



## Deorc Company Overview

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## Introduction

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### **A Brief introduction to Deorc Enterprise**

Deorc Enterprise, started in 2009, is a new company involved in online game development. Currently Deorc Enterprise oversees the upkeep, and expansion for its F2P browser game Dark Expanse, and strives to deliver new and exciting content ideas, and unique gameplay features for its current browser based game Dark Expanse.

### ***A brief Interview with company CEO William Snee***

*What made you decide to create Dark Expanse?*

**WS:** Around the turn of the millennium, I was interested in learning Java and completed an online tutorial where I worked. There is a vast difference from just learning the language syntax and from putting it to use. Therefore, I decided to start developing some code at home. Having always been interested in science fiction, and space games, I started creating a standalone game called Galactic Conqueror. It was a turn based application for 1 to 8 players. I developed it on the occasional weekend and never planned a commercial release. When it was about 60% complete, my interests changed and I spent my free time playing other computer games. However, the game was always in the back of my mind. In March 2008, I was having dinner with a friend, and we were discussing some online strategy games we had played. We kicked around some of the things we liked about those games and some that we didn't. Pretty soon we started talking about my old game design for Galactic Conqueror and how it could be modified to make a browser based strategy game. After some basic business planning, we did some recruiting among friends and Dark Expanse was born.

*What did you learn while working on the game?*

**WS:** Dark Expanse was and is a constant learning experience for most of the team members. This has caused us to expand our roles, and understanding of the technologies, along with getting a new appreciation for the game market.

*What do you hope players will get from Dark Expanse?*

**WS:** Dark Expanse players should get a feeling of being both the ruler of a space empire and of being a fleet commander. They will become builders, combatants and conquerors. Within the game, players will make friends and form alliances and get months of entertainment. Have you captured a planet today?

*If you'd like an interview with William Snee please contact him at [wsnee@deorc.com](mailto:wsnee@deorc.com) thank you.*



## Mission Statement

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### ***The Purpose of Deorc Enterprise***

Deorc Enterprise's purpose is to provide a high quality browser based space strategy game called Dark Expanse. We strive to provide a product that works across various media platforms and gives our customers months of entertainment

### ***The Business of Deorc Enterprise***

Deorc Enterprise uses social media, search engine advertising and cooperation with genre related websites to find and contact potential customers. Our free-to-play space strategy game, unlike most, has no restrictions on the free-to-play accounts. We have a menu based bonus system that allows the players to turn on only the items they want. Therefore, they can spend as little or as much as they want to enhance their gaming experience.

### ***The Values of Deorc Enterprise***

Deorc Enterprise's development philosophy is not to mimic existing products but to provide the most innovative game play possible. Deorc Enterprise has created a real-time strategy game with several diverse design approaches when compared to similar games in this genre. *We seek close customer interaction through player feedback and suggestions. This interaction helps to drive our development strategy.*



## Company Profiles

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### **William Snee - *President/CEO***

William has over 20 years of experience working for the Department of Defense. During that time, he has managed a number of programs and worked in 3D modeling and simulation. Besides Dark Expanse, William has also developed a skill based role-playing game called Unlimited. When not working on his games, William rides his Triumph motorcycle and reads Science Fiction, but generally not at the same time.

*To contact William E-mail: [wsnee@deorc.com](mailto:wsnee@deorc.com)*

### **Thom DeCarlo - *Principle Database Architect***

Thom is a software engineer with more than 25 years experience working in distributed interactive and visual simulation systems, system architecture design, terrain modeling and image analysis. He is particularly interested in database architecture and the visualization challenges presented by web based systems supporting large communities across distributed networks. When not pounding out code, Thom plays Irish flute and tinwhistle at local Celtic music sessions.

*To contact Thom E-mail: [thomDeCarlo@deorc.com](mailto:thomDeCarlo@deorc.com)*

**Paul M. Joy jr - Head of Consumer Relations**

Paul has extensive experience maintaining several persona's within the MMO community. He has worked with a number of developing game programs by providing technical feedback during their Beta testing phase. Paul brings those skills to Deorc Enterprise, and helps to maintain a player's perspective while making sure that the Dark Expanse design is streamlined for the player's enjoyment.

To contact Paul E-mail: [pjoy@deorc.com](mailto:pjoy@deorc.com)

**Francis Wong - Technical Advisor**

Francis has over 20 years of software development and web site design experience. He is an avid gamer who has developed and played games on numerous platforms. Francis is responsible for tracking future IT trends and solving complex issues. Francis is also the company's official improvisational comedian.

To contact Francis E-mail: [fwong@deorc.com](mailto:fwong@deorc.com)

**Rob Rothermel - Senior Web Developer**

Rob is a freelance web developer with five years experience and a focus on front-end coding. Rob enjoys console, online, board and card games. He also makes a mean Hamburger Helper.

To contact Rob E-mail: [rrothermel@deorc.com](mailto:rrothermel@deorc.com)



## **Games of Deorc Enterprise**

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### **Dark Expanse(Web)**

#### **Game Summary**

Dark Expanse© is a free-to-play, real-time, massive multi-player online strategy game of galactic conquest. Local commanders develop their resources, improve their planets, colonize new worlds, research new technologies and build space fleets while defending their territory and conquering enemy worlds. Choose your friends and allies carefully because mutual offensive, defensive and navigational capabilities can be achieved through combining forces with other commanders.

#### **Development Background**

Dark Expanse has been developed using an open source solution set that includes Apache Tomcat, JSP, Java, Javascript, XHTML, CSS, Hibernate and MySQL. Development has been ongoing for over 3 years.

### **Dark Expanse Press**

**MilSciFi.com's** interview with *William Snee*

<http://www.milscifi.com/files/inter-WS-DE.htm>

**GamingUpdate.com**

<http://www.gamingupdate.com/news/3394/MMO-News-Dark-Expanse-F2P-MMO-gets-New-Galaxy>

**Wargamer.com**

<http://www.wargamer.com/news/6947/dark-expanse-unveils-andromeda-galaxy-instance>