





# CONCEPT

The concept was to create a unique experience within minecraft, taking into account creativity and group effort.

Although minecraft in itself provides this, it still lacks some action on its own: things like a set theme, story or roleplaying elements.

Our original plan involved creating a new world from scratch. We'd set starting points, each with their own theme, place some easter eggs here and there, and allow players to explore the wild.

In a nutshell, our concept is to create a sandbox, a canvas, but obviously there would be set guidelines and boundaries.

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# LORE

As this is a sandbox, it doesn't really have background story. Yet. Our original idea involved a whole new continent, a set of godlike figures, and a set of civilizations the players could join.

So we adapted it to work with Equestria.

We must go back in the Equestrian timeline. Before Luna and Celestia came to be. This is a more raw and unexplored land, with dangers in unexplored forests and caves, perhaps even ruins. As this is a more young land, much like our own ancient civilizations, it has sports like jousting or even gladiators, but we'll get to that later.

A world that players make their own story, driven by challenges of the events that thrive off of the world as we know it to be, a world of unexplored possibilities, cities in need of each other in order to survive off the resource one can gather and the other can not. A world filled with danger and dungeons. Yet friendship abounds

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# IMMERSION

Immersion is one of the key aspects we try to focus on our project, the things that make the player “live” the experience that we’re providing.

These elements can be anything that relates to the world they’re playing on.

Examples are custom texture pack with a custom made sets of armor to go along with the theme, custom made paintings achieved through ingame maps, a text pack that changes default ingame item names. And those are only aesthetic elements.

As for the more lively ones, player-to-player quests, dungeons, consequential events, etc.

The possibilities are endless.

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# EVENTS

As said before, entertainment in old civilizations was action oriented, and even now, some still is.

So we took inspiration from books and games, and decided to implement these two main events into the project.

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## THE HUNT

Obviously inspired by the Hunger Games, The Hunt is the event where X amount of citizens from each town are picked at random (within set rules) and sent off to fight to the death in an arena. A more thrilling version of gladiator fighting.



## THE RUN

Inspired by a multitude of rally races, The Run is the event where a race that spans the whole continent is held. The event ends when the finish line is crossed or there is only one survivor. There can be allies on the race but only one first place.

