

PLANET: HOME

- Genre: Open-World MMO-SLG
- Platform: Mobile, PC
- Audience: primarily western Male and Female players age 30-54

By: Martijn Herrman

- Setting: An inhabitable planet in an intergalactic world.
- Location: A planet with a light and a dark side, filled with vegetation, abandoned cities, and objects that can be interacted with.
- Theme: Survival-horror, space.

STORY

The last humans from Earth made it out of their planet just before the Great Explosion that obliterated it. Their escape pods scattered into space, landing on different planets. YOU land on the planet Wolf#00001. Your mission:

- Explore the planet and discover its loot, abandoned cities, ancient technology, resources, etc.
- Interact with the other Players that crashed on the planet, making friends and foes - fight with or against each other.
- Build a fortress with your friends, while combating your foes. Build rockets for intergalactic wars in a later game stage.
- Catch and domesticate Creatures to become Heroes of your Militia to combat PvE and PvP enemies.
- Once the balance of powers on your own planet has been settled, swarm out to conquer other planets in the galaxy!

GAMEPLAY

This game combines the open-world, character customization, and player interactions of the great MMOs with the traditional mobile SLG gameplay of games like TWD:S, KoA, CoK. Development is strongly focused on a loop of finding resources and using them to craft items, equipment, power-ups and so on, to benefit the individual player but even more so, their Alliance. The game includes objects that can only be obtained through the player community - not just give-aways but also through inner-community gameplay (quizzes, puzzles, story, and more).

