



OpenMMO - Groundwork

The free, open-source, small-scale MMORPG kit for Unity3d

[[Quickstart Guide](#) | [Asset Store Link](#) | [GitHub Repo](#) | [Changelog](#) | [Community Discord](#) | [Bug & Issue Tracker](#) | [User Documentation](#) | [Coder Documentation](#) | [Road Map](#) | [To-Do List](#) | [Contributor Tasklist](#) | [Third Party Notices](#)]

"It's dangerous to go alone! Take this." - The Legend of Zelda

Nothing beats "Free"

OpenMMO - Groundwork is the very first free and open-source small-scale MMORPG asset for Unity3d. It has been handcrafted from ground-up to provide advanced Unity3d users with a solid foundation for their own projects. *OpenMMO* is also geared towards Unity3d developers who can use the asset in order to modify and expand it in the form of "Modules".

Note: OpenMMO is under active development and far from complete. Many basic features are already in place, with more to come in the future.

Features

- **Free & Open-Source** - built with passion and not with a commercial goal in mind.
- Geared towards 3d games with third person character controllers utilizing either NavMesh or Physics based movement.
- **NetworkManager** - based on open-source Mirror (The No. 1 UNET Replacement)
- **DatabaseManager** - supports both SQLite and mySQL out of the box (hot swap)
- **Account Functionality** - Create, Delete, Select user accounts.
- **Character Functionality** - Create, Delete, Select player characters.
- **Third-Person Camera Controller** that follows the player and allows to look around.
- Simple networked **Movement Controller** - Allow walk, run, rotate, move backwards at different speeds.
- **Scriptable States** and **Animation Synchronisation** for extendable states and animations visible on all clients.
- **Warp Portal** - allows (hack-safe) teleportation within the current scene.
- **Client Cooldown** - limit the amount of "risky actions" a client can perform within a certain amount of seconds (database persistent).
- Simple **Chat System** - allows to talk to other users on the same server (limited to the same server and not persistent).
- *to be continued...*

Information

- **Open-Source Information**
 - *OpenMMO* is free, forever.
 - Users are allowed to download and use the *OpenMMO* source in any way you like. This includes a full game, incorporating parts of it into an existing game, rewriting and re-publish it or even sell it in modified form.

- Users are also allowed to create their own modules for *OpenMMO* and make them available to others (either free or paid).
- **Contribution Information**
 - Users are encouraged to contribute to *OpenMMO* by reporting bugs and building modules.
 - At the moment there is no team-roadmap as Fhiz is building the foundation first, although this will happen in the future.
- **Module Information**
 - Other kits call this "AddOns", "Extensions" or "Plug-Ins" - we call them "Modules".
 - The *OpenMMO* core features several classes to generalize the programming style of modules. (You can adapt to this style, but are not forced to do so.)
- **Release Information**
 - The package on the Unity Asset Store is always a few versions behind. On the other hand, all package content versions are harmonized and play nicely together.
 - Only the github repositories are always up to date, though users will have to download and integrate them manually.
 - Instead of tracking every single release, the github repositories are constantly updated. Major releases are marked with a code-name instead of a version number (for example "PreAlpha1").
 - All github repositories that share the same version are harmonized and play nicely together (for example all "PreAlpha1" releases).
- **Update Information**
 - This project is under active, heavy development - expect a lot of changes!
 - Updating can be quite a pain as many names and systems constantly change. Be aware of that!
 - Again: The asset store package as well as the repositories that share the same version, play nicely together. It gets confusing when you mix versions though.
- **Support Information**
 - No price tag = No support
 - There will be a detailed documentation later on, besides that you have to be willing to learn how things work by yourself. Of course you can always ask the community for help.
- **Feature Request Information**
 - "I have a list with many features - will you implement them?"

- Probably not - some might happen weeks or even months in the future. But you're generally better off by taking what is available and implementing the rest yourself.
- **Contributor Code/Module Integration**
 - "I wrote a module/code - will you include that in the core?"
 - In 99% of the cases I won't. Otherwise the core code will get bloated very soon. You're always welcome to host your Module on Github or anywhere else (you can also sell it if you want), to make it available to all users.

Team

The *OpenMMO* team is assembled of volunteers who wish to help further the development of this framework. Community members can join the team and help in a variety of ways, even if you are not a professional coder.

-Contributing to the Team

As this is a free endeavour, there is no contract, you have no obligation to contribute. Anyone willing to put some serious effort towards this project is welcome with open arms.

-Leaving the Team

It is totally OK if you want to leave the team. You don't have to explain yourself, people will come and go. If a task is too much for whatever reason, the most important thing is to communicate it to the team. Again, this is free and there is no desire to see anyone facing crunch, burnout or any other undue stress.