

# LITTLE JURASSIC PEOPLE



## TECHNICAL INFORMATION

**Platform** : Web browsers, PC, Mac

**Genre** : Massively Multiplayer Online Game

**Public** : Casual Gamers, Core Gamers

**Specific Audience**: Young players, online games newbies, virtual worlds players

## CONCEPT

In Little Jurassic People the player is free to explore a vast prehistoric world that is rich in fun activities. He can experience these alone or with other players among the thousands who inhabit this surprising world. Free to choose his style of play and establish his own goals, the player evolves at his own pace in an ecosystem where each creature and each plant is suited to funny interaction and activities. During his travels, he is rewarded with resources and countless collectible items enabling him to customize his avatar and actively contribute to the prosperity of his tribe.



## SETTING

Little Jurassic People combines several prehistoric eras in a single organic and resolutely cartoon world. Humans, dinosaurs and mammoths walk a colorful and lush 3D world. The cartoonish art style contributes to create a relaxing gaming experience. This visual wonder drives the players to explore every inch of this lost world.

## AMBITIONS

Little Jurassic People breaks the conventions of the MMOG genre by abandoning all the hardcore gaming notions (XP and LVL) to provide the players with a gaming experience which adapts to everyone's pace and gaming style. The players are no longer exclusively rewarded for the number of hours accumulated in the virtual universe, but for the type of activities they choose to participate in. By limiting non-game socialization, an original pictographic communication system refocuses attention on gameplay, limits verbal excesses and naturally suits to a large audience.

## GAMEPLAY

In this huge prehistoric playground, the player controls his avatar through a third person 3D view. Using only the mouse left button and scroll wheel, and without using any complex and dull menus, the player interacts with the environment directly and intuitively (the same action allows you to pick up fruit, manipulate objects, climb trees, etc.)

Alone or in cooperation with other players, the player interacts with the environment. Activities such as hunting or farming grant rewards (resources, customization objects, etc.).

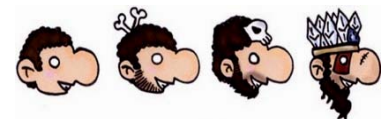
*e.g.:* The player picks up a small fruit with a simple click. By keeping the button pressed, he may grab a bigger fruit. To make it fall, he shakes it waving the mouse. But the help from a second player might be necessary to bring it down.



## The Avatar

The avatar, a little prehistoric man subject to the vagaries of life in the wild, has a primary job chosen among four when first connecting: Hunter, Farmer, Breeder and Craftsman. Each of these jobs implies different kinds of gameplays and activities.

The character evolves through physical customization: his equipment and decorations indicate which adventures he experienced and his social status. Tattoos, hairstyles and jewelry are obtained by carrying out the various activities and adventures available in the world of Little Jurassic People.



### The Tribe

Each character belongs to one of the tribes from the four corners of the world (mountain, sea, forest and plain tribe). Each tribe possesses specific secondary skills and a culture linked to its environment (appearance, language, resources). Throughout his adventures, the player visits other tribes and discovers their exotic cultures: by traveling and meeting other players, the character becomes unique and complementary to other members of his tribe.



The player participates in the supply and the evolution of his tribe. The tribe development provides new activities to have fun with and new opportunities for character customization. The character evolution is therefore dependent on tribal development and vice versa: belonging to a prosperous tribe grants the player with a richer gaming experience!

### Ecosystem and Resources



The ecosystem evolves dynamically: fauna and flora grow naturally and endure the effects of human expansion. The players are free to interact with the ecosystem and to take advantage of it. *e.g.: To contribute to the forest development, players can plant trees by burying seeds collected from fruit.*



Jurassic Little People sees the player accumulate different types of resources. Whether hunting, cultivating or by running various activities, they obtain **basic resources** (meat, fish, vegetables, wood, etc.) which are necessary to the evolution of the tribe, or **secondary resources** (bones, leather, feathers, etc..) used by craftsmen, or useful for character customization. *e.g.: hunting down a big dinosaur provides meat for the tribe and bones and fur to dress the avatar.*

### COMMUNICATION

The communication system is exclusively pictographic and gestural. The player makes up all sorts of messages using a contextual symbol dictionary. Personal to each tribe, each player's "dictionary" is enriched through travel and contact with other cultures, whose language is initially unintelligible.

The avatar may also point at elements in the environment with his finger, thus integrating their pictographic representation in the message. Moreover, the player can connotate his messages with emotional movements and sounds (grunts, emphasized movements) by acting directly on communication. Communication is, by its own right, a gameplay form. *e.g.: indicating an object with insistent mouse clicks, the avatar gestures intensify.*



### The Great Jurassic Games



Players may choose to represent their tribe by participating in the Great Jurassic Games. These are rich in competitions as varied as the Jurassic club launching, Jurassic surfing, Dino riding race...

Depending on the weekly player results, a tribe is given the gods blessing. In this period, each member of this tribe has access to one of four divine powers that grant them the ability to influence the environment by growing trees, charming the dinos, making rain fall, enchanting objects.



### UNIQUE SELLING POINTS

- ❖ The gameplay revisits several MMO rules (no more LVL, XP and other boring statistics) to provide a fun, fresh and original experience.
- ❖ An intuitive **pictographic and gestural communication system**, eliminating the verbal abuses that pollute several MMOs.
- ❖ **A prehistoric timeframe never seen before in MMOs** : a breathing prehistoric world, charming, pleasingly cartoonish and above all, fun.