



Credits for the image: Cai Shuisong.

Mehilo Online

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Overview

The purpose of MEHilo Online(MEHo) is to bring innovation to the MMORPG genre concerning the gameplay and possibilities, without forgetting everything that unites people in a group to play a game for several hours. To develop the game we searched for the best ideas and we discovered the things that make people stop playing a MMORPG in the course of time. Thinking about that we gathered the best features to develop a game that will fascinate both players that like to explore and role-play the story and the players that love to be killing monsters all the time.

MEHo appeals to the classic Medieval feeling, bringing aspects from tabletop RPG's, where we will get the immersion and that's also what will differ our game from the generic current MMORPG's.

Note: things preceded by "final intention" are implementation details that we're not sure that will be possible to do them in the first version of the game, but maybe in future updates.


Goals

1. 2.5D perspective with TOP-DOWN camera style;
2. There is an established objective in the game that gives sense to the story. Not reaching that objective means that the player is following a different path in the world of MEHo.;
3. There aren't guides or arrows pointing where you have to go or what you have to do. Freedom is one of the highest priorities in our game;
4. The maximum level is 20. Antagonizing the MMORPG's that create big numbers that make the level lose its meaning and doesn't value the effort spent;
5. Cash pays only visual items and other things that don't affect the gameplay, hence eliminating the pay-to-win logic and supporting the maintenance of the servers;
6. Action hack n' slash RPG with some point n' click mechanics(more explanations will be given in the Interaction section);
7. All items dropped by monsters will have a utility, maybe in a quest or for crafting;
8. Linear difficulty scale. The start is not easy and the end is not impossible;
9. The game demands effort and dedication, in a way that every map requires a different plan depending on the abilities and on the nature(Passive/Aggressive, and element) of the monsters

Character

“Some win by its crimes, some are defeated by its virtues.” - William Shakespeare


- It's possible to choose Race and Genre with varied customization options, not only with pre-made hairs and bodies;
- Races: *Human, elf, half-elf, dwarf, half-orc, tiefling, dragonborn*. Every race starts with different stats and each can have a special talent, like elemental damage/resistance (more details will be added during the development of the game);
- Equipment: The final intention is to have a different sprite for every item;
- Buying stats with points awarded every time you raise your **Base Level**:
 - ◆ Strength = raise of max liftable weight and physical damage;
 - ◆ Agility = attack speed and dodge. OBS: Dodging doesn't necessarily nullifies the damage depending on the type of attack, but reduces it;
 - ◆ Dexterity = accuracy, cast time;
 - ◆ Intelligence = mana gain, magical damage, increase in success on intelligence checks;
 - ◆ Constitution = Health points gain, resistance to debuffs and damage, raise of concentration during casts;
 - ◆ Luck = slight increase in drop rate, increase critical hit chances, and increase in the chances of some things.
- Free stats and skills reset until a certain level, after this it needs to be paid and the price raises according to the Job level and the quantity of resets used - Reset Tickets are possible rewards of Events and Wars;
- Buying ability floors with points awarded every time you raise the **Job Level**:
 - ◆ There are 6 primary Jobs: **Archer, Cleric, Warrior, Rogue, Mage and Monk**. The ability tree of each Job is arranged through floors. Buying a floor gives you access to the skills of that floor. The floors of the primary Jobs can be bought regardless of your first choice of Job and it is possible to acquire floors of **3 different jobs** at max;
 - ◆ There are world-interactive skills that vary according to the Job and the race. Example: it doesn't make sense for a dwarf to jump as high as a human. The races limitations will be explained by the LORE;
 - ◆ Note: The skills can be nerfed in a PvP situation depending on the development of the battle balance.
- A skill can be upgraded through a NPC or continuous usage with a percentage of chance to upgrade them, which goes down as the skill level rises;

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- Implicit skills prerequisites. Not having a skill doesn't prohibit you from getting the following one, but it reduces the effectivity;
 - Items can be enchanted with elements temporarily or permanently, through skills with a cost per use(Elemental gem) or NPCs/Quests;
 - Item improvement is always assured, but its quality depends on RNG;
 - To be equipped, item have stats prerequisites and are not locked by Base/Job;

Environment


"There are a lot of mysteries hidden in this world, but much knowledge can be acquired with others adventurers around." - Bozo Blackwood, Tavern's Owner.

- Pseudo-open World, with transitions between maps through NPCs or Portals;
- The player "discovers" the map, in a way that the places that he doesn't know are "dark" in the world map - some simple quests may give cave routes and places that you still haven't discovered;
- Besides physical and magic damage there is also the elemental-damage/resistance:
 - ◆ Neutral;
 - ◆ Water;
 - ◆ Earth;
 - ◆ Fire;
 - ◆ Electric(not sure yet);
 - ◆ Wind;
 - ◆ Poison;
 - ◆ Holy;
 - ◆ Shadow;
 - ◆ Ghost;
 - ◆ Undead.
- Illumination varies according to the environment and day-time;
- "Random" events involving the scenario. Example: a mountain that opens during the night and closes during the day, revealing a secret map;
- IDEA OF A DIFFERENT EVENT: "rotary" boss in a way that if some X quantity of deaths of a boss or mobs is not reached, the boss becomes stronger and raises the rarity of the drops. Random "MVP" arrivals in maps after huge number of mob deaths.
Final intention: MVP's that aren't killed in a long while will move to other maps. MVP's will also be available in specific instances to avoid monopoly - idea of the scrolls obtained through daily login to summon MVP's that can only be killed by the party who summoned it;

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- Note: There is always a MVP in the maps that have a MVP with timed respawn after being killed. Players attacking a summoned MVP can't be attacked by other players;
 - System of titles that give some slight significant bonuses. Example: kill 1000 Goblins raises your drop-rate/damage against Goblins. The idea is that you become a specialist in killing this monster;
 - Hunt analyzer - tool that if turned on gives you statistics about your hunt, like time that will take to level up, amount of resources that you're spending, profit, etc.

Interaction and Gameplay

- The skills are activated through button chains(combos) and some through hotkeys(point n' click) like the single target skills;
- Market system - free commerce between players and Vending Machines(that keep selling when you are unlogged). Idea: time until the merchant arrives on the desired vending spot varying with the distance, and if the map has mobs there's a chance that he can be attacked and lose items. The merchant's appearance can be a doppelganger of the player. To organize these merchants there will be specific areas in the safezones for sales. To help with the search of an item there'll be a search tool that tells where the item is being sold;
- Black Market NPC that auctions all items with starting price of 2 times the ceiling of the last machine sale of the item. This NPC's spawns during the night and the auction lasts a real-time hour. Items are only auctioned if they have been sold at least one time;
- An equipment generate its status(atk/def) randomly when it's dropped or crafted and can(or not) concede Job bonuses. Note: the minimum stats to equip an item depends on its quality;
- Pets and Mounts - system of domesticated and trained pets to be companions in battle(attack with AI or pick items up from the floor) or mounts. They level up through traveled distance or experience got during combat. There are mobs that can only be companions and other ones that can be both. Note: Only a select quantity of mobs are subjects to this mechanic. After domesticating a mob(with a percentage of chance) an "egg" of that mob is generated. Below 50% you failed domesticating, above or equal to 50% you succeeded domesticating and, the higher the percentage, better are the stats of the incubated pet;
- System of gems that have a low chance of being dropped by mobs. A gem is equipped in a specific type of item(weapon, accessory, armor) and grants bonuses or a diverse effect that is related to the mob that dropped the gem. Note: the quantity of gems that an equipment fits varies;
- "Open" PvP with punishment(you need to press a button to be able to attack players). Ideas for the system: karma, killing X players or more the PK(Player killer)



has a chance of dropping an item after being killed. The player killed by the PK loses Base experience, maybe getting negative XP and leveling down after a certain % of negative XP.

How to clear the PK status: dying, logged time(they can't enter in cities) or trading items or XP with NPCs that appear during the night(or in a PK city).

Final intention - PK_boss: After reaching a huge quantity of players killed, the PK receives a Boss status(grants some skills and temporary stats) that can recruit mobs and fight companions that will follow him in this map and the chance of dropping his items(or downgrading the upgraded ones) after being killed also increases.

Note: the PK killed always drops a Ticket that gives 5% of his total money(inventory + bank). For the RNG PK's equipped items has different weights following a "looting" logic, for example: it would be easier to withdraw a necklace of a dead body, hence an accessory has a bigger weight for the RNG. Limit of 1 PK_Boss per map. Anti-exploit mechanic: items dropped by a PK receive a tag in a way to avoid the hunt of players that just killed a PK. To use this item you have to clear the tag (entering in safe-zones or talking with a NPC) Items with the tag aren't dropped by death.

Note_2: the PvP is opened after a certain level.

Not sure yet: a slight award for PKs. Example: grant discount on NPCs in a PK city or in the Black Market;

- Mechanic of sitting/resting to regain life/mana faster;
- Carrying weight over the max gradually decreases movespeed and attackspeed and the capacity of regeneration;
- Explore the game's system - about the height, jumping and scenario interactions.


Jobs

"It is possible to follow many paths in life, but surely the warrior's the best". - Ferdinand Lancaster, Reign's Warriors Leader.

Every player starts as apprentices and after can obtain other Jobs.

Primary Jobs / Leaning of the Jobs skills:

- Warrior - HP+, DEF+, ATK+;
- Rogue - ATK+, AttackSpeed+;
- Mage - SP+, MagicAttack+;
- Monk - ATK+, AttackSpeed+, Movespeed+;
- Cleric - SP+, INT+;
- Archer - AttackSpeed+, Precisão+;
- Druid - SP+, MagicAttack+ (not sure yet);



After all of the primary jobs are implemented, the secondary ones will be added, in a way that to obtain them it will be necessary to do quests. Note: SP - Spirit Points(mana), HP - Health Points, Int - Intelligence.

Stuff to do in the EndGame

- MVPs in the maps;
- Territorial dispute ensures better rights in the life skills earnings(farming, mining, etc);
- Challenges in instances;
- Field Battles/War between guilds;
- Castle domination - Dominant guild receives some bonus in cash or influence;
- Alliances between guilds;
- Upgrade of Guilds/territories. Guild's skills and other details explained in the Guild's section;
- Each dungeon(instanced) has its own story and an unique exploration/combat experience;
- Advanced dungeons that can only be accessed by max level players and require a large quantity of resources to be opened by a guild or alliance;
- Trading items;
- Crafting items/food/potions;

Crafting

"When I was an apprentice I saw an adventurer trying to kill a sheep with a rusty dagger... we didn't have dinner that day". - Adir'ka, Hellsteel Guild's blacksmith.

Crafting can be done in two ways: through professions or paying a price so that the local blacksmith/chemist/cook does so. In any case it will be necessary to have the desired recipe and all of the necessary ingredients. In the profession's case, it will also be necessary to have a certain level of that profession depending on the item's quality. The recipes can be bought or obtained through quests or dropped from mobs or researching the item. A recipe has a limit of uses and each use is consumed every time you use it. There are different ways to use a recipe, and depending on the used materials the stats will be different, with an exception on special items that have very specific recipes. Final Intention: the quality of the items will be represented visually. Example: Ruby = red aura for the blade of a sword, +5 of fire damage.

"Is that an arrow or a sword?"

"Why not both?" - Adventurers seconds before being hit or cut... by an arrow..sword.. by a weapon.



Guilds

"I battle and won against thousand of adventurers, but I'd never be able to fight the own Lord of Hell alone". - Ferdinand Lancaster, Reign's Warriors Leader.

A guild is an association of up to X players that united for some reason(s). In these reasons it is possible to highlight:

- Facilitates grouping for grind and social questions;
- Cooperative events (Advanced dungeons) and PvP (Guild wars and territorial dispute);
- Access to guild skills, like being able to teleport a guild ally to you;
- Special events for guilds;
- Final Intention: Constructions of fortresses of guilds and gradual upgrading.

"...I was trembling, the cold wind that was blowing through that cave burned my hands and the fear devoured me... but I wasn't alone, my guild partners were with me... probably that's the only reason that I'm here telling this story. " - Of Guilds & Dragons, book written by Meredith Spine, the last adventurer to break the boundary of the Twilight.