

Idle MMORPG - Game Design Document

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Author: Game Design Team

Genre: Offline Idle/Incremental RPG

Target Platform: PC/Mobile (Electron Desktop App)

Executive Summary

Idle MMORPG is an offline idle/incremental game delivered as an Electron desktop application that simulates the classic MMORPG experience inspired by World of Warcraft, EverQuest 2, and RIFT. Players create characters, level through quests and grinding, and engage in the endgame gear progression loop—all while the game continues to progress offline. The game captures the dopamine-driven progression systems of traditional MMORPGs while adapting them for the idle game format, allowing players to experience the satisfaction of character growth and gear acquisition without requiring constant active play[9][14].

Core Game Pillars

- **Authentic MMORPG Feel:** Replicate the systems, terminology, and progression loops that define classic MMORPGs
- **Satisfying Idle Progression:** Ensure meaningful advancement both during active play and offline periods
- **Deep Character Customization:** Provide extensive build variety through classes, races, talents, and gear
- **Endgame Loop:** Create a compelling gear-driven progression system at max level

Game Overview

Concept

Players create a character from multiple race and class combinations, then level that character from 1 to 60 through automated quest completion and monster grinding. The game simulates MMORPG combat and progression systems, including gear acquisition, spell learning, talent specialization, and profession development. Upon reaching level 60, players engage in the classic MMORPG endgame loop: running dungeons and raids to acquire progressively better gear, which enables them to tackle harder content for even more powerful equipment[9][14].

Target Audience

- Former or current MMORPG players seeking a nostalgic experience
- Idle game enthusiasts who enjoy deep progression systems
- Players who love character building and optimization
- Those who want MMORPG-style progression without time commitment

Unique Selling Points

- Fully offline gameplay with robust idle progression
- Authentic MMORPG systems adapted for idle mechanics
- Multiple prestige layers (alts, account-wide bonuses)
- No energy systems or artificial waiting—pure progression
- Deep build customization with meaningful choices

Character Creation System

Races

Players choose from 8 distinct races, each with unique racial abilities and stat modifiers that influence optimal class pairings.

Race	Stat Bonuses	Racial Ability
Valeborn	+2 All Stats	Ambition: +10% Quest XP
Stoneguard	+5 STR, +5 STA	Iron Skin: Reduce damage taken
Sylvani	+5 INT, +5 AGI	Arcane Heritage: +5% Spell Power
Bloodborn	+7 STR, +3 STA	Savage Rage: +10% Physical Damage
Hollowed	+5 INT, +3 SPI	Undying Will: Status immunity
Tinkersoul	+7 INT, +3 SPI	Brilliant Mind: +5% Mana Pool
Wildkin	+5 AGI, +5 STA	Primal Fury: Attack speed boost
Earthborn	+7 STA, +3 STR	Titan's Vigor: +5% Health Pool

Table 1: Race stat bonuses and abilities

Classes

Nine classes provide distinct gameplay experiences, each with three specialization trees unlocked at level 10.

Class	Primary Stats	Specializations
Blademaster	STR, STA	Weapon Arts, Berserker, Guardian
Sentinel	STR, STA, SPI	Light, Defender, Vengeance
Stalker	AGI, STA	Beast Bond, Precision, Survival
Shadow	AGI, STA	Venom, Blade Dance, Stealth
Cleric	INT, SPI	Order, Radiance, Void
Arcanist	INT, SPI	Spellweave, Pyromancy, Cryomancy
Summoner	INT, STA	Corruption, Pact Binding, Chaos
Channeler	INT, AGI, STA	Storm Calling, Spirit Weapon, Renewal
Shapeshifter	INT, AGI, STR	Astral, Primal, Grove Warden

Table 2: Class specializations

Starting Configuration

- Players allocate 10 bonus stat points during creation
- Starting gear quality: Common (white items)
- Base stats scale with race/class combination
- Each race/class starts in a thematic zone (e.g., Stoneguard in Ironpeak Vale)

Core Progression Systems

Leveling (1-60)

Experience Sources

1. **Questing System:** Automated quest completion provides 70% of leveling XP
 - Quest types: Kill quests, collection quests, dungeon quests, elite quests
 - Quest chains unlock progressively through level ranges
 - Quest rewards: XP, gold, gear, reputation

2. **Monster Grinding:** Passive XP gain from defeating enemies
 - XP scales with monster level relative to character level
 - Zone-appropriate monsters auto-selected based on level
 - Elite and rare monsters provide XP bonuses
3. **Dungeon Runs:** Instanced content with bonus XP and guaranteed loot
 - Unlocked every 5 levels (10, 15, 20, etc.)
 - Dungeon completion grants chunk XP reward
 - Boss kills provide gear upgrade opportunities

Level Ranges and Zones

The game divides into six level ranges, each with 2-3 thematic zones:

Level Range	Zone Theme	Key Features
1-10	Starting Regions	Tutorial mechanics, common gear
11-20	Wildwood & Meadows	First dungeon, uncommon gear
21-30	Mistmoors & Caverns	Talent specialization deepens
31-40	Skyreach Summits	Rare gear drops, mounts
41-50	Blighted Wastes	Elite quests, epic gear
51-60	Ascendant Territories	Attunement quests, raid prep

Table 3: Leveling zones and progression

Offline Progression

- Game simulates up to 24 hours of offline time at full speed[17]
- Offline gains: XP, gold, gear drops, quest completions
- "Catch-up" multiplier when returning: 2-5x rewards based on offline duration[12]
- Visual summary screen shows all offline progress

Combat System

Automated Combat Loop

Combat is fully automated but influenced by player build choices:

1. Character auto-attacks current target
2. Abilities fire based on priority system and resource availability

3. Damage/healing calculated using MMORPG-style formulas
4. Loot rolled upon enemy defeat
5. Next target auto-selected from available monsters

Stats and Attributes

Five primary stats govern character performance:

Stat	Effects
Strength (STR)	Physical damage, carry capacity
Agility (AGI)	Critical chance, dodge, ranged damage
Intellect (INT)	Spell power, mana pool
Spirit (SPI)	Mana regen, health regen
Stamina (STA)	Health pool, survivability

Table 4: Primary stats

Secondary stats derived from gear and talents:

- Critical Strike Chance/Damage
- Haste (attack/cast speed)
- Armor/Resistance
- Hit Rating (accuracy)
- Expertise (parry/dodge reduction)
- Spell Penetration

Damage and Healing Formulas

Physical Damage = $(\text{Weapon Damage} + \text{STR modifier}) \times (1 + \text{Critical multiplier}) \times (1 - \text{Enemy Armor reduction})$

Spell Damage = $(\text{Base Spell} + \text{INT modifier}) \times (1 + \text{Critical multiplier}) \times (1 - \text{Enemy Resistance})$

Healing = $(\text{Base Heal} + \text{INT modifier}) \times (1 + \text{Critical multiplier})$

Gear System

Gear Slots

Characters equip items in 15 slots:

- Head, Shoulders, Chest, Wrists, Hands, Waist, Legs, Feet (Armor)
- Neck, Back, Ring 1, Ring 2, Trinket 1, Trinket 2 (Jewelry)
- Main Hand, Off Hand/Two-Hand (Weapons)

Item Quality Tiers

Quality	Color	Source
Common	Gray	Vendor trash, early game
Uncommon	Green	Quest rewards, world drops (1-30)
Rare	Blue	Dungeon bosses, rare spawns (20-60)
Epic	Purple	Raid bosses, high-end dungeons (60+)
Legendary	Orange	Ultimate raid bosses, prestige content

Table 5: Item quality tiers

Gear Acquisition

1. Leveling Gear (1-59)

- Quest rewards provide steady upgrades every 2-3 levels
- World drops from monsters (random chance)
- Dungeon bosses guarantee rare-quality items
- Crafted gear from professions fills gaps

2. Endgame Gear (60)

- Heroic Dungeons: Rare and Epic gear (item level 60-70)
- 10-Player Raids: Epic gear (item level 71-80)
- 25-Player Raids: Epic and Legendary gear (item level 81-90)
- Each tier requires completing previous tier for "attunement"

Item Level System

Item Level (iLevel) determines stat budgets:

- Each quality tier has iLevel ranges
- Higher iLevel = more total stats on item
- Stat distribution varies by slot and type
- Average iLevel determines character power

Talent System

Talent Points

- Gain 1 talent point per level starting at level 10 (51 total points)

- Each specialization has 3 talent trees (25 points each tree)
- Points unlock more powerful abilities as you go deeper
- Can respec for gold cost (increases with each respec)

Talent Tree Structure

Each tree contains:

- Tier 1 (0 points required): Basic enhancements
- Tier 2 (5 points required): Moderate power increases
- Tier 3 (10 points required): Significant modifiers
- Tier 4 (15 points required): Build-defining passives
- Tier 5 (20 points required): Ultimate capstone talent

Example - Arcanist Pyromancy Tree:

Talent	Effect
Searing Touch (Tier 1)	Crits cause burning DoT
Enhanced Flamebolt (Tier 2)	+15% Flamebolt damage
Infernal Focus (Tier 3)	+5% spell crit chance
Flame Eruption (Tier 4)	Consume DoTs for burst damage
Meteor Strike (Tier 5)	Unlock devastating fire spell

Table 6: Fire Mage talent progression

Spell and Ability System

Ability Acquisition

- Core abilities unlock at specific levels (e.g., Fireball at 1, Frostbolt at 4)
- Specialization abilities unlock through talent investment
- Ability ranks purchasable from class trainers using gold
- Higher ranks increase damage/healing and reduce cast time

Ability Types

1. **Direct Damage:** Instant damage (e.g., Flamebolt, Shadow Strike)
2. **Damage Over Time (DoT):** Periodic damage (e.g., Plaguetauch, Rending Slash)
3. **Area of Effect (AoE):** Multiple target damage (e.g., Frostfall, Blade Tempest)
4. **Heal Over Time (HoT):** Periodic healing (e.g., Wildgrowth, Restoration Aura)
5. **Direct Healing:** Instant healing (e.g., Rapid Mend, Divine Touch)
6. **Buffs:** Temporary stat increases (e.g., Empowering Word, Sentinel's Blessing)

7. **Debuffs:** Enemy weakening (e.g., Hex of Weakness, Armor Breach)
8. **Crowd Control:** Disable enemies (e.g., Transfigure, Silence Strike)

Resource Management

Each class uses specific resources:

Resource	Classes
Mana	Arcanist, Cleric, Summoner, Channeler, Shapeshifter, Sentinel
Energy	Shadow, Shapeshifter (Primal)
Rage	Blademaster, Shapeshifter (Primal)
Soul Power	Reaper (future expansion)

Table 7: Class resources

Resources regenerate automatically with rates modified by Spirit and other stats.

Profession System

Gathering Professions

- **Mining:** Gather ore from resource nodes, used in Blacksmithing/Engineering
- **Herbalism:** Collect herbs, used in Alchemy
- **Skinning:** Harvest leather from defeated beasts, used in Leatherworking

Crafting Professions

- **Blacksmithing:** Craft plate armor and weapons
- **Leatherworking:** Craft leather and mail armor
- **Tailoring:** Craft cloth armor
- **Alchemy:** Create potions and elixirs for buffs
- **Enchanting:** Add permanent stat bonuses to gear
- **Engineering:** Create gadgets, bombs, and unique items

Profession Leveling

- Profession skill ranges from 1-300
- Skill increases by crafting/gathering appropriate level items
- Higher skill unlocks better recipes
- Recipes acquired from trainers, drops, and reputation vendors
- Each character can have 2 primary professions + all secondary professions (Cooking, First Aid, Fishing)

Endgame Systems

Dungeon System

Dungeon Tiers

1. Normal Dungeons (Levels 10-59)

- 3 bosses per dungeon
- 10-15 minute clear time
- Uncommon to Rare gear drops

2. Heroic Dungeons (Level 60)

- Same dungeons, increased difficulty
- 4-5 bosses
- 20-30 minute clear time
- Rare to Epic gear (iLevel 60-70)
- Daily lockout system (1 clear per day per dungeon)

3. Mythic Dungeons (Level 60, future content)

- Scaling difficulty tiers (Mythic +1, +2, +3, etc.)
- Higher tiers = better gear + prestige currency

Dungeon Mechanics

- Auto-run dungeons with success chance based on gear/build
- Success rate displayed before starting (60-99%)
- Failed runs grant partial rewards
- Boss loot tables contain slot-specific gear
- Dungeon completion awards reputation and currencies

Raid System

Raid Tiers

Level 60 raids unlock sequentially through attunement quests:

Raid	Size	Bosses	Item Level
Emberforge Depths	10-player	8 bosses	71-75
Shadowspire Citadel	10-player	10 bosses	76-80
Temple of the Forsaken	25-player	12 bosses	81-85

The Eternal Crypt	25-player	15 bosses	86-90
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Table 8: Raid progression tiers

Attunement System

- Complete quest chain to unlock each raid
- Requirements: Clear previous raid, achieve minimum average iLevel, complete specific dungeons
- Attunement is account-wide (benefits alt characters)

Raid Mechanics

- Raids simulate 5-player "guild groups" with AI companions
- Each boss has unique mechanics affecting strategy
- Players optimize their character for group composition bonuses
- Weekly lockout: 1 clear per raid per week
- Bonus rolls available using currency for extra loot chances

Boss Loot Tables

Each boss drops 2-3 items from a loot table:

- Armor tokens (redeemable for class-specific pieces)
- Weapons with unique effects
- Trinkets with powerful proc effects
- Tier set pieces (wearing 2/4/6 pieces grants set bonuses)

Reputation System

Factions

10+ factions provide progressive rewards:

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Reputation Level	Benefits
Neutral (0)	No benefits
Friendly (3,000)	Access to faction vendor
Honored (9,000)	Uncommon items, recipes
Revered (21,000)	Rare items, enchants
Exalted (42,000)	Epic items, mounts, titles

\end table>

Reputation Sources

- Quest completion in faction zones
- Dungeon and raid boss kills
- Daily quests (unlock at level 60)
- Reputation tokens from monster drops
- Wearing faction tabards in dungeons

Daily and Weekly Systems

Daily Quests

- Unlock at level 60
- 10 daily quests available per day
- Rewards: Gold, reputation, Justice Points currency
- Reset at midnight server time

Weekly Activities

- Raid lockouts reset weekly
- Weekly quest for bonus Valor Points
- World boss spawns (guaranteed Epic loot)
- PvP season rewards (future system)

Currency Systems

Gold

- Primary currency earned from quests, monster kills, vendor sales
- Used for: Ability training, gear repairs, consumables, profession recipes, mounts
- Scales from copper/silver (early) to gold (endgame)

Justice Points

- Earned from: Daily quests, heroic dungeon completion, raid participation
- Used for: Purchasing Rare and Epic gear from vendors
- Alternative to RNG loot drops
- Cap: 4,000 points

Valor Points

- Earned from: Weekly quests, raid bosses, high-tier content

- Used for: Best-in-slot Epic gear
- Weekly cap: 1,000 points (encourages consistent play)

Honor Points (future PvP system)

- Earned from PvP activities
- Used for PvP-specific gear with resilience stat

Prestige and Meta-Progression

Ascension System (Primary Prestige)

Overview

After reaching level 60 and clearing The Eternal Crypt raid, players can "Ascend" their character, gaining permanent account-wide bonuses.

Ascension Benefits

Each Ascension grants:

- +2% XP gain (account-wide)
- +1% gold gain (account-wide)
- +1% gear drop chance (account-wide)
- 1 Ascension Point for Paragon talent tree
- Prestige cosmetic rewards (titles, transmog appearances)

Post-Ascension

Character resets to level 1 but retains:

- All unlocked races and classes
- Profession knowledge (recipes remain learned)
- Achievement progress
- Mount and pet collections
- Transmog (appearance) collection

Paragon System

Paragon Talents

Ascension Points spent in account-wide Paragon talent trees:

1. **Power Tree:** Increase damage and healing (up to +50%)
2. **Resilience Tree:** Increase health and survivability (up to +50%)

3. **Fortune Tree:** Increase loot quality and gold drops (up to +30%)
4. **Swiftness Tree:** Increase leveling speed and quest completion (up to +40%)
5. **Mastery Tree:** Unlock special abilities and convenience features

Each tree contains 50 talent nodes requiring 250 total Ascensions to max.

Alt Character System

Benefits of Alt Characters

- Experience different class/race combinations
- All alts benefit from account-wide Paragon bonuses
- Shared gold and currency pools
- Profession synergies (alts can have different profession pairs)
- Achievement hunting across multiple characters

Alt Advantages

- Reduced leveling time due to Paragon bonuses
- Account-wide reputation gains at 50% rate
- Heirloom gear system (bind-on-account items that scale with level)

Achievement System

Achievement Categories

- Leveling: Reach specific levels, complete zone quests
- Dungeon: Complete all dungeons, speed clears, no-death runs
- Raid: Boss kills, tier completions, hard mode clears
- Professions: Reach max skill, craft specific items
- Collections: Mounts, pets, transmog appearances
- Exploration: Discover all zones, find hidden areas
- Combat: Kill milestones, critical hit records
- Wealth: Accumulate gold, spend thresholds

Achievement Rewards

- Achievement Points for leaderboard ranking
- Titles displayed with character name
- Unique mounts and pets
- Cosmetic rewards (transmog gear, effects)
- Paragon bonus points for major achievement milestones

Idle Mechanics Design

Automation Philosophy

The game balances active engagement with idle automation:

- **Always Progressing:** Combat, questing, and gathering happen automatically
- **Meaningful Choices:** Players make strategic decisions about build, gear, and content
- **Check-in Rewards:** Returning to game provides satisfying progress summary
- **No Artificial Gates:** No energy systems or forced wait timers

Active vs Idle Gameplay Loop

Active Play Session (15-30 minutes)

1. Review offline progress and loot acquired
2. Equip gear upgrades (auto-equip option available)
3. Allocate stat/talent points from level-ups
4. Select next quest chain or content tier
5. Adjust build for upcoming challenges
6. Spend currencies at vendors
7. Craft items using gathered materials
8. Initiate dungeon/raid runs

Idle/Offline Progression

- Combat continues automatically
- Quest objectives completed based on average clear time
- Loot accumulated in inventory (auto-sold if full)
- Profession gathering occurs passively
- Resources regenerate for next active session
- Up to 24 hours of progress calculated on return[17]

Progression Pacing

Early Game (Levels 1-30)

- Rapid leveling: 1-2 levels per hour
- Frequent gear upgrades every 2-3 levels
- New abilities unlock regularly
- Simple combat rotation

- Focus on learning systems

Mid Game (Levels 31-59)

- Moderate leveling: 1 level per 1-2 hours
- Gear upgrades every 4-5 levels
- Talent specialization deepens
- Combat complexity increases
- Dungeons become primary progression

Endgame (Level 60)

- Focus shifts to gear item level
- Daily/weekly content structure
- Long-term goals (raid progression, reputations)
- Multiple concurrent objectives
- Preparation for Ascension

The pacing follows idle game best practices with accelerating early progress and increasingly long-term goals as players invest more time[9][14][20].

Balancing Offline Gains

To prevent exploitation while maintaining satisfying returns:

- **Diminishing Returns:** Offline efficiency reduces after 12 hours (100% → 75% → 50%)
- **Activity Caps:** Dungeon/raid completions limited even offline (max 1 heroic dungeon, no raid progress)
- **Gear Quality Limits:** Offline play caps at Rare quality drops; Epic+ requires active boss kills
- **Resource Caps:** Inventory space limits gathering; full bags = excess sold for gold
- **Comeback Mechanics:** Longer offline periods grant temporary XP/loot bonuses on return[12]

UI/UX Design

Main Screen Layout

```
\begin{itemize}
\item Character Panel: Avatar display, health/mana bars, level progress, buffs/debuffs
\item Combat Log: Scrolling text showing actions, damage, loot drops
\item Quest Tracker: Current quest objectives and progress
\item Quick Stats: DPS meter, time to next level, gold earned per hour
\item Navigation Tabs: Character, Inventory, Talents, Professions, Social, Achievements
\end{itemize}
```

Character Screen

Displays comprehensive character information:

- Full stat breakdown with tooltips
- Gear slots with equipped items
- Talent tree visualization
- Active buffs and cooldowns
- Combat statistics (DPS, healing, damage taken)

Inventory Management

- Grid-based inventory (bag slots)
- Auto-sort by quality/type
- Quick-sell vendor trash
- Gear comparison tooltips (green/red stat changes)
- Transmog collection tab

Quest Journal

- Active quests with progress bars
- Available quests in current zone
- Completed quest history
- Quest chain visualization
- Rewards preview

Dungeon/Raid Browser

- List of available instances
- Lockout status indicators
- Success rate prediction
- Loot table preview
- Queue for auto-run or manual start

Accessibility Features

- **Auto-Equip:** Automatically equip better gear based on stat priorities
- **Recommended Builds:** Pre-made talent specs for each class
- **Smart Progression:** Game suggests next content tier based on gear level
- **Tooltips:** Comprehensive explanations for all systems
- **Colorblind Modes:** Alternative color schemes for item quality

Technical Considerations

Electron Desktop Application

The game is built as an Electron desktop application, providing several key advantages[35][38][41]:

```
\begin{itemize}
\item Cross-Platform: Single codebase deploys to Windows, macOS, and Linux
\item Web Technologies: Built with HTML5, JavaScript/TypeScript, and CSS for rapid development
\item Native Integration: Access to file system, system tray, and desktop notifications
\item Auto-Updates: Built-in update system for seamless patches and content delivery
\end{itemize}
```

Electron Architecture Benefits

- Leverages Chromium rendering engine for consistent UI across platforms[42]
- Node.js backend enables efficient file I/O and save management
- Multi-process architecture separates game logic from rendering[48]
- WebGL support for 2D sprite rendering and visual effects
- Hardware acceleration for smooth animations and transitions

Performance Optimization for Electron[42][48]

- Worker threads for heavy computation (combat calculations, loot generation)
- Avoid blocking main process—offload to renderer or background processes
- Stream-based file reading for large save files to prevent memory bloat
- Lazy loading for asset collections (transmog library, achievement database)
- Native modules (optional) for performance-critical systems like checksum verification
- Minimize synchronous IPC calls between main and renderer processes

Save System

- Auto-save every 5 minutes using Node.js file system
- Local save files stored in user data directory (platform-agnostic)
- Optional cloud save via Steam Cloud or custom backend
- Manual save/export for backups (JSON format)
- Save file includes: Character data, progress flags, inventory, achievements, Paragon progress
- Compression for large save files (gzip or similar)

Platform Targets

- **Primary:** PC Desktop (Windows, macOS, Linux via Electron)

- **Future Consideration:** Mobile port using Cordova/Capacitor (requires UI redesign)
- **Future Consideration:** Web version (limited features, browser constraints)

Development Roadmap

Phase 1: Core Systems (Months 1-4)

- Electron application scaffolding and build pipeline setup
- Character creation and race/class implementation
- Basic combat system and stat calculations
- Leveling 1-60 with quest system
- Gear system and inventory
- Talent trees (basic implementation)
- Local save system with auto-save functionality

Phase 2: Content and Progression (Months 5-8)

- 6 leveling zones with quest chains
- 10 dungeons (2 per level range)
- 4 raids for endgame
- Profession system implementation
- Reputation factions and vendors

Phase 3: Meta-Progression (Months 9-10)

- Ascension system
- Paragon talent trees
- Achievement system
- Collections (mounts, pets, transmog)
- Alt character systems

Phase 4: Polish and Balance (Months 11-12)

- UI/UX refinement
- Balance tuning (leveling speed, drop rates, scaling)
- Tutorial and onboarding flow
- Electron performance optimization and memory profiling
- Code signing and installer creation for all platforms
- Beta testing and feedback iteration
-

Research Analysis

Existing Games in Space

Game	Strengths	Weaknesses
AdVenture Quest	Deep RPG systems	Pay-to-win mechanics
Idle Champions	D&D license appeal	Complex, overwhelming
Melvor Idle	RuneScape nostalgia	Less MMORPG feel
NGU Idle	Extensive progression	Abstract theme

Table 9: Competitive landscape

Our Differentiation

- Most authentic MMORPG simulation in idle format
- Focus on WoW-era nostalgia and terminology
- No pay-to-win or energy systems
- Offline-first design philosophy
- Deep but accessible systems

Risks and Mitigation

Design Risks

\begin{table}

Risk	Mitigation Strategy
Too complex for idle audience	Gradual system introduction, tutorials
Too simple for MMORPG fans	Deep build customization, endgame depth
Progression too slow/fast	Extensive playtesting, tunable variables
Lack of social elements	Achievement sharing, leaderboards

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Technical Risks

- **Save corruption:** Multiple backup systems, cloud sync verification
- **Balance exploits:** Server-side validation for offline gains (if online features added)
- **Performance on mobile:** Scalable graphics settings, optimization passes

- **Cross-platform sync:** Robust cloud save architecture from day one

Conclusion

Idle MMORPG combines the depth and satisfaction of classic MMORPGs with the accessibility and convenience of idle games. By faithfully replicating beloved MMORPG systems—races, classes, talents, gear progression, dungeons, and raids—while adapting them for automated gameplay, the game delivers a unique experience that appeals to both nostalgia-driven MMORPG veterans and idle game enthusiasts seeking deeper progression systems.

The core gameplay loop of leveling, gearing, and tackling increasingly difficult content translates naturally to the idle format, while the Ascension prestige system provides virtually unlimited replayability. With careful attention to pacing, meaningful player choices, and satisfying offline progression, Idle MMORPG has the potential to define a new subgenre: the offline MMORPG simulator.

Appendices

Appendix A: Sample Combat Calculations

Example: Level 60 Pyromancy Arcanist vs Raid Boss

Character Stats:

- Intellect: 500 (from gear and talents)
- Spell Power: 850
- Critical Strike Chance: 25%
- Haste: 15%

Flamebolt Cast:

- Base Damage: 800-900
- INT Modifier: +500 damage
- Spell Power Modifier: +850 damage
- Total Non-Crit: 2150-2250 damage
- Critical Hit (25% chance): 3225-3375 damage
- Cast Time: 2.5s reduced by 15% haste = 2.125s
- DPS: ~1035 average

Appendix B: Sample Talent Build

Pyromancy Arcanist - Maximum Damage Spec (51 points)

Pyromancy Tree (31 points):

- Searing Touch 5/5: Crits cause 40% of damage as DoT

- Enhanced Flamebolt 5/5: +15% Flamebolt damage
- Immolation 2/2: +10% Fire spell crit damage
- Infernal Focus 3/3: +6% spell crit chance
- Flame Eruption 1/1: Consume DoTs for burst
- Meteor Strike 1/1: Unlock Meteor Strike spell

Spellweave Tree (20 points):

- Arcane Veil 2/2: -10% threat, +2% spell hit
- Spell Accuracy 5/5: +10% spell hit chance
- Mana Resonance 5/5: 10% chance for free spell
- Expanded Reserves 5/5: +10% mana pool
- Temporal Burst 1/1: Instant cast ultimate

This build maximizes fire damage and critical strikes while taking essential hit chance and mana efficiency from Spellweave.

Appendix C: Progression Checklist

Player Journey from 1-60 to Ascension:

1. Create character, choose race/class
2. Complete starting region (levels 1-10)
3. Unlock talent specialization at 10
4. Progress through leveling zones (11-59)
5. Complete 8-10 dungeons during leveling
6. Reach level 60, equip quest/dungeon gear
7. Run Heroic Dungeons for rare/epic gear (iLevel 60-70)
8. Complete attunement quest chain for raids
9. Clear Emberforge Depths raid (iLevel 71-75)
10. Clear Shadowspire Citadel raid (iLevel 76-80)
11. Gear up for 25-player content
12. Clear Temple of the Forsaken (iLevel 81-85)
13. Clear The Eternal Crypt (iLevel 86-90)
14. Achieve average iLevel 90+ across all slots
15. Perform Ascension ritual
16. Allocate Paragon point in account-wide tree
17. Start new character or same class with bonuses

Total estimated time: 25-40 hours to first Ascension depending on Paragon bonuses.

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