

TERRANOVA 2466

“ Shape Your Destiny Among the Cosmos “

Game Introduction

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Elysium Gardens is a luxurious residential district in the city of Trent, capital of the Terra System and located on the planet of Thorbourne

Introduction

A New Dawn in Space-Based,
Open-World MMORPGs

The red, dusty planet of **Tseng** in the Terran star system is most like *Mars*, back in our home system of *Sol*. With its strong winds, deep reservoirs of ice and dunes of red sand, it beacons of planet left behind



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Introduction

Dive into the uncharted worlds of *Terra Nova*, an open-world massively multiplayer role playing games (MMORPG) that defies the cosmos itself. Brought to life by Thorbourn Games, *Terra Nova* invites adventurers to unravel the mysteries of a new civilization, born from the remnants of humanity across the vastness of space.

- Engage in a narrative-rich experience, where your decisions shape the destiny of colonies, factions, and the cosmos.
- Explore, discover, and conquer in a universe where the legacy of Earth's past and the promise of new horizons intertwine.
- To be released on PC, Major Consoles

By the mid-24th century, Earth faced an unprecedented existential crisis. A consortium of the world's leading geologists unveiled a harrowing forecast: a significant destabilization of Earth's magnetosphere, threatening to unleash catastrophic climate shifts, widespread flooding, and potentially trigger a new ice age.



Concept

Unveiling Terra Nova



The Global State Management Service ensures consistency and coherence across the entire game world, regardless of the division into shards. It centralizes the management of world states, events, and universal player metrics to provide a singular, unified game experience.


Concept

Terra Nova 2466 is a groundbreaking open-world MMORPG set in a vast universe ripe for exploration and conquest. After Earth's fall, humanity finds itself in Terra, a system of untold mysteries and boundless opportunities. With the freedom to align with diverse factions—from bureaucratic government bodies and mighty corporations to scientific entities, small businesses, and even the clandestine underworld you will shape your destiny among the stars.

Will you rise to the challenge and ensure the system's readiness for the completion of the jump gate, or will the volatile nature of the Promethium spell doom for our last chance at a new beginning? As a player, you'll:

- Engage in Rich Storytelling
- Explore Diverse Worlds
- Engage in Immersive Gameplay
- Shape Your Destiny
- Collaborate with Community





The Vehicle Damage and Repair Service ensures a realistic and immersive experience for players as they navigate the challenges of keeping their vehicles operational in a dynamic and often hazardous game world.

Facing the Unknown Together

As you delve deeper into the Terra system, you will encounter not just opportunities for exploration and alliance but also significant emerging threats that test your resolve and adaptability.


Corporate espionage and infighting among the giant 3M Corporations, Governmental turmoil, and the rise of The Collective, a rebel faction from the Tivoli Asteroid Field represent the intricate challenges that you must navigate.

These elements, along with disputes over the richest veins of Promethium and power imbalances between the governing bodies and corporate giants, underscore the volatile nature of the Terra system.

Engage in Rich Storytelling

The Thorbourne Rally is held annually in the treacherous Tzu Sandbanks, Tseng

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Thorbourne was first-settled by the crew of the *Titan*, a Martian expeditionary fleet that unexpectedly traversed through a wormhole and subsequently landed in the star system of *Terra*.

Embark on a Unique Journey

In *Terra Nova*, the galaxy reshapes itself around your decisions, offering a vast canvas for your story.

Whether as a scientist pushing the frontiers of knowledge, a mercenary navigating the dangers of deep space, an entrepreneur exploiting complex trade routes, or a pirate ruling the edges of known space, your path is distinctly yours.

This richness of choice extends to character creation, ship customization, crew selection, cybernetic enhancements, companions, weaponry, and the construction of strategic outposts.

Explore Diverse Worlds



The Dedicated Vehicle Combat System manages the intricacies of vehicle-based combat within the game, ensuring a dynamic, balanced, and immersive combat experience. This service is designed to handle a diverse array of vehicles, each with unique characteristics, facilitating engaging and strategic combat encounters.


Engage in Immersive Gameplay

Exploration and Discovery

Venture beyond the familiar into a world of ancient ruins and uncharted territories. These explorations are more than thrilling adventures; they hold the potential to uncover secrets that could shift the balance of power within the Terra system.

Each discovery opens new pathways and enriches your narrative journey, embedding your actions within the game's evolving story.

From untangling corporate and political intrigues to leading missions of discovery and forming strategic alliances, *Terra Nova 2466* is a testament to the power of choice in a universe brimming with untold stories and unresolved conflicts.

A woman in a white and gold space suit is shown in profile, looking towards the right. The suit features a large white helmet with a clear visor and a circular communication device on the side. Gold-colored accents are visible on the suit's joints and straps. The background is a solid orange color.

The Rights Management Access Service streamlines the management of rights and access for player-owned assets, including items, gear, bases, and vehicles.

Shaping the Universe

Your decisions in *Terra Nova* resonate far beyond individual missions, influencing the environmental, political, and social fabric of the Terra system.

This responsibility highlights the game's emphasis on meaningful choices and their consequences, offering you the chance to craft a legacy within a richly detailed and responsive universe.

The depth of customization empowers you to tailor every aspect of your game experience. Advanced modifications for ships, gear, weapons and bases enable you to meet challenges head-on and seize emerging opportunities for survival, strategy, and leaving your mark on the Terra system.

Shape Your Destiny

The Social Interaction Service fosters a vibrant community within the game by providing players with extensive social interaction tools, including chat systems, friend lists, clans, guilds, factions, and other mechanisms for forming parties and factions.



Collaborate with Community

Community Dynamics

Terra Nova thrives on its vibrant community dynamics, including **PVP** and **PVE** engagements that deepen your integration into the Terra system's narrative landscape.

Beyond combat and alliances, your choices significantly impact planetary ecosystems.

Navigating the balance between exploitation and sustainability places you at the forefront of environmental stewardship, adding a layer of complexity and realism to your experience.

Terra's fate, intertwined with these emerging threats and the promise of scientific breakthroughs, rests upon your shoulders.

Gameplay

Immerse in the Dynamics of
Terra Nova

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The Vehicle Management Service optimizes the lifecycle management of vehicles, including acquisition, customization, fleet management, and mission preparation, enhancing the depth of vehicle ownership and usage within the game

Key Gameplay

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Key gameplay features include:

- **Exploration and Discovery:** Navigate through the Terra system, from dense asteroid fields to lush planetary surfaces, uncovering ancient ruins, mysterious signals, and rare resources. Background events occur on a regular basis that require team effort and special skills such as acts of terror, pandemics and political destabilization.
- **Faction Dynamics:** Players immerse themselves in a complex tapestry of alliances, rivalries, and reputations. Influenced by interactions with a myriad of factions, each with distinct origins, goals, and cultures ranging from government and corporate entities to service providers and clandestine operations.
- **Customizable Avatars and Ships:** Personalize your journey with extensive customization options for your character and spacecraft. Tailor abilities, appearance, and gear to fit your playstyle.

The Inventory Management and Localization Service ensures that inventory interactions are consistent, efficient, and reflective of player actions and game events, enhancing the overall gameplay experience.



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Key Gameplay continued

- **Dynamic Quests and Events:** Engage in quests that evolve based on collective player actions, with outcomes that shape the game world. Participate in server-wide events that bring players together for unique challenges.
- **Economy and Trade:** Thrive in Terra Nova's economy by trading resources, crafting items, or manipulating markets and supply chains. Establish trade routes between worlds or sabotage rivals to secure your economic dominance.
- **Player-driven Expansion:** Claim territories, build outposts, and manage supply chains. Work with your faction or guild to expand your influence and defend against threats.
- **Combat and Strategy:** Master both ground and space combat with a focus on strategy and skill. Participate in large-scale faction wars, defend your assets from pirates, or explore uncharted territories with hazards unknown.



The Medical and Health Management Service ensures players can diagnose, treat, and manage recovery for characters and NPCs, integrating advanced medical gameplay mechanics with the broader game environment.

Empower Your Identity

Dive into an expansive universe with *Terra Nova 2466*, where deep character customization meets dynamic progression:

- **Shape Your Avatar:** With endless appearance options and over 50 unique backgrounds, each enhancing your journey with special buffs and skills.
- **Forge Your Own Path:** From a feared pirate or reliable freight hauler to a combat medic or a celebrated scientist, in a universe that rewards exploration and ambition.
- **The Character Creation and Editor Service** enables detailed customization of avatars, from physical attributes to unique backgrounds and psychographics that influence gameplay dynamics, skill sets, and starting points.
- **The Player Profile Management Service** underpins the player experience by integrating with various game systems, making essential data like character details, survival stats, inventory, and quests readily available and up-to-date.

The Gear Management System manages all aspects of player gear, this includes weapons, armor, accessories, and specialized equipment like exo-suits, from equipping and unequipping to managing stats effects and environmental interactions



Assemble An Elite Crew

Players assemble and lead a **diverse crew of AI, droids, humans, and aliens**, each contributing specialized abilities to enhance spacecraft operations, special access to quests and regions, base functionality, or production processes.

- **Manage crew harmony and productivity** by addressing the needs and desires of your crew, directly affecting productivity and crew morale
- **Players can discover and recruit potential crew members** across various in-game locales, influenced by factors such as player reputation, skill compatibility, and narrative progression.
- **NPCs come with rich backstories and unique characteristics**, offering players deeper narrative engagement, access to exclusive quests, and unlocking special game areas.

The Animation Management Service centralizes the management of animations for a wide range of interactable elements within the game world, ensuring consistent quality, performance optimization, and dynamic interactivity across all game environments.



The **Dynamic Passenger Manifest Service** ensures the smooth operation of flight logistics, passenger welfare, and satisfaction throughout transportation contracts or missions.

Multifaceted Gameplay

Engage in a rich tapestry of gameplay styles within *Terra Nova 2466*.

- **Wide Variety of Paths:** Choose from combat and strategy, advanced resource management, crafting, and service-oriented quests.
- **A Dynamic World:** Whether you're navigating intricate trade networks or leading strategic battles, every decision shapes your legacy in the galaxy.
- **Manage Your Legacy:** Gain reputation by aligning with various factions with diverse and ever-changing political interests



The Base Building and Management Service empowers players to craft and manage personalized spaces within the game, from individual bases to complex structures.

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Immersive Environment

Experience a world where your survival hinges on adapting to dynamic environmental challenges.

- **Detailed Customization System:** Allows players to loot, purchase and equip specialized gear, modify vehicles, and fortify bases to survive various hazards and environmental events.
- **Realistic Health and Environmental Survival:** Challenges players with managing health, state, resources, and environmental effects like hunger, thirst, and extreme temperatures, emphasizing strategic planning and resource management for survival in space vastness.
- **Detailed and Dynamic Weather System:** Deploys in-game simulations of planetary rotations, weather conditions and biome-specific environmental events, ensuring a dynamic and immersive gameplay experience that reflects the vastness and diversity of the game's universe



A planetary habitat on the ice planet, Tamara

Master the Cosmos

Learn and master advanced spaceflight and propulsion dynamics.

- **Simulated Space-Flight:** Take control with a realistic space-flight experience that demands skill and strategy.
- **Manage Every Stage:** From detailed startup sequences to critical in-flight operations, master every aspect of your vessel.
- **Be a Flexible Leader:** Navigate through the galaxy with precision, facing emergencies with calm and resolve to emerge victorious.

The **Orbital Entry and Atmospheric Descent Service** aims to simulate realistic interactions with planetary atmospheres, considering various environmental and technical factors to enhance immersion and gameplay complexity.



Story & World

A Rich and Detailed Experience



Story of Terra Nova

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The Player Movement and Instance Management Service ensures a fluid and consistent experience for players as they navigate through different shards of the game world, and when engaging in group activities that require instance management

Origin Story

Part 1: From Exodus to a New Dawn

By the mid-24th century, Earth faced an unprecedented crisis. A consortium of leading geologists unveiled a significant destabilization of Earth's magnetosphere, threatening to unleash catastrophic climate shifts, widespread flooding, and potentially a new ice age.

In response, *The United Nations* enacted the *Exodus Protocol* in 2366, a bold initiative aimed at safeguarding humanity's future by endorsing the mass migration of Earth's population to extraterrestrial territories.

In 2397, *the Exodus Memorial*, was unveiled at Saswin Park in New Caledonia, Mars. This monument commemorates the collective journey from Earth and burgeoning Martian settlement.

Following this solemn commemoration, the Martian Congress announced the launch of *The Titan*, a fleet of expeditionary spaceships in search of humanity's new home.



The Exodus Memorial, Saswin Park,
New Caledonia, Mars

Origin Story

Part 2: Departure and Wormhole Encounter

In early 2399, the Titan Fleet lifted off with 12,000 souls from New Caledonia, Mars, marking a pivotal moment in human history. The fleet's journey was propelled by the *Sherman Drive*, a primitive FTL drive that used Iridium and Vanadium. The tech posed a risk to the fleet's navigational precision due to the varying quality of its core materials.

This inherent flaw resulted in a dire miscalculation, inadvertently ensnaring the Titan Fleet within the powerful gravitational pull of a wormhole. Cast adrift in this cosmic anomaly, the fleet was subjected to an unexpected odyssey beyond the fabric of space and time.

Emerging from the wormhole, the Titan Fleet found itself in an uncharted system, eerily reminiscent of the Sol system yet unmistakably alien, greeted by silence instead of the familiar beacons of Earth. This moment marked a profound transition: the culmination of Earth's legacy and the dawn of an unprecedented chapter on Terra.



The Cassini Intergalactic Spaceport,
New Caledonia, Mars

Factions of Terra Nova

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The Player Movement and Instance Management Service ensures a fluid and consistent experience for players as they navigate through different shards of the game world, and when engaging in group activities that require instance management.



Government of Terra

Guardians of Law and Order

In the heart of Terra lies its steadfast government, a beacon of order amidst the stars. Split into three sectors:

- **The Executive Branch:** Led by the visionary *Chancellor*, alongside the *Senate of Terra* and the *Supreme Court*, crafts the laws and policies guiding our civilization.
- **Government Departments:** Consists of offices like *The Defense of Terra*, *The Central Bank*, *The Science Research Council* and *The Terran Homeland Office* ensure our society's safety, economic stability, and infrastructure integrity. Together, they stand, shaping a society where every citizen thrives.
- **Terra Development & Investment Board (TDI):** Democratizes public service ventures by covering startup costs and retaining a 50% equity stake, granting every Terran citizen a Universal Sovereign Fund of shares in TDI's diverse portfolio at birth.



Martian Federation

Historic Guardians of Humanity

After the Exodus Protocol of 2399, most of humanity fled Earth and settled on Mars. This government is split into three estates:

- **The First Estate:** Led by the enigmatic *Consul General* and *The Martian High Courts*, crafts the laws and policies guiding Martian civilization.
- **The Second Estate:** Operational arm of the Federation such as *The Martian Department of Defence*, *The Martian Treasury*, *Martian Health and Science Department* and *The Martian Office of the Interior* ensure our society's safety, economic stability, and infrastructure integrity. Together, they stand, shaping a society where every martian thrives.
- **The Third Estate:** A diverse group of *Senators* in debate, alongside a meritocratic *Public Assembly* of Martian society's most distinguished members. They play a crucial role in shaping the budgetary allocations for the First and Second Estates.



Terra's 3M Corporations

Titans of Industry

Terra's corporate landscape is dominated by three behemoths, each a titan in its own right, collectively known as the 3M:

1. **Mil Corporation of Companies (MilCorp):** From the industrial might of Mil Fabrication to the pioneering Helios Galactic Starlines and the energetic Thorbourne Rally, MilCorp's sprawling empire is unmatched in its scope and ambition.
2. **Masao Advanced Utilization Distributed (MAUD):** Founded by Dr. Kenji Masao, a pioneer who dreamed of a future steeped in the pursuit of technological breakthroughs that advance human capability
3. **Mousa Operational Network Alliance (MONA):** Manage a comprehensive network of operations that span across various sectors, from recruitment, to cargo and logistics, from technology and media to defense.

Their intricate dance of competition and collaboration encapsulates the pinnacle of human ingenuity and ambition, as well as the potential pitfalls of unchecked corporate power.



Mars Business Council

The Vanguard of Economic Evolution

The Titans of Martian Industry, orchestrated a pivotal economic shift by relocating their headquarters to Alpha Centauri. This strategic move ignited a mass migration, marking a new era of prosperity

1. **Marsden Corporation:** A behemoth in aerospace and Low-G construction, Marsden leads in the design and manufacture of cutting-edge spacecraft and defense systems. Their mining and fabrication divisions are foundational to Martian reach.
2. **Forde Group of Companies:** Renowned for their thrilling air races, Forde Group brings excitement and innovation to the skies of Terra and beyond. Their expertise in cargo, logistics, drones, and repair and refuel services ensures the seamless flow of goods and services across star systems.
3. **Liang Technology:** Pioneers of developments that reshaped Martian Life through their advancements in cybernetics, AI, droids, and medical components offer unparalleled solutions to the challenges of existence in the cosmos.



Small Business Sector

The Heartbeat of Terra Nova

Terra Nova's spirit is embodied in its budding entrepreneurs, the vibrant heartbeat of our society. These intrepid individuals bring innovation, community, and diversity to our economy, offering a personal touch in a world of giants. Some sectors are:

- Food, Agriculture and Life Support Providers
- Salvage and Reclamation, Repair and Refuel Services
- Mining, Refinement, Materials Production & Construction
- Weapons, Gear, Suits and Armor Production
- Engineering, Networks and Cybersecurity Services
- Healthcare, Cybernetics, Pharmaceutical Production
- Logistics, Cargo & Freight Operators
- Energy Generation - Solar, Ice & Fuel

Their resilience and creativity fuels the cultural richness and dynamism of the world of Terra Nova, providing players with unique experiences, opportunities, and challenges



Neutral & Black Market

Shades of Grey

Beneath Terra's structured society lies a realm of complexity and intrigue.

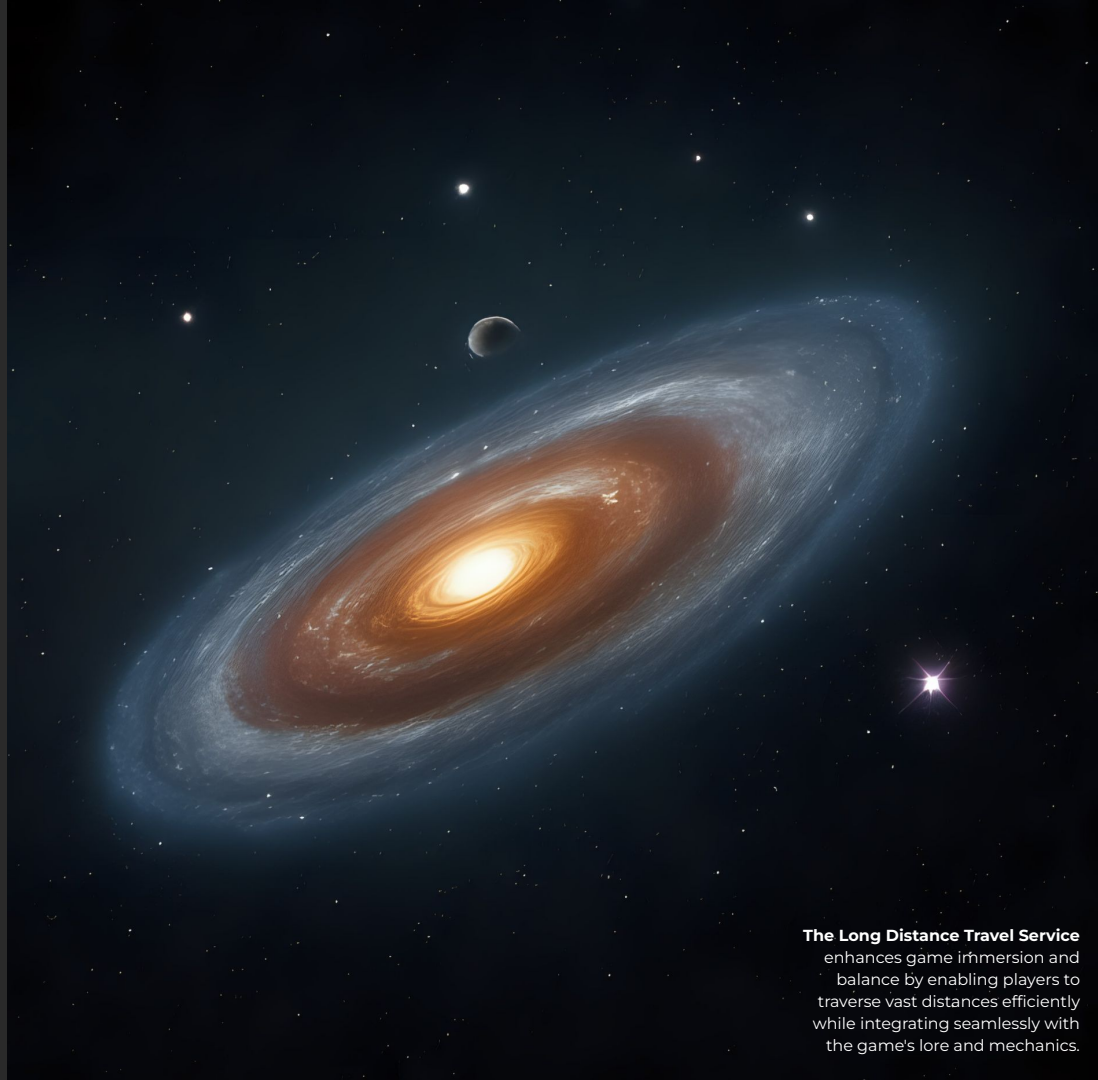
- **News Agencies:** That manage a network of spies, informants and investigators across the universe. Some include Terra News Network, Martian Media Co and The Centauri Times.
- **Scientific and Exploration Groups:** Includes Venus-based Ophelia Research, Hawking Institute and Erasmus groups
- **Rebel and Pirate Factions:** From the growing Collective in the Terra system to the Red Roses of Mars
- **Espionage Groups:** Government Espionage, Corporate Espionage and Personal Espionage Services
- **Bounty Hunters and Private Mercenaries**
- **Smuggling Networks**
- **Hacking & Cyber Runners**



The First Person Combat System provides a comprehensive and dynamic system for managing various forms of combat with a wide variety of weapons and combat devices, including first-person and melee combat, ensuring fair play, realism, and strategic depth across all player interactions.

World of Terra Nova

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The Long Distance Travel Service
enhances game immersion and
balance by enabling players to
traverse vast distances efficiently
while integrating seamlessly with
the game's lore and mechanics.

A Living Universe

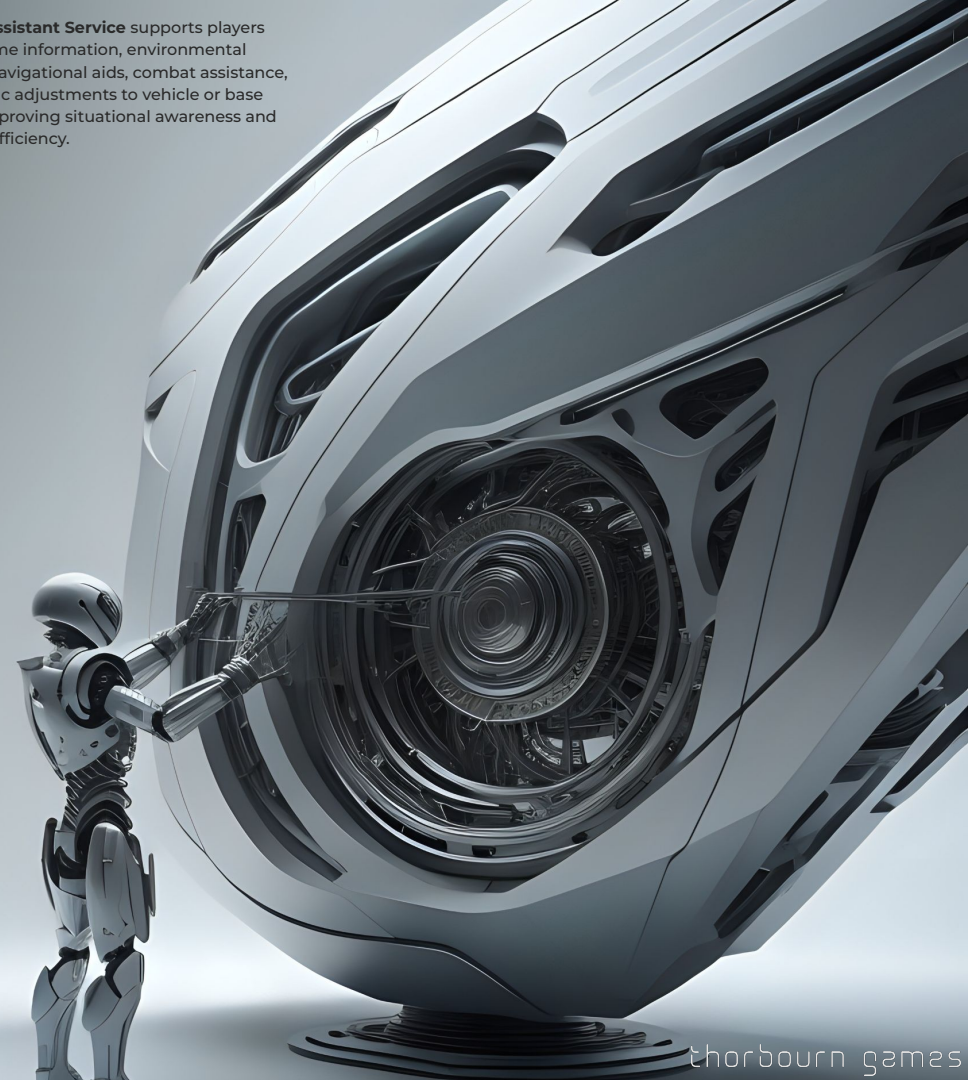
An Ever-Evolving Cosmic Playground

Every decision and alliance affects the socio-political landscape of *Terra Nova* offering a living, breathing universe responsive to your actions. From influencing the outcome of corporate wars to shifting the balance of power within the government or aiding in the expansion or contraction of the black market, you will wield significant influence over Terra's fate.

Amidst this maelstrom of political intrigue and resource battles, you are thrust into the heart of the conflict. With the freedom to align with or against the various factions, your decisions will carve a unique path through a world teetering on the brink of unity or destruction.

You will not only participate in the unfolding of Terra's story but also contribute to its evolution, engaging in missions and gameplay that reflect the challenges and opportunities of this dynamic era.

Player AI Assistant Service supports players with real-time information, environmental warnings, navigational aids, combat assistance, and dynamic adjustments to vehicle or base settings, improving situational awareness and gameplay efficiency.



The Promise of Exploration

Uncharted Territories Await

Terra Nova beckons with mysteries untold and worlds unseen. In the 66 years since the desperate *Titan Fleet* found refuge in the Terra system, settlers have spread across its planets, united by the groundbreaking discovery of *Promethium*.

In *Terra Nova*, you will navigate the turbulent waters of alliance and enmity across Terra's diverse factions, to harness the dangerous power of *Promethium*, and unite the territories before it's too late.

Each expedition brings both peril and the promise of discovery, with every star, and anomaly offering the promise of new adventures. Can you overcome the challenges posed by the volatile nature of *Promethium* and ensure Terra's readiness when the jump gate is complete?"

Planetary Time and Environmental Cycle Service
manages the in-game representation of time, including day/night cycles, planetary rotations, and biome-specific environmental conditions, ensuring a dynamic and immersive gameplay experience that reflects the vastness and diversity of the game's universe



Expansive yet Intimate

Quality over Quantity in Galactic Exploration

By focusing on 12 -15 star systems initially, it ensures each is rich with intricate gameplay, content, and dynamic environments.

- This approach allows players to immerse deeply into every corner of our universe, uncovering the layers and secrets each system holds.
- As Terra Nova evolves, we plan to broaden our horizons, meticulously adding more systems from our galaxy to explore.
- Allows us to scale a cross-shard environment and replication layer to smaller mapped world

Starting Star Systems

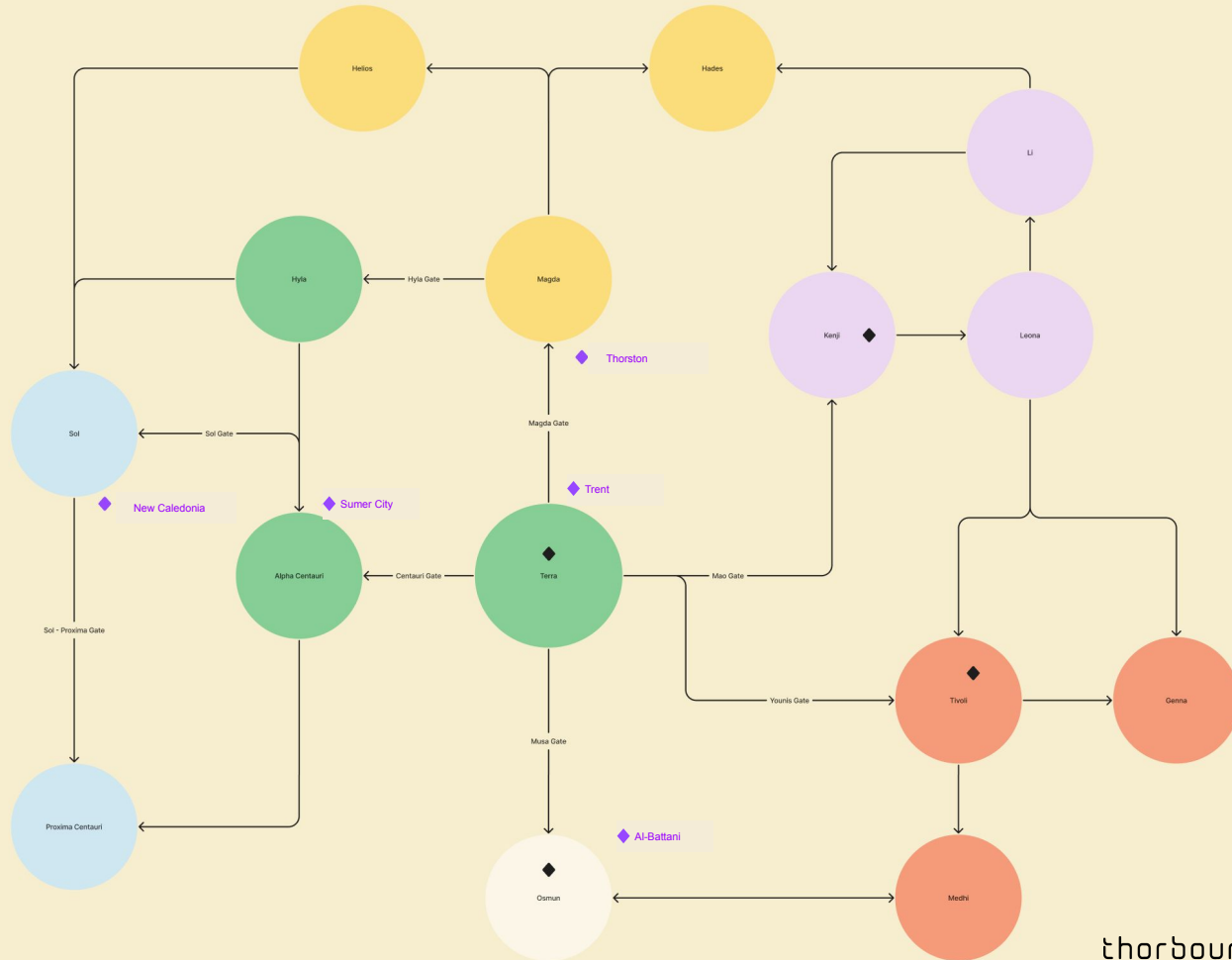
- The Terra System (The Government of Terra)
- The Sol System (The Martian Federation)
- The Alpha Centauri System (The Martian Business Council)
- Proxima Centauri, Tau Ceti & Olivia (70-Ophiuchi) Systems

Environmental Scanning

Service facilitates the dynamic and detailed scanning of the game environment, enabling players to discover entities, resources, and hazards, with scan results tailored to their skill levels and tools.



Beta Starmap



Audience & Market

Exploring our players



The Character Interaction and POV Service centralizes the management of character movements, posture changes, POV switches, and interactive dynamics with the game environment and interfaces, ensuring a seamless and immersive player experience.

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Target Audience

Who will explore Terra Nova?

- **Demographics:** Ages 18-45, appealing to both seasoned MMORPG players and newcomers intrigued by open-world exploration and narrative depth.
- **Interests:** Fans of science fiction, deep lore, exploration, strategy, and player-driven narratives.
- **Psychographics:** Players seeking immersive experiences, community interaction, meaningful choices, and the thrill of discovery and conquest in a dynamic universe.
- **Competitive Players & Collaborators:** A mix of competitive gamers looking for tactical PvP encounters and those preferring cooperative PvE challenges and guild-based activities.

The Authentication and Authorization Service is fundamental to managing player identities, permissions, and access levels across the game's ecosystem, safeguarding against unauthorized access and fraudulent activities.



Competitive Landscape

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The Environmental Interaction Service manages and facilitates player interactions with objects and elements within the game world, including the use of consoles in ships, devices in bases, and the handling of lootable items and gear found in the environment.

Competitive Landscape

Recent trends highlight an increased in concurrent player counts among MMORPGs

10.19MM - 21.58MM

total active players, Open-world, space based MMORPGs

(Source: <https://mmo-population.com/list>)

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12	Star Citizen		21.58M
13	Guild Wars 2		19.26M
14	RuneScape		18.83M
15	Elite Dangerous		18.44M
16	Lost Ark		15.80M
17	New World		15.29M
18	Conan Exiles		13.55M
19	Black Desert Online		13.29M
20	Star Wars: The Old Republic		12.51M
21	EVE Online		10.19M

Star Citizen

An ambitious space trading, multiplayer and combat simulator game that aims to create an expansive and detailed universe for players. It is estimated that Star Citizen has a player base of 21 million and has raised \$600MM since its Alpha Demo in 2015.

Competitive Edge

Highlighting Terra Nova's unique features, especially those related to gameplay diversity and technical stability, can help position it as a compelling choice in the multiplayer space simulation genre.

Implementing these features could significantly appeal to players in the genre looking for an alternative experience to Star Citizen:

- A stable, cross-shard, server environment
- Broader gameplay loops from launch, and
- More accessible pricing of in-game assets
- Richer faction and role-based quests
- Gameplay like Medical, Bounty Hunting, Passenger travel, Salvage, Repair and Refuel





Pros

- **Stunning Visuals:** Star Citizen boasts beautiful vehicles and environments that push the boundaries of current graphics technology.
- **Seamless Universe:** Offers expansive, seamless universe exploration with no loading screens, enhancing immersion.
- **Realistic Space Flight Mechanics:** The game features complex and realistic space flight mechanics, appealing to simulation enthusiasts.
- **Dynamic Community Engagement:** Regular updates, events like CitizenCon, and active development streams keep the community engaged and informed.
- **Diverse Vehicles and Ships:** A wide range of beautifully designed vehicles and ships that cater to various roles and playstyles.

Cons

- **High Cost of Premium Content:** Many vehicles and ships come with a high price tag, potentially gating content behind paywalls.
- **Shard Limitations:** The lack of a cross-shard experience can limit interactions and the sense of a unified player base.
- **Limited Released Gameplay:** Current gameplay loops like cargo and mining are limited, with much-promised content such as medical, salvage, and outpost building yet to be released.
- **Game Stability Issues:** Players often experience bugs with NPCs, vehicles, and missions, along with unstable server and client environments that can lead to frustrating gameplay experiences.
- **In-Game Progress at Risk:** Server crashes and bugs do not protect players from losing in-game currency or progress, adding a layer of risk to gameplay.

HOME / POPULAR / MMO

STAR CITIZEN PLAYER COUNT

Star Citizen server population, subscribers and game activity.

Rank **12**/140 of all MMOs

RANK

12

Star Citizen is ranked #12 out of 140 tracked MMOs in terms of aggregate server and player population.

TOTAL PLAYERS

21.60M

Star Citizen is estimated to have 21,596,988 total players or subscribers.

DAILY PLAYERS

410.34K

Star Citizen is estimated to have 410,343 players per day this month.

Elite Dangerous

A well-regarded space-flight simulation game, offering a complex and immersive experience that simulates the vastness of space. It is estimated that Elite Dangerous has a player base of ~18.5 million and has achieved approx. \$555M in Sales.

Competitive Edge

Highlighting Terra Nova's unique features, especially in the areas where Elite Dangerous has limitations gives a competitive edge to our player-base. This would be a significant selling point for players seeking a more immersive and varied open-world MMORPG game.

Implementing these features could significantly appeal to players in the genre looking for an alternative experience to Elite Dangerous:

- Expansive on-foot and ground vehicle exploration,
- Improved graphics
- Detailed environments, NPCs and characters
- A more diverse range of gameplay loops such as Medical, Bounty Hunting, Passenger travel, Salvage, Repair and Refuel
- Detailed spaceflight mechanics: Vehicle damage and repair



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ELITE DANGEROUS



Pros

- **Vast Open-World Universe:** Features a 1:1 scale Milky Way galaxy, providing an unparalleled sense of scale and exploration opportunities.
- **Multiplayer Experience:** Offers a shared universe where players can interact, trade, ally, or compete with one another.
- **Detailed Space Simulation:** Highly detailed ship controls and physics offer a realistic space flight experience.
- **Evolving Game World:** The universe evolves based on community actions, making the game world dynamic and player-influenced.
- **Diverse Gameplay Options:** Players can engage in combat, exploration, trading, mining, and more, allowing for varied play styles.

Cons

- **Steep Learning Curve:** Complex controls and mechanics can be daunting for new players.
- **Can Feel Repetitive:** Some players find the gameplay, especially trading and travel between planets, to become repetitive over time.
- **Limited In-Ship Only Perspective:** Unlike Terra Nova, Players are confined to their vehicles, with no ability to explore on foot, which may limit immersion for some.
- **Lack of First-Person Mode:** Unlike Terra Nova, Elite Dangerous does not offer a first-person mode outside of ship cockpits, potentially reducing the depth of personal immersion in the game world.
- **Graphics:** While the game's visuals are impressive, especially in depicting the vastness of space and celestial bodies, they may not be as advanced or visually appealing in other aspects when compared to newer titles.
- **Lack of Varied Content:** Some players feel that there's a lack of diverse activities beyond the core gameplay loops of combat, exploration, and trading.

[HOME](#) / [POPULAR](#) / [MMO](#)

ELITE DANGEROUS PLAYER COUNT

Elite Dangerous server population, subscribers and game activity.

Rank **15**/140 of all MMOs

RANK

15

Elite Dangerous is ranked #15 out of 140 tracked MMOs in terms of aggregate server and player population.

TOTAL PLAYERS

18.45M

Elite Dangerous is estimated to have 18,445,965 total players or subscribers.

DAILY PLAYERS

175.24K

Elite Dangerous is estimated to have 175,237 players per day this month.

Eve Online

A well-established, massively multiplayer online game that focuses on space exploration, trading, and combat. It is known for its complex player-driven economy, deep social interactions, and large-scale PvP battles. It is estimated that Eve Online has a player base of ~10.2 million and has achieved approx. \$300 MM in Sales.

Competitive Edge

Highlighting Terra Nova's unique features, especially in the areas where Eve Online has limitations gives a competitive edge to our player-base. These features could be a significant selling point for players seeking a more immersive and varied open-world MMORPG game.

- Improved graphics and state-of-the-art visual rendering
- The Inclusion of planetside gameplay, ground vehicles, and more intuitive flight mechanics could appeal to players seeking a more immersive and visually engaging experience.
- A more accessible entry point for new players while still providing depth and complexity, it could attract those intimidated by Eve's steep learning curve.





Pros

- **Expansive Universe:** Eve Online boasts a vast universe with thousands of star systems, allowing for deep exploration and territorial expansion.
- **Dynamic Community Mechanics:** The game features a highly dynamic player-driven economy, politics, and alliances, with significant events often influenced by player actions.
- **Complex Social Interactions:** The depth of social interactions, including trade, diplomacy, and warfare, fosters a rich community experience.
- **Territorial Control:** Players can claim and control territories, engaging in large-scale space battles for dominance, which adds a strategic layer to the gameplay.
- **Robust Economy:** Eve Online's complex economy, involving trading, mining, and industry, offers players a range of economic pursuits.

Cons

- **Dated Graphics:** While functional, the game's visuals may not compare favorably with more modern titles, lacking the graphical fidelity expected by some players.
- **Restricted to Spacecraft:** Players primarily interact with the universe through their spacecraft, limiting direct, planetside exploration or ground vehicle gameplay.
- **Steep Learning Curve:** Eve Online is known for its complexity and can be daunting for new players to navigate without significant investment in learning the game's mechanics.
- **Less Realistic Flight Mechanics:** The game's flight mechanics are more strategic than realistic, which might not appeal to players seeking a simulation-based experience.
- **Subscription Model:** While there is a free-to-play option, accessing the full experience requires a subscription, which may be a barrier for some players.

HOME / POPULAR / MMO

EVE ONLINE PLAYER COUNT

EVE Online server population, subscribers and game activity.

Rank **21**/140 of all MMOs

RANK

21

EVE Online is ranked #21 out of 140 tracked MMOs in terms of aggregate server and player population.

TOTAL PLAYERS

10.20M

EVE Online is estimated to have 10,198,142 total players or subscribers.

DAILY PLAYERS

193.76K

EVE Online is estimated to have 193,765 players per day this month.

Starfield

A space-based open-world RPG in developed by Bethesda Game Studios and released on September 6, 2024. It is estimated that Starfield has sold an estimated 2.5 million copies and has achieved approx. \$225 MM in Sales.

Competitive Edge

Terra Nova's design choices can be highlighted in areas where it diverges from Starfield, offering players different experiences:

- **Multiplayer Experience:** Terra Nova's inclusion of multiplayer gameplay offers a dynamic and shared universe that contrasts with Starfield's single-player focus.
- **Ground Vehicles and Planetside Gameplay:** Terra Nova's emphasis on ground vehicles and extensive planet-side exploration provides a gameplay dimension that Starfield lacks.
- **Seamless Experience:** If Terra Nova minimizes loading screens and integrates fuel mechanics, it can offer a more seamless and strategic exploration experience.
- **Richer Flight Mechanics:** By offering more realistic flight mechanics, Terra Nova can appeal to players seeking a deeper and more immersive space simulation.





Pros

- **Customization:** Starfield shines with its fully customizable spaceships and bases, offering players significant control over their space and ground assets.
- **Detailed Exploration:** The game excels in presenting a universe rich in flora and fauna, encouraging in-depth exploration.
- **Companion and Crew Mechanics:** Offers a nuanced companion and crew system that adds depth to space travel and exploration.
- **Rich Background and Gear System:** A comprehensive background, character, and gear system allows for a highly personalized gameplay experience.
- **Engaging Storylines:** Starfield features rich quest lines, factions, and NPC storylines, providing a compelling narrative experience.
- **Solid Combat Mechanics:** Boasts well-developed ship combat and first-person shooter (FPS) mechanics, offering engaging combat encounters.

Cons

- **Loading Screens and Fast Travel:** The presence of many loading screens and reliance on fast travel can disrupt immersion.
- **Lack of Multiplayer:** The absence of a multiplayer component may limit the game's appeal to those looking for a shared experience with friends.
- **No Ground Vehicles:** Unlike Terra Nova, Starfield does not feature ground vehicles, potentially limiting the variety of exploration and combat mechanics.
- **Missing Fuel Mechanic:** The absence of a fuel mechanic simplifies space travel but may reduce the realism and strategic planning aspects of exploration.
- **Cinematic Cutscenes:** While cinematic cutscenes can enhance the narrative, their abundance might detract from gameplay for players who prefer continuous, immersive experiences.

Post-Alpha Sales Targets

2025 - 2028

#1

Rank / Space-Based,
Open-World MMORPGs

22 M

Total Player Base

1.2M

Daily Active Players

(6% of playerbase)

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Post-Alpha Sales Targets

2025 - 2028

\$66

Average Spend / \$USD

\$1.5BB

Est. Sales / \$USD

\$370M

Est. YOY Profit / \$USD

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Worldwide Playerbase

Language Support for 24 Regions

Global Region	No. of Gamers	Major Language	Major Language	Major Language	Major Language
Asia	1.2 BB	Mandarin	Japanese	Korean	Russian
Europe	715 MM	German	French	Dutch	Italian
Caribbean and Latin America	420 MM	Portuguese	Spanish	French	English
North America	285 MM	English	Spanish	French	Icelandic
Southeast Asia	270 MM	Hindi	Bengali	Panjabi	English
Middle East and North Africa	168 MM	Arabic	Hebrew	Persian	Turkish
Sub-Saharan Africa	150 MM	Swahili	Hausa	Igbo	Yoruba

Art & Design

Where Art Meets the Cosmos



Visualizing the Galaxy

A Universe Alive with Color and Conflict

Step into a visually stunning universe where art meets storytelling.

- *Terra Nova 2466* features breathtaking cosmic vistas, meticulously detailed planets, and vibrant spaceports teeming with life.
- Each faction, business, and ship brand is brought to life with unique artistic styles that reflect their roles and philosophies in the galaxy, highlighting the diverse cultures and political tensions that shape their world.
- **The First Person Combat System** provides a comprehensive and dynamic system for managing various forms of combat within the game, including first-person and melee combat.
- **The Stealth Management Service** enables immersive and realistic stealth mechanics for players who prefer subterfuge, espionage, and covert operations. It integrates complex variables such as player skills, environmental factors, and equipment to offer a nuanced stealth experience.



The Economy, Exchange, and Transaction Service ensures that every transaction, from the looting of items to crafting and base decoration, seamlessly integrates into the game's economic ecosystem, providing a rich and dynamic experience.

Characters & Companions

Beyond the Ordinary

Encounter a rich tapestry of characters, each uniquely designed with visual cues that reflect their backgrounds and allegiances.

- A range of materials, fabrics and finishes: From the rugged attire of a bounty hunter to the sleek uniforms of corporate executives, adding depth to their personality.
- Companions are not just allies but visual representations of the universe's diversity, with designs ranging from AI and droids to exotic alien species, each with animations and expressions that bring them to life.
- **The Crew and Companion Management Service** enriches gameplay by allowing players to recruit, manage, and assign NPC crew members, companions, droids, or AI within player-owned vehicles or bases
- **The NPC Interaction Service** orchestrates sophisticated NPC interactions enhancing the narrative depth, player engagement, and realism through dynamic dialogues, quests, and behavior

The Dedicated Vehicle Combat System manages the intricacies of vehicle based combat within the game, ensuring a dynamic, balanced, and immersive combat experience. This service handles a diverse array of vehicles, each with unique characteristics, facilitating engaging and strategic combat encounters.




Architectural Diversity

Structures That Tell Stories

Discover the architectural marvels of "Terra Nova 2466," where every building, outpost, and ship interior is a piece of the narrative puzzle.

- From the opulent halls of political power to the gritty underbelly of asteroid based pirate hideouts
- Environment art and level design serves as a backdrop to the game's rich lore, inviting players to explore and uncover the secrets hidden within.
- There are a range of settlements in the universe of Terra Nova from deep space way-stations and asteroid based hideouts, derelict station and District Town Centers and expansive Capital Cities
- **The Base Building and Management Service** empowers players to craft and manage personalized spaces within the game, from individual bases to complex structures.



The Stealth Management Service enriches the gameplay by enabling stealth mechanics for players who prefer subterfuge, espionage, and covert operations. It integrates complex variables such as player skills, gear, environmental factors, assigned crew, network security and equipment type to offer a nuanced stealth experience.

Dynamic Environments

A World That Reacts to You

- Witness the changing weather systems on alien worlds, the bustling activity in spaceport markets, and the serene beauty of untouched landscapes through the **The Environmental Effects Service**
- The game's design philosophy ensures that every location is not just a place to visit but a living part of the Terra Nova saga, reacting to player actions and the unfolding story.
- **The Environmental Interaction Service** enrichs the game's interactivity by enabling dynamic interactions based on player actions, item states, and player affiliations.
- **The Dynamic Background Event Service** creates a living, breathing game world that reacts dynamically to player actions and global events, enriching the overall gameplay
- **The Vehicle Damage and Repair Service** ensuring a realistic and immersive experience as players navigate keeping their vehicles operational in a dynamic and often hazardous game world.

The Environmental Effects Service significantly enhances the game's realism by introducing complex environmental mechanics. It simulates dynamic weather, temperature fluctuations, radiation levels, and biome-specific challenges, deeply affecting player survival, gear durability, and vehicle performance

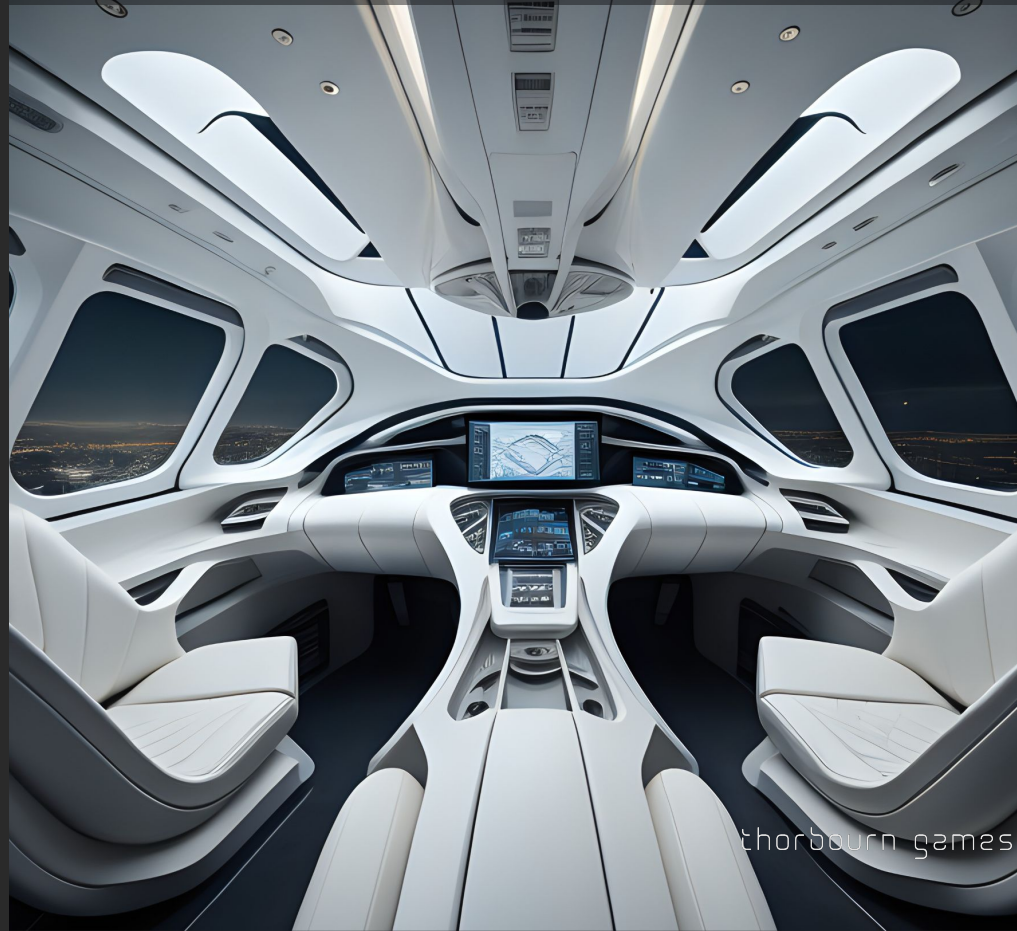


Navigating the Stars

Intuitive UX/UI Design

- The UI combines futuristic aesthetics with intuitive design, ensuring players have the information they need without breaking their immersion.
- From holographic star maps to sleek command panels, every element enhances the experience of living in the galaxy.
- **The World Navigation and Mapping Service** offers real-time updates on points of interest, territory control, environmental changes, and advanced navigation like astro-cartography
- **The Long Distance Travel Service** enhances game immersion and balance by enabling players to traverse vast distances efficiently
- **The Network Management and Breach Service** enables gameplay around hacking, network defense, and the network access management through simulated networks on in-game vehicles, bases, stations, and cities.

The Vehicle Communication and Targeting Service manages all aspects of vehicle communication, including initiating communications between vehicles and stations, managing radar locks for both friendly interactions and combat engagements, and facilitating radar pinging for environmental awareness.

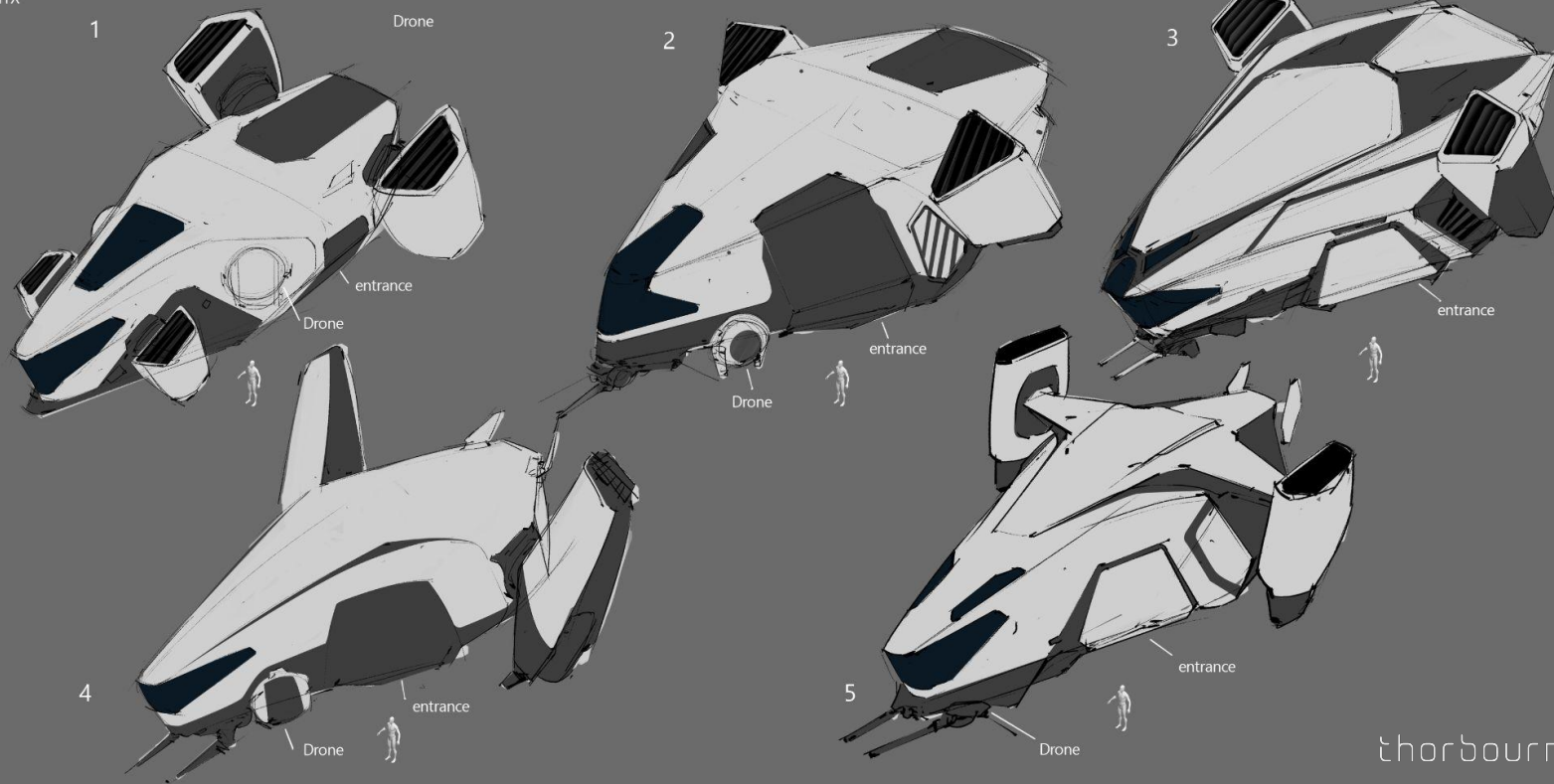


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Conceptual Visions

MIL NYX

Artist: [Bogdan Tufeciu](#)



Development Milestones

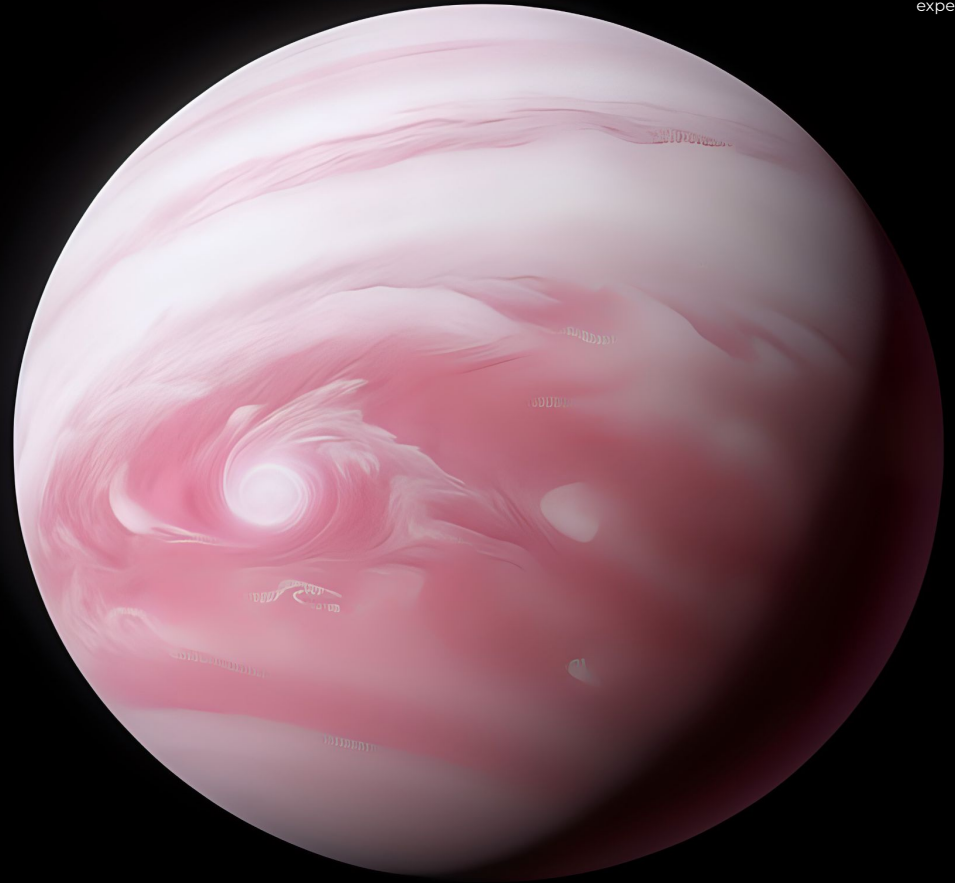
Tracking Our Progress



Alpha Stage Development

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The Global State Management Service
centralizes the management of world
states, events, and universal player metrics
to provide a singular, unified game
experience.



Alpha Development Timeline



Alpha Pre-Production

Setting the Foundation (Mar 2024 - Aug 2024)

Activities

1. **Scenarios & Gameplay Creation:** Brainstorm and document key scenarios and gameplay mechanics for the Alpha demo: Fuel, Repair, Cargo, Flight, Crew
2. **Vehicle Design Exploration:** Kick off the design process for conceptualization of Alpha Demo vehicles
3. **Talent Acquisition:** Hire Vehicle Concept Artists and Environmental Artists to start creating Alpha assets
4. **Strategic Foundations:** Finalize the Game Pitch Deck and Financial Projections. Establish the Vehicle Development Pipeline, optimizing workflow from concept to in-game implementation.
5. **Financial and Legal Setup:** Secure Alpha Production Funding. Complete Business Registration in Canada.
6. **Establish Brand Presence:** Setup the official game studio website, and create social media profiles across major platforms such as X, Discord and Reddit



The Cross Shard Communication Service maintains a unified and coherent game environment across multiple server shards, facilitating real-time interactions and data consistency that are critical for a seamless multiplayer experience in a distributed game world.

Alpha Pre-Production

Setting the Foundation (Mar 2024 - Aug 2024)

Deliverables

- **Vehicle Concepts:** Early design concept sketches and 3D models for the Mil Nyx Aigle, Mousa Jasim, and Tayira
- **Development Strategy:** A completed vehicle development flow, along with a finalized development architecture, including server and microservice plans.
- **Pitch and Planning Tools:** A compelling Game Pitch Deck paired with detailed Financial Projections,

Milestones

- **Vehicle Designs:** 3x completed vehicle concepts
- **Community Following:** Reaching the first 1,000 followers on the main social media platform
- **Alpha Asset Production:** Early production of Alpha environments, vehicles, and key gameplay elements.
- **Community Engagement:** Launch of the "Origins of Terra Nova" series on YouTube,



The **Item Physics and Collision Management Service** ensures that all items not only exist within the game environment but also interact with it and other items in a realistic and meaningful manner.

Alpha Production

Crafting the Cosmos (Aug 2024 - Aug 2025)

Activities

1. **Core Alpha Assets:** Design of demo assets i.e. station exteriors/interiors, vehicles and backgrounds
2. **Functional Components:** Fuel pump, Multi-tool, cargo drone, system screens for ships and other interactables.
3. **Microservice Planning:** Finalize and adjust the Alpha microservices architecture to ensure it meets the needs of the Demo, focusing on scalability and efficiency.
4. **Database and Server Setup:** Implement Amazon Aurora PostgreSQL, NLB and cross-shard architecture
5. **Game Engine:** Prepare the game environment within Unreal Engine, ensuring optimal performance and visual fidelity for Alpha
6. **Pre-Sales and Engagement:** Alpha based pre-sales campaign, influencer marketing campaign, online ship builder and Ship Store Launch

The Dynamic Background Event Service
seamlessly integrates the dynamic event system with the background simulation of the game world, including its economies, political states, and environmental conditions.



Alpha Production

Crafting the Cosmos (Aug 2024 - Aug 2025)

Deliverables

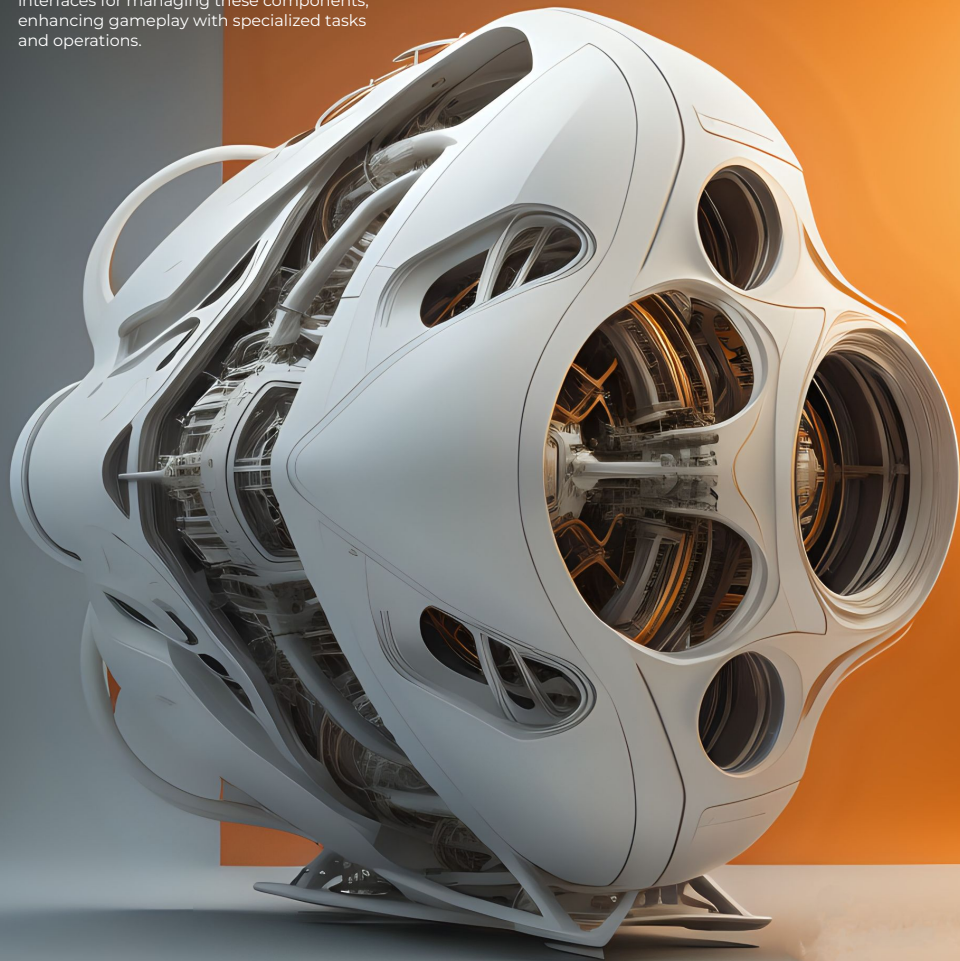
1. Comprehensive set of Environmental & Vehicle Assets
2. Fully developed and tested Functional Components
3. Robust and scalable Microservice Architecture Plan
4. A Secure and Scalable Server Setup using Amazon Web Services, configured with Amazon Aurora PostgreSQL
5. Game environment fully set in Unreal Engine
6. Launch of Pledge Store and devblog “Inside Terra Nova”

Milestones

1. **Dec 2024:** Alpha Environment & Vehicles Complete
2. **Mar 2025:** Functional Gameplay Components Ready
3. **June 2025:** Microservice Infrastructure Operational
4. **Aug 2025:** Playable Alpha Demo Ready
5. **Aug 2025:** Community Engagement Milestone

Functional Component Interaction Service provides players with interactive control interfaces for managing these components, enhancing gameplay with specialized tasks and operations.

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Alpha Pre-Launch

Final Countdown to Alpha (Aug 2025 - Dec 2025)

Activities

1. **Demo Trailer:** A captivating trailer showcasing the Demo's highlights, , emphasizing the unique gameplay features, environmental beauty, and vehicle designs to generate excitement.
2. **Social Marketing Campaign:** Collaborate with influencers and leverage social media platforms
3. **Closed Alpha Testing:** Implement a closed Alpha testing program, inviting a select group of players and key community members to provide early feedback on the game's mechanics, usability, and overall experience.
4. **Optimization and Bug Fixing:** Based on feedback, prioritize and address any critical issues or bugs
5. **Community Engagement:** Establish dedicated channels for Alpha testers to report feedback, bugs, and suggestions on Discord and Reddit



The Player Profile Management Service underpins the player experience by integrating with various game systems, making essential data like character details, survival stats, inventory, and quests readily available and up-to-date.

Alpha Pre-Launch

Final Countdown to Alpha (Aug 2025 - Dec 2025)

Deliverables

1. **Alpha Trailer:** A high-quality, engaging trailer ready for distribution across various platforms
2. **Detailed plans for social media campaigns** and influencer marketing partners
3. **Closed Testing Feedback:** A summary of the feedback from closed Alpha testing
4. **Optimized Alpha:** An updated version of the Alpha Demo with bug and major issue fixes
5. **Community Engagement:** Scheduled Q&As, feedback collection and regular updates on progress with the community and testers

Milestones

1. **Mid-August 2025:** Alpha Trailer Launch
2. **Late August 2025:** End of Closed Alpha Testing
3. **Mid-Oct 2025:** Feedback-based iteration
4. **Early Nov 2025:** Optimization and Bug Fixes
5. **Late Dec 2025:** Alpha Campaign Operational

The Rights Management Access Service streamlines the management of rights and access for player-owned assets, including items, gear, bases, and vehicles.



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Open Alpha Launch

Alpha Demo Release (Dec 2025 - Mar 2026)

Activities

1. **Account and Profile Management System:** A robust new system for players profiles and account settings.
2. **Terran Credits:** Introduce in-game currency system
3. **Gameplay Tokens:** Sale of tokens that grant benefits such as optimized repair, fuel, ship retrieval, and cargo insurance.
4. **Final Alpha Optimization and Bug Fixes:** Conduct a game environment optimization and bug smashing
5. **Open Alpha Access:** Grant access to the Open Alpha environment for all registered Alpha players
6. **Feedback and Bug Report System:** A real-time system for players to submit feedback and report bugs
7. **Background Simulation Ticker:** In-game ticker of live updates of the game's background simulation
8. **V.1 Language Support:** Level 1 language support for 10 major languages and 2 major Asian languages

The Resource Collection and Farming Management Service

manages and optimizes the supply chain and production lines for resource collection and farming operations within the game, including Gas Harvesters, Liquid Harvesters, Hydroponic Farms, Deep Terrain Drills, and Server Racks.

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Open Alpha Launch

Alpha Demo Release (Dec 2025 - Mar 2026)

Deliverables

1. New Account and Profile Management System
2. In-Game Currency and Gameplay Tokens
3. Open Polished and Optimized Alpha Environment
4. Active Feedback and Bug Reporting Tools
5. Active In-Game Background Simulation
6. Multi-language support implemented

Milestones

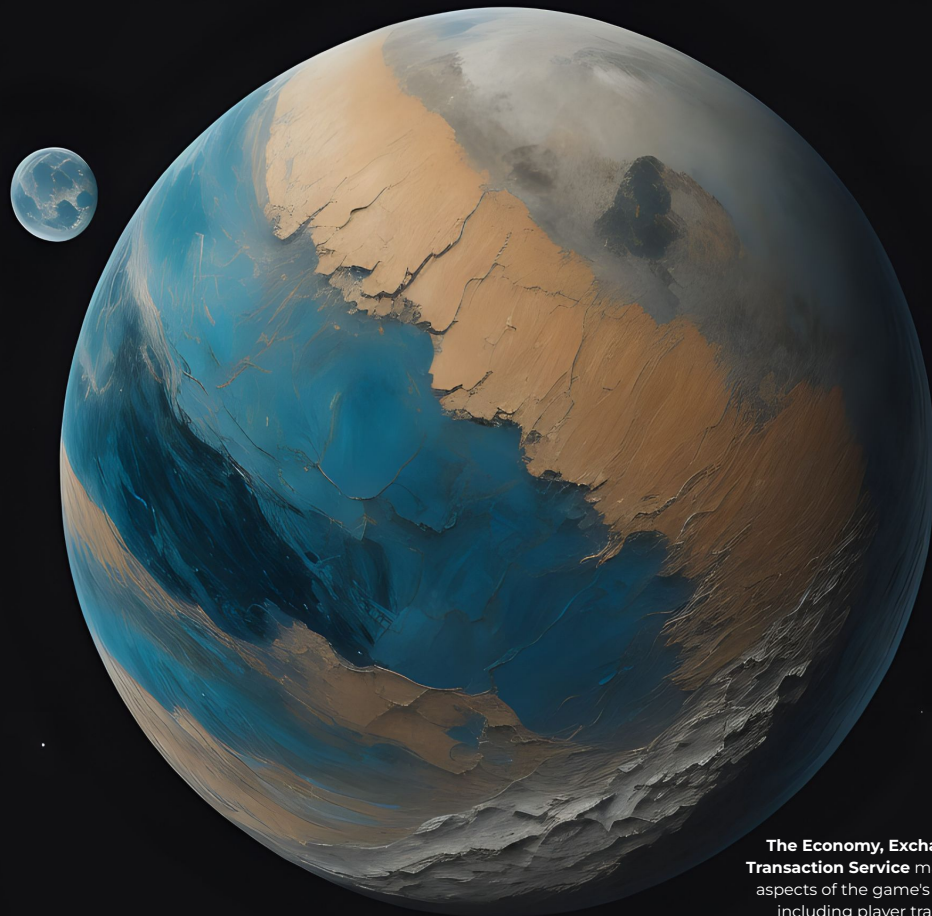
1. Successful Open Alpha Launch: Achieved by **December 2025**
2. \$15M in Early Alpha Sales: Achieving this financial milestone from sales of Terran Credits, gameplay tokens, and other in-game purchases
3. 300,000 Alpha Player Count
4. Generation of user-based in-game content and group play

The Rights Management Access Service streamlines the management of rights and access for player-owned assets, including items, gear, bases, and vehicles.



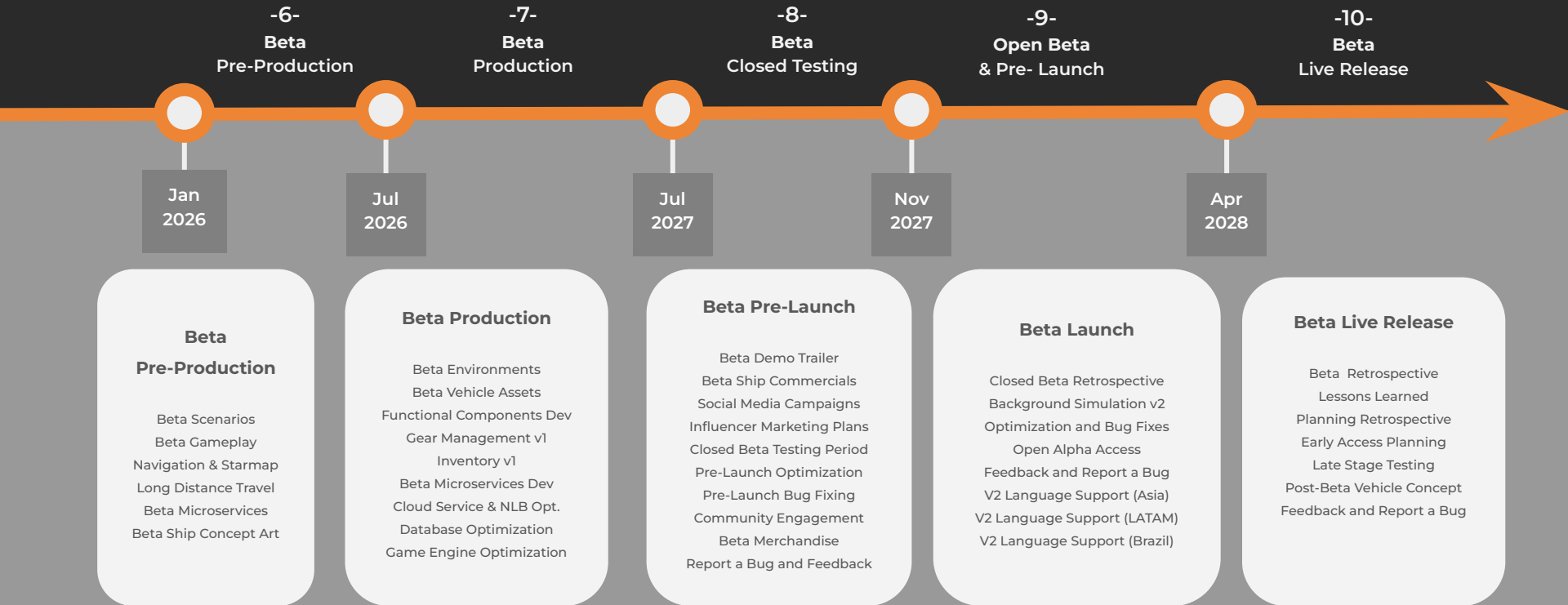
Beta Stage Development

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The Economy, Exchange, and Transaction Service manages all aspects of the game's economy, including player transactions, currency exchanges, crafting, and the broader economic health.

Beta Development Timeline



Beta Pre-Production

Jan 2026 - July 2026

Activities

1. **Organizational Structure Optimization**
2. **Beta Gameplay and Scenarios Development:** Innovate and document compelling Beta scenarios and gameplay mechanics, expanding Alpha features
3. **Beta Vehicle Branding Design:** Initiate conceptualization of new Beta vehicles and branding elements to refresh and expand the game's visual identity for the Beta release.
4. **Backend Architecture Enhancement:** Refine the microservice architecture and plan for cross-shard and replication strategies to support the expanded game world
5. **Back-End Solutions Development:** Detailed planning and requirements gathering for back-end solutions.

The Dynamic Content Delivery Service dynamically delivers and updates game content based on player progression, world events, and real-time interactions, ensuring a constantly evolving and engaging game environment.



Beta Pre-Production

Jan 2026 - July 2026

Deliverables

- **Team Expansion Report:** A summary of new hires, highlighting the expansion of the development and design teams
- **Beta Gameplay Design Document:** A comprehensive document detailing the newly developed Beta scenarios and gameplay
- **Beta Vehicle and Brand Concept Art:** A collection of concept art for new vehicles and branding elements
- **Backend Architecture Plan:** An updated document outlining the planned enhancements to the microservice architecture, cross-shard strategies, and back-end solutions.
- **Alpha Community Engagement Review Video**

Milestones

- **Beta Gameplay Locked Down:** Completed by late February 2026,
- **High Engagement Metrics:** 9,000 concurrent streams on Twitch, 30 million video views on
- **Backend Architecture Enhancement:** Finalized by March 2026

The Skill Progression and Management Service enables players to evolve their characters based on gameplay choices, achievements, and interactions, reinforcing the game's immersion and personalization.



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Beta Production

July 2026 - July 2027

Activities

1. **Advanced Gameplay Development:** Focus on implementing and refining the Beta scenarios and gameplay mechanics, such as Wormhole travel, advanced crew mechanics, and Planet tech v1.
2. **Comprehensive World Building:** Expand and detail the game's environments, ensuring diverse, richly interactive worlds.
3. **Vehicle and Equipment Enhancement:** Develop and iterate on vehicle and equipment designs, including new Beta-exclusive items.
4. **Backend Infrastructure Scaling:** Enhance server capacity and optimize the game's backend infrastructure to support an increasing number of players and complex data processing.
5. **Integration of Community Feedback:** Actively incorporate feedback from the Alpha phase to improve gameplay, UI/UX, and overall player experience

The Crew and Companion Management Service allows players to recruit, manage, and assign NPC crew members, other players, companions, droids, or AI within player-owned vehicles or bases, introducing unique social dynamics and management challenges into the game's ecosystem.



Beta Production

July 2026 - July 2027

Deliverables

- **Beta Version of the Game:** A playable Beta version incorporating new content, gameplay mechanics, and improved features based on Alpha feedback.
- **World and Asset Library:** An expanded collection of game environments, vehicles, and items ready for Beta testing.
- **Updated Backend Systems:** Enhanced server infrastructure and backend systems capable of supporting Beta phase demands.
- **Gear Management v1**
- **Inventory Management v1**

Milestones

- **Completion of Beta Content Development:** All new gameplay content and environments finalized by March 2027.
- **Beta Readiness Review:** Comprehensive internal review and testing to ensure Beta readiness by May 2027.



The Network Management and Breach Service facilitates the simulation and management of in-game network infrastructures, enabling gameplay around hacking, network defense, and the management of connected devices and personnel within environments like bases, stations, and ships.

Closed Beta Testing

July 2027 - Nov 2027

Activities

1. **Closed Beta Testing:** Invite a select group of players to test the Beta version, focusing on identifying bugs, balancing gameplay, and assessing server stability.
2. **Closed Beta Promo:** Promotional content like a Beta Trailer + Community generated content
3. **Feedback Analysis and Iteration:** Analyze player feedback, bug reports, player requests and gameplay data to make necessary adjustments, optimizations and improvements.
4. **Pre-Sales and Beta Readiness Campaign:** Beta Demo Trailer & Ship Commercials Strategy Planning and Asset Creation
5. **Closed Beta Campaign:** Launch Social Media Campaigns & Influencer Marketing
6. **Pledge Store Update:** Refresh store inventory with Beta version Vehicles, Gear, Game Tokens and Merchandise

The Docking and Traffic Management Service manages the docking process between vehicles and stations or between vehicles themselves, coordinating with air traffic control for docking permissions and ensuring smooth docking mechanics.



Closed Beta Testing

July 2027 - Nov 2027

Deliverables

- **Beta Testing Feedback Report:** Detailed reports on feedback, issues identified, and suggestions from both closed and open Beta testing phases.
- **Optimized Beta Version:** An updated Beta version of the game, incorporating fixes and improvements based on testing feedback.
- **Launched Closed Beta Campaign:** Deployed Social Media & Influencer Marketing on various web and social platforms
- **Released Pledge Store Update:** Refreshed store inventory with Beta Vehicles, Gear, Game Tokens and Merchandise

Milestones

- **March 2027:** Completion of Beta Content Development: All new gameplay content and environments completed.
- **May 2027:** Completed internal review of Closed Beta sessions, game data and player feedback
- **Jun 2027:** Updated Pledge Store with Beta Assets and Merch

The Social Interaction Service fosters a vibrant community within the game by providing players with extensive social interaction tools, including chat systems, friend lists, clans, guilds, factions, and other mechanisms for forming parties and factions.

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Open Beta & Pre-Launch

Nov 2027 - Apr 2028

Activities

1. **Open Beta Testing:** Expand testing to a broader audience, allowing for extensive feedback collection and scalability testing.
2. **Closed Beta Feedback Analysis and Retrospective:** Analyze player feedback, bug reports, player requests and gameplay data to make necessary adjustments, optimizations and improvements.
3. **Final Optimization and Polishing:** Address any remaining issues and polish the game to ensure the highest quality for the live release.
4. **Marketing and Community Engagement:** Ramp up marketing efforts, including trailers, developer diaries, and community events to build anticipation.
5. **Preparation for Live Operations:** Set up systems for live support, community management, and content updates post-Beta release.

The Production and Supply Chain Management Service

streamlines and manages the complex supply chains and production processes within the game, from raw material collection to the crafting of advanced components and items.



The **Shard Orchestration Service** manages the underlying infrastructure of the game's sharded environment, optimizes server utilization, maintains game performance, and supports a stable, scalable multiplayer environment.

Open Beta & Pre-Launch

Nov 2027 - Apr 2028

Deliverables

- **Open Beta Testing Feedback Report:** Detailed reports on feedback, issues identified, and suggestions from both closed and open Beta testing phases.
- **Launch Ready Beta Version:** The fully optimized and polished Beta version, ready for live release.
- **Launched Beta and Live Campaign:** Deployed Social Media & Influencer Marketing on various web and social platforms

Milestones

- **March 2028:** Reach target player participation numbers during the open Beta release
- **February 2028:** Completion of Final Game Optimizations
- **Jan-Feb 2028:** Launch Marketing Campaign Kickoff to build momentum towards the live Beta release.



Live Beta Release

Apr 2028 - onwards

Activities

1. **Live Beta Release:** Roll out the Beta version to a global audience, granting access to a broader player base
2. **Ongoing Support and Updates:** Deploy a structured timeline for periodic enhancements, encompassing gameplay refinements, bug resolutions, and expansions
3. **Continuous Community Engagement:** Utilize forums, social media, and in-game tools to establish a two-way dialogue with the player community
4. **Beta Retrospectives :** Conduct thorough evaluations post-closed and open Beta phases to assimilate feedback, identify areas of improvement, and lessons learned
5. **Early Access Strategy:** Outline a comprehensive plan for Early Access, detailing gameplay enhancements, planetary tech and additional vehicle design explorations to enrich the gaming experience.
6. **TerraCon Announcement:** Unveil date and pre-sale for the inaugural TerraCon event set for November 2028



The Environmental Scanning Service facilitates the dynamic and detailed scanning of the game environment, enabling players to discover entities, resources, and hazards, with scan results tailored to their skill levels and tools.

Live Beta Release

Apr 2028 - onwards

Deliverables

- **Live Beta Version:** Provide a polished and engaging Beta version that reflects the quality and depth of "Terra Nova," setting the stage for an immersive player experience.
- **Post-Launch Support Plan:** Outline a detailed framework for post-launch operations, including a scheduled roadmap for updates, community management strategies, and support protocols to sustain game vitality.

Milestones

- **Successful Live Beta Launch:** Target a triumphant launch by August 2028, a pivotal moment that demonstrates "Terra Nova's" readiness for wider public engagement
- **Post-Launch Player Engagement Targets:** Establish and meet ambitious engagement and retention benchmarks within the initial months post-launch
- **TerraCon 2028:** Successfully host the first TerraCon event, aiming to solidify "Terra Nova's" community bonds, unveil new content, and set the stage for the game's ongoing journey.

The **Vehicle Damage and Repair Service** manages the lifecycle of vehicle damage, repair, and maintenance within the game, ensuring a realistic and immersive experience for players as they navigate the challenges of keeping their vehicles operational in a dynamic and often hazardous game world.



Team

Making The Dream A Reality



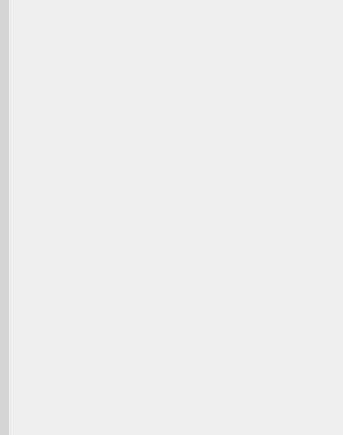
The Computer Core Interaction Service manages and facilitates intricate gameplay elements related to computer interactions, hacking, communications, and strategic subterfuge within player-owned bases or vehicles.

Leadership and Vision



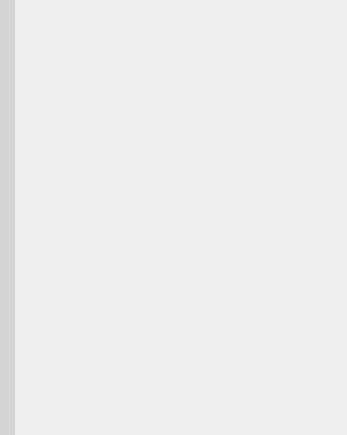
Matthew Miller
Game Director

Canadian Executive with extensive background managing UX/UI Design, User Research and Product Management for SaaS, GUI and AI applications, he has leadership experience in building robust Product Development and Design teams. He has a personal passion for space-themed games.



Alexis Stimamiglio
Gameplay Director

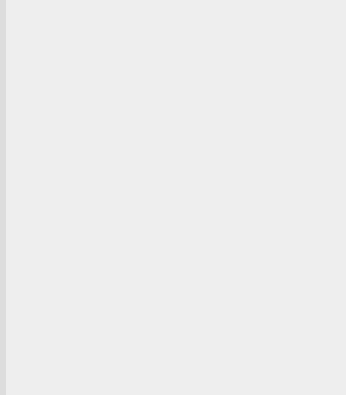
Alexis is a Canadian UX/UI expert with extensive background in User Mapping, Journeys and Guided User Interfaces. He has over 12+ years of experience working in Defense, Media, Finance, Editorial and Commerce. In his free time you can find him play Diablo, Snowrunner and HellDivers 2. He has a passion for futuristic user interfaces



Jerry Rocha
Game Technology Director

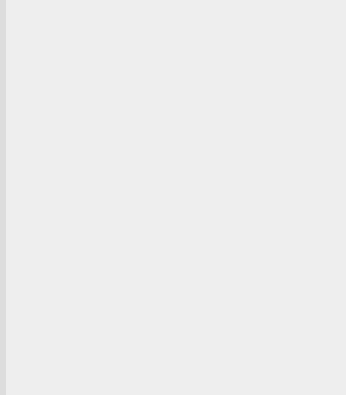
Canadian Development Executive with extensive experience scaling highly effective teams in a variety of organizations. From smaller, nimble startups to massive organizations. An avid gamer, he has a passion for the escapism and wonder that video games bring to players. He has proven experience with complex Microservices and Cross-Shard environments

Core Team Excellence



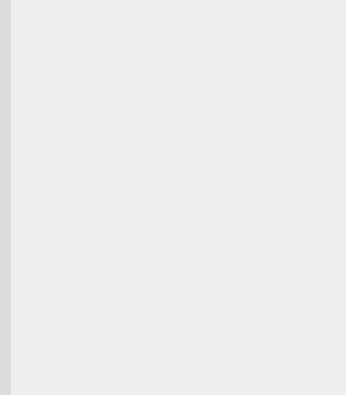
Bogdan Tefuceciu
Sr. Vehicle Experience Designer

Bogdan is a talented designer with extensive experience in crafting elegant and functional vehicles for games and various 3D environments. Having worked for large gaming titles in the genre such as Star Atlas and Star Citizen. Bogdan has a passion for inspiring future generations through his design work in vehicles



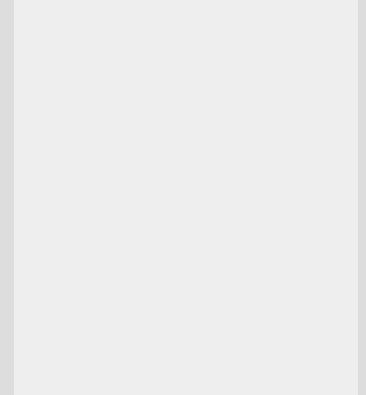
Andre David Peleas
Sr. Vehicle Experience Designer

Andre is a passionate designer with with extensive experience in crafting elegant and functional vehicles for games and various 3D environments. Having worked for large gaming titles in the genre such as Star Atlas and Star Citizen. In his spare time you can find him deeply immersed in video games and 3D experiences



Jan Urschel
Sr. Environment Artist

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Michael Oberschneider
Vehicle Experience Lead

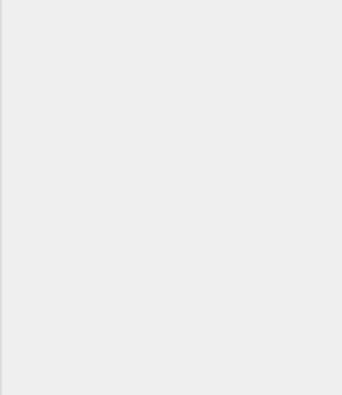
Michael is a leading Vehicle and Interaction Designer with extensive experience in Vehicle Design and Production. He has worked on a number of titles including Star Citizen and Star Atlas. An avid gamer, he has a passion for how users feel when they step into a vehicle and cares about every detail to create a cohesive experience

Advisory Board



Suzanne Clarke Board Member, Legal

Suzanne is a Canadian attorney-at-law with extensive experience in Corporate Law. She is passionate about supporting Canadian businesses in emerging sectors like technology, A.I. and gaming. She brings extensive knowledge of the legal frameworks for corporate stewardship and management.



Jason Chrysmilledes Board Member, Operations

Jason is a Canadian Executive with extensive experience in Business Development, Finance and Business Operations. Jason leads multiple teams of product managers, developers and designers focused on building robust IOT applications for the Canadian market. He brings extensive experience in the Telecom and Media sectors.



Iliana Rocha Board Member, Development

Iliana is a Canadian entrepreneur, management coach and consultant, thought leader. She heads up Clubnet Solutions, a growing consulting firm based that services startup and corporations at various stages of growth as they identify their target markets, unlock growth potential and maximize profits.



Yousef Osman Board Member, Technology

Yousef leads an Egyptian software development agency with over 15+ years experience in a range of industries from Healthcare, to Cryptocurrency and Education. An avid gamer, he has a passion for Microservice Architecture, Cloud Services and creating complex cross-shard environments and data replication layers to support robust systems.

Financials

Funding The Dream

Analytics and Telemetry provides the development team with actionable insights into player behaviors, system performance, and engagement metrics, enabling informed decisions that drive improvements and optimizations across the game.

Startup Costs

Cost Breakdown

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\$4.5 MM /\$USD

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The Character Creation and Editor enables detailed customization of avatars, from physical attributes to unique backgrounds that influence gameplay dynamics, skill sets, and starting points within the expansive game world



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Projected Revenue

Medium Projection

60,000 players

Average Spend: \$90 USD

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\$21.4 MM /\$USD
Estimated Revenue

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The Gear Management System manages all aspects of player gear, this includes weapons, armor, accessories, and specialized equipment like exo-suits, from equipping and unequipping to managing stats effects and environmental interactions



Projected Revenue

Low End Projection

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Players can explore and discover through exotic star systems, leverage alliances with various factions and operate customizable vehicles, gear and equipment. Players will thrive in *Terra Nova*'s economy through trade and crafting, engage in dynamic quests and engage in advanced combat, stealth and strategy gameplay with hazards unknown.



The Quest Management Service enables the creation, tracking, and completion of quests, integrating various gameplay elements and narrative threads to enhance the player's journey through the game world.

Projected Revenue

High End Projection

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Players can explore and discover through exotic star systems, leverage alliances with various factions and operate customizable vehicles, gear and equipment. Players will thrive in *Terra Nova*'s economy through trade and crafting, engage in dynamic quests and engage in advanced combat, stealth and strategy gameplay with hazards unknown.

The Spacecraft Management and Customization Service provides players with an advanced, interactive platform for designing, customizing, and managing spacecraft, incorporating technical specifications, component compatibility, and aesthetic customization to enhance the space exploration experience.



In Closing

A New Journey



The Global State Management Service centralizes the management of world states, events, and universal player metrics to provide a singular, unified game experience.

Key Takeaways

Vision and Potential

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Players can explore and discover through exotic star systems, leverage alliances with various factions and operate customizable vehicles, gear and equipment. Players will thrive in *Terra Nova*'s economy through trade and crafting, engage in dynamic quests and engage in advanced combat, stealth and strategy gameplay with hazards unknown.

Team and Expertise

Scenarios & Gameplay Creation: Brainstorm and document key scenarios and gameplay mechanics for the Alpha demo: Fuel, Repair, Cargo, Flight, Crew

Community and Engagement

Scenarios & Gameplay Creation: Brainstorm and document key scenarios and gameplay mechanics for the Alpha demo: Fuel, Repair, Cargo, Flight, Crew



The NPC Interaction Service orchestrates sophisticated NPC interactions within the game, enhancing the narrative depth, player engagement, and realism through dynamic dialogues, quests, and behavior patterns.

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Roadmap & Milestones

Development Roadmap

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Players can explore and discover through exotic star systems, leverage alliances with various factions and operate customizable vehicles, gear and equipment. Players will thrive in *Terra Nova*'s economy through trade and crafting, engage in dynamic quests and engage in advanced combat, stealth and strategy gameplay with hazards unknown.

Alpha and Beta Dates

Open Alpha Release Date:

Live Beta Release Date:

Post-Launch Vision

Scenarios & Gameplay Creation: Brainstorm and document key scenarios and gameplay mechanics for the Alpha demo: Fuel, Repair, Cargo, Flight, Crew

The Player Profile Management Service underpins the player experience by integrating with various game systems, making essential data like character details, survival stats, inventory, and quests readily available and up-to-date.



Call to Action

Total Ask

Terra Nova offers a rich, immersive gameplay experience that blends exploration, strategy, and social interaction in a dynamic universe. Players can explore and discover through exotic star systems, leverage alliances with various factions and operate customizable vehicles, gear and equipment. Players will thrive in *Terra Nova*'s economy through trade and crafting, engage in dynamic quests and engage in advanced combat, stealth and strategy gameplay with hazards unknown.

Thank You

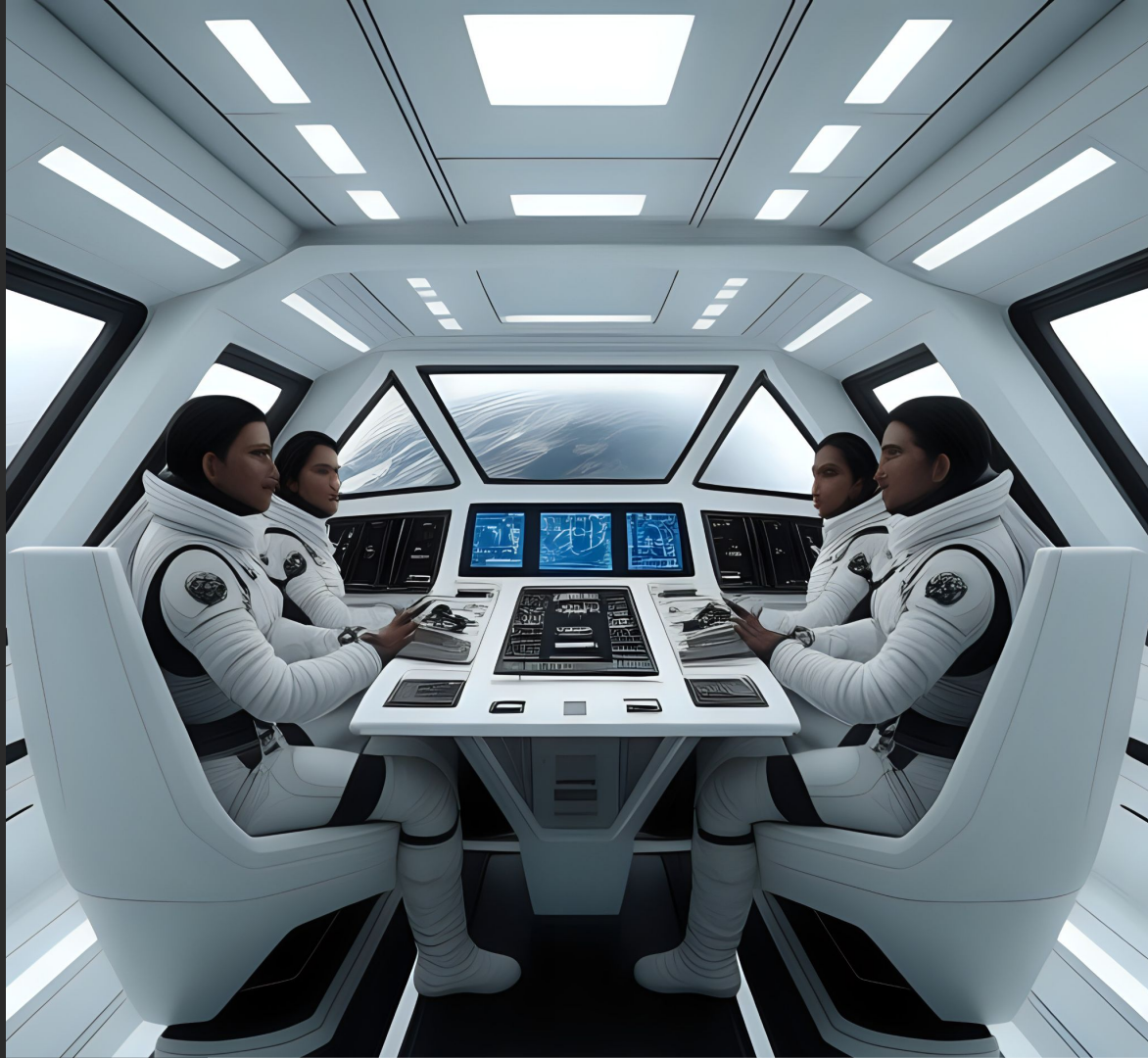
Scenarios & Gameplay Creation: Brainstorm and document key scenarios and gameplay mechanics for the Alpha demo: Fuel, Repair, Cargo, Flight, Crew

The Faction and Relationship Management Service crucially influences player access to quests, resources, special discounts, higher-tier crew and companions, and faction-specific areas, integrating seamlessly with the game's narrative and dynamic world events



Contact

Stay In Touch



Appendix

Additional Material



The Shard Agnostic Data Service ensures that specific types of data, which are central to the gameplay and player interaction, remain consistent, accessible, and up-to-date across all shards, thereby supporting a seamless multiplayer environment.