[Unnamed MMO] Design Document

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# Overview

[] is modeled after Endless Online and EOserv.

[] is meant to have an emphasis on social aspects.

# Development Systems

## Server

[Game Server](https://github.com/Cerestar/GameServer)

The Server is run through a C# console application

## Client

[Game Client](https://github.com/Cerestar/GameClient)

The Client is built with the Unity Framework

The current Unity build version for [] is 2019.4.20f1

# Game Specifications

## Target Systems

* Windows
* Mac
* Linus
* Android
* IOS

## Tile Sizes

Tiles are to be determined between 48 x 48 – 128x128

## Game Logic

Should run at 30 ticks per second, client and server should match these. Unity can set project fixed time by going into “**Unity -> Project Settings -> Time -> Fixed Timestep =** *1 tick value in milliseconds*”

Game Logic is to be all done in the server side while rendering and UI is all done in the client

# Game Design

## Concept

## Main Gameplay

## Story & Lore

## Player

### Player Stats

Basic Stats

* Health – Slowly regens over time
* Mana – Slowly regens over time
* Stamina – Quickly Regens, acts as a cooldown for special skills like dashes or charge attacks

Build Stats (ideas)

* Strength – Up attack damage
* Intelligence – Up Spell damage
* Wisdom – Up mana pool & Magic Armour
* Agility – Up evade percent
* Luck – Up crit rate
* Endurance – Physical Armour
* Vitality – Up health pool

### Paper Doll

Equip Slots

* Headwear
* Armour / Clothes
* Weapons
* Shield / Back Item
* Boots
* Earring x2
* Necklace
* Gloves
* Belt
* Ring x2
* Bracelet x2
* Gem Slot

Cosmetic Slots

* Headwear
* Armour / Clothes
* Weapons
* Shield / Back Item
* Boots
* - Misc -

# Data Storage

## Sprites

Sprites are stored in sprite sheets separated into categories as folders and are saved as PNG format.

Naming Convention: [paperdoll-slot]-[item-name].png

* Skins
* Armour/Clothing
* Weapons
* Headwear
* Boots
* Shield
* Back Item
* Accessories
  + Earrings
  + Necklace
  + Glove
  + Belt
  + Rings
  + Bracelets

## Maps

Maps are created using Unity’s mapper system and converted into more simple formats using a tool to be saved to the server.

Naming Convention: m-[map-number].[filetype]

## Items

Items are saved as objects in a larger json file

Common properties:

* Item Id
* Item Name
* Passive Ability Name