* Need to cut corners on everything: quality and art especially
* Instanced world

<https://www.reddit.com/r/gamedev/comments/2ifir4/what_does_it_take_to_make_an_mmorpg_i_know_im_a/>

* Networked game
* MMO with single-digit dev team <http://projectgorgon.com/>
* Solo dev MMO <http://atitd.com/index.shtml>
* SO discussion <http://gamedev.stackexchange.com/questions/6156/what-are-some-examples-of-mmos-with-small-development-teams>
* “If you want communal areas where large quantities of players are allowed to meet and interact, then you'll especially want to look at state compression techniques: Calculating state deltas, packing data into the fewest bits possible, when you can safely discard some data until later, and if you're working with UDP then how to properly handle dropped states.”
  + State deltas
  + State compression
  + Can get around this by limiting how many players can simultaneously interact, i.e. instances
* Database knowledge needs to be good, really really good
* “You'll want to consider what kind of community you want to build, and design for many different player types in that community”
  + Players are the content: design with them in mind
  + Bartle test describes players <https://en.wikipedia.org/wiki/Bartle_taxonomy_of_player_types>
  + read up on similar [surrounding topics](http://www.gamasutra.com/view/feature/6474/personality_and_play_styles_a_.php?print=1)
* avoid hand-made content at all costs
  + procedural generation
    - [Perlin noise](http://catlikecoding.com/unity/tutorials/noise/)
    - [r/proceduralgeneration](https://www.reddit.com/r/proceduralgeneration/)
* Dev team for Transformers Universe, a small MMO
  + Engine team (core tech) (varied between 5 to 20 people)  
    Analytics (Researchers + marketing people, using Hadoop, R etc)  
    Concept Art (3-4 people I think?)  
    MTX developer (1)  
    Modellers / Artists (25+ people)  
    Producers (2-3)  
    Project Managers (1-2)  
    QA (3-20)  
    Source control / build manager (1-2)  
    Writers  
    Game play programmers (3-15)  
    Level designers (5-15)  
    Game designers (3)