



GREENLIGHT MMORPG

- CONCEPTUAL MODEL

Prelude

This document is a technical document for designing a Massively Multiplayer Online Role Playing Game (MMORPG) in terms of game design theory and focuses on the RPG genre in a fantasy setting.

Currently there isn't a standard guide for designing mmorpgs.

As a result, central gameplay mechanics such as combat attack types, damage types and other elements aren't standardised and whilst these mmorpg elements are commonly used by experienced developers, they are often not well known by newer ones. Thus in order to design an mmorpg game, a great amount of research in basic game design elements must be done first, even before development begins. This wastes time that could be spent on developing rather than researching previously studied, yet often unknown, game design topics.

Mathematical formulas for gameplay elements of MMORPGs can also be difficult to find on the internet, for example a mathematical experience levelling formula, this being part of the reason for this document's existence.

A primary focus in mmorpg design is on variety. There has to be enough variety to make gameplay interesting and fun; mmorpgs should essentially be huge databases that groups of players can together walk through and interact with.

This document may also give some new ideas for formulas, classes, items or other game aspects to put into the mmorpg you are designing.

Maybe one day, someone/s may code an MMORPG based from this document.

Cheers,

Jamie Urquhart

End Prelude

Contents

Alliances *	18
Amulets, charms, talismans*	22
Duration	23
Inventory slot	23
Number of uses	24
Potency	24
Reduce, not remove	24
Activation	25
Chance to avoid	25
Chance to resist	25
Debuff to stat	25
Backdraft damage	25
_Commands	26
Alchemy *	27
Cooldown	27
Glass vials	28
Names, herb	29
Prefix	29
Suffix	30
Potion	31
Components	31
Crafting time	33
Duration	33
Effects	34
Names, potion	37

Potency	38
Poison potion	39
Refining herbs	40
Refining time	40
Sand names	41
_Commands	43
Alignment*	44
Changing alignment	46
Morality Effect table	47
Modifier table	48
Ammunition *	49
Ammunition holder *	50
Name table, ammunition holder	50
Cooldown	50
Decay.....	51
_Commands	51
Auras *	52
Buffs	54
Causing.....	55
Components.....	56
Curse	57
Debuffs.....	58
Disease	59
Dispel hitpoints	60
Duration	61
Hex	62
Mousing over buff/debuff/state change icon.....	63
Name table, Buff/Debuff	64

Name table, Debuff state change	67
Over time effects	69
Potency	71
Refreshing an aura	73
Removing	74
Resisting	76
Sources.....	77
Stacking.....	78
State change	78
Camouflaged.....	78
Disguised.....	78
Hidden.....	78
Invisible	79
_Commands	80
Avoidance*.....	82
Avoidance Stats.....	83
Avoidance Stat Modifiers.....	84
Character*.....	86
Advancing.....	86
Levels.....	86
Stats, spells, skills	86
Creation.....	88
Reborn.....	89
Classic example	90
Involved example	91
Reborn tax.....	92
Statistics	94
Carry weight/burden.....	98

Caps.....	100
Individual.....	100
Level	100
Total	100
Decreasing.....	102
Increasing.....	103
Type.....	104
Primary.....	104
Derived.....	104
Other	105
Regeneration.....	106
Titles.....	109
Level	110
Profession	111
Race.....	113
Weapon/Armor Slots	114
Class*	115
Type.....	116
Initial offensive training	117
Initial resistance training.....	119
Points	120
Hit.....	120
Mana	120
Other	120
Stat level cap modifier	121
Stat training cost modifier	122
Training cost.....	123
Spell training cost.....	124

Weapon training cost.....	125
Common Spells*	127
Spell names	132
Containers*	133
Cooking*	135
Satiation	136
Preparing foods.....	138
Name table, food	139
Cooldown*	145
Combat*	146
Attack types	146
Aggression Table	147
Autoattack.....	148
Baseline attack duration	150
Damage caused and damage resisted formulas	151
Damage types	152
Hit.....	153
Critical hit %	153
Hit rating	155
Hit table.....	156
Miss %	160
Block %	161
Range	162
Resistance skills.....	163
Resistance skill cap.....	165
Weapon/spell/music/mental skill points.....	166
Weapon/spell skills and resistance skills, Increasing.....	168
Controls *	169

Corpses*	171
Extracting materials	172
Crafting*	173
Steps (summarised)	173
Steps (detailed)	174
Events while crafting	177
Incomplete	178
Timer	179
Timer messages	179
Interface	180
Materials template – Weapons	181
Materials template – Armor	183
Critical hits*	185
Currency	187
Curse, disease, hex*	188
Removing	189
Customer Support *	190
Death	191
Decay*	192
Disenchant*	194
Disenchant time	194
Door*	195
Drinking fountain*	198
Durability*	199
Current durability	199
Maximum durability	199
Economy*	201
Components	202

Money in	203
Monsters	203
Quests	203
Exchanging money	204
Stock exchange	204
NPC shopkeepers	204
Charisma	205
Money out.....	206
Money sinks	207
Enchanting*	208
Materials requirement.....	208
General rule	208
Materials	208
Number of enchants	209
Re-enchanting	209
Level requirement.....	209
Skill requirement.....	209
Enchant types (summarised)	210
Armor enchants (detailed).....	211
Armor materials template	212
Time	213
Weapon enchants (detailed).....	215
Weapon materials template	216
Environmental system*	217
Day/night cycle	217
Night effect	217
Spawn.....	217
Vision.....	217

Light/ Darkness	219
Moon.....	220
Moon effect	221
Sun	222
Twilight.....	222
Stars	223
Stargates	223
Elder star	224
Experience*	225
To next level.....	226
MXP formula	226
Lower level monsters.....	229
Facing*	230
Attack.....	231
Defensive	231
Support	231
Utility.....	231
Global variables*.....	232
Game Tick.....	232
Global cooldown	232
Housing*	233
Building	234
Furnishing.....	234
Keys	235
Duplicating keys	235
Lost keys.....	235
Changing locks.....	236
Land Deed	237

Protecting.....	238
Npc guard/s.....	238
Rune	238
Stronger door.....	238
Stronger lock.....	239
Trap	239
Portals	240
Process	241
Templates.....	242
Types	243
Inn	243
Maintenance	244
Player house.....	245
Maintenance	245
Interrupt*	246
Items*	247
Rarity	248
Level.....	249
Names	250
System.....	250
Inventory*	254
Saving items	254
Inventory management	254
Light*.....	256
Locks*.....	258
Bashing.....	259
Hitpoints.....	260
Picking	261

Loot system*	262
Experience points	262
Gold pieces	263
Items	263
Monster tables*	264
Aggression (aggro) table	264
AI table	264
Available skills	265
Available spells	265
Stats table	266
NPC*	267
Party*	268
Experience point sharing	268
Party actions	269
Kick someone from party	269
Invite a player	269
Leave a party	269
Loot sharing	269
a) First in, first served	270
b) Roll "need, want or pass"	270
c) Party leader loot	270
Promote member to party leader	271
Send a message in the party channel	271
When the last person leaves the party	271
Pets*	272
Actions	273
Attack	273
Default	273

Dismiss	273
Farewell.....	273
Follow.....	273
Guard	274
Stay.....	274
Basic attacks.....	275
Bite	275
Claw.....	275
Gore	275
Pound.....	275
Tail.....	275
Classes.....	276
Elementalist	276
Mage	277
Necromancer	278
Ranger	280
Experience.....	281
Healing	282
Levels.....	283
Modes	284
Number	285
Permanency	286
Renaming	287
Reviving.....	287
Statistics	288
Summoning.....	289
Taming.....	290
Template	291

Training	292
Planes of Existence*	293
Points system*	295
Number	296
Professions	297
Alchemy (Alc)	298
Astronomer (Ast)	299
Blacksmith (Bla).....	300
Bowyer (Bow).....	301
Carpenter (Car)	302
Cooking^ (Coo).....	303
Enchanter (Enc).....	304
First aid^ (Fia).....	305
Fishing^ (Fis).....	306
Gunsmith (Gun).....	307
Gemsmith (Ges)	308
Gemology (Geo)	309
Herbalist (Heb)	310
Leatherworker (Lea).....	311
Lumberjack (Lum)	312
Miner (Min)	313
Mystic (Mys).....	314
Music-smith (Mus)	315
Pathfinder (Pat).....	316
Pith harvester (Pih)	317
RuneSmith (Rus).....	318
Scribe (Scr)	319
Skinner (Ski)	320

Stonesmith (Sts)	321
Stone cutter (Stc)	322
Tailor (Tai)	323
Tinker (Tin)	324
Weaver (Wea)	325
Proximity Devices*	326
Aggro	326
Arming	326
Creation time	326
Crafted by	327
Crafting ingredients	327
Detection range	327
Duration	327
Effect	328
Magical p-device: Rune	328
Physical p-device: Trap	328
Level	328
Menu options	328
Name	329
Placement	329
Removing	330
Deactivate	330
Disarming	330
Disarming hitpoints table	332
Triggering	333
Types of traps	333
Visibility	333
Quest*	335

Racial*	336
Background	337
Stat cap modifier *	338
Stat training cost modifier	340
Reagents*	341
Refining*	342
Regeneration*	343
Repair weapon/armor*	345
Reputation*	347
Resistance*	348
Rested experience*	349
Gaining	350
Resources*	351
Craftable form.....	352
Effects	353
Ordinary (ord) resources.....	353
Special resources	354
Secondary resources	355
Harvesting	356
Locating.....	357
Matrix.....	358
Naming.....	359
Refining	360
Tools.....	361
Types	362
Rings*	363
Schools of magic *	364
Training *	366

Scrolls and Wands *	367
Skills *	371
Advancing	372
Formula	375
Spells *	376
Common spells	377
Spell – Common spell 1. Ball	378
Spell – Common spell 2. Wave	379
Spell – Common spell 3. Storm	380
Spell – Common spell 4. Blast	381
Spell – Common spell 5. Spray	382
Spell – Common spell 6. Wall	383
Dispel strength	384
Interrupting	384
Starstones *	385
Tick *	387
Titles *	388
Format	389
Visibility	389
Highest Rank	389
One prefix and/or one suffix	389
Every 10 levels	390
Expansions	390
Spell/skill suffix	390
Refreshing	391
Tables	393
Travel *	395
Intraplanar	395

Travel methods	396
1) Ancient obelisk.....	396
2) Mounted	396
3) Pass Graveyard.....	397
4) Pass Tree	397
5) Gating.....	398
6) Summon	398
7) Teleport.....	399
8) Starstones	400
Interplanar	401
Weapon.....	402
Damage	402
Speed	403
Range	404
Offhand	405
Skills	406
THE END	413