

# Hall of Records

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## Introduction

This document describes the records we plan to keep in the Hall of Records and the set of statistics that we will need to collect in order to maintain these records. This specification is intended to be the starting point for the Hall of Records implementation. It is *not* intended to be a rigid and final declaration. We expect that the passage of time will reveal additional information that we would like to keep track of and that experience will reveal that some of the records chosen here to be of little interest to the players.

## How The Hall Of Records Works

The Hall of Records is actually a repository for the Book of Records (sometimes called the *Guilder-ness Book of Records* for obscure reasons). This book operates like any other *Habitat* book in terms of its user interface and so on. However, several copies of it are on permanent display in the Hall of Records region — a special region exit daemon (which we will write) will keep Avatars from removing the copies from the Hall. Personal copies of the Book can be made available at a news stand, if anyone cares enough to lug it around with them. (Aside: a future embellishment may be to create an object class representing a plaque or a television set. This would operate in a fashion similar to a book, but it would be fastened to the wall, and Avatars would not pick it up to read it. Furthermore, multiple Avatars could be reading it at the same time without collision. This is probably a better model for the way the Hall of Records should work. This, however, is a complication best introduced later.)

The Book is an ordinary book containing text describing the various records and listing the record holders. The Book is generated automatically every day by a batch process that runs during the *Habitat* night (i.e., during the daytime). This batch process filters the Avatar database records, extracts the top record holders in each category, and generates a file containing the next day's Book of Records text. This text is then associated with the text identifier carried by the actual Book objects, causing all existing copies to be automatically updated.

## The Records

These are the records which we have defined so far. In each category we will list the 10 top (or bottom, depending on the nature of the record) Avatars.

### *Wealthiest*

For purposes of keeping this record, an Avatar's wealth is defined as his or her bank account balance at the end of the day. List: name, rank and amount.

### *All-Time Wealthiest*

This record is like *Wealthiest*, but is a high water mark: the *Wealthiest* list can fluctuate from day to day, since Avatars can become poorer. List: name, rank and amount.

### *Poorest*

Measuring the most poverty-stricken Avatar is tricky, since the simplest measure (lowest bank account balance) gives new users a distinct edge. Getting on the *Poorest* list should be something you have to

work at. We therefore define poverty as average daily bank account balance divided by lifetime in days. List: name and rank. We don't list the poverty measurement directly since it is such a bizarre metric.

#### *Longest Lived*

Lifetime is measured in days since incarnation, i.e., since the Avatar first logged into the system or since he was last reincarnated after being killed. We only count days that the player actually logs in, however briefly. List: name, rank and lifetime.

#### *All-Time Longest Lived*

This record is like *Longest Lived* but is a high water mark: your place on this record stays even if you get killed (until somebody else lives longer). List: name, rank and lifetime.

#### *Most Times Killed*

This is a simple count that gets incremented with each death. By definition it is simultaneously a present-day and an all-time list. List: name, rank and count.

#### *Most Travelled*

This record is derived from counting each time an Avatar makes a region transition. It gets zeroed out if the Avatar is killed. List: name, rank and count.

#### *All-Time Most Travelled*

This record is like *Most Travelled*, but is a high water mark: your place on this record stays even if you get killed (until somebody else travels more). List: name, rank and count.

#### *Most Active TelePorter*

This record is like *Most Travelled* except that we only count TelePort rides. It also gets zeroed on death, but it's too minor a record to bother to keep an all-time list. List: name, rank and count.

#### *Most Territory Explored*

We should keep a visitor counter in each region that gets incremented each time an Avatar enters that region. This will enable us to monitor what regions are being frequently visited and which are being ignored or missed. For this record we keep a counter with each Avatar that gets incremented any time he enters a region that has never been entered before (i.e., one whose visitor count is zero). This record sticks with an Avatar across reincarnations. List: name, rank and count.

#### *Most Time In Habitat*

Each Avatar keeps a duration counter that gets updated every time he disconnects from the system or leaves *Habitat*. The counter is kept in terms of whatever time units the system currently uses to track usage (minutes?). This record survives reincarnation. List: name, rank and time.

#### *Best Dressed*

This record is a joke. Ten Avatars are chosen at random each day, with some fancy footwork in the random selection mechanism to bias it in favor of choosing previous members of the *Best Dressed* list. List: name and rank.

#### *Most Treasures Found*

We add a "found" bit to each treasure object (gemstones, magical items, tokens, and knick-knacks) that is cleared to 0 when the item is hidden. We keep a counter with each Avatar, initially 0 also. Any time an Avatar picks up a treasure object with a 0 "found" bit, we set the bit to 1 and increment the Avatar's counter. Obviously, commonly dispensed items found in vendo machines or money obtained from an ATM comes with the "found" bit pre-set. List: name, rank and count.

*Most Outspoken*

For each Avatar we count characters of **TALK** messages sent. List: name, rank and count divided by some fudge factor to make the numbers look reasonable (say 1000).

*Most Active*

This record is computed by dividing each Avatar's region transition counter by his lifetime. The result is a measure of how much the Avatar moves around. List: name and rank.

*Most Sedate*

This record uses the same statistic as *Most Active* except that we take the *bottom* ten Avatars.

*Most Expressive*

This record is a count of mail messages sent. List: name and rank.

*Biggest Thief*

We can tell whenever one Avatar steals something from another Avatar because it is a special **GET** behavior. For each Avatar we count the number of times this behavior is successfully executed. List: name, rank and count.

*Most Dangerous*

We count each time an Avatar kills another Avatar. List: name, rank and count.

*Most Cowardly*

This is a count of escape device uses. List: name, rank and count.

*Most Ghostlike*

Just as we keep track of time spent in the *Habitat* as a whole, we should track the amount of time each Avatar spends as a ghost. This record is a list of the Avatars with the largest amount of time spent as ghosts in proportion to their overall time in *Habitat*. List: name, rank and percentage.

*Least Ghostlike*

This record is based on the same statistic as *Most Ghostlike* except that we list the Avatars with the *least* time spent as ghosts in proportion to their overall time in *Habitat*. List: name, rank and percentage.

*Biggest Chameleon*

This record is derived by counting each time an Avatar puts on a new head or uses a body sprayer and dividing by lifetime. Gets zeroed on death. List: name and rank.

*Most Telepathic*

This record is derived by counting ESP messages sent and dividing by lifetime. Gets zeroed on death. List: name and rank.

*Most Popular*

This record is derived by counting mail, ESP and point-to-point **TALK** messages *received* and dividing by lifetime. Gets zeroed on death. List: name and rank.

*Busiest*

This record is derived by counting the total number of requests sent from the Commodore 64 for the player and dividing by lifetime. Gets zeroed on death. List: name and rank.