**MUD keywords**

**World:** The world is all rooms, zones and realms combined

**Realm:** The Realm is build up by zones and rooms and are different factions in the MUD

**Zone:** There are many zones in each realm. They display what kind of place you are in the realm and are build up by rooms.

**Room:** Rooms are where players wander see the “RD” (room description) and hunt NPC or players.

**Exits:** Exits are a way of moving from one room to another.

**Race:** Character races, eg. Humans.

**Class:** Character class, eg. Wizard.

**Guild:** Character guilds or clans**.**

**NPC:** Non playing characters.

**Items:** Basic items in game.

**Weapons:** Weapons in game.

**Armor:** Armor in game.

**Spells:** Spells in game.

**Material:** Material in game. For players to make items. (eg. blacksmithing)

**Keywords explained**

The MUD is build up like our planet. Imagine the world is our earth, the realms are countries, the zones are states and the rooms are where you stand. Standing in a room, you can see things around you like roads leading north and south, you can see buildings ect. If you see a large building to the north, you can “go building” to enter that building. That’s what exits are for.

The blue section explains what’s “living” in the world and how they live. If we imagine Race is humans, Class is Programmer, Guild is the US Armed forces. NPC’s would be animals and birds.

The green section is what items are in the world. Items would be anything from a rock to something you could eat or drink. Weapons would be guns, Armor would be cloths, Spells would be …. Damn! That was a hard one to explain hahaha, and Materials would be in this case, something you would need to build an item.

**Keywords in depth**

The above is explained as easy as possible to make my goal clean and clear. Most of the above needs to be explained in depth and in this section I will try to explain the basic function of each section, and what sub-section they have.

World: The world is just the entire MUD, including all realms, zones and rooms. The only reason I want to include this “word” is to be able to have a command where I can send messages not only to one room, one zone or one realm, but to all the players in the game at once.

Realm: This is the countries of the game. All the players in a realm are friendly to each other and cannot attack another player from the same realm. They can however attack any player from another realm. Making a realm, you will have the following options:

* Realm Name
* Realm ID# (automatic generated)

Zone: The zones are the States or cities of the game. The zone name will be displayed in each room description, letting players know where they are. Not all rooms will have a map attached to them. This will make exploring more fun and harder. Making a zone, you will have the following options:

* Zone Name
* Zone ID# (automatic generated)
* Zone PVP

Friendly (you can kill players from own realm)

Enemy (you can only kill players from other realms) [set default]

None (you can’t kill any players in this zone)

Room: Rooms are where players interact. Each room have a room description, exits and information on players and npc’s in the room and items on the ground. Making rooms will be done by using the “grid-auto-mapper”. The following options should be available when creating a room:

* Room ID# 1.1.1 (this means realm 1, zone 1 and room1)
* Room description (This will be the text information for a room)
* Room exits (auto-connect rooms in the grid-mapper)

Edit name (change the name of the exit)

Close (If you can close and open the exit, eg. a door)

Lock (If you can lock/picklock the exit, eg. a door)

Key (If you can use an item to unlock/lock the exit)

Add (Add an item to use as key)

* Room PVP

Friendly (you can kill players from own realm)

Enemy (you can only kill players from other realms) [set default]

None (you can’t kill any players in this room)

* Shop (turns the room into a shop)

Edit (adds inventory to the shop from items, weapon, armor list)

* Bank (turns the room into a bank)
* Hospital (turns the room into a hospital)

Exits: Exits are made the auto-mapper. Exits, connects one room to another. In the auto-mapper, you right-click one room to start to exit mode and then right-click the room you want the first room to connect to. When this is done, you have automatic created an exit between two rooms and a line between the two rooms have been created in the “grid”. If you want more than one exit from that same room, you will have to right-click again and then to another room, making a 2’nd line in the grid and generating a 2’nd exit.

The Grid tool will be a major supplement to the MUD creating system. This way we can make 500 rooms and 2000 exits in an hour instead of 5 rooms and 20 exits. Displaying grid colors if the rooms are “normal”, “shop”, “hospital” or “bank” and the lines between them showing exits will make it much more easy to see and have control over the world.

Race: Self explained. The following options should be available when creating a race:

* Race Name
* Race ID#

Class: Class is more complex than race. This is where all the information about your character should be. The following should be available when creating a class:

* Class name
* Class ID#
* Race (Adding a race to the class)

Select race

* HP (Adding starting HP to class)
* Fatigue (Adding starting Fatigue to class)
* Power (Adding starting Power to class if spell-caster) 0=no spells
* Encumbrance (Adding starting Encumbrance to class)
* Stats (Randomly rolled by player when creating a new character)

Strength (randomly 1-20)

Constitution (randomly 1-20)

Agility (randomly 1-20)

Dexterity (randomly 1-20)

Intelligence (randomly 1-20)

Wisdom (randomly 1-20)

* Skills (Skills and special skills you want this class to have at what lvl)