NSL Website

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NSL is short for Naruto Shinobi Legends, it is a game that my brother and I created over 5 years ago. The game is based in Minecraft and its a open server that anyone can join without the downloading of any Mods. The game is a PVP/RP experience from the popular anime Naruto. The server operates off of custom made plugins and other server side plugins that you can download from a website called Spigot. You may be thinking "Oh, its just a simple Minecraft block building game", but you are completely wrong. It has in game Progression where you complete Quests, battle other players in PVP, find exclusive events to do, and also pair up with friends to take on the challenge of Dungeons to obtain XP in order to level up your character. Each level requires some grind and it requires more XP to level up each rank. At every level you earn a skill point where you can invest them into different catagories that make your character stronger and your abilities gain more power. Another cool plugin that we had created was something we call "Shinobi War". This is basically a domination type of team deathmatch mode where you capture 3 outposts and hold them, the longer you hold them the more your team will score points to win the match. The game mode also records how many kills and deaths you obtain in the event and displays them on a UI on your screen for you and your friends to see. We record a multitude of stats from the game and have them posted at our spawn location for players to check out the highest ranking members before the stats get reset to encourage players to keep grinding. I did not personally code these plugins as they are much more advanced than I am currently, but I did act as the project manager or leader of the entire process. Long video calls with the developers explaining in detail what we expect the plugins to do and how we want the overall experience to come to fruition. NSL as a server has gone through countless iterations of reworks and updates including the overhaul of many aspects to the PVP experience. The RP side of the server is for players that enjoy a role play game-play style. We also have custom plugins for the RP experience as well that helps everyone have a guide-book and allows for a clear cut way to know how to participate correctly in server RP such as a scripting plugin to give the dialog in RP a different font in game and some shortcut codes for actions and dialog in game. For my project I would like to create a custom website for the server community since we are reaching around 3,300 users on an Enjin prebuilt website for Minecraft. With this new website I would like to customize it in a way that suits the servers needs better. I would create five sections that include a Nav bar, server status section, blog section, community news section, and a top players section. Then for a seperate page I would create the Shop area that gives the option to players to donate to our server and also get some fun and special in game perks. It should be noted that most everything on the shop is also obtainable in game as well. The Nav bar should branch to all of the previously mentioned sections and pages, but a server rules section, staff application and a community discord link where we have over 1100 active users would be needed to also sit in the Nav bar. There are some risks that are factored into making this website and attempting to upgrade from the current system. I have made a risk assesment form that will be attached to this document, but it highlights if we fail to make a better website we will lose a portion of the current users. Security is the number one priority that must be kept in mind while making the website as the current system has a great security system so we can not downgrade that feature. Lastly, the conversion from the current website to the new one must be done in such a way that everyone is prompted to join the new version, or else we run the risk of losing many of the members and having to restart from a small community.