEAN SOMETHING

Going off what was said in the XP section, you might think spending time collecting CGTM is pointless if your XP is going to carry all the weight of progression. But think again. SIDE QUEST ACHIEVEMENTS do mean something. They are achieved by doing a series of optional things, and they save when you leave and return to the game, and even if you start a new game.

There are **Component C**GTM:
Lucifer Components (Red) Unlocks Cosmetic Only
Ryujin Components (Blue) Unlocks Cosmetic Only
Loki Components (Green) Unlocks Cosmetic and Teleportation
Ra Components (Orange) Unlocks Cosmetic and Laser Vision
Promethean Components (Gold) Unlocks Achievement

Regolith Component (Purple) Unlocks Achievement
And Quantunminium Ore for Ai, and Robotic maintenance.

Check your progress on how many you need for full **Achievement/Side Quest** coverage by going to your NCI Menu. Get enough of these components throughout the entire game and you get the **Achievements**. These are hard to accomplish but always optional!

Reward for Achievements

Your question: *"Why should I invest my time in getting these?"* My answer: Getting all the components in the game gives the player access to freakin' Laser Vision and Teleportation. Breeze through enemies with ease and feel as powerful and as worthy of titanship as PROMETHEUS himself! **And you get to keep them with every new play through!**

CGTM

Components/gadget/tool/minerals (CGTM) throughout the world open up Jake's abilities to modify his PROMETHEUS WAR-SUIT. This is where the Player's choice comes into effect. **Not a skill-tree**, but a ***War-Suit tree***. You can choose which War-Suit Ability you prefer ***after*** collecting Lucifer Components, Loki Components, Ryujin Components, and Ra Components.

THE XP

(Optional Tutorial) Getting through the Mars tutorials gets you access to rare weapons, easter eggs, and components.

(Optional Play as Sarah) Sarah finds her experimental serum.

(Optional Play as Jake) Escape the authorities. Getting to your Lair gets you access to weapons and tools. (Players can explore Neon Hills).

Level 01 to Level 11 –

LVL 1 -> LVL 3 - Defeat the Mech completes **Main Quest 01.**

LVL 4 - Arrive in Central Avium. Explore.

LVL 4 -> LVL 5 - Beating Haz-Mat completes **Main Quest 02.** (Player explores Central Avium)

LVL 5 -> LVL 8 - Getting the Proprietary Data gets the player to LV8. Completes **Main Quest 03/04.**

LVL 8 -> LVL 9 Enter GAMMA's Lab and recover Data. Completes **Main Quest**

05. LVL 9 -> LVL 10 - Help MANA and discover a secret. Completes **Main Quest**

06.

LVL 10 -> LVL 11 - Discover the truth. Player has now reached the maximum possible XP Level. Completes **Main Quest 07.**

LVL 11 - Beat the main villain(s) or save Sarah. Completes the game.

THE STORY

Gary, Jake, Derek, and Sarah together make up the Vanguardian Vigilante Group in Avium. They are doing their best to keep the peace and uphold the law, but growing animosity against vigilantes has reached its peak. GAMMA, the new law enforcers, have dethroned Vigilantes with the help of the Right Hand (RHOTAR, Right Hand Of The Avium Republic) and now you must escape the authorities and whatever machines they will send after you. One particular mechanical menace after you now is the Enforcer 2.0. But another more evil figure is your true enemy. Defeat him, arrest him, and show Avium you and the other vigilantes can still be the bringers of peace and quell the high tensions everywhere.

(Optional) LOWER AVIUM = CH 1, Part 1

The ONLY (initial) thing to do in LOWER AVIUM:

Escape the Authorities



LOWER AVIUM is completely **linear** and the only thing to do from the ghetto go is run from the authorities and get to your lair. If you try to stay in LOWER AVIUM, you will die. You can only begin to explore the world of NEON HILLS after you escape the authorities. You can explore the *CyberPunk Lot* you have escaped to. From there, you can explore *Your Lair*, *Prison*, and his *Apartment*...

In summary, LOWER AVIUM is not only one of the biggest exploratory levels, but it has most of the War-Suit components out of the entire game. This level is all about interacting, learning basic gameplay functions & controls, getting familiar with you Tutorial messages, hearing an announcement from that nemesis of yours (Haz-Mat) and getting used to world-design first. The explorable areas are as follows:

1. There is an Underpass connecting to *Your Lair*.
2. There is, of course, the *Parking Garage*, which will be your starting point and safe haven for a while.
3. NEON HILLS
4. And lastly, you get to explore *the Prison* and *Apartment*.

In total, there are 5 areas with some explorability. But the main aim is to get the player to certain locations as the player will NEVER COME BACK TO LOWER AVIUM AFTER REACHING LV2. Jacob Fatorum at LV 2 is tasked with Getting his the PROMETHEUS WAR-SUIT, which is in Gary's Lair..

- Discover a grave site and some "Haz-Mat and Jake" lore.
- Access controls from the pause menu for guidance.
- Interior Map - "Jake's Apartment"



- Interior Map - “Diezel’s Lair”



L.A. Environment:

Rainy. Always night as the city is pretty much underground. The “rain” is actually a mix of sewage and irrigation from Central Avium. Since the point of LA’s visual is to convey poverty and death, there should NEVER be a shred of plant life to show this. All sources of light come from neon. To show and highlight the poverty, we have darkness, shadow, contrast complimented with neon flickering. Almost nothing should be symmetric. Unevenness should be what stands out in this district.

L.A. Traffic:

No Traffic whatsoever. It’s the poorest, most rundown district in the world. All travel is done by walking, except for Jake. Only the authorities use air travel. No system for AI other than the Standard Interaction for enemies to attack the player upon seeing him and simple Nav Meshes.

L.A. NPCs:

NPCs here are almost non-existent. Along your escape path, you will see one or two passersby. They'll look the role of being the Republic’s “unfortunate”. The idea is that anyone who lives here stays in doors to avoid the criminal activity that roams the streets.

(Optional) NEON HILLS



GENERAL THINGS TO DO in NEON HILLS

The area will be expansive but controlled with linear progression. Don't be fooled by the "linear nature" of this world. **NEON HILLS**, which is the higher class section/zone of LOWER AVIUM, actually has just as many NPCs that you can interact with than any other open world area in the game. That being said, open world areas serve as vast playgrounds for testing your War-Suit skills and obtaining hidden loot or exploring areas for small xp and achievements.

N.H. ENVIRONMENT:

Massive glowy neon wired buildings. (Electricity is still in use out here and is exclusive to the poorer districts that don't have access to **Lanceranium, Quantuminium, or Quantix**.) Shops and Store Fronts. Cyberpunk-style shops. All are closed at this time. Rainy still. Trash, smoke/steam, abandoned vehicles. Alleyways.

Neon Hills, as stated in its title, is the most neon-filled city in Avium. Video ads over main streets, preferably at stop lights/stop walks so pedestrians can see.

N.H. Traffic:

No Traffic whatsoever. All travel is done by walking. Only the authorities use air travel. Cars block some of the road due to Jacob's AI mishap.

N.H. NPCs:

Unlike Lower Avium, here in NEON HILLS, NPCs are abundant. In NEON HILLS, we can actually get a sense of how the many citizens live and make do with what little they have.

CENTRAL AVIUM



GENERAL THINGS TO DO in the CENTRAL AVIUM.

The OPEN WORLD of CENTRAL AVIUM:

CENTRAL AVIUM is the first official Open World area that the player can play in up until LVL 7+. Initially, Jacob Fatorum at LVL 4 is tasked with helping Gary find Proprietary Data to eliminate possibilities of breach and hacking, and you also get to face Haz-Mat for the first time, as Jake has only had prior dealings with Haz-Mat in the digital media space, never in the physical world. And after completing this map, the player is rewarded with another massive sandbox in the SOUTHERN JUNGLES. Out here in CENTRAL AVIUM, there are plenty of Artifacts, hidden lore, weapons, CGTM, and NPCs to interact with.

The Financial District is the hub of all riches in AVIUM. Even though the Mogul District is the spearhead of all wealth in Avium, the Financial District is home to all the businesses and corporations that keep the investors and mogul rich above everyone. If the Financial District were a factory, humans would be the machines. Whether its clout through social media campaigns, meme-farming, late night shows, trend-chasers, vloggers, bloggers, advertisers, models, actors, actresses, musicians, producers, and rappers, or online sensations like virtual cooks, VR novelists, Cryo-Girling, and movie reviewers... all citizens that live and breathe in the Financial District live to promote the glamor of Avium. They're all paid, not in money, but in property and Living Perks. SEG scoring is the basis of law and social standing here in the Financial District, as everyone here bides to the SEG scoring system, the new universal social credit system that determines every aspect of an individual's life, both in the online world and the physical

The reason we can even be here as opposed to being locked up in other lower districts is because of privilege. Jacob has earned the privilege to use his suit in all districts up to Upper Avium itself. His friendship through Gary has accomplished this.

Because of the strict nature of the work culture behind the district, everyone is more focused on selfish desires and the promotion of Avium's fakeness rather than acting like caring humans.

There will be PLENTY to do in CENTRAL AVIUMt.

- A Security Grid to activate. Helping Gary retain his monopoly on old power networks. • Story Mode or Free Mode
  - Explore the skylines and every inch of the Financial District and discover some "Political" and “Financial” lore.
- Explore grave sites and discover some "Haz-Mat and Jake" lore.
- Interact with Business workers and Influencers.

C.A. ENVIRONMENT:

Middle Class citizens live here where there are no restaurants, no recreation, and no entertainment. All the offices and towers and skyscrapers have 100% occupancy with overtime-working Influencers and Stars in constant video productions, vlogs, promos, music videos, professional movies, adult films, all behind the closed doors and shut windows of the Financial District. All productions get made here, and get published and displayed in the lower class areas to fluff up the glamor of Avium and keep people hooked and compliant. The only colorful displays you’ll see here are the titles of the companies responsible for the global entertainment our Solar System feeds on.

C.A. Traffic:

Air traffic, hover cars. No pedestrians since no one ever goes without a vehicle here.

C.A. NPCs:

GAMMA Officers and Scouts that occupy or patrol rooftops with specific paths and roles. Influencers, Sagacious Red Wolf, and thugs. Since the broadcast that condemned Vigilantes, GAMMA will now attack you with their guns as they now serve as Avium’s law enforcements, usurping Vigilantes and robbing them of their duties.

CENTRAL AVIUM DESERT



GENERAL THINGS TO DO in CAD

Central Avium Desert is another Open World area that the player can play in if they want to bypass story mode. Out here in the Desert, there are close similarities to that of old westerns. Is the CAD a cyber-western land, making Diezel a post-modern cowboy ranger? Maybe. After all, this land used to be called Arizona. There will be PLENTY to do in the Deserts of Central Avium.

- Explore the crashed airplanes and discover some Avium lore.
- Outcast Boss to fight.
- Discover MANA

CAD ENVIRONMENT:

Desert, dust, a giant pyramid, oases. Crashed Planes from a century ago are explorable, cliffs, valleys, rocks, plateaus, dried trees, bleak, sunset.

CAD Traffic:

No Traffic whatsoever. It's a desert. You earn a full-offensive car that has access to radio and can be ridden across the lands.

CAD NPCs

- MANA Troops and DRed (Sarah's old gang)
- Atlas Ship and Fighters
- GAMMA Officers
- Goyle-Spawn

(Optional) SOUTHERN JUNGLES



GENERAL THINGS TO DO in SOUTHERN JUNGLES

There will be MUCH LESS to do in the SOUTHERN JUNGLES than in CENTRAL AVIUM despite the SOUTHERN JUNGLES also being an Open World Level, since this is the end of Chapter 2 and the beginning of the end!

- Play the game as Sarah Helena Morgan/VALKYRIE!
- Explore the Surveillance Lab and discover some lore.
- Great place to test invisibility and teleportation (if you've earned them)

S.J. Environment:

Foggy, deserted, stinky, and some radioactive areas. A Surveillance Lab with stacks of servers and aisles of data centers.

S.J. Traffic:

No Traffic whatsoever. This is an exiled region..

S.J. NPCs:

- The Enforcer
- GAMMA Officers

Glossary

ETS = Exodus Transit System, invented and funded by Isaac Delcomish

“PROMETHEUS” VS “DIEZEL”
DIEZEL is what Jake is known as in Avium. This is his hero-name. PROMETHEUS is the title of the War-Suit he is using, which is a Class 2.