

# Zero wings online

**Note:** you can find a graphical representation (mind map) of these thoughts here:

<https://share.ayoa.com/mindmaps/e360f909-72aa-4bca-a063-1a7d1a03f0db>

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<https://forms.gle/J8wufnKsQTuF9xMPA>.

It's a 3D first/third person free to play sci-fi MMORPG of mobile suites driven by humans (like Gundam). The story starts in space, but after that, the player will move to earth and other planets. Below are the main ideas.

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- **Environment (Space):**

1. **Base place(s):** it could be on earth or in a spaceship that all players have something to do there, like the market or portal for going to the missions, so low-level players can see how the high levels players look and look forward to being like them.
2. **dark holes:** has a gravity that can pull players near it and destroy them.
3. **Auto navigation:** the player can navigate to the desired location with the autopilot feature.
4. **Radar system:** players have a 3D radar system (as a holo sphere) that shows the locations of players, monsters, NPCs, bases, etc..., Radar also could be upgraded for having more abilities and range.
5. **Character look evolution:** There has to be some character look evolution of the mobile suite throughout leveling up.
6. **Show what players will get:** Players can easily know what they will get through the various levels, so they will have a target and reason to keep playing.
7. **Jail:** is a place for PKers, and the player enters it when he's a killer and he was killed by the police or other players as well. To get out from it, the jail gate open in a specific short time of an hour/day and he has to get out at that time only (the opening time could be in the player active time if it's a day), otherwise, he has to wait for another hour/day and so on (the time in jail may depend on the number of kills and how many times he entered the jail, and it may be from 1 hour up to days for the gate to open). The player cannot use any weapons inside the jail.
8. **Leveling:** beginners can level up easily by doing quests, besides killing monsters can drop items which players can trade them for exp, but the items only work in that area and in a specific range of levels, otherwise the player has to go to the next levels range place. The next level is harder to pass than the previous one, the final levels are extremely hard to pass them, it has no quests and the player has to depend on other things for leveling up like community activities and other exp items which can be farmed or bought.
9. **Easy missions mechanism:** hard mechs will lead new players to be unaccepted from other party members, one of the suggestions is to make some optional guide or training for the mission before a player can join with others, training could be the same mission but with less difficulty but with the same mechanism (could use NPCs instead of real players in

this training) so it can be done solely and learn the mech also, then if he passes it, he will get some identification for the others that this player passes this mission training, but he also has the option to skip this training in case this character is an alt one and he already knows it.

10. **Community:** it's the most important thing for a successful MMOs, and these things should be considered for a good community experience:

a. Guild system: it's a good way to improve the community experience with these features:

- i. Guilds costume: guild members could have a costume to be identified by others, it can be some kind of cloak.
- ii. Guild base: guild members can collaborate for building their own base and leveling it up (maybe some kind of small base on earth, and can build a guild spaceship as well), which they will get valuable benefits from.
- iii. Guild missions: some of them can be done solo, others can be done with the guild members, the reward could be for the guild or the members.
- iv. Guild player rank: the rank could be determined by the donation gold or work, a higher-ranked player will get higher benefits.
- v. Guild administration: the guild has to have a leader, co-leaders, ..., and members, each one of them has his specific roles.
- vi. Guild war: there could be some kind of wars between guilds with some benefits for the winner guild and losses for the loser guilds.
- vii. Guilds alliance: guilds can make an alliance between each other, so there will be a friend guilds and enemy guilds, and Guilds can attack each other bases.
- viii. Guild rank: determined by various things like level, missions done, guilds war, etc..., and the top guilds ranked members have some kind of special look.

b. Mentor system: higher level players can be a mentor for low-level players, which both will get some benefits.

c. Player Kill (PK): after reaching a certain level, players can kill each other in any place (there are safe zones like bases, which have high-level NPCs as police who can kill the PKers and put them in jail). When the player is killed by the PKer, he may lose some of his carried items that the PKer can steal. Also If a player saves another one from a PKer, or revenge for him he will get some benefits or title, especially between the guild members.

d. Friendship: You should get some benefits from your friends as well, and not just being someone on your list.

e. Top players respect: they should get some respect by making greeting announcements when they come to bases.

f. The market: in the main base spaceship, it could be as booths, which players can rent them or even buy them and then get money for renting it to other players for selling items and pay hourly to the booth owner.

g. Donation: players can donate to other players, and they will get some special titles and benefits for that (benefits are restricted to look only).

- h. Voice call: like text messaging, there is a call feature, which allows user to request a call with another player (like a whisper) who can answer or reject, also the player can broadcast his voice (like the same text channels: talk, area, party) and others have the ability to mute any channel.
11. **Classes system**: it's ok to have classes system in terms of character look and specialty, but for the weapon classes, the player should be able to use any weapon at any time with the concept of weapon level (will explain below at gears and weapons/weapon level), like he can use all level one weapons, but he has to train on the preferred weapon so he can use a higher level of this weapon, then he can train on another weapon if he likes to use another weapon class. One of the suggestions is to make two classes:
- a. Infantry: melee weapons specialist (for players who like melee weapons), this type has higher evasion and accuracy than the Artillery, but they have short-range, its subclasses are:
- Warrior (using two hands greatsword)
  - Lancer (using two hands spear)
  - Saber (using sword and shield, with medical support abilities)
  - Barsaker (using two hands hammer)
  - Caster (using two hands scythe)
  - Blader (using two swords)
- b. Artillery: guns weapons specialist (for players who like shooting weapons), this type has less evasion and accuracy than the Infantry, but they have long-range, its subclasses are:
- Unnamed yet (using two hands Rifle)
  - Unnamed yet (using two hands machine gun)
  - Unnamed yet (using two hands shotgun)
  - Unnamed yet (using two hands flame gun)
  - Unnamed yet (using two hands sniper gun)
  - Unnamed yet (using two hands frost gun, with medical support abilities)
12. **Gears and weapons**:
- a. Replacing Gears: the player should be able to replace the gears only in bases or spaceships.
- b. look: should be evolved among leveling up, especially the higher level gears and weapon preferred to have some kind of powerful look, like glowing. When it has some damage, it has to have some look changing also, and when it's fully destroyed its functionality can't be used.
- c. Special gears: instead of the normal used (rings, earrings, belt, etc...) there is something called cores. Cores are more than one type, each type has its own special ability addition (ex: defense, attack, HP, etc...).
- d. Level and quality: each gear and weapon has a level, quality and +, and when a player can use higher level, he does not need to drop what he already has and buy another one, but he will be able to upgrade it to the next level, so if he has a good quality gear or weapon he will not lose it. Each gear and weapon level is associated with the player

level (like every 10 or 5 player levels equal 1 gear and weapon level), for a player to use higher gear and weapon level he has to have the minimum required player level.

- e. **Weapon level:** the weapon is a little bit different than other gears, for a player to use a higher weapon in addition to the player level, he has to have more than or equal to the required weapon class level. The weapon class level can be increased by fighting with a weapon from that class (ex: let's say that player has two weapon classes: sword and spear, as the beginning player has level 1 of each class, then he used spear for fighting until he reached level 2 for spear class, so he can use level 2 spear, but cannot use level 2 sword like his sword class level is still 1 until he fights with it).
13. **Gravity:** each planet has different gravity, this will affect the movement and fighting speed, but this effect will decrease as the player's gears evolved.
14. **Inventory system:** the inventory is called cabin here, and it will not use the commonly used system (all item sizes are equal and every item can fit in one square in the inventory, as this does not make sense). The inventory consists of cells, and each item has a different size of cells. The inventory size will increase every level or a certain amount of levels.
15. **Fuel system:** for this kind of MMO it has to have a fuel system when it runs out, the player cannot fight and cannot move fast. It shouldn't be something frustrating, so the using time should be reasonable, and it will last longer throughout leveling progress. The higher levels use another type of fuel, like nuclear or plasma which has longer use time. The consumption of it will be different depending on the level of the used thing (high speed, skills, special skills). There are some public fuel stations, besides the guild ones.
16. **Transform:** The unit can be transformed into a jet, this will increase movement speed, but will decrease fighting ability.
17. **Potency:** it is a point system that represents the overall player progress, every gear he uses, every upgrade he makes will increase the potency, almost everything affects it, this will improve the competition between players as everyone looks forward to having the higher potency.
18. **Skills:** it is one of the most important things, so it has to have these things:
  - a. Skill level: will change the look of the skill when its level up.
  - b. Special skills: it's a high damage and animated skill that can be used every certain amount of time or kills.
  - c. Battle mode: it's a special kind of ability that will change the overall look of the character and can use powerful skills that only could be used in this mode. This ability has a higher cooldown time compared to the other skills. The player has to pass some kind of test to get this ability.