
Juno

An innovative RPG

1) Scenario

For many years humanity has freely used earth's resources for its own interest without giving a thought at the outcomes. Now, not only humans but also all the ecosystem are in great danger and may, in a near future, happen to disappear alongside with the planet. One last chance stands to prevent the humanity from this awful end: JUNO, a space mission secretly set up for two years by the World Space Agency (WSA).

The aim of this mission is to seek for new resources and capital information about a planet in a near galaxy. Unfortunately as for every project of this size, what was to be kept secret didn't remained secret for a long time. Socio-economical stakes are so important that Russians would do anything to sabotage this mission and use the planet for their own profits. Destroying the ship would not be a problem ...

JUNO is a fascinating role playing game, casting Russian wreckers wishing to destroy the ship, technicians and a commander ready to put their life on line for the success of the mission and an alien who's taken the appearance of the crew member bringing doubt in the ship.

2) Goal

As you've learned in the presentation of the scenario, the game is taking place in a spaceship heading for the planet. JUNO is a 6 player's multiplayer game which can also be played in solo with an advanced IA.

The crew of the ship is composed of:

- 1 commander
- 2 wreckers
- 2 technicians
- 1 alien

Each player's role is randomly chosen by the server at the beginning of the game, as for the repartition of the players in the ship's rooms (in multiplayer mode the server is the

commander). Our 6 characters are moving inside the ship composed of 10 rooms as shown on the following schema:

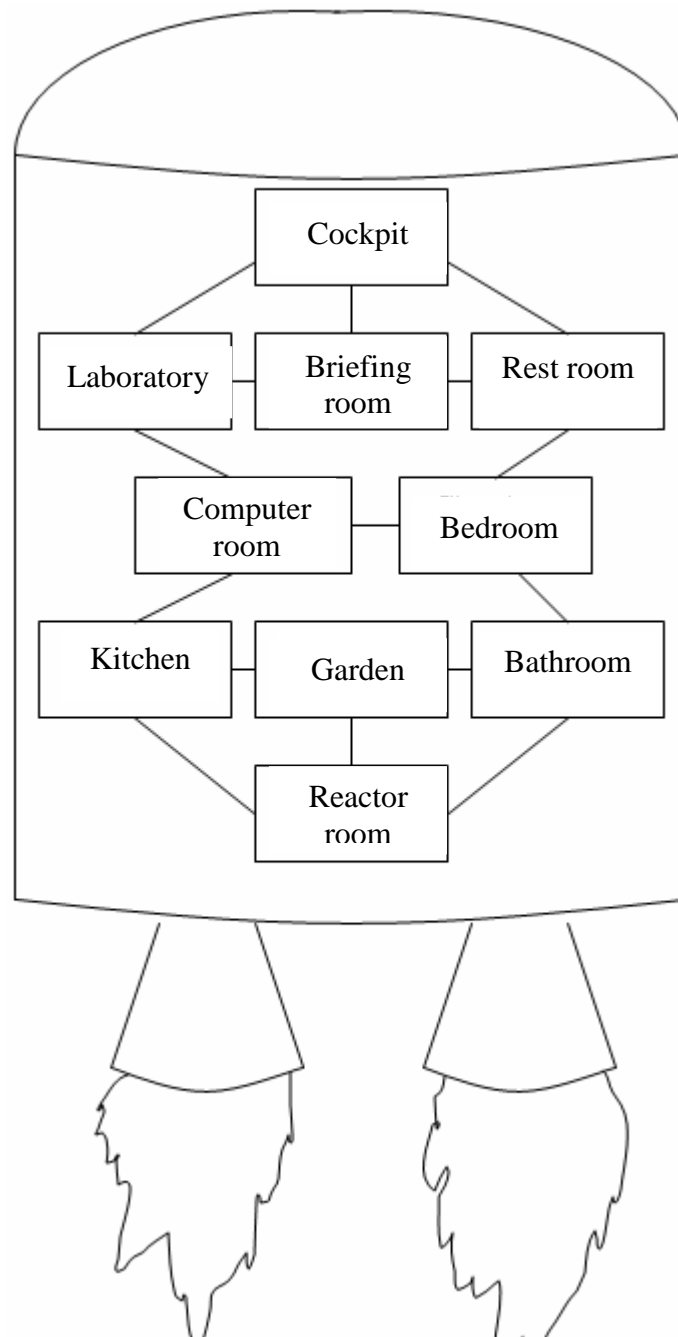


Fig. 1 : Spaceship's map

Each character has a different role, thus different goals to achieve:

- ➔ Technicians and the commander must keep the ship safe until its arrival, in order to accomplish the mission mandated by the WSA

- ➔ Wreckers must destroy at least 5 rooms before the ship reach the planet, so that the ship explode.
- ➔ The alien's goal is to eat the commander and take the control of the ship. His first mission is then to stay onboard and make other players being eliminated.

c) Ingame

First of all at the very beginning of the game the role, the face and name of the player are displayed. He is also told of his mission.

Then a global view of the spaceship is displayed (radar) showing the position of all the players of the game. It is possible to zoom-in or zoom-out on the map during this phase. The player's character is circled in red while the commander's character is circled in green so that everyone knows who the commander is. Once everyone is ready the game starts!



Fig. 2 : Character presentation's screen (left) and radar display (right)

The game is divided in 5 phases we're going to detail:

- **Phase 1 : Move**
Each player can choose to move or not in a nearby room. During this phase, the radar can eventually be activated if possible. The radar allow the player to see other players only in nearby rooms.
- **Phase 2 : Action**
Actions depend on the player's character: a wrecker can destroy rooms, a technician can repair only 2 rooms and the alien can destroy and repair one room. During this phase each player can see the status of the room (*destroyed* or *functional*) he's in.
- **Phase 3 : Reaction**
Rooms are destroyed, repaired or remain in their state. As the game is bundled with a rich sound environment each and every action (destruction or reparation) will have a sound consequence. The result of actions in the player's room and nearby rooms will

be displayed to the player with a sound sprite and a 3D sound. Thus the sound will be heard by every player who's near to the action's place. In order to make the game more spicy sounds for reparation and destruction are the same



Fig. 3 : Game screenshot, reaction phase

- **Phase 4 : Vote**

Players choose someone to vote against or decide to vote for nobody. Players wait then for the commander decision. He can choose to eliminate someone or not, depending on the poll. It's his decision so he can decide not to follow other players' opinion.



Fig. 4 : Screenshot, vote phase (commander's decision)

- **Phase 5 : Decision**

Once the decision is taken, a player is eliminated or not and the game starts back at phase 1. If someone is chosen, the player's ejected from the ship.