

To-Dos

Friday, April 7, 2023

11:15 PM

BACKLOG

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1. GOOGLE FONTS CAN BE USED FOR FREE IN VIDEO GAMES, BUT IT'S IMPORTANT TO CHECK THE LICENSE AGREEMENT AND COMPLY WITH ANY ATTRIBUTION OR DISTRIBUTION REQUIREMENTS
 - A. YES, GOOGLE FONTS CAN BE USED FOR FREE IN VIDEO GAMES, AS LONG AS YOU COMPLY WITH GOOGLE'S TERMS OF SERVICE. GOOGLE FONTS ARE LICENSED UNDER THE SIL OPEN FONT LICENSE, WHICH ALLOWS FOR FREE COMMERCIAL USE AND DISTRIBUTION OF THE FONTS.
 - B. HOWEVER, IT'S IMPORTANT TO NOTE THAT IF YOU USE GOOGLE FONTS IN YOUR VIDEO GAME, YOU MAY NEED TO CREDIT THE FONT AUTHOR AND INCLUDE A COPY OF THE LICENSE AGREEMENT WITH YOUR GAME FILES. THIS IS TO ENSURE THAT YOU ARE COMPLYING WITH THE TERMS OF THE LICENSE AND GIVING PROPER ATTRIBUTION TO THE FONT AUTHOR.
 - C. ADDITIONALLY, YOU MAY WANT TO CHECK WITH YOUR GAME ENGINE OR DEVELOPMENT PLATFORM TO ENSURE THAT THEY ALLOW THE USE OF GOOGLE FONTS IN THEIR SOFTWARE. SOME GAME ENGINES OR PLATFORMS MAY HAVE THEIR OWN LICENSING AGREEMENTS THAT YOU NEED TO COMPLY WITH WHEN USING EXTERNAL ASSETS SUCH AS FONTS.

0. HOW TO BUILD AN APP LIKE MELVOR IDLE

Friday, April 7, 2023 9:57 PM

TO BUILD AN APP LIKE MELVOR IDLE, YOU SHOULD FOLLOW A STRUCTURED DEVELOPMENT PROCESS THAT INCLUDES PLANNING, DESIGN, DEVELOPMENT, TESTING, AND DEPLOYMENT. HERE'S A SUGGESTED WORKFLOW TO HELP YOU GET STARTED:

1. PLANNING AND RESEARCH:

- A. FAMILIARIZE YOURSELF WITH SIMILAR GAMES AND ANALYZE THEIR FEATURES AND GAMEPLAY MECHANICS.
- B. DETERMINE THE SCOPE OF YOUR PROJECT AND LIST THE FEATURES AND MECHANICS YOU WANT TO INCLUDE IN YOUR GAME.
- C. DECIDE ON THE TECHNOLOGY STACK YOU WILL USE FOR THE FRONT-END AND BACK-END DEVELOPMENT OF YOUR APP.

2. DESIGN:

- A. SKETCH OUT A ROUGH DESIGN OF THE USER INTERFACE, INCLUDING MENUS, BUTTONS, AND GAME SCREENS.
- B. CREATE DETAILED WIREFRAMES AND MOCKUPS OF THE USER INTERFACE USING DESIGN TOOLS LIKE ADOBE XD, SKETCH, OR FIGMA.
- C. DESIGN GAME ASSETS SUCH AS CHARACTERS, ITEMS, AND BACKGROUNDS, OR SOURCE THEM FROM ASSET STORES IF NEEDED.

3. DEVELOPMENT:

- A. SET UP YOUR DEVELOPMENT ENVIRONMENT, INCLUDING YOUR PREFERRED CODE EDITOR, VERSION CONTROL SYSTEM (E.G., GIT), AND ANY REQUIRED LIBRARIES AND FRAMEWORKS.
- B. DEVELOP THE FRONT-END USER INTERFACE USING HTML, CSS, AND JAVASCRIPT. UTILIZE GAME DEVELOPMENT LIBRARIES

LIKE PHASER.JS FOR CREATING GAME COMPONENTS.

- C. DEVELOP THE BACK-END SERVER-SIDE CODE USING LANGUAGES LIKE PHP OR NODE.JS AND DATABASES LIKE MYSQL OR MONGODB FOR HANDLING USER ACCOUNTS AND GAME DATA STORAGE.
- D. INTEGRATE THE FRONT-END AND BACK-END COMPONENTS, ENABLING COMMUNICATION BETWEEN THE GAME CLIENT AND SERVER.

4. TESTING:

- A. TEST THE GAME THROUGHOUT THE DEVELOPMENT PROCESS, FIXING BUGS AND ENSURING THAT GAMEPLAY MECHANICS ARE BALANCED AND ENGAGING.
- B. PERFORM USER TESTING BY INVITING A GROUP OF PLAYERS TO TRY THE GAME AND PROVIDE FEEDBACK ON THEIR EXPERIENCE.
- C. OPTIMIZE THE GAME'S PERFORMANCE, MAKING SURE IT RUNS SMOOTHLY ON DIFFERENT DEVICES AND BROWSERS.

5. DEPLOYMENT:

- A. DEPLOY THE BACK-END SERVER TO A HOSTING PLATFORM LIKE AWS, HEROKU, OR DIGITALOCEAN.
- B. PREPARE THE FRONT-END CODE FOR PRODUCTION BY MINIFYING AND COMPRESSING FILES FOR FASTER LOADING.
- C. LAUNCH THE GAME ON YOUR CHOSEN PLATFORM, SUCH AS A WEB BROWSER, STEAM, KONGREGATE, OR MOBILE APP STORES.

6. POST-LAUNCH SUPPORT AND UPDATES:

- A. MONITOR THE GAME'S PERFORMANCE AND ADDRESS ANY TECHNICAL ISSUES THAT ARISE.
- B. GATHER FEEDBACK FROM PLAYERS AND IMPLEMENT IMPROVEMENTS AND NEW FEATURES BASED ON THEIR SUGGESTIONS.

C. REGULARLY UPDATE THE GAME WITH NEW CONTENT AND FEATURES TO KEEP PLAYERS ENGAGED.

BY FOLLOWING THIS WORKFLOW, YOU CAN BUILD A SUCCESSFUL IDLE RPG GAME LIKE MELVOR IDLE. REMEMBER TO STAY ORGANIZED AND USE PROJECT MANAGEMENT TOOLS LIKE TRELLO OR ASANA TO HELP YOU STAY ON TRACK AND MANAGE YOUR DEVELOPMENT TASKS EFFECTIVELY.

1. SETTING UP ONENOTE

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ONENOTE IS A GREAT TOOL FOR ORGANIZING YOUR GAME DOCUMENTATION AND WORLD-BUILDING MATERIALS. HERE'S A STEP-BY-STEP GUIDE FOR SETTING UP A ONENOTE NOTEBOOK FOR YOUR IDLE GAME:

1. CREATE A NEW NOTEBOOK:

- A. OPEN ONENOTE AND CLICK ON THE "FILE" MENU.
- B. SELECT "NEW" AND CHOOSE A LOCATION TO SAVE YOUR NOTEBOOK (ONEDRIVE, LOCAL DRIVE, ETC.).
- C. NAME YOUR NOTEBOOK SOMETHING DESCRIPTIVE, LIKE "IDLE GAME DEVELOPMENT" OR "MYIDLERPG."

2. SET UP SECTIONS:

- A. CREATE A SECTION FOR EACH MAJOR ASPECT OF YOUR GAME. FOR EXAMPLE: "GAME DESIGN," "WORLD BUILDING," "CHARACTERS," "STORY & LORE," "PROGRAMMING & TECH," "ART & ASSETS," "MARKETING," AND "POST-LAUNCH."
- B. YOU CAN ALSO CREATE ADDITIONAL SECTIONS OR SUB-SECTIONS AS NEEDED FOR ORGANIZATION.

3. POPULATE THE SECTIONS:

GAME DESIGN:

- o CREATE A PAGE FOR "GAME MECHANICS," DETAILING CORE GAMEPLAY ELEMENTS LIKE COMBAT, CRAFTING, LEVELING, ETC.
- o ADD A PAGE FOR "PROGRESSION SYSTEM," EXPLAINING HOW PLAYERS WILL ADVANCE THROUGH THE GAME.
- o INCLUDE A PAGE FOR "ECONOMY & CURRENCY," OUTLINING IN-GAME CURRENCIES, SHOPS, AND THE OVERALL ECONOMY.

WORLD BUILDING:

- CREATE A PAGE FOR "GAME WORLD OVERVIEW," SUMMARIZING THE SETTING AND GENERAL THEME.
- ADD A PAGE FOR "LOCATIONS & ZONES," DETAILING IMPORTANT AREAS, REGIONS, AND THEIR FEATURES.
- INCLUDE A PAGE FOR "FACTIONS & ORGANIZATIONS," DESCRIBING THE VARIOUS GROUPS THAT EXIST WITHIN YOUR GAME WORLD.

CHARACTERS:

- CREATE A PAGE FOR "MAIN CHARACTERS," INCLUDING INFORMATION ABOUT EACH CHARACTER'S BACKSTORY, APPEARANCE, AND ABILITIES.
- ADD A PAGE FOR "NPCs," LISTING IMPORTANT NON-PLAYABLE CHARACTERS AND THEIR ROLES IN THE GAME.
- INCLUDE A PAGE FOR "MONSTERS & ENEMIES," WITH DESCRIPTIONS AND STATS FOR VARIOUS ADVERSARIES PLAYERS WILL FACE.

STORY & LORE:

- CREATE A PAGE FOR "MAIN STORYLINE," OUTLINING THE GAME'S CENTRAL NARRATIVE.
- ADD A PAGE FOR "SIDE QUESTS," DETAILING OPTIONAL ADVENTURES AND THEIR REWARDS.
- INCLUDE A PAGE FOR "LORE & HISTORY," CONTAINING THE BACKGROUND HISTORY AND MYTHOLOGY OF THE GAME WORLD.

PROGRAMMING & TECH:

- CREATE A PAGE FOR "TECHNOLOGY STACK," LISTING THE LANGUAGES, LIBRARIES, AND FRAMEWORKS YOU'LL USE.
- ADD A PAGE FOR "CODE ARCHITECTURE," OUTLINING THE STRUCTURE OF YOUR CODEBASE.
- INCLUDE A PAGE FOR "APIs & INTEGRATION," DESCRIBING ANY EXTERNAL TOOLS OR SERVICES YOU'LL UTILIZE.

ART & ASSETS:

- CREATE A PAGE FOR "ART STYLE," DESCRIBING THE VISUAL

AESTHETIC OF YOUR GAME.

- ADD A PAGE FOR "ASSET LIST," KEEPING TRACK OF ALL REQUIRED ART ASSETS, LIKE CHARACTERS, ITEMS, BACKGROUNDS, ETC.
- INCLUDE A PAGE FOR "ASSET MANAGEMENT & TOOLS," DOCUMENTING THE SOFTWARE AND METHODS USED FOR ASSET CREATION AND ORGANIZATION.

MARKETING:

- CREATE A PAGE FOR "MARKETING STRATEGY," OUTLINING YOUR PLANS FOR PROMOTING THE GAME.
- ADD A PAGE FOR "PRESS & INFLUENCER OUTREACH," LISTING POTENTIAL CONTACTS AND CHANNELS FOR PROMOTION.
- INCLUDE A PAGE FOR "SOCIAL MEDIA," DOCUMENTING YOUR SOCIAL MEDIA PRESENCE AND POSTING SCHEDULE.

POST-LAUNCH:

- CREATE A PAGE FOR "UPDATE ROADMAP," DETAILING PLANNED UPDATES AND NEW CONTENT.
- ADD A PAGE FOR "PLAYER FEEDBACK & SUGGESTIONS," WHERE YOU CAN COLLECT AND PRIORITIZE USER FEEDBACK.
- INCLUDE A PAGE FOR "BUG TRACKING & FIXES," LISTING ANY KNOWN ISSUES AND THEIR RESOLUTIONS.

4. CUSTOMIZE YOUR NOTEBOOK:

- A. APPLY DIFFERENT COLORS OR TAGS TO SECTIONS, PAGES, OR INDIVIDUAL ITEMS TO MAKE THEM EASIER TO LOCATE.
- B. USE COLLAPSIBLE LISTS, TABLES, AND EMBEDDED IMAGES TO ORGANIZE YOUR CONTENT EFFECTIVELY.
- C. INSERT HYPERLINKS TO RELEVANT EXTERNAL RESOURCES, LIKE ONLINE TUTORIALS, ASSET STORES, OR FORUMS.
- D. TAKE ADVANTAGE OF ONENOTE'S BUILT-IN DRAWING TOOLS TO SKETCH OUT IDEAS, CREATE DIAGRAMS, OR ANNOTATE IMAGES DIRECTLY IN YOUR NOTEBOOK.

5. COLLABORATE WITH YOUR TEAM:

- A. SHARE YOUR NOTEBOOK WITH TEAM MEMBERS IF YOU'RE WORKING IN A GROUP. THIS ALLOWS EVERYONE TO CONTRIBUTE AND STAY UP-TO-DATE WITH THE PROJECT'S PROGRESS.
- B. UTILIZE THE "COMMENTS" FEATURE TO LEAVE NOTES, SUGGESTIONS, OR QUESTIONS ON SPECIFIC PAGES OR ELEMENTS WITHIN THE NOTEBOOK.

BY SETTING UP A COMPREHENSIVE ONENOTE NOTEBOOK FOR YOUR IDLE GAME, YOU'LL HAVE A CENTRALIZED LOCATION TO STORE ALL YOUR DOCUMENTATION AND WORLD-BUILDING INFORMATION. THIS ORGANIZED APPROACH WILL HELP STREAMLINE THE DEVELOPMENT PROCESS AND ENSURE ALL TEAM MEMBERS STAY ON THE SAME PAGE.

1.5 DECIDE TECHNOLOGY STACK

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BASED ON YOUR REQUIREMENT TO USE THE SAME TECHNOLOGY STACK AS MELVOR IDLE, HERE'S A LIST OF TECHNOLOGIES AND TOOLS YOU SHOULD USE FOR BOTH FRONT-END AND BACK-END DEVELOPMENT:

FRONT-END:

HTML: FOR STRUCTURING THE CONTENT AND LAYOUT OF YOUR GAME'S USER INTERFACE.

CSS: FOR STYLING YOUR GAME'S USER INTERFACE, INCLUDING COLORS, FONTS, AND OTHER VISUAL ELEMENTS.

JAVASCRIPT: FOR ADDING INTERACTIVITY, HANDLING USER INPUT, AND CREATING DYNAMIC BEHAVIOR IN YOUR GAME.

PHASER.JS: A POPULAR OPEN-SOURCE 2D GAME FRAMEWORK BUILT ON TOP OF WebGL AND CANVAS THAT PROVIDES PRE-BUILT COMPONENTS FOR GAME DEVELOPMENT, SUCH AS PHYSICS, ANIMATIONS, AND USER INTERFACE COMPONENTS. PHASER.JS WILL MAKE IT EASIER TO BUILD AND MANAGE YOUR GAME.

BACK-END:

NODE.JS: A SERVER-SIDE JAVASCRIPT RUNTIME THAT ALLOWS YOU TO RUN JAVASCRIPT CODE ON THE SERVER SIDE. THIS WILL ENABLE YOU TO USE JAVASCRIPT FOR BOTH FRONT-END AND BACK-END DEVELOPMENT, SIMPLIFYING YOUR TECHNOLOGY STACK.

EXPRESS.JS: A MINIMAL WEB APPLICATION FRAMEWORK FOR NODE.JS THAT MAKES IT EASY TO SET UP AND MANAGE SERVER-SIDE APIs AND ROUTES.

MONGODB: A NOSQL DATABASE FOR STORING GAME DATA AND USER INFORMATION, OFFERING FLEXIBILITY AND SCALABILITY.

SOCKET.IO: A LIBRARY FOR REAL-TIME COMMUNICATION BETWEEN THE SERVER AND CLIENTS, ALLOWING FOR FAST UPDATES AND SYNCHRONIZATION.

TO GET STARTED WITH THIS TECHNOLOGY STACK, FOLLOW THESE STEPS:

INSTALL NODE.JS ON YOUR DEVELOPMENT MACHINE BY VISITING THE NODE.JS WEBSITE ([HTTPS://NODEJS.ORG/](https://nodejs.org/)) AND DOWNLOADING THE APPROPRIATE INSTALLER FOR YOUR OPERATING SYSTEM.

ONCE NODE.JS IS INSTALLED, YOU CAN USE THE NODE PACKAGE MANAGER (NPM) TO INSTALL EXPRESS.JS, PHASER.JS, SOCKET.IO, AND ANY OTHER REQUIRED LIBRARIES FOR YOUR PROJECT.

SET UP YOUR PROJECT DIRECTORY AND INITIALIZE A NEW NODE.JS PROJECT

USING THE NPM INIT COMMAND.

START BUILDING YOUR GAME'S FRONT-END AND BACK-END COMPONENTS, UTILIZING THE TECHNOLOGIES LISTED ABOVE.

BY USING THE SAME TECHNOLOGY STACK AS MELVOR IDLE, YOU'LL BE BETTER POSITIONED TO CREATE A SIMILAR IDLE RPG GAME, LEVERAGING THE STRENGTHS OF THESE TECHNOLOGIES FOR AN ENGAGING AND PERFORMANT GAME EXPERIENCE.

2. GETTING STARTED WITH THE TECHNOLOGY STACK

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1. INSTALL NODE.JS AND NPM:
 - A. VISIT THE NODE.JS WEBSITE ([HTTPS://NODEJS.ORG/](https://nodejs.org/)) AND DOWNLOAD THE APPROPRIATE INSTALLER FOR YOUR OPERATING SYSTEM (WINDOWS, MACOS, OR LINUX).
 - B. INSTALL NODE.JS FOLLOWING THE ON-SCREEN INSTRUCTIONS, WHICH WILL ALSO INSTALL NPM (NODE PACKAGE MANAGER).
2. SET UP YOUR PROJECT DIRECTORY:
 - A. CREATE A NEW FOLDER FOR YOUR PROJECT, E.G., "MYIDLERPG".
 - B. OPEN A TERMINAL OR COMMAND PROMPT AND NAVIGATE TO THE PROJECT FOLDER USING THE CD COMMAND.
 - C. RUN NPM INIT TO INITIALIZE A NEW NODE.JS PROJECT. FOLLOW THE PROMPTS TO SET UP YOUR PACKAGE.JSON FILE, WHICH WILL MANAGE YOUR PROJECT'S DEPENDENCIES.
3. INSTALL REQUIRED LIBRARIES AND FRAMEWORKS:
 - A. INSTALL PHASER.JS FOR GAME DEVELOPMENT: NPM INSTALL PHASER
 - B. INSTALL EXPRESS.JS FOR SERVER-SIDE WEB APPLICATION: NPM INSTALL EXPRESS
 - C. INSTALL SOCKET.IO FOR REAL-TIME COMMUNICATION: NPM INSTALL SOCKET.IO
 - D. INSTALL MONGODB DRIVER FOR NODE.JS TO INTERACT WITH MONGODB: NPM INSTALL MONGODB
4. SET UP YOUR PROJECT STRUCTURE:
 - A. CREATE A FOLDER NAMED "PUBLIC" FOR FRONT-END FILES (HTML, CSS, JAVASCRIPT).
 - B. INSIDE THE "PUBLIC" FOLDER, CREATE SUBFOLDERS "JS" (FOR JAVASCRIPT), "CSS" (FOR CSS), AND "ASSETS" (FOR IMAGES, SOUNDS, ETC.).
 - C. CREATE AN "INDEX.HTML" FILE IN THE "PUBLIC" FOLDER FOR

YOUR GAME'S MAIN PAGE.

- D. CREATE A "SERVER.JS" FILE IN THE ROOT OF YOUR PROJECT FOLDER FOR THE BACK-END SERVER-SIDE CODE.
5. SET UP THE BACK-END SERVER WITH EXPRESS.JS AND SOCKET.IO:
 - A. OPEN "SERVER.JS" IN A CODE EDITOR AND ADD THE FOLLOWING CODE TO SET UP A BASIC EXPRESS.JS SERVER:

JAVASCRIPT:

```
CONST EXPRESS = REQUIRE('EXPRESS');
CONST APP = EXPRESS();
CONST HTTP = REQUIRE('HTTP').SERVER(APP);
CONST IO = REQUIRE('SOCKET.IO')(HTTP);
APP.USE(EXPRESS.STATIC('PUBLIC'));
CONST PORT = PROCESS.ENV.PORT || 3000;
HTTP.LISTEN(PORT, () =>{
  CONSOLE.LOG(`SERVER LISTENING ON PORT ${PORT}`);
});
```

- B. THIS CODE SETS UP AN EXPRESS.JS SERVER TO SERVE YOUR GAME FILES FROM THE "PUBLIC" FOLDER AND INITIALIZES A SOCKET.IO SERVER FOR REAL-TIME COMMUNICATION.
6. SET UP THE FRONT-END WITH PHASER.JS:
 - A. IN YOUR "PUBLIC" FOLDER, CREATE A NEW JAVASCRIPT FILE CALLED "GAME.JS" INSIDE THE "JS" SUBFOLDER.
 - B. OPEN "GAME.JS" IN A CODE EDITOR AND ADD THE FOLLOWING CODE TO SET UP A BASIC PHASER.JS GAME:

JAVASCRIPT:

```
CONST CONFIG = {
  TYPE: PHASER.AUTO,
  WIDTH: 800,
  HEIGHT: 600,
  SCENE: {
    PRELOAD: PRELOAD,
    CREATE: CREATE,
    UPDATE: UPDATE
  }
}
```

```

};
CONSTGAME = NEWPHASER.GAME(CONFIG);
FUNCTIONPRELOAD() {
    // LOAD YOUR GAME ASSETS HERE}
FUNCTIONCREATE() {
    // INITIALIZE YOUR GAME OBJECTS HERE}
FUNCTIONUPDATE() {
    // UPDATE YOUR GAME LOGIC HERE
}

```

C. THIS CODE SETS UP A BASIC PHASER.JS GAME TEMPLATE WITH EMPTY PRELOAD, CREATE, AND UPDATE FUNCTIONS.

7. CONNECT THE FRONT-END AND BACK-END:

- A. IN YOUR "INDEX.HTML" FILE, ADD THE FOLLOWING CODE TO INCLUDE PHASER.JS, SOCKET.IO, AND YOUR GAME JAVASCRIPT FILE:

HTML:

```

<!DOCTYPE HTML><HTML><HEAD><METACHARSET="UTF-8"/>
<TITLE>MY IDLE RPG</TITLE>
<SCRIPTSRC="/SOCKET.IO/SOCKET.IO.JS"></SCRIPT>
<SCRIPTSRC="JS/PHASER.MIN.JS"></SCRIPT>
<SCRIPTSRC="JS/GAME.JS"></SCRIPT></HEAD><BODY><!-- YOUR
GAME CONTAINER OR OTHER HTML ELEMENTS HERE -->
</BODY></HTML>

```

- B. IN YOUR "GAME.JS" FILE, ADD THE FOLLOWING CODE TO ESTABLISH A CONNECTION WITH THE SOCKET.IO SERVER:

JAVASCRIPT:

```

CONSTSOCKET = IO();

```

NOW YOUR FRONT-END GAME WILL BE CONNECTED TO THE BACK-END SERVER, ALLOWING YOU TO SEND AND RECEIVE REAL-TIME UPDATES BETWEEN THE SERVER AND CLIENTS USING SOCKET.IO.

WITH THIS TECHNOLOGY STACK AND PROJECT STRUCTURE SET UP, YOU CAN BEGIN DEVELOPING YOUR IDLE RPG GAME BY ADDING GAME ASSETS, DESIGNING LEVELS, IMPLEMENTING GAME MECHANICS, AND HANDLING USER ACCOUNTS AND DATA STORAGE. THIS FOUNDATION WILL HELP YOU CREATE A COMPLEX AND ENGAGING GAME LIKE MELVOR IDLE.

3. TEST BASIC SETUP

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TO TEST YOUR BASIC SETUP AND ENSURE THAT EVERYTHING IS WORKING CORRECTLY, FOLLOW THESE STEPS:

CREATE A SIMPLE "HELLO, WORLD!" PAGE FOR YOUR FRONT-END:

A. OPEN YOUR "PUBLIC" FOLDER AND EDIT THE "INDEX.HTML" FILE TO DISPLAY "HELLO, WORLD!" TEXT:

HTML

```
<!DOCTYPE HTML><HTML><HEAD><METACHARSET="UTF-8"/><TITLE>MY IDLE  
RPG</TITLE></HEAD><BODY><H1>HELLO, WORLD!</H1></BODY></HTML>
```

START YOUR BACK-END SERVER:

A. OPEN A TERMINAL OR COMMAND PROMPT AND NAVIGATE TO YOUR PROJECT FOLDER USING THE CD COMMAND. B. RUN NODE SERVER.JS TO START YOUR EXPRESS.JS SERVER. YOU SHOULD SEE A MESSAGE LIKE "SERVER LISTENING ON PORT 3000" IN THE TERMINAL.

TEST YOUR FRONT-END IN THE BROWSER:

A. OPEN YOUR PREFERRED WEB BROWSER AND NAVIGATE TO [HTTP://LOCALHOST:3000](http://localhost:3000). B. YOU SHOULD SEE THE "HELLO, WORLD!" MESSAGE FROM YOUR "INDEX.HTML" FILE.

TEST YOUR SOCKET.IO CONNECTION:

A. OPEN THE BROWSER'S DEVELOPER CONSOLE (F12 ON WINDOWS/LINUX, OR CMD+OPT+J ON MAC) AND CLICK ON THE "CONSOLE" TAB. B. IN YOUR "PUBLIC/JS/GAME.JS" FILE, ADD A CONSOLE LOG TO DISPLAY A MESSAGE WHEN THE SOCKET.IO CONNECTION IS ESTABLISHED:

JAVASCRIPT

```
CONST SOCKET = IO();  
SOCKET.ON('CONNECT', () =>{  
  CONSOLE.LOG('CONNECTED TO SERVER');  
});
```

C. REFRESH YOUR BROWSER WINDOW AND CHECK THE DEVELOPER CONSOLE. YOU SHOULD SEE THE "CONNECTED TO SERVER" MESSAGE, INDICATING THAT YOUR FRONT-END IS SUCCESSFULLY CONNECTED TO THE BACK-END SERVER USING SOCKET.IO.

IF ALL THESE TESTS ARE SUCCESSFUL, IT MEANS YOUR BASIC SETUP IS WORKING CORRECTLY. YOU CAN NOW START BUILDING YOUR IDLE RPG GAME USING THIS FOUNDATION. REMEMBER TO COMMIT YOUR CHANGES TO THE GITHUB REPOSITORY AND PUSH THEM TO THE REMOTE REPOSITORY TO KEEP YOUR PROJECT UP-TO-DATE.

4. ORGANIZE ASSETS FILE STRUCTURE

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TO PROPERLY SET UP AND ORGANIZE YOUR ASSETS FOLDER, YOU CAN CREATE SUBFOLDERS FOR EACH TYPE OF ASSET. THIS WILL HELP YOU MANAGE YOUR FILES EFFECTIVELY AND MAKE IT EASIER TO FIND AND UPDATE ASSETS AS YOUR GAME GROWS. HERE'S A RECOMMENDED STRUCTURE FOR YOUR ASSETS FOLDER:

```
ASSETS/
├── ICONS/
│   ├── SKILL-ICONS/
│   │   ├── WOODCUTTING.SVG | | ├── FISHING.SVG | | └── ...
│   ├── UI-ICONS/
│   │   ├── MENU.SVG | | ├── SETTINGS.SVG | | └── ...
│   └── ITEM-ICONS/
│       ├── SWORD.SVG | ├── SHIELD.SVG | └── ...
├── IMAGES/
│   ├── BACKGROUNDS/
│   │   ├── FOREST.JPG | | ├── DUNGEON.JPG | | └── ...
│   ├── CHARACTERS/
│   │   ├── PLAYER.PNG | | ├── ENEMY.PNG | | └── ...
│   └── OBJECTS/
│       ├── CHEST.PNG | ├── TREE.PNG | └── ...
├── SOUNDS/
│   ├── MUSIC/
│   │   ├── MAIN-THEME.MP3 | | ├── BATTLE-THEME.MP3 | | └── ...
│   └── EFFECTS/
│       ├── BUTTON-CLICK.WAV | ├── LEVEL-UP.WAV | └── ...
└── FONTS/
    ├── CUSTOM-FONT.TTF └── ...
```

ICONS: THIS FOLDER CONTAINS ALL YOUR GAME'S ICONS, WHICH ARE FURTHER ORGANIZED INTO SKILL-ICONS, UI-ICONS, AND ITEM-ICONS SUBFOLDERS, DEPENDING ON THEIR USE.

IMAGES: STORE ALL IMAGES, INCLUDING BACKGROUNDS, CHARACTERS, AND OBJECTS, IN THE RESPECTIVE SUBFOLDERS.

SOUNDS: ORGANIZE YOUR GAME'S AUDIO FILES INTO MUSIC AND SOUND EFFECTS SUBFOLDERS.

FONTS: STORE ANY CUSTOM FONTS YOU'RE USING IN THE GAME.

MAKE SURE TO UPDATE YOUR FILE PATHS IN YOUR HTML, CSS, AND JAVASCRIPT FILES TO REFERENCE THE CORRECT ASSETS.

5. IMPLEMENTING USER ACCOUNTS AND GAME STORAGE

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1. SET UP YOUR DEVELOPMENT ENVIRONMENT:

- ENSURE THAT YOU HAVE NODE.JS AND NPM INSTALLED ON YOUR MACHINE. IF NOT, DOWNLOAD AND INSTALL THEM FROM [HTTPS://NODEJS.ORG/](https://nodejs.org/)
- INSTALL MONGODB COMMUNITY SERVER FROM [HTTPS://WWW.MONGODB.COM/TRY/DOWNLOAD/COMMUNITY](https://www.mongodb.com/try/download/community)
- CREATE A NEW FOLDER FOR YOUR PROJECT AND NAVIGATE TO IT IN THE TERMINAL.

2. INITIALIZE YOUR PROJECT:

- RUN NPM INIT TO CREATE A PACKAGE.JSON FILE THAT WILL MANAGE YOUR PROJECT DEPENDENCIES.

3. INSTALL NECESSARY DEPENDENCIES:

- INSTALL EXPRESS.JS FOR CREATING A WEB APPLICATION: NPM INSTALL EXPRESS
- INSTALL MONGOOSE FOR MONGODB OBJECT MODELING: NPM INSTALL MONGOOSE
- INSTALL PASSPORT.JS FOR AUTHENTICATION: NPM INSTALL PASSPORT PASSPORT-LOCAL
- INSTALL BCrypt FOR PASSWORD HASHING: NPM INSTALL BCrypt
- INSTALL JSONWEBTOKEN FOR JWT-BASED AUTHENTICATION: NPM INSTALL JSONWEBTOKEN
- INSTALL BODY-PARSER FOR PARSING INCOMING REQUEST BODIES: NPM INSTALL BODY-PARSER
- INSTALL CORS MIDDLEWARE FOR CROSS-ORIGIN REQUESTS: NPM INSTALL CORS

4. SET UP YOUR SERVER:

- CREATE A NEW FILE CALLED SERVER.JS IN YOUR PROJECT FOLDER AND ADD THE FOLLOWING CODE:

```
CONST EXPRESS = REQUIRE('EXPRESS');  
CONST BODYPARSER = REQUIRE('BODY-PARSER');  
CONST CORS = REQUIRE('CORS');  
CONST MONGOOSE = REQUIRE('MONGOOSE');
```

```

CONST PASSPORT = REQUIRE('PASSPORT');

// INITIALIZE EXPRESS APP
CONST APP = EXPRESS();

// MIDDLEWARE SETUP
APP.USE(BODYPARSER.URLENCODED({ EXTENDED: FALSE }));
APP.USE(BODYPARSER.JSON());
APP.USE(CORS());
APP.USE(PASSPORT.INITIALIZE());

// CONNECT TO MONGODB
MONGOOSE
.CONNECT('MONGODB://LOCALHOST:27017/YOUR-DB-NAME', {
  USENEWURLPARSER: TRUE,
  USEUNIFIEDTOPOLOGY: TRUE,
  USECREATEINDEX: TRUE,
})
.THEN(() => CONSOLE.LOG('MONGODB CONNECTED'))
.CATCH((ERR) => CONSOLE.LOG(ERR));

// ROUTES
// (CREATE AND IMPORT YOUR ROUTES HERE)

// START THE SERVER
CONST PORT = PROCESS.ENV.PORT || 3000;
APP.LISTEN(PORT, () => CONSOLE.LOG(`SERVER RUNNING ON PORT ${PORT}`));

```

5. SET UP THE MONGODB SCHEMA:

- CREATE A NEW FOLDER NAMED MODELS IN YOUR PROJECT FOLDER.
- IN THE MODELS FOLDER, CREATE A FILE CALLED USER.JS WITH THE FOLLOWING CONTENT:

```

CONST MONGOOSE = REQUIRE('MONGOOSE');
CONST BCRIPT = REQUIRE('BCRYPT');

CONST USERSCHEMA = NEW MONGOOSE.SCHEMA({
  USERNAME: {
    TYPE: STRING,
    REQUIRED: TRUE,
    UNIQUE: TRUE,

```

```

    },
    PASSWORD: {
      TYPE: STRING,
      REQUIRED: TRUE,
    },
    GAMEDATA: {
      // DEFINE GAME-RELATED DATA FIELDS HERE
    },
  });

```

```

USERSCHEMA.PRE('SAVE', FUNCTION (NEXT) {
  CONST USER = THIS;
  IF (!USER.ISMODIFIED('PASSWORD')) RETURN NEXT();

```

```

  BCRYPT.GENSALT(10, (ERR, SALT) => {
    IF (ERR) RETURN NEXT(ERR);

```

```

    BCRYPT.HASH(USER.PASSWORD, SALT, (ERR, HASH) => {
      IF (ERR) RETURN NEXT(ERR);

```

```

      USER.PASSWORD = HASH;
      NEXT();
    });
  });
});

```

```

USERSCHEMA.METHODS.COMPAREPASSWORD = FUNCTION
(CANDIDATEPASSWORD, CB) {
  BCRYPT.COMPARE(CANDIDATEPASSWORD, THIS.PASSWORD, (ERR,
ISMATCH) => {
    IF (ERR) RETURN CB(ERR);
    CB(NULL, ISMATCH);
  });
};

```

```

MODULE.EXPORTS = MONGOOSE.MODEL('USER', USERSCHEMA);

```

6. CREATE AUTHENTICATION ROUTES:

- CREATE A NEW FOLDER NAMED ROUTES IN YOUR PROJECT FOLDER.
- IN THE ROUTES FOLDER, CREATE A FILE CALLED AUTHROUTES.JS WITH THE FOLLOWING CONTENT:

```

CONST EXPRESS = REQUIRE('EXPRESS');
CONST ROUTER = EXPRESS.ROUTER();
CONST PASSPORT = REQUIRE('PASSPORT');
CONST JWT = REQUIRE('JSONWEBTOKEN');
CONST USER = REQUIRE('../MODELS/USER');

// REGISTER ROUTE
ROUTER.POST('/REGISTER', (REQ, RES) => {
  CONST { USERNAME, PASSWORD } = REQ.BODY;

  CONST NEWUSER = NEW USER({
    USERNAME,
    PASSWORD,
  });

  NEWUSER.SAVE()
    .THEN((USER) => {
      RES.JSON({ SUCCESS: TRUE, MSG: 'USER REGISTERED' });
    })
    .CATCH((ERR) => {
      RES.STATUS(400).JSON({ SUCCESS: FALSE, MSG: 'FAILED TO REGISTER
USER' });
    });
});

// LOGIN ROUTE
ROUTER.POST('/LOGIN', (REQ, RES) => {
  CONST { USERNAME, PASSWORD } = REQ.BODY;

  USER.FINDONE({ USERNAME }, (ERR, USER) => {
    IF (ERR) THROW ERR;

    IF (!USER) {
      RETURN RES.STATUS(404).JSON({ SUCCESS: FALSE, MSG: 'USER NOT
FOUND' });
    }

    USER.COMPAREPASSWORD(PASSWORD, (ERR, ISMATCH) => {
      IF (ERR) THROW ERR;

      IF (ISMATCH) {
        CONST TOKEN = JWT.SIGN({ ID: USER._ID }, PROCESS.ENV.JWT_SECRET,
{ EXPIRESIN: '1h' });

```

```

    RES.JSON({
      SUCCESS: TRUE,
      TOKEN: ` BEARER ${TOKEN} `,
      USER: {
        ID: USER._ID,
        USERNAME: USER.USERNAME,
      },
    });
  } ELSE {
    RETURN RES.STATUS(401).JSON({ SUCCESS: FALSE, MSG: 'WRONG
PASSWORD' });
  }
});
});
});
});

MODULE.EXPORTS = ROUTER;

```

7. INTEGRATE THE AUTHENTICATION ROUTES INTO YOUR SERVER:

- IN YOUR SERVER.JS FILE, ADD THE FOLLOWING LINES TO IMPORT AND USE THE AUTHENTICATION ROUTES:

```

// IMPORT AUTHROUTES
CONST AUTHROUTES = REQUIRE('./ROUTES/AUTHROUTES');

// USE AUTHROUTES
APP.USE('/API/AUTH', AUTHROUTES);

```

NOW YOU HAVE A BASIC AUTHENTICATION SYSTEM IN PLACE USING NODE.JS, EXPRESS.JS, AND MONGODB. USERS CAN REGISTER AND LOG IN, AND THEIR CREDENTIALS ARE SECURELY STORED IN THE DATABASE. YOU CAN FURTHER EXPAND THE FUNCTIONALITY BY IMPLEMENTING ADDITIONAL ROUTES FOR UPDATING AND RETRIEVING GAME DATA, AS WELL AS SETTING UP CLIENT-SIDE AUTHENTICATION TO SECURE THE APPLICATION.

6. IMPLEMENTING YOUR GAME

Sunday, April 9, 2023 10:08 PM

TO GET STARTED ON IMPLEMENTING YOUR GAME, ELYTHERIA: CHRONICLES OF THE ETERNAL, IT'S IMPORTANT TO PRIORITIZE CORE FEATURES AND MECHANICS THAT WILL SERVE AS THE FOUNDATION FOR THE ENTIRE GAME. HERE'S A SUGGESTED ORDER OF IMPLEMENTATION:

1. CORE GAMEPLAY LOOP: BEGIN BY IMPLEMENTING THE BASIC IDLE EXPLORATION AND PASSIVE SKILL DEVELOPMENT MECHANICS, AS THESE FORM THE FOUNDATION OF YOUR GAMEPLAY LOOP. ENSURE THAT PLAYERS CAN EXPLORE THE WORLD, GATHER RESOURCES, AND LEVEL UP THEIR SKILLS PASSIVELY.
2. COMBAT SYSTEM: IMPLEMENT THE TURN-BASED COMBAT SYSTEM, ALONG WITH THE VARIOUS ABILITIES AND PASSIVE BONUSES FOR EACH PLAYABLE RACE. ENSURE THAT COMBAT IS ENGAGING AND REQUIRES STRATEGIC THINKING.
3. CHARACTER PROGRESSION: IMPLEMENT THE CHARACTER LEVELING AND SKILL MASTERY SYSTEMS, ALLOWING PLAYERS TO EARN EXPERIENCE POINTS, LEVEL UP THEIR CHARACTER, AND UNLOCK NEW ABILITIES AND PASSIVE BONUSES.
4. QUESTS AND EVENTS: INTRODUCE BASIC QUEST AND EVENT SYSTEMS THAT ALLOW PLAYERS TO ENGAGE WITH THE WORLD AND ITS INHABITANTS. START WITH SIMPLE QUESTS THAT CAN BE EXPANDED UPON LATER AS MORE CONTENT IS ADDED.
5. RESOURCE GATHERING AND CRAFTING: IMPLEMENT THE GATHERING OF RESOURCES AND THE CRAFTING SYSTEM, ALLOWING PLAYERS TO COLLECT MATERIALS AND USE THEM TO CREATE ITEMS, EQUIPMENT, AND CONSUMABLES.
6. EQUIPMENT AND UPGRADES: INTRODUCE THE EQUIPMENT AND UPGRADE SYSTEMS, ENABLING PLAYERS TO IMPROVE THEIR CHARACTER'S EQUIPMENT AND UNLOCK ADDITIONAL BONUSES.
7. COMPANION SYSTEM: IMPLEMENT THE COMPANION SYSTEM, ALLOWING PLAYERS TO BEFRIEND AND SUMMON VARIOUS MYTHICAL CREATURES THAT CAN AID THEM ON THEIR JOURNEY.
8. LEGACY SYSTEM: ADD THE LEGACY SYSTEM TO THE GAME, ALLOWING

PLAYERS TO PROGRESS THROUGH LEGACY TIERS, UNLOCKING NEW ABILITIES AND PASSIVE BONUSES WHILE INTRODUCING NEW CHALLENGES.

9. ART STYLE AND VISUALS: DEVELOP AND INTEGRATE THE STUDIO GHIBLI-INSPIRED ART STYLE, INCLUDING CHARACTER DESIGNS, ENVIRONMENT ARTWORK, AND ANIMATIONS, TO CREATE AN IMMERSIVE AND ENCHANTING WORLD.
10. DYNAMIC MUSIC AND SOUNDSCAPES: COMPOSE AND IMPLEMENT A DYNAMIC SOUNDTRACK THAT EVOLVES AS PLAYERS PROGRESS THROUGH THE GAME, ALONG WITH UNIQUE AMBIENT SOUNDSCAPES FOR EACH REGION.
11. REPUTATION AND FACTION PROGRESSION: INTRODUCE REPUTATION AND FACTION PROGRESSION SYSTEMS THAT ALLOW PLAYERS TO ALIGN THEMSELVES WITH VARIOUS ORGANIZATIONS, COMPLETE QUESTS FOR THEM, AND UNLOCK EXCLUSIVE REWARDS.
12. WORLD PROGRESSION: INCORPORATE WORLD PROGRESSION MECHANICS THAT ENABLE PLAYERS TO SHAPE THE WORLD AROUND THEM BY COMPLETING STORY-DRIVEN QUESTS, BUILDING STRUCTURES, AND ACHIEVING SPECIFIC MILESTONES.

AS YOU IMPLEMENT THESE FEATURES AND MECHANICS, MAKE SURE TO PLAYTEST YOUR GAME FREQUENTLY TO ENSURE THAT EVERYTHING IS WORKING SMOOTHLY AND TO IDENTIFY ANY AREAS THAT NEED IMPROVEMENT OR ADJUSTMENTS. THIS WILL HELP YOU CREATE A POLISHED, ENGAGING, AND IMMERSIVE IDLE RPG EXPERIENCE IN ELYTHERIA: CHRONICLES OF THE ETERNAL.

6.1 CORE GAMEPLAY LOOP

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HERE'S A STEP-BY-STEP GUIDE TO IMPLEMENT THE CORE GAMEPLAY LOOP IN ELYTHERIA: CHRONICLES OF THE ETERNAL:

1. DEFINE THE GAME WORLD AND REGIONS:
 - A. A. DESIGN A SIMPLE WORLD MAP WITH DISTINCT REGIONS (E.G., FOREST, DESERT, MOUNTAINS, ETC.).
 - B. B. CREATE A LIST OF RESOURCES AVAILABLE IN EACH REGION (E.G., MINERALS, PLANTS, CREATURES, ETC.).
2. SET UP THE PLAYER CHARACTER:
 - A. A. CREATE A BASIC PLAYER CHARACTER WITH RACE SELECTION AND STARTING STATS.
 - B. B. DESIGN AN INVENTORY SYSTEM FOR THE PLAYER TO STORE RESOURCES AND EQUIPMENT.
3. IMPLEMENT IDLE EXPLORATION:
 - A. A. ESTABLISH A SYSTEM FOR DETERMINING THE PLAYER'S MOVEMENT SPEED AND EXPLORATION PROGRESS.
 - B. B. DEVELOP A MECHANIC FOR UNLOCKING NEW AREAS AS THE PLAYER EXPLORES, BASED ON THEIR EXPLORATION PROGRESS.
4. IMPLEMENT PASSIVE SKILL DEVELOPMENT:
 - A. A. DEFINE A SET OF SKILLS FOR THE PLAYER CHARACTER (E.G., MINING, FISHING, CRAFTING, COMBAT, ETC.).
 - B. B. CREATE A SYSTEM THAT PASSIVELY GENERATES EXPERIENCE POINTS (XP) FOR EACH SKILL AS THE PLAYER ENGAGES IN RELATED ACTIVITIES.
 - C. C. DESIGN A LEVELING SYSTEM THAT INCREASES THE EFFECTIVENESS OF SKILLS AS THEY GAIN XP AND LEVEL UP.
5. RESOURCE GATHERING AND SKILL-BASED ACTIVITIES:
 - A. A. SET UP A SYSTEM FOR RESOURCE NODES TO SPAWN WITHIN THE VARIOUS REGIONS (E.G., ORE DEPOSITS, FISHING SPOTS, ETC.).
 - B. B. CREATE A MECHANIC THAT ALLOWS THE PLAYER TO INTERACT WITH RESOURCE NODES, GENERATING RESOURCES AND GAINING XP IN THE CORRESPONDING SKILL.
6. BASIC UI FOR EXPLORATION AND SKILLS:
 - A. A. DESIGN A SIMPLE USER INTERFACE (UI) TO DISPLAY THE PLAYER'S CURRENT LOCATION, EXPLORATION PROGRESS, AND RESOURCES

GATHERED.

- B. B. IMPLEMENT A SEPARATE UI PANEL FOR SKILLS, SHOWING THE CURRENT LEVEL, XP, AND ANY PASSIVE BONUSES OR ABILITIES.

7. BALANCING AND TESTING:

- A. A. PLAYTEST AND BALANCE THE RATE AT WHICH PLAYERS EXPLORE THE WORLD, GATHER RESOURCES, AND LEVEL UP THEIR SKILLS.
- B. B. ENSURE THAT THE CORE GAMEPLAY LOOP IS ENGAGING AND PROVIDES A SENSE OF PROGRESSION FOR THE PLAYER.

ONCE YOU HAVE COMPLETED THESE STEPS AND ESTABLISHED THE CORE GAMEPLAY LOOP, YOU CAN BEGIN IMPLEMENTING ADDITIONAL FEATURES, SUCH AS QUESTS, EVENTS, EQUIPMENT CRAFTING, AND THE COMPANION SYSTEM. REMEMBER TO PLAYTEST AND GATHER FEEDBACK THROUGHOUT THE DEVELOPMENT PROCESS TO ENSURE A SMOOTH AND ENJOYABLE GAMEPLAY EXPERIENCE.

1.A MAP DESCRIPTION

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AS YOU LOOK AT THE MAP OF ELYTHERIA, YOU ARE GREETED BY A RICH, DIVERSE LANDSCAPE THAT IS AS CAPTIVATING AS IT IS VAST. THE CONTINENT IS DIVIDED INTO SEVERAL DISTINCT REGIONS, EACH CHARACTERIZED BY UNIQUE FEATURES, NATURAL RESOURCES, AND INHABITANTS.

TO THE NORTHWEST, ELENARIA DOMINATES THE LANDSCAPE, AN ENCHANTED FOREST FILLED WITH ANCIENT TREES REACHING HIGH INTO THE SKY. THE VIBRANT GREENS OF THE FOLIAGE CONTRAST WITH THE RADIANT, MAGICAL GLADES THAT DOT THE LANDSCAPE, PROVIDING AN OTHERWORLDLY GLOW. HERE, THE ELVES MAINTAIN THEIR WISDOM AND MYSTICAL CONNECTION TO NATURE.

EAST OF ELENARIA, YOU SEE THE CLOUDREACH MOUNTAINS, THEIR SNOW-CAPPED PEAKS STANDING TALL AND PROUD. NESTLED WITHIN THESE IMPOSING PEAKS LIES AZURHEIM, THE MAJESTIC KINGDOM OF THE GNOMES. THE MAP SHOWS INTRICATE NETWORKS OF ROADS AND SETTLEMENTS CARVED INTO THE MOUNTAINSIDE, REFLECTING THE GNOMES' ADVANCED TECHNOLOGY AND INTELLECT.

SOUTH OF THE CLOUDREACH MOUNTAINS, THORNWOOD EMERGES AS A DARK, TWISTED FOREST, FILLED WITH SHADOWS AND DANGER. ITS DENSE VEGETATION IS MARKED BY THORNY VINES AND CARNIVOROUS PLANTS, CREATING AN AURA OF MYSTERY AND FOREBODING. THIS LAND OF SECRETS IS THE HOME OF THE ELUSIVE SHADOWKIN.

AS YOUR EYES MOVE TO THE WESTERN EDGE OF THE MAP, YOU FIND DRAKKAR ISLE, AN IMPOSING VOLCANIC ISLAND IN THE HEART OF THE STORMSEA. THE ISLAND IS MARKED BY FIERY ERUPTIONS AND CRAGGY COASTLINES, PROVIDING A FITTING HOME FOR THE MIGHTY DRAGONBORN, RENOWNED FOR THEIR PROWESS IN BATTLE AND ELEMENTAL MAGIC.

FURTHER SOUTH, THE SUNSTONE DESERT STRETCHES ACROSS THE LANDSCAPE, ITS GOLDEN SANDS SHIMMERING IN THE SUNLIGHT. THE MAP ILLUSTRATES THE SPARSE VEGETATION AND OCCASIONAL OASIS THAT PROVIDE A LIFELINE FOR THE ARAKKARI, THE NOMADIC, INSECT-LIKE BEINGS THAT CALL THIS SUN-SCORCHED WASTELAND HOME.

FINALLY, TO THE SOUTHWEST, YOU SPOT CRYSTALLINE COVE, AN ETHEREAL COASTLINE CHARACTERIZED BY ITS SPARKLING, CRYSTAL-CLEAR WATERS. THE BEAUTIFUL CORAL REEFS, HIDDEN UNDERWATER GROTTOES, AND TEEMING OCEAN

LIFE CREATE A HAVEN FOR THE MERFOLK, WHO THRIVE IN THIS VIBRANT AQUATIC ENVIRONMENT.

AS YOU TAKE IN THE BREATHTAKING DETAIL OF THE MAP, IT'S CLEAR THAT ELYTHERIA IS A LAND OF INCREDIBLE DIVERSITY AND ADVENTURE, WAITING TO BE EXPLORED.

1.B. RESOURCES BY REGION

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[REGIONS](#)

ELENARIA:

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FLORA:

1. STARWOOD TREE
2. MOONLEAF TREE
3. SOLAR BLOSSOM
4. LUNAR BLOOM
5. CRYSTAL FERN
6. ARCANIE IVY
7. SUNFRUIT
8. MOONBERRY
9. DAWNROSE
10. TWILIGHT LILY
11. MISTSHROOM
12. WHISPERWILLOW
13. WINDY REED
14. DREAMVINE
15. LIGHTROOT

FAUNA: 16. ENCHANTED DEER

17. SPIRIT FOX
18. MOON OWL
19. WHISPER WOLF
20. SUNSONG BIRD
21. RADIANT BUTTERFLY
22. DUSK SQUIRREL
23. CELESTIAL SERPENT
24. STARFALL RABBIT
25. PIXIE SWARM
26. LIGHT ELEMENTAL
27. LUMINOUS STAG
28. GLADE LYNX
29. DREAMWEAVER SPIDER

MINERALS AND CRYSTALS: 30. ELVEN QUARTZ

31. MOONSTONE
32. SUNSTONE
33. STARDUST CRYSTAL
34. DREAMSTONE
35. CELESTITE
36. ARCANIUM ORE
37. TWILIGHT AMETHYST
38. ETHERIUM
39. SPIRITSTONE

MAGICAL INGREDIENTS: 40. ENCHANTED SAP

- 41. PIXIE DUST
- 42. MOONBEAM ESSENCE
- 43. SOLAR RAY DROPLET
- 44. CELESTIAL NECTAR
- 45. SPIRIT FLOWER POLLEN
- 46. DREAMDUST
- 47. STARFALL FRAGMENT
- 48. ARCANESILK
- 49. LIGHT ESSENCE

BUILDING MATERIALS: 50. STARWOOD PLANK

- 51. MOONLEAF LUMBER
- 52. CRYSTAL GLASS
- 53. ARCANIUM METAL BAR
- 54. ENCHANTED THATCH
- 55. TWILIGHT STONE
- 56. CELESTIAL BRICK
- 57. SPIRITWOOD
- 58. LIGHTWEAVE FABRIC
- 59. MOONVINE ROPE

ALCHEMICAL INGREDIENTS: 60. HEALING PETAL

- 61. ENERGY POD
- 62. REGENERATION MOSS
- 63. LUNAR ELIXIR
- 64. SUNFIRE EXTRACT
- 65. NIGHTDEW
- 66. DAYBREEZE
- 67. SPIRITBINDING RESIN
- 68. EARTHMOTHER'S TEAR
- 69. ARCANES CATALYST

FOODS AND BEVERAGES: 70. MOONBERRY PIE

- 71. SUNFRUIT JAM
- 72. MISTSHROOM SOUP
- 73. WHISPERWILLOW TEA
- 74. LIGHTROOT STEW
- 75. DREAMVINE WINE
- 76. STARFALL MEAD
- 77. CELESTIAL CAKE
- 78. SOLAR BLOSSOM HONEY
- 79. LUNAR BLOOM SALAD

TEXTILES AND CRAFT MATERIALS: 80. ELVEN SILK

- 81. LIGHTWEAVE CLOTH
- 82. DREAMSPUN YARN
- 83. MOONSHADOW LEATHER

- 84. SUNSONG FEATHER
- 85. RADIANT BUTTERFLY WING
- 86. ENCHANTED DEER PELT
- 87. STARFALL RABBIT FUR
- 88. ARCANE RIBBON
- 89. CRYSTAL FERN FILAMENT

TOOLS AND WEAPONS: 90. MOONLEAF BOW

- 91. STARWOOD STAFF
- 92. SUNSTONE DAGGER
- 93. LUNARBLADE
- 94. TWILIGHT WAND
- 95. CRYSTAL SCEPTER
- 96. CELESTIAL SHIELD
- 97. SPIRITFORGED ARMOR
- 98. LIGHTSTEP BOOTS
- 99. ARCANIUM MACE

MAGICAL ARTIFACT: 100. ELENARIA'S HEART (A POWERFUL AND ANCIENT GEMSTONE THAT AMPLIFIES MAGIC AND GRANTS INSIGHT INTO THE FORCES OF NATURE)

AZURHEIM:

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FLORA:

1. FROSTPINE TREE
2. SNOWCAP FERN
3. ICICLE VINE
4. WINTERBLOOM FLOWER
5. GLACIAL LILY
6. ICE LOTUS
7. SHIVERLEAF
8. FROSTBERRY
9. ALPINE ROSE
10. CHILLWIND BUSH
11. SNOWY SAGE
12. WHITEBARK TREE
13. CRYSTALFROST MOSS
14. GLACIERFRUIT
15. WINTERSHADOW GRASS

FAUNA: 16. SNOWY OWL

17. FROST FOX
18. TUNDRA WOLF
19. ICEBISON
20. GLACIER BEAR
21. SNOW LYNX
22. POLAR PUMA
23. CHILLBEAK BIRD
24. FROZEN HARE
25. ALPINE RAM
26. ICICLE BAT
27. WHITE ELK
28. GLACIAL GOLEM
29. TUNDRA SPIDER

MINERALS AND CRYSTALS: 30. FROSTSTONE

31. GLACIAL QUARTZ
32. ICE CRYSTAL
33. SNOWFLAKE OBSIDIAN
34. AZUREITE
35. SKY IRON ORE
36. ALPINE AMETHYST
37. WHITE GOLD
38. TUNDRA TOPAZ
39. ICE DIAMOND

METALS AND ALLOYS: 40. SKY IRON BAR

- 41. ALPINE STEEL
- 42. WHITE GOLD ALLOY
- 43. FROSTFORGED METAL
- 44. GLACIERITE
- 45. TUNDRIUM
- 46. SNOWSILVER
- 47. AZURETHRIL
- 48. CRYSTALIZED IRON
- 49. ICY BRONZE

BUILDING MATERIALS: 50. FROSTPINE PLANK

- 51. WHITEBARK LUMBER
- 52. SNOWY STONE
- 53. GLACIER BRICK
- 54. WINTERGLASS
- 55. ICEBEAM
- 56. ALPINE MARBLE
- 57. ICY CONCRETE
- 58. TUNDRA MORTAR
- 59. SNOWBRICK

ALCHEMICAL INGREDIENTS: 60. FROST ESSENCE

- 61. GLACIER DUST
- 62. ICE LOTUS EXTRACT
- 63. ICICLE OIL
- 64. WINTERBLOOM PETAL
- 65. FROSTBERRY PULP
- 66. SNOWCAP SPORES
- 67. CHILLWIND NECTAR
- 68. SHIVERLEAF POWDER
- 69. ICE CRYSTAL SHARD

FOODS AND BEVERAGES: 70. FROSTBERRY JAM

- 71. GLACIERFRUIT WINE
- 72. ALPINE ROSE TEA
- 73. ICICLE VINE STEW
- 74. FROSTPINE NUT BREAD
- 75. SNOWY SAGE SPICED MEAT
- 76. ICE LOTUS SOUP
- 77. WINTERBLOOM HONEY
- 78. FROZEN HARE PIE
- 79. CHILLWIND BERRY SMOOTHIE

TEXTILES AND CRAFT MATERIALS: 80. TUNDRA WOOL

- 81. FROSTWEAVE CLOTH
- 82. ALPINE FUR
- 83. ICEBISON HIDE

- 84. SNOW LYNX PELT
- 85. SNOWY OWL FEATHER
- 86. FROST FOX TAIL
- 87. GLACIAL GOLEM CRYSTAL
- 88. CHILLBEAK BIRD PLUME
- 89. ICICLE BAT WING

TOOLS AND WEAPONS: 90. FROSTSTONE HAMMER

- 91. SKY IRON SWORD
- 92. ICE CRYSTAL STAFF
- 93. WHITE GOLD DAGGER
- 94. ALPINE STEEL CROSSBOW
- 95. TUNDRA TOPAZ WAND
- 96. GLACIAL QUARTZ SHIELD
- 97. AZURETHRIL ARMOR
- 98. ICE DIAMOND RING
- 99. SNOWSILVER BOW

MAGICAL ARTIFACT: 100. AZURE HEART (A POWERFUL AND ANCIENT ARTIFACT THAT ENABLES THE CONTROL OF ICE AND SNOW, AND ENHANCES THE ABILITIES OF THOSE WHO WIELD IT)

THORNWOOD:

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FLORA:

1. SHADOW OAK TREE
2. THORNVINE
3. NOCTURNAL BLOOM
4. NIGHTSHADE
5. UMBRAFERN
6. MOONBERRY BUSH
7. WHISPERING WILLOW
8. SHADOWMOSS
9. DARKROOT
10. WRAITH IVY
11. VOIDBLOSSOM
12. GLOOMLEAF TREE
13. SHADOWGLOW FUNGI
14. BLOODFRUIT
15. TWILIGHT GRASS

FAUNA: 16. SHADOWSTAG

17. NIGHT OWL
18. DUSKBAT
19. UMBRAWOLF
20. DARKDRAKE
21. GLOOMCRAWLER
22. PHANTOM SERPENT
23. WHISPERING WISP
24. SHADOWMOTH
25. THORNFANG
26. VOIDSPIDER
27. SHADOWLYNX
28. NIGHTMARE HARE
29. EBONY ELK

MINERALS AND CRYSTALS: 30. NIGHTSTONE

31. SHADOW QUARTZ
32. DARK GEM
33. BLOOD JASPER
34. UMBRAL AMETHYST
35. DUSK IRON ORE
36. EBONY DIAMOND
37. NIGHTFALL TOPAZ
38. TWILIGHT ZIRCON

METALS AND ALLOYS: 40. DUSK IRON BAR

- 41. SHADOWSTEEL
- 42. BLOOD BRONZE
- 43. NIGHTFORGED METAL
- 44. DARKENED GOLD
- 45. UMBRALITE
- 46. GLOOMSTONE
- 47. SHADOW MITHRIL
- 48. VOID SILVER

BUILDING MATERIALS: 50. SHADOW OAK PLANK

- 51. GLOOMLEAF LUMBER
- 52. NIGHTSTONE BRICK
- 53. SHADOWGLASS
- 54. DARKROOT BEAM
- 55. BLOOD JASPER TILE
- 56. UMBRAL CONCRETE
- 57. DUSK MORTAR
- 58. EBONY MARBLE

ALCHEMICAL INGREDIENTS: 60. SHADOW ESSENCE

- 61. NOCTURNAL EXTRACT
- 62. NIGHTSHADE POWDER
- 63. THORNVINE SAP
- 64. MOONBERRY PULP
- 65. BLOODFRUIT JUICE
- 66. GLOOMLEAF RESIN
- 67. DARKROOT OIL
- 68. WRAITH IVY POISON

FOODS AND BEVERAGES: 70. SHADOWSTAG STEW

- 71. MOONBERRY TART
- 72. BLOODFRUIT WINE
- 73. DUSKBAT SKEWERS
- 74. NOCTURNAL BLOOM TEA
- 75. NIGHTSHADE SALAD
- 76. SHADOWMOTH DELIGHT
- 77. THORNVINE SOUP
- 78. UMBRAWOLF STEAK
- 79. EBONY ELK JERKY

TEXTILES AND CRAFT MATERIALS: 80. SHADOW SILK

- 81. DUSKBAT WING
- 82. UMBRAWOLF PELT
- 83. THORNFANG HIDE
- 84. NIGHT OWL FEATHER
- 85. EBONY ELK FUR
- 86. VOIDSPIDER WEBBING
- 87. SHADOWSTAG ANTLER

88. DARKDRAKE SCALE

89. PHANTOM SERPENT SKIN

TOOLS AND WEAPONS: 90. SHADOWSTEEL DAGGER

91. DUSK IRON SWORD

92. UMBRAL AMETHYST STAFF

93. BLOOD BRONZE HAMMER

94. NIGHTFALL TOPAZ WAND

95. EBONY DIAMOND SHIELD

96. SHADOW MITHRIL ARMOR

97. GLOOMSTONE CROSSBOW

98. TWILIGHT ZIRCON RING

99. VOID SILVER BOW

MAGICAL ARTIFACT: 100. HEART OF SHADOWS (A POWERFUL AND ENIGMATIC ARTIFACT THAT ENHANCES THE USER'S CONNECTION TO THE DARK AND SHADOWY ARTS, AMPLIFYING THEIR ABILITIES AND GRANTING THEM ACCESS TO HIDDEN SECRETS.)

DRAKKAR ISLE:

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FLORA:

1. EMBERBARK TREE
2. ASHEN FERN
3. FIRELILY
4. LAVA ORCHID
5. BLAZE LOTUS
6. SMOKEBERRY BUSH
7. MAGMA MOSS
8. CINDERGRASS
9. SOOTVINE
10. FIRESTALK FUNGI
11. PYROCAP MUSHROOM
12. FLAMELEAF TREE
13. SCORCHBLOSSOM
14. IGNITIONFRUIT
15. VOLCANO THISTLE

FAUNA: 16. FIRE SALAMANDER

17. LAVA SERPENT
18. MAGMA BEAR
19. ASH PHOENIX
20. SMOKEHAWK
21. PYRODRAKE
22. EMBERBAT
23. FIREHOUND
24. BLAZING BOAR
25. INFERNO BEETLE
26. SCORCHSPIDER
27. CINDERLYNX
28. FLAMESTAG
29. CHARCOAL CHAMELEON

MINERALS AND CRYSTALS: 30. IGNATITE

31. FIRE OPAL
32. EMBERITE
33. LAVA QUARTZ
34. BLAZE RUBY
35. MAGMA PEARL
36. PYROCLASTIC OBSIDIAN
37. SCORCHSTONE
38. VULCANITE

METALS AND ALLOYS: 40. FIREFORGED STEEL

- 41. MAGMA IRON BAR
- 42. EMBERIUM
- 43. SOOT SILVER
- 44. BLAZE BRONZE
- 45. VOLCANIC GOLD
- 46. CINDERITE
- 47. INFERNO MITHRIL
- 48. PYROSTEEL

BUILDING MATERIALS: 50. EMBERBARK PLANK

- 51. FLAMELEAF LUMBER
- 52. IGNATITE BRICK
- 53. MAGMA GLASS
- 54. PYROCLASTIC TILE
- 55. LAVA ROCK BLOCK
- 56. SCORCHSTONE PILLAR
- 57. VOLCANO THISTLE INSULATION
- 58. CINDERSTONE MORTAR

ALCHEMICAL INGREDIENTS: 60. FIRE ESSENCE

- 61. LAVA ORCHID NECTAR
- 62. BLAZE LOTUS EXTRACT
- 63. EMBERDUST
- 64. FIRELILY POLLEN
- 65. SMOKEBERRY JUICE
- 66. IGNITIONFRUIT OIL
- 67. MAGMA MOSS TINCTURE
- 68. SOOTVINE RESIN

FOODS AND BEVERAGES: 70. MAGMA BEAR STEW

- 71. SMOKEBERRY PIE
- 72. IGNITIONFRUIT JUICE
- 73. FIREHOUND RIBS
- 74. LAVA ORCHID TEA
- 75. ASH PHOENIX OMELET
- 76. EMBERBAT SKEWERS
- 77. FIRELILY SALAD
- 78. CINDERLYNX STEAK
- 79. FLAMESTAG JERKY

TEXTILES AND CRAFT MATERIALS: 80. PYROSILK

- 81. FIREHOUND FUR
- 82. MAGMA BEAR HIDE
- 83. EMBERBAT WING
- 84. ASH PHOENIX FEATHER
- 85. BLAZE BOAR TUSK
- 86. INFERNO BEETLE CARAPACE
- 87. CINDERLYNX TAIL

88. SCORCHSPIDER SILK

89. FLAMESTAG ANTLER

TOOLS AND WEAPONS: 90. FIREFORGED SWORD

91. MAGMA IRON AXE

92. BLAZE RUBY STAFF

93. EMBERIUM HAMMER

94. LAVA QUARTZ WAND

95. CINDERITE SHIELD

96. INFERNO MITHRIL ARMOR

97. PYROSTEEL CROSSBOW

98. VULCANITE RING

99. VOLCANIC GOLD BOW

MAGICAL ARTIFACT: 100. HEART OF FLAMES (A POTENT AND POWERFUL ARTIFACT THAT ENHANCES THE USER'S MASTERY OF FIRE MAGIC, GRANTING THEM THE ABILITY TO WIELD DESTRUCTIVE FLAME AND CONTROL VOLCANIC FORCES.)

SUNSTONE DESERT:

Monday, April 10, 2023 12:20 AM

FLORA:

1. SUN PALM
2. DESERT SAGEBRUSH
3. CACTUS
4. SANDFRUIT TREE
5. DROUGHTBLOOM
6. DRY GRASS
7. MIRAGE SHRUB
8. SUNCATCHER FLOWER
9. SCORCHFERN
10. SILICA SUCCULENT
11. DUSTVINE
12. TUMBLEWEED
13. SOLARBERRY BUSH
14. OASIS WILLOW
15. WASTELAND WORMWOOD

FAUNA: 16. SAND SCORPION

17. DESERT HARE
18. SAND SNAKE
19. DUNE RUNNER
20. DROUGHTMOTH
21. ANTLION
22. DUST BEETLE
23. THORNY LIZARD
24. MIRAGE FOX
25. SUNSCALE VIPER
26. ARAKKARI WORKER
27. ARAKKARI WARRIOR
28. ARAKKARI QUEEN
29. DESERT OWL
30. WINDRUNNER BIRD

MINERALS AND CRYSTALS: 31. SUNSTONE

32. DESERT QUARTZ
33. SAND CRYSTAL
34. MIRAGE OPAL
35. WIND PEARL
36. DROUGHTGEM
37. DUST DIAMOND
38. SOLAR TOPAZ
39. SCORCHSTONE

METALS AND ALLOYS: 40. SUNFORGED STEEL

- 41. SAND IRON
- 42. DESERT BRONZE
- 43. MIRAGE SILVER
- 44. WINDWROUGHT GOLD
- 45. DUNE TITANIUM
- 46. ARID MITHRIL
- 47. SCORCHED ADAMANTITE
- 48. SUNSTONE ALLOY

BUILDING MATERIALS: 50. SUN PALM LUMBER

- 51. SANDSTONE BRICK
- 52. CACTUS PLANK
- 53. SILICA GLASS
- 54. ADOBE CLAY
- 55. OASIS WILLOW BARK
- 56. WASTELAND MORTAR
- 57. SOLARSTONE SLAB
- 58. DROUGHTBLOOM THATCH

ALCHEMICAL INGREDIENTS: 60. SAND ESSENCE

- 61. SUN PALM OIL
- 62. DESERT SAGEBRUSH EXTRACT
- 63. CACTUS JUICE
- 64. SUNCATCHER POLLEN
- 65. SOLARBERRY JUICE
- 66. MIRAGE SHRUB BARK
- 67. DUSTVINE RESIN
- 68. OASIS WILLOW SAP

FOODS AND BEVERAGES: 70. SANDFRUIT PIE

- 71. SOLARBERRY SMOOTHIE
- 72. SUNSCALE VIPER SOUP
- 73. DUNE RUNNER KEBAB
- 74. CACTUS SALAD
- 75. DESERT HARE STEW
- 76. ANTLION LARVAE SNACK
- 77. DUST BEETLE PATE
- 78. THORNY LIZARD STIR-FRY
- 79. MIRAGE FOX ROAST

TEXTILES AND CRAFT MATERIALS: 80. DROUGHTMOTH SILK

- 81. DESERT HARE FUR
- 82. DUNE RUNNER FEATHER
- 83. MIRAGE FOX PELT
- 84. SUNSCALE VIPER SCALE
- 85. SAND SNAKE HIDE
- 86. THORNY LIZARD SPINES

- 87. WINDRUNNER QUILL
- 88. ARAKKARI CHITIN
- 89. DESERT OWL FEATHER

TOOLS AND WEAPONS: 90. SUNFORGED SPEAR

- 91. SAND IRON DAGGER
- 92. DESERT BRONZE MACE
- 93. MIRAGE SILVER BOW
- 94. WINDWROUGHT GOLD SCEPTER
- 95. DUNE TITANIUM STAFF
- 96. ARID MITHRIL ARMOR
- 97. SCORCHED ADAMANTITE SHIELD
- 98. SOLAR TOPAZ AMULET
- 99. SUNSTONE ALLOY CROSSBOW

MAGICAL ARTIFACT: 100. EYE OF THE SUN (AN ANCIENT, POWERFUL ARTIFACT THAT BESTOWS UPON ITS USER CONTROL OVER THE POWER OF THE SUN. THE BEARER CAN HARNESS SOLAR ENERGY TO CREATE POWERFUL HEATWAVES, CAST BLINDING LIGHT, OR EVEN MANIPULATE SAND TO SHAPE THE DESERT ITSELF.)

CRYSTALLINE COVE:

Monday, April 10, 2023 12:24 AM

FLORA:

1. CORAL BLOOM
2. SEA KELP
3. GLITTERING SEAWEED
4. STARSHINE SPONGE
5. AQUATIC FERN
6. DRIFTWOOD TANGLE
7. TIDAL ANEMONE
8. MOONLIT ALGAE
9. GLIMMERING SEA GRASS
10. DEEPSEA MARIGOLD
11. SALTWATER WILLOW
12. SUBMERGED LOTUS
13. CRYSTAL CORAL
14. BIOLUMINESCENT MOSS
15. PEARLESCENT HYDRANGEA

FAUNA: 16. DAZZLING JELLYFISH

17. ABYSSAL SERPENT
18. RADIANT SEAHORSE
19. LUMINOUS PUFFERFISH
20. GLASS EEL
21. STARFISH COLLECTOR
22. SUNRAY MANTA
23. MERFOLK DOLPHIN
24. SPARKLING OCTOPUS
25. GILDED TURTLE
26. SAPPHIRE SQUID
27. MIRROR SCALED GUPPY
28. PEARL OYSTER
29. SEA DRAGON
30. MOONLIT RAY

MINERALS AND CRYSTALS: 31. AQUAMARINE

32. DEEPSEA DIAMOND
33. TIDE TOPAZ
34. OCEAN SAPPHIRE
35. ABYSSAL PEARL
36. CORALITE
37. GLACIAL CRYSTAL
38. MOONSTONE
39. CRYSTAL AMETHYST

METALS AND ALLOYS: 40. TIDAL STEEL

- 41. DEEPSEA IRON
- 42. CORAL BRASS
- 43. AQUATIC SILVER
- 44. OCEANIC GOLD
- 45. ABYSSAL TITANIUM
- 46. CRYSTAL MITHRIL
- 47. SUNKEN ADAMANTITE
- 48. MERFOLK ALLOY

BUILDING MATERIALS: 50. CORAL BRICK

- 51. SEA STONE
- 52. AQUATIC MARBLE
- 53. DRIFTWOOD PLANK
- 54. TIDECAST GLASS
- 55. CRYSTAL CORAL LATTICE
- 56. SUBMERGED LOTUS FIBER
- 57. DEEPSEA MORTAR
- 58. MOONLIT ALGAE THATCH

ALCHEMICAL INGREDIENTS: 60. OCEAN ESSENCE

- 61. CORAL BLOOM EXTRACT
- 62. GLITTERING SEAWEED OIL
- 63. STARSHINE SPONGE PASTE
- 64. TIDAL ANEMONE VENOM
- 65. MOONLIT ALGAE ESSENCE
- 66. ABYSSAL PEARL DUST
- 67. CRYSTAL CORAL FRAGMENTS
- 68. BIOLUMINESCENT MOSS SPORES

FOODS AND BEVERAGES: 70. SEA KELP SALAD

- 71. ABYSSAL SERPENT STEW
- 72. LUMINOUS PUFFERFISH SOUP
- 73. SUNRAY MANTA GRILL
- 74. SAPPHIRE SQUID INK PASTA
- 75. GILDED TURTLE BISQUE
- 76. RADIANT SEAHORSE SUSHI
- 77. SPARKLING OCTOPUS KEBAB
- 78. GLASS EEL FRITTERS
- 79. PEARL OYSTER ROCKEFELLER

TEXTILES AND CRAFT MATERIALS: 80. DAZZLING JELLYFISH LEATHER

- 81. GLASS EEL SKIN
- 82. STARFISH COLLECTOR SHELL
- 83. SEA DRAGON SCALE
- 84. MERFOLK DOLPHIN FIN
- 85. GILDED TURTLE SHELL
- 86. MOONLIT RAY HIDE

- 87. SAPPHIRE SQUID INK
- 88. ABYSSAL SERPENT SLOUGH
- 89. RADIANT SEAHORSE SPINES

TOOLS AND WEAPONS: 90. TIDAL STEEL TRIDENT

- 91. DEEPSEA IRON CUTLASS
- 92. CORAL BRASS HARPOON
- 93. AQUATIC SILVER SCEPTER
- 94. OCEANIC GOLD BOW
- 95. ABYSSAL TITANIUM STAFF
- 96. CRYSTAL MITHRIL ARMOR
- 97. SUNKEN ADAMANTITE SHIELD
- 98. TIDE TOPAZ RING
- 99. MERFOLK ALLOY NET

MAGICAL ARTIFACT: 100. HEART OF THE COVE (AN ANCIENT, POWERFUL ARTIFACT THAT GRANTS ITS WIELDER THE ABILITY TO CONTROL WATER AND COMMUNICATE WITH SEA CREATURES. THIS ARTIFACT IS DEEPLY CONNECTED TO THE MERFOLK AND IS A SYMBOL OF THEIR BOND WITH THE OCEAN.)

2.A

Monday, April 10, 2023 12:26 AM

TO IMPLEMENT STEP 2.A OF THE CORE GAMEPLAY LOOP IN ELYTHERIA:
CHRONICLES OF THE ETERNAL, FOLLOW THESE STEPS:

1. CREATE A CHARACTER CREATION INTERFACE: A. DESIGN A USER-FRIENDLY INTERFACE WHERE PLAYERS CAN CREATE AND CUSTOMIZE THEIR CHARACTERS. B. INCLUDE OPTIONS FOR SELECTING THE CHARACTER'S RACE, NAME, AND APPEARANCE. C. CREATE VISUALS TO REPRESENT EACH RACE, PROVIDING EXAMPLES OF TYPICAL FACIAL FEATURES, SKIN COLORS, AND CLOTHING STYLES.
2. IMPLEMENT RACE SELECTION: A. PROVIDE A BRIEF DESCRIPTION OF EACH RACE, INCLUDING THEIR HOMELAND, ABILITIES, AND CHARACTERISTICS. B. ALLOW PLAYERS TO CHOOSE FROM THE AVAILABLE RACES, SUCH AS ELVES, GNOMES, SHADOWKIN, DRAGONBORN, ARAKKARI, AND MERFOLK. C. ENSURE THAT EACH RACE HAS ITS UNIQUE RACIAL TRAITS AND PASSIVE BONUSES (E.G., ELVES HAVE INCREASED MAGICAL ABILITIES, GNOMES HAVE ENHANCED TECHNOLOGY SKILLS, ETC.).
3. DEVELOP STARTING STATS: A. DETERMINE A SET OF CORE STATS FOR EACH CHARACTER, SUCH AS STRENGTH, DEXTERITY, INTELLIGENCE, WISDOM, AND CHARISMA. B. ASSIGN BASE VALUES TO EACH STAT FOR EACH RACE, REFLECTING THEIR RACIAL TRAITS AND ABILITIES. C. ALLOW PLAYERS TO ALLOCATE A CERTAIN NUMBER OF POINTS TO FURTHER CUSTOMIZE THEIR CHARACTER'S STARTING STATS.
4. CREATE A CLASS SELECTION SYSTEM: A. DETERMINE VARIOUS CLASSES PLAYERS CAN CHOOSE FROM, SUCH AS WARRIOR, MAGE, ROGUE, ETC. B. PROVIDE A BRIEF DESCRIPTION OF EACH CLASS, INCLUDING THEIR PLAYSTYLE, ABILITIES, AND PROGRESSION PATHS. C. ALLOW PLAYERS TO CHOOSE A CLASS FOR THEIR CHARACTER, WHICH WILL AFFECT THEIR STARTING ABILITIES AND FUTURE SKILL DEVELOPMENT.
5. IMPLEMENT A SKILL SYSTEM: A. DESIGN A SKILL TREE OR SKILL LIST FOR EACH CLASS, SHOWCASING THE ABILITIES AND PASSIVE BONUSES THAT PLAYERS CAN ACQUIRE AS THEY LEVEL UP. B. ESTABLISH A LEVELING SYSTEM WHERE CHARACTERS GAIN EXPERIENCE POINTS FROM EXPLORATION, RESOURCE GATHERING, AND COMBAT. C. ALLOW PLAYERS TO SPEND SKILL POINTS WHEN THEY LEVEL UP TO UNLOCK NEW ABILITIES OR IMPROVE EXISTING ONES.
6. SAVE THE CHARACTER DATA: A. CREATE A SYSTEM FOR SAVING THE PLAYER'S CHARACTER DATA, INCLUDING THEIR RACE, CLASS, STATS, AND SKILL PROGRESSION. B. ENSURE THAT THIS DATA IS SAVED AND LOADED CORRECTLY AS PLAYERS PROGRESS THROUGH THE GAME WORLD.

BY FOLLOWING THESE STEPS, YOU'LL BE ABLE TO SET UP THE PLAYER CHARACTER, RACE SELECTION, AND STARTING STATS IN YOUR GAME, CREATING A FOUNDATION FOR PLAYERS TO ENGAGE WITH THE CORE GAMEPLAY LOOP.

CONCEPT

Sunday, April 9, 2023 12:14 PM

TITLE: ELYTHERIA: CHRONICLES OF THE ETERNAL

REVISED CONCEPT: ELYTHERIA: CHRONICLES OF THE ETERNAL IS A CAPTIVATING SINGLE-PLAYER IDLE RPG SET IN THE ENCHANTING HIGH-FANTASY WORLD OF ELYTHERIA, FEATURING A STUDIO GHIBLI-INSPIRED ART STYLE. PLAYERS ASSUME THE ROLE OF AN ASPIRING HERO FROM ONE OF SEVERAL PLAYABLE RACES, EACH WITH UNIQUE PASSIVE ABILITIES AND LONG-TERM GAMEPLAY EFFECTS. THE AIM OF THE GAME IS TO EXPLORE AND SHAPE THE WORLD OF ELYTHERIA, UNLOCKING ITS HIDDEN SECRETS AND HARNESSING ITS ARCANES POWERS TO STRENGTHEN THEIR CHARACTER AND BUILD A LASTING LEGACY.

GAMEPLAY:

1. RACES: PLAYERS CAN CHOOSE FROM A VARIETY OF RACES, SUCH AS THE VALIANT SOLARIAN KNIGHTS, THE WISE AND MYSTICAL FEYBORN, THE RESILIENT EARTHFORGED, OR THE AGILE AND CUNNING SHADOWDANCERS. EACH RACE HAS ITS OWN UNIQUE ABILITIES, PASSIVE BONUSES, AND LONG-TERM GAMEPLAY IMPACTS.
2. IDLE EXPLORATION: PLAYERS WILL UNCOVER NEW AREAS OF ELYTHERIA SIMPLY BY LETTING THEIR CHARACTER EXPLORE, UNLOCKING A VAST ARRAY OF DIVERSE REGIONS, EACH WITH THEIR OWN RESOURCES, INHABITANTS, AND SECRETS TO DISCOVER.
3. PASSIVE SKILL DEVELOPMENT: PLAYERS' SKILLS WILL PASSIVELY DEVELOP OVER TIME AS THEY ENGAGE IN VARIOUS ACTIVITIES, SUCH AS MINING, FISHING, FARMING, CRAFTING, OR COMBAT. EACH SKILL WILL HAVE UNIQUE BONUSES AND ABILITIES THAT CAN BE FURTHER ENHANCED THROUGH ARTIFACTS AND EQUIPMENT.
4. QUESTS AND EVENTS: THROUGHOUT THEIR JOURNEY, PLAYERS WILL ENCOUNTER VARIOUS QUESTS AND EVENTS, SOME TIME-BASED, THAT REQUIRE STRATEGIC PLANNING AND RESOURCE MANAGEMENT. THESE EVENTS WILL OFFER REWARDS SUCH AS UNIQUE ARTIFACTS, MATERIALS, OR CURRENCY, WHICH CAN BE USED TO UPGRADE SKILLS, EQUIPMENT, OR UNLOCK NEW FEATURES.
5. LEGACY SYSTEM: INSTEAD OF AN ASCENSION SYSTEM, PLAYERS WILL PROGRESS THROUGH A LEGACY SYSTEM. UPON REACHING SPECIFIC MILESTONES, THEY WILL UNLOCK NEW ABILITIES OR PASSIVE BONUSES FOR

THEIR CURRENT RACE, AND ALSO GAIN ACCESS TO POWERFUL ARTIFACTS OR ANCESTRAL RELICS THAT CAN BE PASSED DOWN TO FUTURE GENERATIONS. EACH LEGACY TIER WILL INTRODUCE NEW CHALLENGES AND SHAPE THE PLAYER'S GAMEPLAY EXPERIENCE IN UNIQUE WAYS.

6. COMPANION SYSTEM: TO REPLACE THE PLAYER INTERACTIONS, ELYTHERIA: CHRONICLES OF THE ETERNAL WILL INTRODUCE A COMPANION SYSTEM, WHERE PLAYERS CAN BEFRIEND VARIOUS MYTHICAL CREATURES, EACH WITH UNIQUE ABILITIES AND BENEFITS. THESE COMPANIONS CAN BE SUMMONED TO AID THE PLAYER IN THEIR JOURNEY, GATHER RESOURCES, OR PERFORM SPECIFIC TASKS.

UNIQUE FEATURES:

1. ART STYLE: ELYTHERIA: CHRONICLES OF THE ETERNAL BOASTS A CAPTIVATING STUDIO GHIBLI-INSPIRED ART STYLE, FEATURING ENCHANTING CHARACTER DESIGNS, VIBRANT ENVIRONMENTS, AND FLUID ANIMATIONS THAT BRING THE WORLD OF ELYTHERIA TO LIFE.
2. RACIAL BONUSES: THE UNIQUE PASSIVE ABILITIES AND LONG-TERM GAMEPLAY EFFECTS PROVIDED BY EACH RACE CREATE DISTINCT PLAYSTYLES AND OFFER PLAYERS A VARIETY OF STRATEGIC OPTIONS TO SUIT THEIR PREFERENCES.
3. ENVIRONMENTAL INTERACTION: EACH REGION OF ELYTHERIA OFFERS UNIQUE RESOURCES AND BENEFITS THAT CAN BE HARNESSSED BY MASTERING SPECIFIC SKILLS AND ABILITIES, ALLOWING PLAYERS TO SHAPE THE WORLD AROUND THEM AND CONTRIBUTE TO THE FLOURISHING BALANCE OF THE ENVIRONMENT.
4. EPIC EVENTS: OCCASIONALLY, EPIC EVENTS WILL TAKE PLACE, OFFERING UNIQUE CHALLENGES, REWARDS, OR OPPORTUNITIES TO INTERACT WITH THE WORLD OF ELYTHERIA AND ITS INHABITANTS, FURTHER ENRICHING THE SINGLE-PLAYER EXPERIENCE.
5. DYNAMIC MUSIC AND SOUNDSCAPES: THE GAME'S SOUNDTRACK ADAPTS AND EVOLVES AS THE PLAYER PROGRESSES AND UNLOCKS NEW REGIONS, WITH EACH AREA FEATURING ITS OWN UNIQUE MELODIES AND AMBIENT SOUNDSCAPES THAT CONTRIBUTE TO THE GAME'S IMMERSIVE ATMOSPHERE.

ELYTHERIA: CHRONICLES OF THE ETERNAL OFFERS A SERENE AND ENGAGING SINGLE-PLAYER IDLE RPG EXPERIENCE THAT COMBINES THE ENCHANTING ART STYLE OF STUDIO GHIBLI WITH THE STRATEGIC DEPTH AND PASSIVE GAMEPLAY MECHANICS FOUND IN MELVOR IDLE.

GAME MECHANICS

Friday, April 7, 2023 10:07 PM

HERE ARE MORE DETAILED GAME MECHANICS FOR ELYTHERIA: CHRONICLES OF THE ETERNAL, ALONG WITH EXAMPLES:

1. RESOURCE GATHERING: AS PLAYERS EXPLORE THE WORLD, THEY'LL GATHER RESOURCES FROM VARIOUS NODES, SUCH AS MINERALS FROM MINES, FISH FROM RIVERS, AND LUMBER FROM FORESTS. THESE RESOURCES CAN BE USED TO CRAFT ITEMS, UPGRADE EQUIPMENT, OR EVEN CONSTRUCT BUILDINGS THAT PROVIDE UNIQUE BENEFITS.
 - A. EXAMPLE: IN THE FOREST REGION OF WHISPERING WOODS, PLAYERS CAN GATHER LUMINOUS WOOD FROM ANCIENT TREES. THIS RARE RESOURCE IS REQUIRED TO CRAFT POWERFUL MAGICAL ITEMS OR CONSTRUCT A MAGE'S TOWER, WHICH CAN UNLOCK ADVANCED MAGICAL ABILITIES FOR THE PLAYER.
2. COMBAT SYSTEM: ELYTHERIA WILL FEATURE AN IDLE TURN-BASED COMBAT SYSTEM, WHERE PLAYERS AND THEIR COMPANIONS FACE VARIOUS FOES. EACH RACE AND COMPANION HAS UNIQUE ABILITIES THAT CAN BE USED IN COMBAT, REQUIRING STRATEGIC THINKING TO DEFEAT TOUGHER ENEMIES AND BOSSES.
 - A. EXAMPLE: A SOLARIAN KNIGHT MAY HAVE A POWERFUL HEALING ABILITY, WHILE A FEYBORN CHARACTER CAN WIELD NATURE MAGIC TO INFLICT DAMAGE AND INFLICT STATUS EFFECTS ON ENEMIES. PLAYERS MUST USE THEIR RACE'S ABILITIES AND THEIR COMPANION'S POWERS EFFECTIVELY TO OVERCOME CHALLENGES.
3. SKILL MASTERY: AS PLAYERS USE THEIR SKILLS OVER TIME, THEY'LL GAIN EXPERIENCE AND EVENTUALLY LEVEL UP THOSE SKILLS. HIGHER SKILL LEVELS WILL UNLOCK NEW ABILITIES, PASSIVE BONUSES, AND OPPORTUNITIES TO OBTAIN RARE RESOURCES OR ITEMS.
 - A. EXAMPLE: UPON REACHING LEVEL 50 IN THE FISHING SKILL, PLAYERS MAY UNLOCK THE "MASTER ANGLER" ABILITY, WHICH INCREASES THE CHANCE OF CATCHING RARE FISH AND GAINING ACCESS TO A HIDDEN FISHING AREA.
4. EQUIPMENT CRAFTING AND UPGRADING: PLAYERS CAN USE RESOURCES TO CRAFT AND UPGRADE VARIOUS TYPES OF EQUIPMENT, SUCH AS WEAPONS, ARMOR, AND ACCESSORIES. HIGHER-TIER EQUIPMENT WILL GRANT

INCREASED STATS AND UNIQUE PASSIVE BONUSES, SUCH AS INCREASED RESOURCE GATHERING SPEED, COMBAT PROWESS, OR SKILL EXPERIENCE GAIN.

- A. EXAMPLE: CRAFTING A "FEYBORN BOW" USING LUMINOUS WOOD AND ENCHANTED STONES WILL GRANT A POWERFUL RANGED WEAPON WITH A CHANCE TO DEAL BONUS MAGICAL DAMAGE IN COMBAT.

- 5. BUILDINGS AND INFRASTRUCTURE: PLAYERS CAN USE RESOURCES TO CONSTRUCT BUILDINGS THAT GRANT UNIQUE BENEFITS, SUCH AS PASSIVE RESOURCE GENERATION, SKILL EXPERIENCE GAIN, OR ACCESS TO ADVANCED CRAFTING RECIPES.

- A. EXAMPLE: BUILDING A "BLACKSMITH'S FORGE" WILL ALLOW PLAYERS TO SMELT ORES INTO METALS AND CRAFT POWERFUL ARMOR AND WEAPONS, WHILE CONSTRUCTING AN "ALCHEMIST'S LABORATORY" ENABLES PLAYERS TO CREATE POWERFUL POTIONS AND MAGICAL ITEMS.

- 6. RANDOM EVENTS: AS PLAYERS PROGRESS THROUGH THE GAME, THEY'LL ENCOUNTER RANDOM EVENTS THAT CAN OFFER UNIQUE CHALLENGES OR OPPORTUNITIES. SOME EVENTS MAY REQUIRE QUICK DECISIONS, WHILE OTHERS MAY INVOLVE SOLVING PUZZLES OR RIDDLES TO UNLOCK REWARDS.

- A. EXAMPLE: DURING A STORMY NIGHT, A MYSTERIOUS TRAVELER MIGHT APPROACH THE PLAYER WITH A RIDDLE, OFFERING A RARE ARTIFACT AS A REWARD FOR SOLVING IT CORRECTLY.

- 7. TIME-LIMITED EVENTS AND FESTIVALS: SPECIAL TIME-LIMITED EVENTS AND FESTIVALS WILL OCCUR PERIODICALLY, OFFERING UNIQUE ACTIVITIES, REWARDS, AND CHANCES TO INTERACT WITH NPCs AND THE WORLD.

- A. EXAMPLE: DURING THE "MOONLIT FESTIVAL," PLAYERS CAN PARTICIPATE IN A VARIETY OF ACTIVITIES, SUCH AS GATHERING UNIQUE RESOURCES, CRAFTING SPECIAL ITEMS, OR ENGAGING IN THEMED COMBAT ENCOUNTERS TO EARN EXCLUSIVE REWARDS AND UNLOCK NEW LORE ABOUT ELYTHERIA'S HISTORY.

BY EXPANDING ON THESE GAME MECHANICS AND PROVIDING EXAMPLES, PLAYERS WILL BE ABLE TO FULLY IMMERSE THEMSELVES IN THE RICH, DETAILED WORLD OF ELYTHERIA: CHRONICLES OF THE ETERNAL. THE VARIETY OF GAMEPLAY OPTIONS AND ACTIVITIES WILL ENSURE THAT PLAYERS ALWAYS HAVE SOMETHING NEW AND EXCITING TO DISCOVER, MAKING FOR A CAPTIVATING AND ENGAGING IDLE RPG EXPERIENCE.

PROGRESSION SYSTEM

Friday, April 7, 2023 10:29 PM

IN ELYTHERIA: CHRONICLES OF THE ETERNAL, THE PROGRESSION SYSTEM WILL BE DIVIDED INTO SEVERAL INTERCONNECTED ASPECTS, WHICH COLLECTIVELY CONTRIBUTE TO THE OVERALL DEVELOPMENT OF THE PLAYER'S CHARACTER AND THE WORLD AROUND THEM. HERE'S AN EXPANSION ON THE PROGRESSION SYSTEM ALONG WITH EXAMPLES:

1. CHARACTER LEVEL: AS PLAYERS PARTICIPATE IN COMBAT, COMPLETE QUESTS, AND ACHIEVE MILESTONES, THEY'LL GAIN EXPERIENCE POINTS (XP) THAT CONTRIBUTE TO THEIR CHARACTER'S OVERALL LEVEL. EACH LEVEL UP PROVIDES STAT INCREASES AND SKILL POINTS THAT CAN BE ALLOCATED TO IMPROVE ABILITIES OR UNLOCK NEW ONES.

EXAMPLE: AT LEVEL 10, A PLAYER MIGHT ALLOCATE SKILL POINTS TO IMPROVE THEIR HEALING MAGIC, MAKING IT MORE EFFECTIVE IN COMBAT, OR THEY COULD UNLOCK A NEW ABILITY, SUCH AS SUMMONING A PROTECTIVE BARRIER TO SHIELD THEIR PARTY FROM HARM.

1. SKILL PROGRESSION: EACH SKILL IN THE GAME WILL HAVE ITS OWN EXPERIENCE SYSTEM, AND USING A SKILL WILL GRANT EXPERIENCE TOWARDS LEVELING IT UP. AS SKILLS REACH HIGHER LEVELS, THEY'LL BECOME MORE EFFECTIVE AND UNLOCK NEW CAPABILITIES, PASSIVE BONUSES, OR SPECIAL ITEMS.

EXAMPLE: LEVELING UP THE MINING SKILL WILL INCREASE THE PLAYER'S ABILITY TO GATHER VALUABLE ORES MORE EFFICIENTLY AND UNLOCK THE ABILITY TO MINE RARE AND POWERFUL MATERIALS, SUCH AS ARCANES CRYSTALS, USED TO CRAFT HIGH-TIER MAGICAL ITEMS.

1. EQUIPMENT UPGRADES: AS PLAYERS GATHER RESOURCES AND MATERIALS, THEY CAN USE THEM TO IMPROVE THEIR EQUIPMENT, ENHANCING ITS POWER AND UNLOCKING ADDITIONAL BONUSES. EQUIPMENT PROGRESSION WILL BE CRUCIAL TO STAYING COMPETITIVE IN COMBAT ENCOUNTERS AND ENSURING EFFICIENT RESOURCE GATHERING.

EXAMPLE: A PLAYER MIGHT UPGRADE THEIR BASIC SWORD TO A "FLAMEFORGED BLADE" BY GATHERING RARE METALS AND INFUSING IT WITH ELEMENTAL FIRE ESSENCE. THIS WEAPON WOULD DEAL BONUS FIRE DAMAGE AND HAVE A CHANCE TO SET ENEMIES ABLAZE DURING COMBAT ENCOUNTERS.

1. REPUTATION AND FACTION PROGRESSION: PLAYERS CAN CHOOSE TO ALIGN THEMSELVES WITH VARIOUS FACTIONS OR ORGANIZATIONS THROUGHOUT ELYTHERIA, COMPLETING QUESTS OR TASKS FOR THEM TO GAIN REPUTATION. HIGHER REPUTATION LEVELS WILL GRANT ACCESS TO EXCLUSIVE REWARDS, QUESTS, OR ABILITIES TIED TO THAT FACTION.

EXAMPLE: BY AIDING THE ORDER OF THE MOON, PLAYERS CAN GAIN ACCESS TO UNIQUE LUNAR-THEMED ABILITIES, EQUIPMENT, AND RESOURCES. AS THEIR REPUTATION WITH THE ORDER INCREASES, THEY MAY ALSO BE ASKED TO UNDERTAKE MORE CHALLENGING MISSIONS OR UNLOCK HIDDEN AREAS ASSOCIATED WITH THE FACTION.

1. WORLD PROGRESSION: AS PLAYERS ADVANCE THROUGH THE GAME, THEY'LL HELP SHAPE THE WORLD AROUND THEM BY COMPLETING STORY-DRIVEN QUESTS, BUILDING STRUCTURES, OR ACHIEVING SPECIFIC MILESTONES. THE STATE OF THE WORLD WILL EVOLVE AS THEY PROGRESS, OPENING UP NEW AREAS, EVENTS, AND CHALLENGES.

EXAMPLE: AFTER CONSTRUCTING A BRIDGE OVER A TREACHEROUS CHASM, PLAYERS MIGHT GAIN ACCESS TO A PREVIOUSLY UNREACHABLE AREA, SUCH AS AN ANCIENT RUIN FILLED WITH POWERFUL ENEMIES, HIDDEN TREASURES, AND INTRIGUING MYSTERIES TO UNCOVER.

1. ASCENDED ABILITIES: AFTER REACHING SPECIFIC MILESTONES OR COMPLETING DIFFICULT CHALLENGES, PLAYERS CAN UNLOCK ASCENDED ABILITIES, WHICH ARE POWERFUL SKILLS OR PASSIVE EFFECTS THAT GREATLY ENHANCE THEIR CHARACTER'S ABILITIES. THESE ABILITIES CAN BE CUSTOMIZED TO FIT A PLAYER'S PLAYSTYLE OR STRATEGIC APPROACH.

EXAMPLE: BY ACHIEVING A HIGH REPUTATION WITH ALL MAJOR FACTIONS, A PLAYER COULD UNLOCK THE "ETERNAL DIPLOMAT" ASCENDED ABILITY, WHICH GRANTS THEM SIGNIFICANT BONUSES TO RESOURCE GENERATION, ACCESS TO EXCLUSIVE ITEMS, AND UNIQUE ABILITIES FROM EACH FACTION THEY'VE ASSISTED.

BY PROVIDING A RICH AND VARIED PROGRESSION SYSTEM, ELYTHERIA: CHRONICLES OF THE ETERNAL OFFERS PLAYERS NUMEROUS WAYS TO DEVELOP THEIR CHARACTERS, SHAPE THE WORLD AROUND THEM, AND PURSUE THEIR UNIQUE GOALS AND PLAYSTYLES. THE DIVERSE PROGRESSION OPTIONS WILL ENSURE THAT EACH PLAYER'S JOURNEY THROUGH ELYTHERIA IS A UNIQUE AND FULFILLING EXPERIENCE.

Economy and Currency

Friday, April 7, 2023 10:30 PM

HERE'S A REVISED ECONOMY AND CURRENCY SYSTEM FOR A SINGLE-PLAYER GAME, ELYTHERIA: CHRONICLES OF THE ETERNAL:

1. MULTIPLE CURRENCIES: THE GAME WILL FEATURE MULTIPLE FORMS OF CURRENCY, EACH WITH ITS SPECIFIC USE AND VALUE WITHIN THE WORLD. PRIMARY CURRENCIES WILL INCLUDE:
 - GOLD: THE STANDARD CURRENCY OF ELYTHERIA, USED FOR PURCHASING ITEMS FROM VENDORS, UPGRADING EQUIPMENT, AND UNLOCKING NEW CONTENT. GOLD CAN BE EARNED THROUGH VARIOUS ACTIVITIES, SUCH AS COMPLETING QUESTS, SELLING ITEMS, OR PARTICIPATING IN COMBAT ENCOUNTERS.
 - ARCANE ESSENCE: A RARE AND VALUABLE RESOURCE USED TO ENHANCE EQUIPMENT, UNLOCK POWERFUL ABILITIES, AND CRAFT HIGH-TIER ITEMS. ARCANE ESSENCE CAN BE OBTAINED BY COMPLETING CHALLENGING ACTIVITIES, SUCH AS DEFEATING POWERFUL BOSSES, DISCOVERING HIDDEN TREASURES, OR MASTERING HIGH-LEVEL SKILLS.
2. GATHERING AND CRAFTING: PLAYERS CAN GATHER RESOURCES AND MATERIALS DURING THEIR ADVENTURES IN ELYTHERIA. THE VALUE OF RESOURCES WILL VARY BASED ON THEIR RARITY AND APPLICATION WITHIN THE CRAFTING AND UPGRADING SYSTEMS. CRAFTING WILL ENABLE PLAYERS TO CREATE VALUABLE ITEMS, EQUIPMENT, AND CONSUMABLES BY COMBINING GATHERED RESOURCES AND MATERIALS.
 - A. EXAMPLE: A PLAYER DISCOVERS A RARE ORE WHILE EXPLORING A CAVE. THIS ORE CAN BE USED TO CRAFT A POWERFUL WEAPON, UPGRADE AN EXISTING PIECE OF EQUIPMENT, OR TRADED TO AN NPC FOR A UNIQUE ITEM OR ABILITY.
3. VENDOR AND NPC ECONOMY: THROUGHOUT ELYTHERIA, PLAYERS WILL ENCOUNTER VARIOUS VENDORS AND NPCs OFFERING UNIQUE GOODS AND SERVICES IN EXCHANGE FOR CURRENCY OR RESOURCES. THESE NPCs WILL PROVIDE ESSENTIAL ITEMS, RARE EQUIPMENT, AND OFFER UNIQUE REWARDS FOR RARE RESOURCES.
 - A. EXAMPLE: A WANDERING MERCHANT MIGHT OFFER A POWERFUL ENCHANTED SWORD FOR A LARGE SUM OF GOLD, WHILE A WISE SAGE COULD REQUIRE A RARE HERB IN EXCHANGE FOR TEACHING THE

PLAYER A UNIQUE ABILITY.

4. UPGRADING AND ENHANCEMENT: PLAYERS CAN INVEST THEIR RESOURCES AND CURRENCIES INTO UPGRADING THEIR EQUIPMENT, UNLOCKING NEW ABILITIES, AND ENHANCING THEIR CHARACTER'S ATTRIBUTES. THE VALUE OF THE RESOURCES WILL DEPEND ON THE POWER AND RARITY OF THE UPGRADES AND ENHANCEMENTS AVAILABLE.

- A. EXAMPLE: A PLAYER FINDS A RARE GEMSTONE THAT CAN BE USED TO ENHANCE A PIECE OF ARMOR, PROVIDING ADDITIONAL DEFENSE OR A UNIQUE PASSIVE EFFECT. THE PLAYER CAN CHOOSE TO INVEST THE GEMSTONE IN THEIR CURRENT ARMOR OR SAVE IT FOR FUTURE UPGRADES.

5. TREASURE HUNTING AND QUEST REWARDS: THE GAME WILL FEATURE TREASURE HUNTING AND QUESTING SYSTEMS, WHICH WILL SERVE AS THE PRIMARY METHODS FOR OBTAINING VALUABLE ITEMS, RESOURCES, AND CURRENCY. PLAYERS WILL BE ENCOURAGED TO EXPLORE THE WORLD AND COMPLETE QUESTS TO UNCOVER HIDDEN RICHES AND POWERFUL ARTIFACTS.

- A. EXAMPLE: A PLAYER RECEIVES A TREASURE MAP FROM AN NPC, LEADING THEM TO A HIDDEN CACHE OF VALUABLE RESOURCES AND EQUIPMENT. BY FOLLOWING THE MAP AND SOLVING THE PUZZLES ALONG THE WAY, THE PLAYER DISCOVERS A WEALTH OF GOLD, RARE MATERIALS, AND A UNIQUE WEAPON.

THE SINGLE-PLAYER FOCUSED ECONOMY AND CURRENCY SYSTEM IN ELYTHERIA: CHRONICLES OF THE ETERNAL WILL PROVIDE PLAYERS WITH DIVERSE AND ENGAGING WAYS TO GATHER RESOURCES, UPGRADE THEIR CHARACTER, AND UNLOCK NEW CONTENT. BY BALANCING THE VALUE OF RESOURCES AND CURRENCIES THROUGHOUT THE GAME, PLAYERS WILL EXPERIENCE A REWARDING AND IMMERSIVE PROGRESSION SYSTEM.

GAME WORLD OVERVIEW

Friday, April 7, 2023 10:18 PM

Elytheria: Chronicles of the Eternal is a high-fantasy, single-player idle game set in a vast, enchanting world where players embark on an epic journey, exploring and unraveling the mysteries of a once-thriving land now facing a growing darkness. Players choose from various races, each with its unique abilities and attributes, influencing the gameplay experience.

REGIONS

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B. RESOURCES BY REGION

GEOGRAPHY:

ELYTHERIA IS A VAST, DIVERSE CONTINENT FILLED WITH LUSH FORESTS, TOWERING MOUNTAINS, ENCHANTED ISLANDS, AND ARID DESERTS. THE LANDSCAPE IS DIVIDED INTO SEVERAL REGIONS, EACH TEEMING WITH ITS UNIQUE FLORA, FAUNA, AND SUPERNATURAL ELEMENTS.

ELENARIA: A SPRAWLING, ENCHANTED FOREST CHARACTERIZED BY ITS TOWERING, ANCIENT TREES, AND RADIANT, MAGICAL GLADES. HOME TO THE WISE AND MYSTICAL ELVES, ELENARIA IS A PLACE OF SERENE BEAUTY AND DEEP-ROOTED MAGIC.

AZURHEIM: A MAJESTIC KINGDOM NESTLED IN THE SNOWY PEAKS OF THE CLOUDREACH MOUNTAINS. AZURHEIM IS THE HOMELAND OF THE GNOMES, KNOWN FOR THEIR ADVANCED TECHNOLOGY AND KEEN INTELLECT.

THORNWOOD: A DARK, TWISTED FOREST FILLED WITH THORNY VINES, CARNIVOROUS PLANTS, AND HOME TO THE ELUSIVE SHADOWKIN. THORNWOOD IS A LAND SHROUDED IN MYSTERY, WHERE SHADOWS HIDE ANCIENT SECRETS.

DRAKKAR ISLE: A VOLCANIC ISLAND IN THE STORMSEA, INHABITED BY THE MIGHTY DRAGONBORN. DRAKKAR ISLE IS A PLACE OF FIRE AND FURY, WHERE THE DRAGONBORN'S PROWESS IN BATTLE AND ELEMENTAL MAGIC IS UNMATCHED.

SUNSTONE DESERT: AN EXPANSIVE, SUN-SCORCHED WASTELAND, THE SUNSTONE DESERT IS HOME TO THE NOMADIC ARAKKARI, A RACE OF INSECT-LIKE BEINGS WITH A STRONG CONNECTION TO THE EARTH AND THE DESERT'S NATURAL RESOURCES.

CRYSTALLINE COVE: AN ETHEREAL, CRYSTALLINE COASTLINE WHERE THE MERFOLK DWELL. THE COVE IS FILLED WITH BEAUTIFUL CORAL REEFS, HIDDEN UNDERWATER GROTTOES, AND A VAST OCEAN TEEMING WITH LIFE.

NOW LET'S DO DRAKKAR: "DRAKKAR ISLE: A VOLCANIC ISLAND IN THE STORMSEA, INHABITED BY THE MIGHTY DRAGONBORN. DRAKKAR ISLE IS A PLACE OF FIRE

AND FURY, WHERE THE DRAGONBORN'S PROWESS IN BATTLE AND ELEMENTAL MAGIC IS UNMATCHED."

WHAT ARE ALL THE RESOURCES AVAILABLE FROM THIS REGION? LIST AT LEAST 100 AND CATEGORIZE THEM.

RACES & FACTIONS

Sunday, April 9, 2023

12:57 PM

1. **Solarian Knights** - The Solorian Knights are a race of noble and valiant warriors, hailing from the Kingdom of Solaria, a land of golden fields and majestic castles. They are characterized by their fair skin, golden hair, and piercing blue eyes. As a faction, they are dedicated to upholding justice and protecting the innocent. Their unique abilities include increased damage against undead enemies and a passive bonus to armor and health.
2. **Feyborn** - The Feyborn are a race of wise and mystical beings, hailing from the enchanted forest of Elenaria. They are characterized by their slender frame, pointed ears, and glowing green eyes. As a faction, they are dedicated to the preservation and balance of nature. Their unique abilities include increased mana regeneration and a passive bonus to magic damage.
3. **Earthforged** - The Earthforged are a resilient and hardy race, hailing from the Sunstone Desert. They are characterized by their insect-like appearance, sturdy exoskeleton, and earthy brown coloration. As a faction, they are dedicated to the cultivation and management of natural resources. Their unique abilities include increased resource gathering speed and a passive bonus to defense and resistance.
4. **Shadowdancers** - The Shadowdancers are a race of agile and cunning beings, hailing from the dark and twisted Thornwood forest. They are characterized by their dark skin, piercing green eyes, and sharp claws. As a faction, they are dedicated to the acquisition and protection of knowledge and secrets. Their unique abilities include increased critical strike chance and a passive bonus to stealth and evasion.
5. **Gnomes** - The Gnomes are a race of brilliant and innovative beings, hailing from the kingdom of Azurheim in the Cloudreach Mountains. They are characterized by their short stature, pointy ears, and mechanical gadgets. As a faction, they are dedicated to the advancement and mastery of technology. Their unique abilities include increased crafting speed and a passive bonus to intelligence and engineering.
6. **Dragonborn** - The Dragonborn are a race of mighty and elemental beings, hailing from Drakkar Isle in the Stormsea. They are characterized by their reptilian features, scaly skin, and fiery eyes. As a faction, they are dedicated to the preservation and domination of elemental forces. Their unique abilities include increased fire damage and a passive bonus to strength and endurance.
7. **Merfolk** - The Merfolk are a race of graceful and ethereal beings, hailing from the Crystalline Cove. They are characterized by their humanoid upper body, fish-like lower body, and iridescent scales. As a faction, they are dedicated to the exploration and protection of the sea. Their unique abilities include increased swimming speed and a passive bonus to water magic and resistance.

MAIN CHARACTERS

Friday, April 7, 2023 10:19 PM

INCLUDING INFORMATION ABOUT EACH CHARACTER'S BACKSTORY, APPEARANCE,
AND ABILITIES.

NPCs

Friday, April 7, 2023 10:33 PM

LISTING IMPORTANT NON-PLAYABLE CHARACTERS AND THEIR ROLES IN THE GAME.

MONSTERS & ENEMIES

Friday, April 7, 2023 10:34 PM

DESCRIPTIONS AND STATS FOR VARIOUS ADVERSARIES PLAYERS WILL FACE.

MAIN STORYLINE

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MAIN QUEST:

AS THE CHOSEN ONE, THE PLAYER MUST EMBARK ON AN EPIC JOURNEY, UNITING THE DISPARATE RACES, AND UNRAVELING THE MYSTERIES OF THE ANCIENT DARKNESS. THEY WILL EXPLORE THE VAST LANDSCAPES OF ELYTHERIA, FACE FORMIDABLE FOES, AND UNCOVER LONG-LOST RELICS AND SECRETS HIDDEN THROUGHOUT THE WORLD.

THE MAIN QUEST WILL BE DIVIDED INTO SEVERAL CHAPTERS, EACH FOCUSING ON A DIFFERENT REGION OF ELYTHERIA AND THE RACE INHABITING IT. THE PLAYER WILL NEED TO FORGE ALLIANCES, COMPLETE TASKS, AND MAKE CRUCIAL DECISIONS THAT WILL SHAPE THE FUTURE OF ELYTHERIA. BY OVERCOMING CHALLENGES AND SOLVING THE PUZZLES LEFT BY THE ANCIENTS, THE PLAYER WILL GRADUALLY UNCOVER THE TRUE NATURE OF THE DARKNESS AND THE KEY TO DEFEATING IT ONCE AND FOR ALL.

THROUGHOUT THEIR JOURNEY, THE PLAYER WILL MEET VARIOUS CHARACTERS, SOME OF WHOM WILL JOIN THE PLAYER'S CAUSE AND PROVIDE VALUABLE ASSISTANCE, WHILE OTHERS MAY BECOME ADVERSARIES. THE PLAYER'S DECISIONS WILL HAVE A SIGNIFICANT IMPACT ON THE GAME WORLD AND CAN LEAD TO MULTIPLE POSSIBLE ENDINGS.

QUEST NAME: THE UNITY OF ELYTHERIA

QUEST DESCRIPTION:

IN A WORLD PLAGUED BY ANCIENT DARKNESS, THE PLAYER, AS THE CHOSEN ONE, MUST UNITE THE DISPARATE RACES OF ELYTHERIA AND UNRAVEL THE MYSTERIES OF THE DARK FORCE THREATENING THE LAND. THE UNITY OF ELYTHERIA IS A GRAND QUEST SPANNING MONTHS IN REAL-TIME, WITH VARIOUS OBJECTIVES THAT CAN ONLY BE COMPLETED AS THE PLAYER PROGRESSES AND MEETS CERTAIN IN-GAME REQUIREMENTS.

QUEST STEPS:

1. THE CALL OF THE CHOSEN
 - A. LOCATION: THE PLAYER'S STARTING REGION (BASED ON THEIR CHOSEN RACE)
 - B. NPC: A MYSTERIOUS FIGURE FROM THE PLAYER'S DREAMS
 - C. DESCRIPTION: THE PLAYER EXPERIENCES A SERIES OF VIVID DREAMS FEATURING A MYSTERIOUS FIGURE WHO SPEAKS OF THEIR DESTINY AS

THE CHOSEN ONE. THESE DREAMS SERVE AS A TUTORIAL, GUIDING THE PLAYER THROUGH THE BASICS OF THE GAME AND PREPARING THEM FOR THEIR EPIC JOURNEY.

2. ESTABLISHING A BASE

- A. LOCATION: CENTRAL HUB (NEUTRAL REGION ACCESSIBLE TO ALL RACES)
- B. DESCRIPTION: AS THE PLAYER PROGRESSES THROUGH THE GAME, THEY UNLOCK ACCESS TO A NEUTRAL REGION CALLED THE CENTRAL HUB, A PLACE WHERE ALL RACES CAN COEXIST PEACEFULLY. HERE, THE PLAYER ESTABLISHES A BASE OF OPERATIONS, WHERE THEY CAN MANAGE RESOURCES, TRADE, AND INTERACT WITH OTHER PLAYERS.

3. BUILDING ALLIANCES

- A. LOCATION: ELENARIA, AZURHEIM, THORNWOOD, DRAKKAR ISLE, SUNSTONE DESERT, AND CRYSTALLINE COVE
- B. DESCRIPTION: THE PLAYER MUST TRAVEL TO THE DIFFERENT REGIONS OF ELYTHERIA, COMPLETING TASKS AND QUESTS FOR THE LEADERS OF EACH RACE TO BUILD TRUST AND FORM ALLIANCES. THE REQUIREMENTS FOR UNLOCKING THESE REGIONS AND PROGRESSING THROUGH THESE TASKS ARE TIED TO THE PLAYER'S PROGRESSION IN THE GAME, INCLUDING LEVELING UP THEIR SKILLS, ACQUIRING RARE RESOURCES, AND FORGING POWERFUL ITEMS.

4. THE PROVING GROUNDS

- A. LOCATION: THE PROVING GROUNDS (LOCKED REGION)
- B. DESCRIPTION: AFTER FORGING ALLIANCES WITH ALL THE RACES OF ELYTHERIA, THE PLAYER GAINS ACCESS TO A NEW REGION CALLED THE PROVING GROUNDS. HERE, THE PLAYER MUST UNDERGO A SERIES OF TRIALS DESIGNED TO TEST THEIR ABILITIES AND PROVE THEIR WORTH AS THE CHOSEN ONE. THESE TRIALS INCLUDE COMBAT, PUZZLES, AND RESOURCE MANAGEMENT CHALLENGES, WHICH ARE ONLY ACCESSIBLE AS THE PLAYER REACHES CERTAIN MILESTONES IN THEIR PROGRESSION.

5. UNRAVELING THE MYSTERIES

- A. LOCATION: VARIOUS HIDDEN LOCATIONS THROUGHOUT ELYTHERIA, INCLUDING ELENARIA, AZURHEIM, THORNWOOD, DRAKKAR ISLE, SUNSTONE DESERT, AND CRYSTALLINE COVE
- B. DESCRIPTION: ARMED WITH THE KNOWLEDGE AND EXPERIENCE GAINED FROM UNITING THE RACES AND COMPLETING THE TRIALS, THE PLAYER

MUST NOW SEARCH FOR CLUES TO THE TRUE NATURE OF THE ANCIENT DARKNESS. THESE CLUES ARE HIDDEN IN VARIOUS LOCATIONS THROUGHOUT ELYTHERIA, ACCESSIBLE ONLY AS THE PLAYER UNLOCKS NEW REGIONS AND PROGRESSES IN THEIR SKILLS.

6. THE RITUAL OF BINDING

- A. LOCATION: THE NEXUS (LOCKED REGION)
- B. DESCRIPTION: THE PLAYER DISCOVERS THAT TO COMBAT THE ANCIENT DARKNESS, THEY MUST PERFORM A RITUAL THAT WILL BIND THE POWER OF THE RACES TOGETHER. THIS RITUAL CAN ONLY BE COMPLETED AT A PLACE CALLED THE NEXUS, WHICH IS UNLOCKED AFTER THE PLAYER HAS DISCOVERED ALL THE NECESSARY CLUES AND FULFILLED VARIOUS IN-GAME REQUIREMENTS.

7. THE FINAL STAND

- A. LOCATION: THE ABYSS (LOCKED REGION)
- B. DESCRIPTION: WITH THE POWER OF THE RACES COMBINED, THE PLAYER FACES THE ULTIMATE CHALLENGE: TO ENTER THE DARK HEART OF THE ANCIENT DARKNESS ITSELF, KNOWN AS THE ABYSS. HERE, THE PLAYER MUST CONFRONT FORMIDABLE FOES AND OVERCOME THE LAST OF THE DARKNESS'S TRICKS AND TRAPS. ONLY BY DEFEATING THE DARKNESS AT ITS SOURCE CAN THE PLAYER SAVE ELYTHERIA AND BRING PEACE TO THE LAND.

SIDE QUESTS

Friday, April 7, 2023 10:34 PM

DETAILING OPTIONAL ADVENTURES AND THEIR REWARDS.

LORE & HISTORY

Friday, April 7, 2023 10:35 PM

ELYTHERIA WAS ONCE A LAND OF PEACE AND PROSPERITY, WITH EACH RACE CONTRIBUTING TO THE HARMONY OF THE WORLD. HOWEVER, AN ANCIENT DARKNESS BEGAN TO RISE, THREATENING THE BALANCE OF ELYTHERIA. THE RACES UNITED TO CONFRONT THIS FORCE, BUT OVER TIME, THEY GREW APART, EACH FOCUSING ON PROTECTING THEIR OWN REALMS.

IN THE PRESENT DAY, ELYTHERIA'S DELICATE BALANCE HAS BEEN DISRUPTED, WITH MALEVOLENT FORCES EMERGING AND GROWING STRONGER BY THE DAY. THE WORLD IS ON THE BRINK OF CHAOS, AND IT'S UP TO THE PLAYER TO RESTORE BALANCE AND SAVE ELYTHERIA FROM THE ENCROACHING DARKNESS.

TECHNOLOGY STACK

Friday, April 7, 2023 10:19 PM

LISTING THE LANGUAGES, LIBRARIES, AND FRAMEWORKS YOU'LL USE.

1. FRONT-END:

- A. HTML: FOR STRUCTURING THE CONTENT AND LAYOUT OF YOUR GAME'S USER INTERFACE.
- B. CSS: FOR STYLING YOUR GAME'S USER INTERFACE, INCLUDING COLORS, FONTS, AND OTHER VISUAL ELEMENTS.
- C. JAVASCRIPT: FOR ADDING INTERACTIVITY, HANDLING USER INPUT, AND CREATING DYNAMIC BEHAVIOR IN YOUR GAME.
- D. PHASER.JS: A POPULAR OPEN-SOURCE 2D GAME FRAMEWORK BUILT ON TOP OF WebGL AND CANVAS THAT PROVIDES PRE-BUILT COMPONENTS FOR GAME DEVELOPMENT, SUCH AS PHYSICS, ANIMATIONS, AND USER INTERFACE COMPONENTS. PHASER.JS WILL MAKE IT EASIER TO BUILD AND MANAGE YOUR GAME.

1. BACK-END:

- A. NODE.JS: A SERVER-SIDE JAVASCRIPT RUNTIME THAT ALLOWS YOU TO RUN JAVASCRIPT CODE ON THE SERVER SIDE. THIS WILL ENABLE YOU TO USE JAVASCRIPT FOR BOTH FRONT-END AND BACK-END DEVELOPMENT, SIMPLIFYING YOUR TECHNOLOGY STACK.
- B. EXPRESS.JS: A MINIMAL WEB APPLICATION FRAMEWORK FOR NODE.JS THAT MAKES IT EASY TO SET UP AND MANAGE SERVER-SIDE APIS AND ROUTES.
- C. MONGODB: A NOSQL DATABASE FOR STORING GAME DATA AND USER INFORMATION, OFFERING FLEXIBILITY AND SCALABILITY.
- D. SOCKET.IO: A LIBRARY FOR REAL-TIME COMMUNICATION BETWEEN THE SERVER AND CLIENTS, ALLOWING FOR FAST UPDATES AND SYNCHRONIZATION.

CODE ARCHITECTURE

Friday, April 7, 2023 10:36 PM

OUTLINING THE STRUCTURE OF YOUR CODEBASE.

APIS & INTEGRATION

Friday, April 7, 2023 10:36 PM

DESCRIBING ANY EXTERNAL TOOLS OR SERVICES YOU'LL UTILIZE.

ART STYLE

Friday, April 7, 2023 10:19 PM

DESCRIBING THE VISUAL AESTHETIC OF YOUR GAME.

ASSET LIST

Friday, April 7, 2023 10:37 PM

KEEPING TRACK OF ALL REQUIRED ART ASSETS, LIKE CHARACTERS, ITEMS, BACKGROUNDS, ETC.

Fonts

CINZEL - <https://fonts.google.com/specimen/Cinzel>

ASSET MANAGEMENT & TOOLS

Friday, April 7, 2023 10:38 PM

DOCUMENTING THE SOFTWARE AND METHODS USED FOR ASSET CREATION AND ORGANIZATION.

MARKETING STRATEGY

Friday, April 7, 2023 10:20 PM

OUTLINING YOUR PLANS FOR PROMOTING THE GAME.

PRESS & INFLUENCER OUTREACH

Friday, April 7, 2023 10:39 PM

LISTING POTENTIAL CONTACTS AND CHANNELS FOR PROMOTION.

SOCIAL MEDIA

Friday, April 7, 2023 10:40 PM

DOCUMENTING YOUR SOCIAL MEDIA PRESENCE AND POSTING SCHEDULE.

UPDATE ROADMAP

Friday, April 7, 2023 10:20 PM

DETAILING PLANNED UPDATES AND NEW CONTENT.

PLAYER FEEDBACK & SUGGESTIONS

Friday, April 7, 2023 10:43 PM

WHERE YOU CAN COLLECT AND PRIORITIZE USER FEEDBACK.

BUG TRACKING & FIXES

Friday, April 7, 2023 10:44 PM

LISTING ANY KNOWN ISSUES AND THEIR RESOLUTIONS.