Introduction to Haggo

Author'(s) LowkeyCoding, Anons

March 26, 2019

1 Introduction

What, where trying to achive is to recreate the old classic Haboo. Habbo (previously known as Habbo Hotel) is a social networking service and online community aimed at teenagers. The website is owned and operated by Sulake, a Finnish corporation. The service began in 2000 and has expanded to include nine online communities (or "hotels"), with users in over 150 countries(>>70288715).

1.1 Point of whitepaper

This "Whitepaper" is trying to specify a path for the project to go. The paper will be written, partially complete to leave some decesions up to the /g/ community via poles.

2 Frontend

I see to major paths this project can take >>70289125 and others are intrested in creating a standalone application. We could also stay more true to the original game and develop it as a hmtl5 game. A example is https://github.com/TheNamesRay/Habbo-in-HTML5 a old abbandoned project. Frontend pole

3 Backend

The backend is more open we could go either with nodejs, go, C and many other lanuages but, it seems the community leans more towards C and C++. Backend pole