

8 October 2008

By: Andrei Dobra, Games Editor



The MMO title looks very promising
Wikipedia

[We're Going to See Thousands of Opportunities in the Lego MMO](#)

The sky's the limit

The Lego Universe game is going to be a truly innovative title, promising to bring a completely customizable Lego experience with the players being able to create anything they can imagine in their favorite universe. Recently, Ryan Seabury, the producer of the game, and Mark Hansen, project lead, have spoken to Massive about the development ideas behind this title and how they aim to offer players distinct universes and experiences for all the tastes of the big pool of Lego fans.

"We felt very strongly that we needed to bring an element to it that gave you a purpose. To that end, without revealing too much detail, we crafted a fairly intricate backstory for the world. There is a good/bad conflict set up and the way that you battle against that is by being creative. There is a destructive force, and you can use your creativity to combat that. It comes through in a very tangible way why you're here and why you're constructing."

It would seem that getting people motivated to keep playing and creating new things with the available Lego pieces is something very important to the developers. It will be very interesting to see this idea implemented in the final game.

"There's been over a couple of thousand play themes. But they're all very different, right, because there are some that are underwater, there are some that are in space. We have a couple of 'evergreen' sets that have been with us forever. Lego City was one of those themes, Racers, the car set, that's been with us forever, Castle has always been very popular. You're going to see them and those different universes come alive. It's for every kid out there that loves Lego. It's a community of 3 million people, that we have. Each have different interests, you can see if you go online."

The developers also stated that the possibility of seeing other Lego IPs (Intellectual Properties) like Lego [Star Wars](#) or [Indiana Jones](#) in the upcoming MMO is there, but it won't be in the first launch of the title.