WORLD OF ZUGRA

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BEGININGS

A creation story to explain where the World of Zugra comes from and why that might be important. A basic storyline of sorts.

This is where the storyline goes…..

CLASSES ARE MUCH LIKE JOBS. IN A VIRTUAL SOCIETY LIKE ZUGRA IT IS REASONABLE TO ASSUME THAT SOCIOLOGY WORKS VERY MUCH LIKE A SYSTEM TO ASSIGN ESSENTIAL TASKS TO SPECIFIC SPECIALISTS IN ORDER THAT THE ENTIRE CIVILIZATION CONTINUES IN A PROPER BALANCE.

Creation story continues…..

We have loads of room for this, but is it truly important?

PROTECTED RELM
Specific Details of the first Realm

The protected realm, as you could likely imagine, is exactly that. Protected. Although not actually protected from the occasional roaming around monsters, but instead it is a place where human upon human violence

BEGININGS

In the beginning there where Elves, Dwarfs, and Humans. Alphabetically, only because in the world of Zugra the word for elf is aelf and otherwise the entirety of the spoken and written language match perfectly to a "T", that language which is known in the realm containing Earth as English; Although, you might say their specific dialect makes them to sound relaxed in speech either as a southern Californian from America or perhaps Austrailian. It was an ironic occurrence to find this on the first exploration of interdimensional space and yet here we now are standing in a world filled with islands. Islands scattered about an otherwise water world. A haven for surfer types, and a place where sufficient spacing between islands makes it annoyingly improbable to build bridges. What did this civilization do for inter-island trade you ask? Simple, they took the technological route of building teleportation. Otherwise, they remain technologically at a stage with simple agriculture, castles for defense, and roving wild life. They poses intelligence of the universe of course, but have found no need in entertaining ideas like the internet when they can simply walk about for a visit rather than twitbook someone.

simply can not occur. It is protected from chaos so to speak. In fact, it is an exceedingly orderly place which invites newcomers as it is peaceful and serene. With exception to those occasionally roaming around monstrosities of course, those tend to need to be dealt with.

Would be nice to have a sufficient amount to say here about the mapping system for this game. However, the fact is that until the community grows to a sufficient size to house the system for guilds to buy cities on various maps well… There is a lot of speculation here. Anyway, more players and guilds created will translate to guilds buying cities to be placed on newly explored maps. These same will then profit from the sales made by the merchants in those towns.

New maps can be created at a click at this point, also I have been quickly finding the means for a 2.5 dimension mapping that may make interaction with the interface greatly improved. Have put some thought into larger number of squares for viewport but holding at this time as I sort out how to handle the Graphic User Interface(GUI).

HaHa, I really did just do that. Quite amused with myself for ridiculously simple reasons; Therein, it should be mentioned that this is completely a personal note. All PVP is currently off in this realm.

CLASSES:

Classes are much like jobs. In a virtual society like Zugra it is reasonable to assume that sociology works very much like a system to assign essential tasks to specific specialists in order that the entire civilization continues in a proper balance.

Ranger: (some game mechanics exist here. Unlocking as a skill exists, thank u oblivion for inspiring imagination on that one #shoutouttobethesda)

Fighter: (could imagine like assigned watchmen. Maybe no authority over inner society but certainly possesses all power to handle foreign relations with any wandering threat that may intrude here.)

Druid:

Rogue: Obviously this is the class that begins with the highest unlocking skill. Perhaps the search skill as well. A Dwarf Rogue begins with con 6, str 8, dex 4, wis 6 and has 40 item slots beginning in Pah-Loran at location 7179 in protected realm. Shop id='72'. Item slots is directly proportional to str. All this to give you some choppy ideas as to how character creation pans out. More weight is placed on the race than on the class and it would likely be a good idea to consider carefully which race fits best the desired class as opposed to the other way around.

BEASTIERY

Steve- well recently I launched a facebook bit about go and kill steve for really fantastic amounts of xp. The idea is to get some initial large leveled characters giving other new players some benchmark to strive towards. This concept is pretty essential to the study of gamification.

Lamia- I have a hot bare breasted model with an evil undertone placed here. The major mechanic to the creation of this species of character is that sex sells. So therefore this creature will likely be found extensively in Zugra.

Dragons- Gotta have dragons. Basic garden variety dragons with a wide range of ages included from youngling dragons to ancient wyrms. The lessers designed to be easier than those more matured. A greatly matured dragon yielding a better lot of rewards. Perhaps if a young dragon is maintained in a dungeon long enough it will become more reward heavy. A dragon harvest!

Unicorns- Okay, we have a map called unicorn falls so why not. But, it is important to disclose I expect unicorns to look like a short stubby horse with a horn coming out the end of its head; Basically a rinocerous. Personal note I should learn to spell that word that spell check just popped on.

Arena Champions- Every town that has an arena also has champions named after the respective town it is located in. As of current they are all incredibly identical in terms of strength, defense, and xp rewarded upon defeat. This could potentially be tinkered with a bit

Let's get some more wildlife here. We can easily modify have had 200 in beastiery of game at one point. Obviously im running lite holding for activity. How about some harmless critters running around like pippins. I mean pippins are so 'incredibly cute' by the way (from the book "Stray" by Andrea Host).

UNICORN FALLS
Yea, it's Falls. Obviously has waterfalls and rinosoars(whatever)

Home of the rinocerouses, if you have been following along closely then you have perhaps discerned that I think of the mystical beings possessing horns on their heads and looking sort of like horses as being rhinos, but that I also

ELVES, DWARFS, AND HUMANS

Aelves: (gonna correlate some game mechanics here)

Dwarfs:

Humans:

can't spell it. Ah yea well it has an rh in it I just recalled that abbreviating with rhino. A simple default map that hasn't yet been properly populated with wildlife but that can easily be accomplished. Basically just a run of the mill map.

DRAGON PASS
Mountains and dungeons

Pretty much the perfect combination to play home to some restless dragons. It's all fun and games until someone losses their xp. Nah, I wouldn't make a loss of xp any part of a game. I would enjoy greatly having someone come along and create exceptionally colorful literary dialogs describing each of these realms within the game world. Any volunteers?

LIONS GATE
Hmm, ironic lack of lions here.

Naming of new maps potentially left blank to sponsorship. That point being elaborated on in the next section, this map contains no lions but is otherwise a run of the mill map. Essentially, the teleporters are located in the center of any given map and some of them contain caves that lead into underground dungeons.

SACRED MEADOW
A deeper explanation of map naming

  The teleports are simple functions that can expand to new planes endlessly… Makes for a really big world on the potential scale. With large amounts of acreage on virtual real-estate this translates to larger amounts of sql server space so the actual addition of more maps and dungeons should be done with some sort of an amount of caution. Furthermore, rihocerouses and hipphopannoyomous. Wow, was waiting for spell check there.

  Again, I feel that the most entertaining part of certain games is having the ability to control nomenclature. It seems to give a sense of power that is deeply embedded in the human species and is certainly known and utilized in several popular titles. For example, in oblivion you hold a certain ability to name items you have crafted, the same being true on World of Warcraft. I wish to totally capitalize on this concept and get gamers involved in this game's community to have a spectacular opportunity to name towns, maps, monsters; Not limited to naming crafted items or pets that sit uniquely to that users inventory, but instead having a global outlet that so inclines them to take on a sense of ownership of the game in general. A rather extensive rant could continue but I would at this point suffice it to say I feel that the way it looks in my head (outline on a dry erase board) is that guilds could take ownership of a plane or map accessible by portal. Then individual characters could then sponsor cities upon that map giving guilds a few options of how to organize this.

  Option one: Guild is structured so that the guild leader possesses the maps largest city. Next rank down then possesses the smaller city. Finally guild members achieving proper position will occupy smaller outlying villages. The owner of a respective town or city would receive income based on the sales the merchants of that town generated. Got a hot dice game going on in the inn at margaritaville? Apparently so because the character named Jimmybuffett just bought a bunch of stamina scrolls from the global marketplace (trade).

  Option two: Guild could also have option to be structured such that when it achieves the ability to sponsor its own plane the cities of that plan are granted by charter decided either by the guild leader or a group of guild elders (sort of two options in one here. Dictatorship guild verses Republic guild). The guild members receiving those charters either by favor for doing the guild favors or buy purchase by donating to guild fund. (again nested options here).

  Option three: My guild would assign cities as a method of recruitership. (Like me enough to join my guild because I will give you things said the loneliest guild leader ever). I suppose several more options could exist but at this point I will not trouble myself with further exploring these options simply because it would be more frugal to await the arrival of competing guilds into the game.

PVP
At this time disabled!

A big attraction to games is the ability to obtain power over others to the extent of competing against one another thru pvp. This could be arranged in open field ambush assaults as well as arranged duels in arena settings. The game Conquer Online makes a wonderful example of this involving both arena area that is structured thru the arena format as well as an open arena area that can be used free style. These often evolve into beautifully spectacular ball room bashes where a few of the weakers struggle to escape the clutches of that portal way out. Then the random I just don't like the way you look over there killing those chickens so I will put your noobiness out of its misery in the open range. Well, not the chickens because they have pvp turned off in the noobie city of Twin for good reason. I also propose a generally similar arrangement in Zugra if open field pvp ever is opened then it would be wise to keep protected realm, "protected."

The main point to not having pvp at this time is that I simply have a mess of calculations figuring out how much damage this combatant would cause to another combatants defenses and it is all commented out in the programming. The combat at this point that is currently running the game engine involves a more character specific approach and so an Aelf, Dwarf, and Human would have some difference against one another in a battle but characters of the same race and class would eventually stalemate every time. When more finalizations have been decided upon in the combat engine as well as team atmospheres and battle skills have been arranged pvp will be opened up. Even if only to the extent that a guild has the option to turn pvp on in their realm if they choose. (Again some potential settings exist on this)

Opt1-pvp off

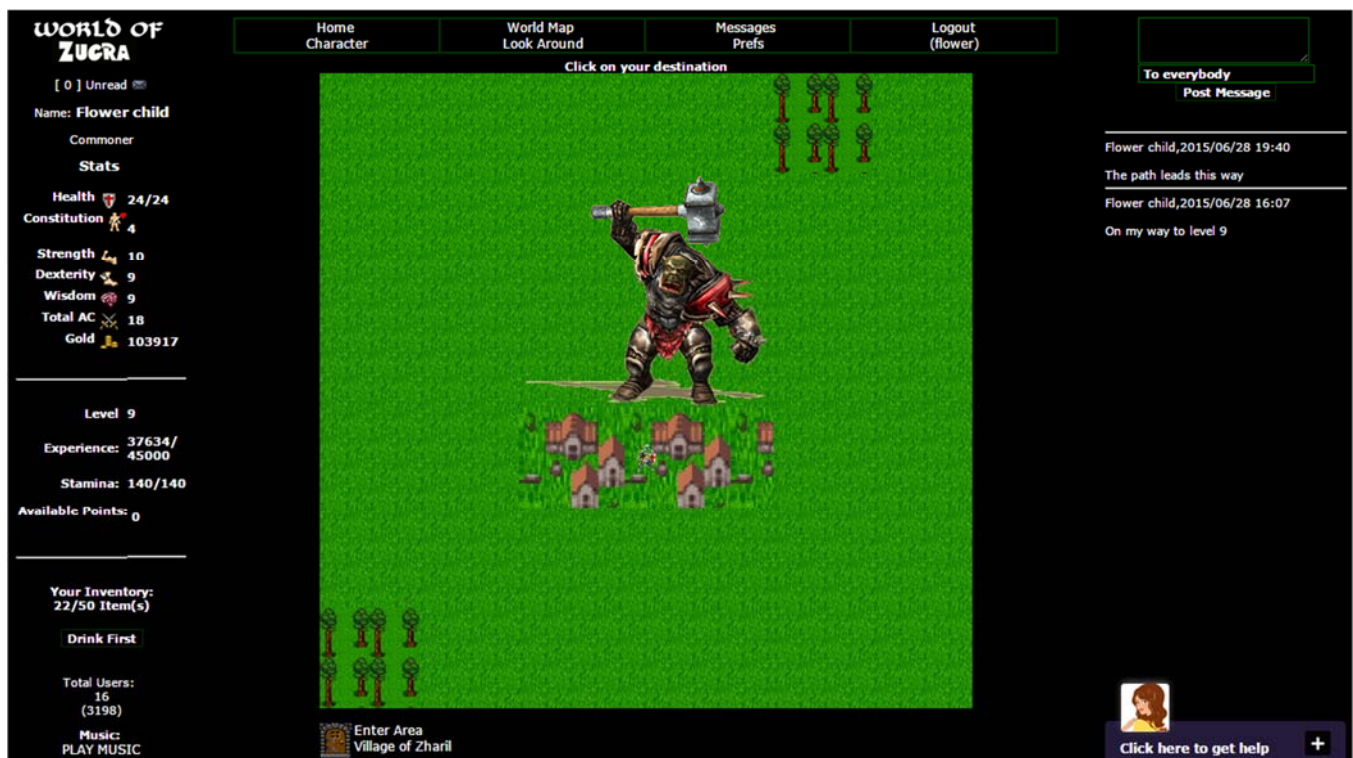Opt2-pvp on against non-guild members only

Opt3-guild mates randomly running around on their own map (chaos setting)

WHY IS THE BLACKSMITH AWOL?
Absent With Out Leave

Simple strategy to promote space exploration. Not space like Star Trek but the various spaces existing on the maps so far. There are tons of items all over the ground strewn about the various places so go out map hunting if you want gear so badly. It won't hurt you to explore the known realms and get acquainted with some possible ideas of how you would like to set up your own guild map right. Especially find the underground dungeon map, it's neat.

So with map exploration at the top of the TODO list I am providing the initial community members of this game it is essential that everyone does not just sit in town fighting in arenas and buying from blacksmiths. Get out of the house and explore something, even if your only virtually doing it!

[0] Unread

Name: **Flower child**

Commoner

Stats

Health   24/24
Constitution   4

Strength   10
Dexterity   9
Wisdom   9
Total AC   18
Gold   103917

_____

Level 9

Experience: 37634/
45000

Stamina: 140/140

Available Points: 0

_____

Your Inventory:
22/50 Item(s)

Drink First

Total Users:
16
(3198)

Music:
PLAY MUSIC

Click on your destination

Enter Area
Village of Zharil

Flower child,2015/06/28 19:40

The path leads this way

Flower child,2015/06/28 16:07

On my way to level 9

Click here to get help   +

ITEMS, SPELLS, AND ABILITIES
More to come!

Options are limitless in this aspect and so I cannot imagine how much epic change is about to happen in these respective areas on this game. Essentially waiting for bright imaginations to arrive and pave the way on this one.

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More to come bitches!

David Hiett

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