War Apocalypse Strategy 2018

Dynamically shifting our way of delivering content via major patches. Focusing on foundational changes first. Establishing Alpha, and moving on to Beta.

Current State

- Officially Launched as Alpha July 20, 2018 for T4. Since early launch of the game we have maintained an Alpha state.
- 100-150 active players mainly EU time
- NA time population is very low
  - At launch NA was around ~100 people
- Pushing minor patches here and there. Very little community awareness or community focus
- Need more design input and thought in overall gameplay/life cycle
- Large amount of technical debt

Shifting our focus

Supporting two simultaneous streams of work
- (Alpha) Maintain player engagement by delivering base/fundamental changes. Trickle in QOL changes.
- (Beta) Build towards a major release of the game. Official beta launch

There remains a lot of work to be done, and releasing it piece by piece will not give us the wow-factor to draw in players in the numbers we'd like to see. We will be pushing forward for major releases. Big bang for big impact.

Alpha release

- Resolve and build out team knowledge
  - Refactor code, gain further understanding of client, formalize internal SDLC process
  - Start building tooling so that non-dev/db can impact game
  - Transition daily operations to a designated team
- Create new player experience and and map out player journey in the game
- Complete Lost Vale
- Complete Bastion Stair
- Reduce overall technical debt
- Deploy bounty/honor contribution system
- Finish interaction with player base (forums, website, bug-tracker, and Launcher)
- Release our version of 1.4.8 classes/abilities/combat.
- Build out AI Brains
- Zone based RVR changes (keeps, BOs, rewards to match close to 1.4.8)

We selected this functionality as it requires large scale testing, as well as keeping our player base engaged and using the system. It will also allow the game to exist in its own right for some time as 1.4.8

Relaunch of game: Beta release

- Adding some dynamic nature to overall game play
- Scenario and client control (New SCs, with new gameplay design in SC)
- Introduction of new player experience
- Higher level gear sets (and plans for how to progress beyond RR80)
- Dynamic Weapons and Gearing
- Focus on 6 mans allowing them to enjoy being elite
- RVR 1.4.8 implementation
- Alpha Players with be rewarded for their dedication and contribution to the project. Rewards TBD, but, players will be rewarded handsomely for continuing to play on Apoc during the current Alpha.
- Forts/Cities or LoTD
- Some RvR changes may feed into alpha stage for live testing
- Tooling development

We are looking to release a game that has a number of aspects completed and in place - to give players a clear choice as to the best WAR private server.