# Техническое задание на программу для ЭВМ «MMORPG «Предел»» версия 1.

# 1. Описание

Программа представляет собой клиент-серверное игровое приложение (десктопный и web - клиенты).

Жанр игры: MMORPG/RTS

Сценарий игры и игровые техники описаны в разделе «Сценарий».

Дизайн игрового мира и персонажей – в разделе «Дизайн».

Режим графики: двумерный (в первой версии).

# 2. Логика

Вся логика приложения реализована на серверной части, кроме отрисовки.

Взаимодействие между клиентами и сервером происходит по протоколу http(s), формат данных – json.

Возможность использовать скрипты для управления игровым процессом на время отсутствия игрока в игре (C#, JS).

# 3. Требования

Сервер работает по протоколу http(s), должен обрабатывать не менее 3000 запросов в секунду, время ответа не должно превышать 30 мс.

Запросы клиента и браузерной версии по возможности группируются.

Авторизация двухфакторная, возможность авторизации через ВК.

Интеграция с комплексом «Лабиринт»

Графика в первой версии двухмерная

# 5. Лицензирование

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Version 2.0, January 2004

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