

Game Report: AI_MMO_Prototype

Game Overview

AI_MMO_Prototype is a peaceful, friendly, and joyful MMORPG designed for players who want to explore a dynamic virtual world without the focus on violence. The game offers a variety of engaging mechanics, including class-based progression, AI-driven enemies, and dynamic voice-over quests, all set in a beautiful, non-violent world.

Core Features

Character Classes

The game draws inspiration from classic **Dungeons & Dragons (D&D)** character classes, each with unique attributes and playstyles:

- **Warrior:** High damage output but melee-based. More dangerous in close combat, rewarding skilled players who can avoid damage while dealing high amounts.
- **Hunter:** Fast and agile with longer range but deals less damage. Perfect for players who prefer a strategic, hit-and-run playstyle.
- **Mage:** Deals high damage with ranged spells but has slower cooldowns. A glass cannon playstyle with a focus on powerful magic attacks.

Game World

The game world is designed around a peaceful and friendly map where players can explore, interact, and complete quests without the pressure of violence. The environment encourages cooperation, relaxation, and stress-free engagement.

User Interface (UI)

The user interface is designed for simplicity, providing an intuitive and clean experience for players. The focus is on accessibility, ensuring that players can navigate the game world effortlessly.

Enemy System

Built using **AI and state machines**, the enemy system allows for dynamic and reactive behavior. Enemies adapt to player actions, creating a more engaging and immersive experience.

Quests and Voice-Over

- **Quests** are provided by **DeepSeek**, adding rich, story-driven content.
- The game features **LMNT** for **dynamic voice-over**, enabling real-time voice responses instead of pre-recorded lines. This system makes interactions feel more organic and personal.

Backend and Database

- The **backend infrastructure** is powered by **Node.js**, ensuring a robust and scalable platform for the game.

- **MongoDB** is used to store player data, game progress, and other essential information, ensuring fast and efficient data retrieval and storage.
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Game Design and Progression

The game follows a **class-based progression system**, where players level up by completing quests and facing challenges unique to their chosen class.

- Players start at **level 1** and progress through **story-driven quests**.
- At **level 3**, players unlock the **co-op multiplayer mode**.
- Players can work together to complete **shared quests**, enhancing the community-driven aspect of the game.

However, due to time constraints, the **co-op multiplayer feature was not completed in time**, which delayed its full implementation.

Gameplay Experience

AI_MMO_Prototype delivers a fun and relaxing experience, focusing on exploration, teamwork, and progression. Key highlights include:

- **A stress-free, non-violent setting** that encourages players to interact and solve puzzles together.
 - **Dynamic AI-driven enemy interactions** for a more immersive experience.
 - **Simple UI** that ensures smooth gameplay navigation.
 - **Class-based combat mechanics** tailored to different playstyles.
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Challenges and Unfinished Features

Time Constraints

- The primary challenge faced during development was **time**.
- Despite having a solid vision for the game, **some features (such as co-op multiplayer mode) were not completed** within the timeframe.

Feature Delays

- While **single-player** and **quest-based elements** were completed, certain multiplayer aspects and advanced AI features were left unfinished.
 - **Dynamic multiplayer questing** was planned but could not be implemented within the initial timeframe.
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Conclusion

Despite not having all of its features fully implemented, **AI_MMO_Prototype** successfully delivers an **engaging and friendly MMORPG experience**.

The combination of **peaceful world-building, dynamic AI, and class-based progression** makes it an enjoyable experience for casual players.

With **additional development time**, the game has the potential to evolve into a more comprehensive multiplayer RPG, further enhancing its unique gameplay mechanics and player interactions.

Future Improvements:

- **Completion of the multiplayer feature** to enable real-time co-op quests.
- **Expanded quest system** with more AI-driven narratives.
- **Refinement of enemy AI** for more dynamic interactions.

Overall, **AI_MMO_Prototype** is a solid foundation for a non-violent MMORPG experience, blending AI-driven content with enjoyable character progression and a welcoming game world.