

# Technical Spec

Almost a compilation of multiple technical specs. Written to be understandable to the best of my abilities.

## 1. Front Matter

Minance Trading, Ordering & Botnet System

<https://github.com/minancenet>

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## 2. Introduction

### Overview

The Minance trading system is a peer-peer system in which, players of Skyblock by Hypixel are able to execute trades for Minance site users on the game's internal bazaar for a commission fee, paid for by the orderer. Thus, allowing players to place buy and sell orders externally, via any device with access to the internet. With our competitive system and a large enough ratio of order placers to orderers, orders should be executed on a close to in-game order time scale.

### Glossary

**Bazaar** – Referring to the Hypixel Skyblock bazaar and its corresponding economy.

### Context

The bazaar on Skyblock has always been an undervalued part of Skyblock although, the bazaar brings much more to the game than most realize. With Hypixel's millions of users the bazaar is an optimal environment for users who want to experiment with markets without any monetary barrier to entry. The aspect that differentiates the Hypixel Bazaar from most simulated markets is that a larger portion of the player base actually plays

the RPG/ MMO game within Skyblock. Interacts with other users, completes quests, earns money, fueling a very real economy.

Allowing users to place orders externally would only improve upon the current bazaar community along with hopefully boosting the volume of the bazaar allowing for the bazaar trading experience to become more immersed.

## Goals

- Website for users to place orders externally on the Skyblock bazaar.
- Website to allow users to fill orders in game for website order placers.
- Functional botnet for storing items and accepting trading with users who place orders.

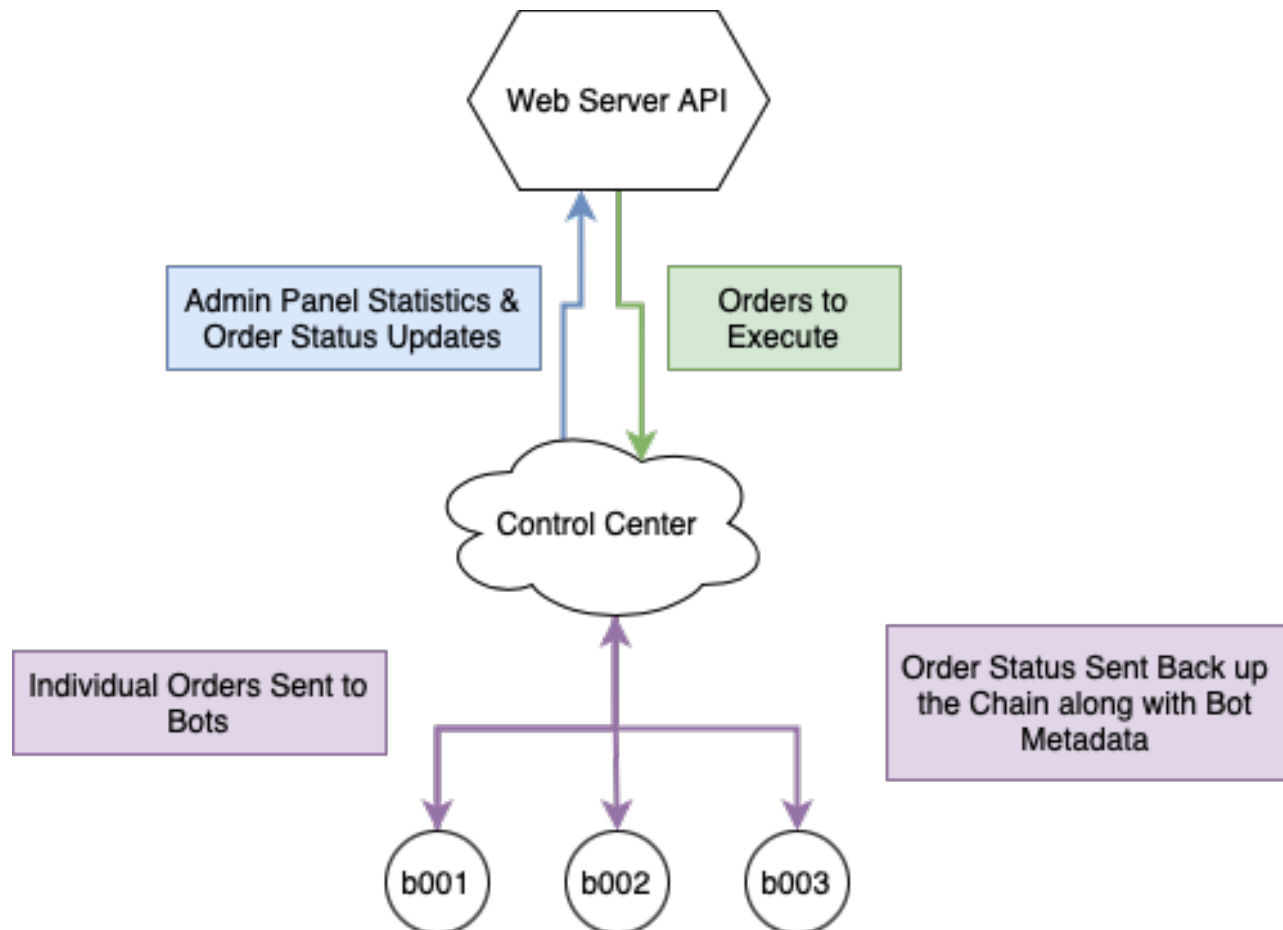
## Non-Goals

- Minance is not an automatic, external order place. Orders are executed by other human players.
- Minance does not give any users advantages or insights within the Skyblock economy.

### 3. Solutions

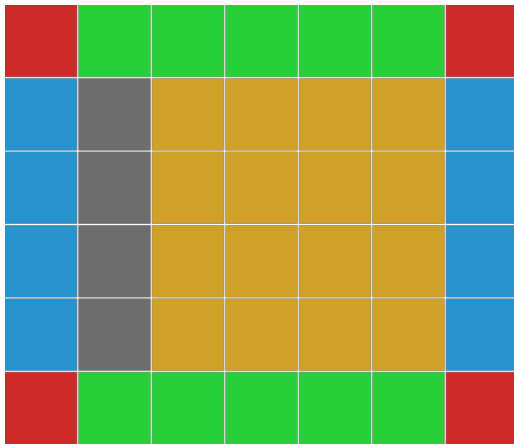
Botnet

**Bot Management**

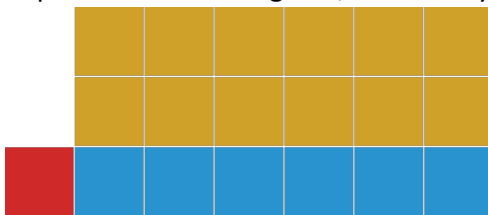


**Storage System**

- a. Home Island Modular Chest Array System



Top-down view of in-game, chest array storage system 0.



Key:

- **Red** – Commanding Node: Used for communication between the individual bot and the botnet central server.
- **Blue** – Access Node: Used for accessing chests.
- **Green** – Pathway Node:
- **Beige** – Chest Node:
- **Gray** – Dead Node:

#### b. Jumbo Sacks Storage Method

The jumbo stack storage system would allow for

### Trading System

### Web Panel