# RazerNet

## Dropship

The Razer Front End will be represented by a 3D environment of the Razer's Dropship. This will be a confined space, similar to the modules of the International Space Station, where the player character floats in zero gravity.

When the game launches the player's Razer will be asleep, suspended in zero gravity. The ship will light up and the character will awake before accessing RazerNet through a holographic projection.

RazerNet is the computer network connecting all Razers. All information, equipment setup and settings are handled through this interface which will be available in the Dropship as well as on other devices (phone, tablet, web).

## Messages

Used for all messaging within the game, from here the player can send and receive messages, and receive game notifications.
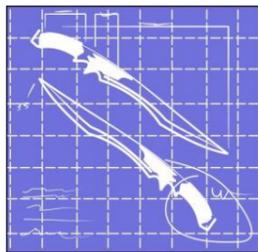
## Loadouts

This is where Razers set up their equipment, as well as buying and equipping new mods, weapons, equipment etc. As Razers rank up they gain additional loadout slots enabling them to create a variety of suits for different missions and scenarios.

## Research Centre

From here, Razers can build and research new equipment, weapons and upgrades. These upgrades take time to complete and require specific resources which can only be collected by completing missions. Notifications of completed research are sent to the message centre.

## Company Profile

The company profile screen is where Razers can view information regarding the company they're in, as well as manage company settings (if they have permissions to do so).
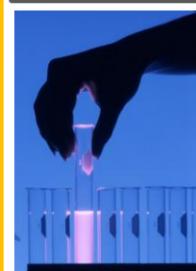
## Company Log

The company log is used to browse the recent activity, achievements and messages for the company. It details how the companies' actions have contributed towards the war. Commanders can use the log as a way of communicating plans and strategies to the rest of the company.

## Company Research

Companies are able to use shared resources to research items or benefits for the entire company. Members either tithe or donate resources to their company (based on company settings).

## Company

## Profile

**Captain Dagon**

**Rank 10**

*"Trusted Blade"*

A player is able to bring up their individual Razer profile. This profile includes all the statistics detailed In the Razer page of the GDD.

## Razer

## Personal Log

This is where detailed logs and stats for your Razer are available for examination and research.
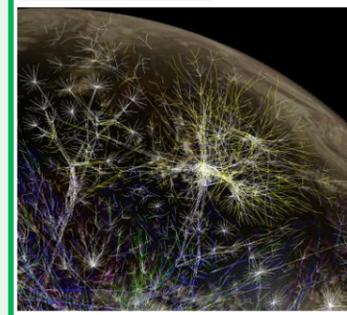
These include highlights from various gameplay missions stored for you to review or post for the community at large to see.

## Planet View

Planet View allows the player to see Earth from the ship. From here you can see how much of the planet is infested by the Beast. The planet view also allows you to see vital stats about the Beast's status, and replay a time-lapse video of the planet's history. You can also see which regions are currently active. Zooming into an area here takes you to the region view.

## Mission Select

## Airlock/Drop Pod

This is where players select their loadout before a mission. The player can choose to build and save a loadout at any time, but they must select a loadout before a mission starts.

## Story So Far...

A record of major world events will be abridged into a video stream so that any player can enter the game at any point in the war and get up to speed with the events to date.
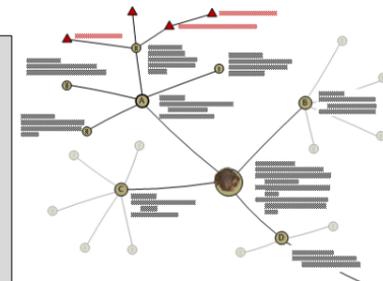
## Region View

Region view allows you to see the status of a region as well as the individual connections (synapses) between the nodes of the beast's network (neurons). From here, tactical decisions can be made on a regional basis, and you can see who controls resources as well as see statistics regarding how many people are playing missions in these areas. Zooming in on this view shows the sector view.

## Mission View

The sector view shows the individual missions, with information on what types of missions they are and how they affect the other missions in this area. This view can be configured and filtered to show the types of missions that the player wants to see.

## News

This is where news of the war and bulletins are posted, allowing all Razers to catch up on the current status of battle.

These bulletins are constructed from major events and footage captured from missions.

They also document any world events that have recently occurred.

## World

## RazerWiki

A rich HMTL database of information about the universe of Razer built up over time. Some information will be discoverable by playing missions and be made available to the community at large. Player created and curated information can be added just like a real wiki to help fellow Razers.

Enemy Physiology

War Intelligence

History of the UFF

UFF ops manual