Technical Document

The target platform should be the PC as it is still the most popular platform for games. Hardware for the game should include a minimum DirectX 11.2 compatible graphics interface. Developing for DirectX 12 would be preferred; however adoption of this standard still remains low. A 3D sound supported Audio interface is also essential. Minimum requirements for RAM and Hard drive storage of the game should be similar to Windows 10 recommended requirements.

Little has been done in the field of game engine design to support MMO’s “out of the box”. Most modern MMO’s use either a purpose built game engine, or greatly customized version of popular game engines. In that vein, the development platform should be one that is first and foremost customizable. The Unity engine would best suite this requirement as it is not only open sources, but also integrates easily with many open sources graphics and development tools.

Regardless of the platform ultimately decided for the client software and interface, it should be noted that an MMORPG will require considerable development on the server side as no premade solutions exist outside of database engines and web servers.

A highly rendered game with many NPCs, mobs, and real-time weather effects, as well as players will require a significantly high base bandwidth. It is difficult to tell at this early process of design, but a 5Mbs internet connection seems a reasonable recommended requirement.

1. Technical
   1. Target Hardware
   2. Development hardware and software, including Game Engine
   3. Network requirements