

Creation of the Game New Genesis

Exploring the project, its strengths, objectives, and roadmap



Introduction

Objective of the Report

This report aims to provide a detailed presentation of the MMORPG project, a massively multiplayer online role-playing game. The purpose of the report is to highlight the key aspects of the project, emphasizing its originality and significance in the video game industry. It is structured to thoroughly explore the gameplay mechanics, economic systems, technical aspects, and the planned development roadmap.

General Overview of the MMORPG Project

The MMORPG project stands out for its ambition to create a unique game, personalized for each player, offering an immersive experience through a main quest and numerous side quests.

The game integrates innovative features such as dungeon exploration, mob and resource farming, and a Play-to-Earn (P2E) model where items can be traded as NFTs.

Importance and Originality of the Project in the Video Game Industry

The project positions itself as a pioneer in integrating NFTs into MMORPGs, allowing players to monetize their gaming experience.

Its originality also lies in the diversity of quests, enriching social interactions, and the depth of professions and economic systems.

Context

Brief History and Evolution of MMORPGs

MMORPGs emerged in the 1990s with iconic titles such as *Ultima Online* and *EverQuest*.

Since then, they have evolved to feature more sophisticated graphics, larger worlds, and more engaged player communities.

Games like *World of Warcraft* and *Final Fantasy XIV* have set high standards for gameplay and player loyalty.

The Importance of MMORPGs in the Current Video Game Industry

MMORPGs continue to play a crucial role in the video game industry, attracting millions of players worldwide.

They offer immersive and social gaming experiences that foster long-term player loyalty and engagement.

The integration of new technologies, such as virtual reality and blockchain, continues to revolutionize the genre.

Methodology

Methods of Data Collection and Analysis

Data for this report was collected from various primary and secondary sources, including market studies, competitor game analyses, and interviews with industry experts.

The data was analyzed to identify current trends in the MMORPG market and player expectations.

Structure of the Report

The report is structured into several sections to provide a clear and comprehensive understanding of each aspect of the MMORPG project.

Each section focuses on a specific theme: general game description, gameplay and mechanics, professions system, game economy, business model, technical aspects, design and user interface, and finally, the roadmap and deadlines.

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1. General Description of the Game

Game Concept

New Genesis is designed to provide a unique and personalized gaming experience for every player. It combines the classic elements of MMORPGs with modern innovations to create an immersive and engaging world.

Details of the MMORPG's Unique Concept

- **Total Immersion:**
The game immerses players in a rich universe filled with stories and adventures. Players can explore diverse environments, encounter non-playable characters (NPCs) with deep backstories, and participate in epic quests that influence the game world.
- **Customization and Progression:**
Players can create and develop their characters with extensive customization options. Skills, equipment, and professions evolve based on the player's choices and actions.
- **Exploration and Quests:**
A wide range of main and side quests are available, each offering unique rewards and stimulating challenges. Dungeons, cities, and wilderness areas provide constant opportunities for discovery and combat.
- **Play-to-Earn (P2E) Model:**
The game integrates an economic model where players can earn monetizable rewards in the form of NFTs (Non-Fungible Tokens). These unique digital items can be traded on external platforms, adding a real-world economic dimension to the gaming experience.

Visuals and Examples of the Game Universe





Main Objectives

The *New Genesis* MMORPG has several key objectives that set it apart in the gaming landscape.

Discussion of Main Objectives

- **Immersion:**
Create a game world so captivating and detailed that players feel truly transported into the universe. This involves exceptional graphic design, immersive music and sound effects, and intriguing storylines.
- **Variety in Quests:**
Offer a diverse range of quests that maintain players' interest. Main quests lead players on a grand epic journey, while side quests provide additional challenges and opportunities for progression.
- **Social Interaction:**
Encourage players to interact and cooperate. Guilds, teams, and community events are key elements to foster an engaged and dynamic player community.
- **Monetization via NFTs:**
Integrate a system of monetizable rewards to add an economic dimension to the game. Players can earn, trade, and sell NFTs representing rare items, special equipment, or personalized skins.

2. Gameplay and Game Mechanics

Quests and Exploration

Description of Main and Side Quests

Main Quests:

The main quests form the narrative backbone of the game. They immerse players in an epic story where they must overcome numerous challenges to progress. Each game zone features main quests that lead to confrontations with zone bosses.

- **Example:** In the first zone, players must collect four artifacts hidden in different dungeons, each guarded by a unique mini-boss.

Side Quests:

Side quests enrich the gaming experience by providing additional objectives. They allow players to acquire rare items, cosmetics, extra experience points, and specific equipment.

- **Example:** A side quest may involve rescuing captured villagers, hunting a certain number of specific creatures, or gathering rare resources for an NPC.

Examples of Quests and Dungeon Visuals

Dungeon Visuals:



Quest Examples:

- **Main Quest:** *"The Quest for the Lost Artifacts"*, where players explore four dungeons to recover magical artifacts.
- **Side Quest:** *"The Dragon Hunt"*, where players must track and defeat a legendary dragon to obtain a rare weapon.

Level Progression System

Details of the XP System and Player Progression

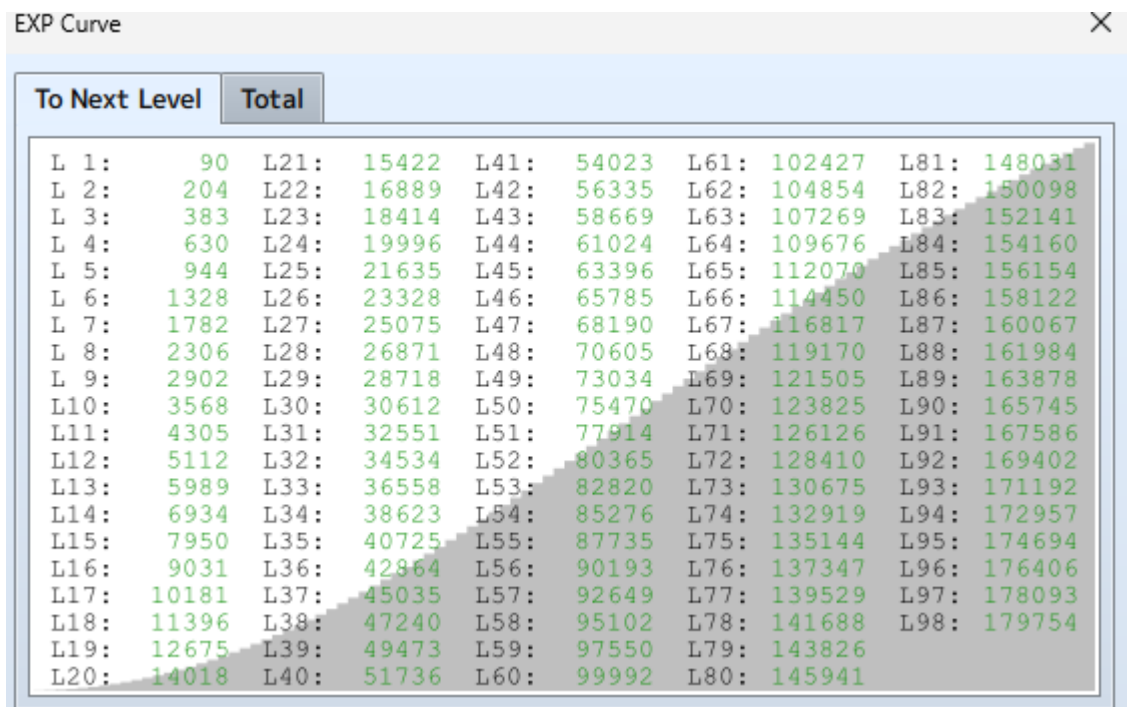
How the XP System Works:

- Players earn experience points (XP) by completing quests, defeating enemies, and finishing various in-game tasks. XP is used to level up, unlock new skills, and improve character stats.

Player Progression:

- The progression follows an exponential curve, where each level requires more XP than the previous one. This ensures a consistent challenge and a sense of continuous progression.

Visuals and Graphs:



Combat System

Description of Character Classes, Skills, and Combat Mechanics

Character Classes:

Players can choose from several classes, each with unique skills and combat styles.

- **Warrior:** Specializes in melee attacks and defense.
- **Mage:** Uses powerful spells to deal ranged damage.
- **Healer:** Provides healing and buffs to allies.
- **Archer:** A ranged fighter who uses bows and arrows for quick and efficient attacks.

Skills and Combat Mechanics:

- Each class has a specific set of skills that unlock as the character progresses.
- Combat occurs in real time, requiring strategies and tactics tailored to different types of enemies and situations.

Examples of Combats and Hero Teams:



Resource Gathering and Farming

Methods of Resource Gathering and Their Importance

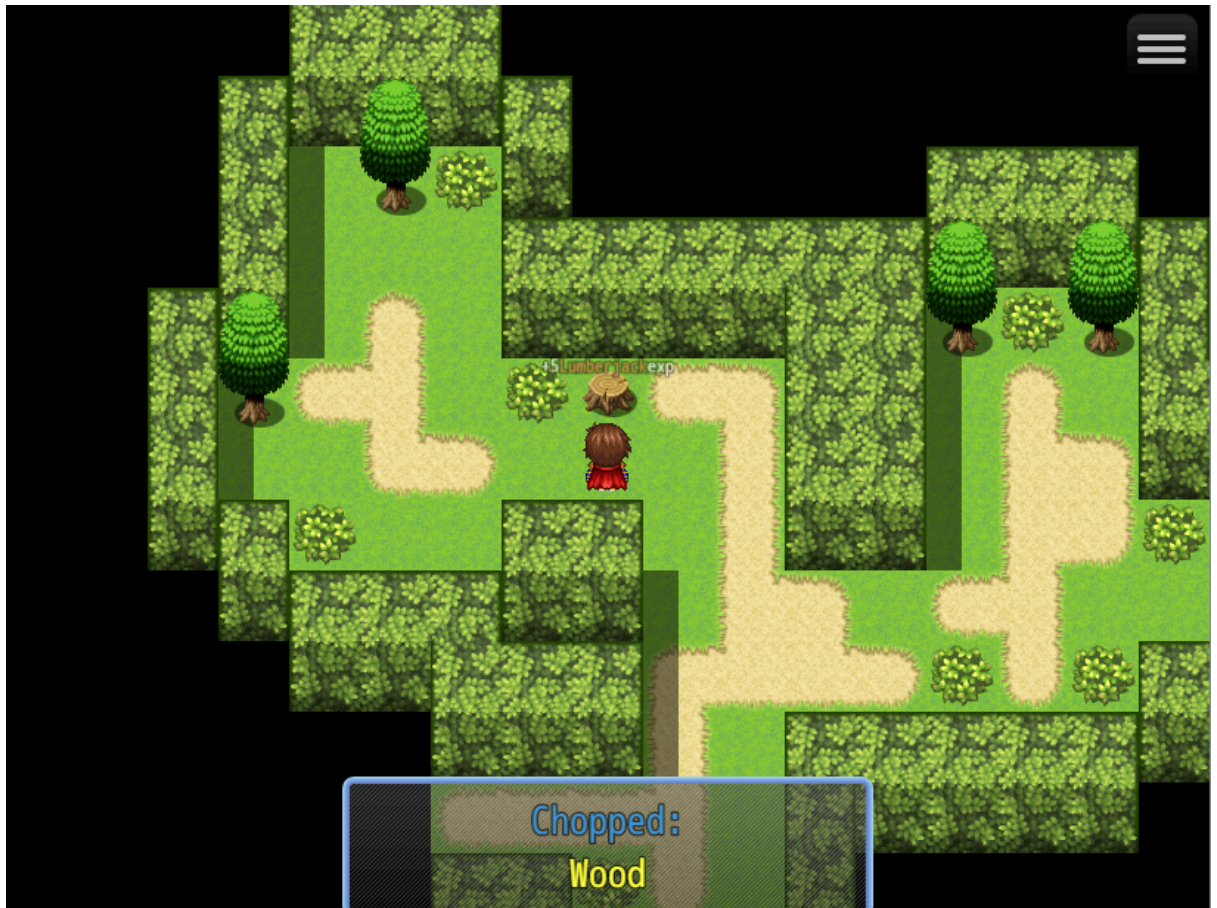
Resource Gathering:

- Players can harvest various resources (minerals, wood, herbs, etc.) while exploring the game world. These resources are essential for crafting and equipment upgrades.

Importance:

- Resource gathering plays a crucial role in the game's economy, allowing players to create and sell items and enhance their equipment for further progression.

Images and Examples:



Equipment Upgrades

Crafting and Equipment Upgrade Process

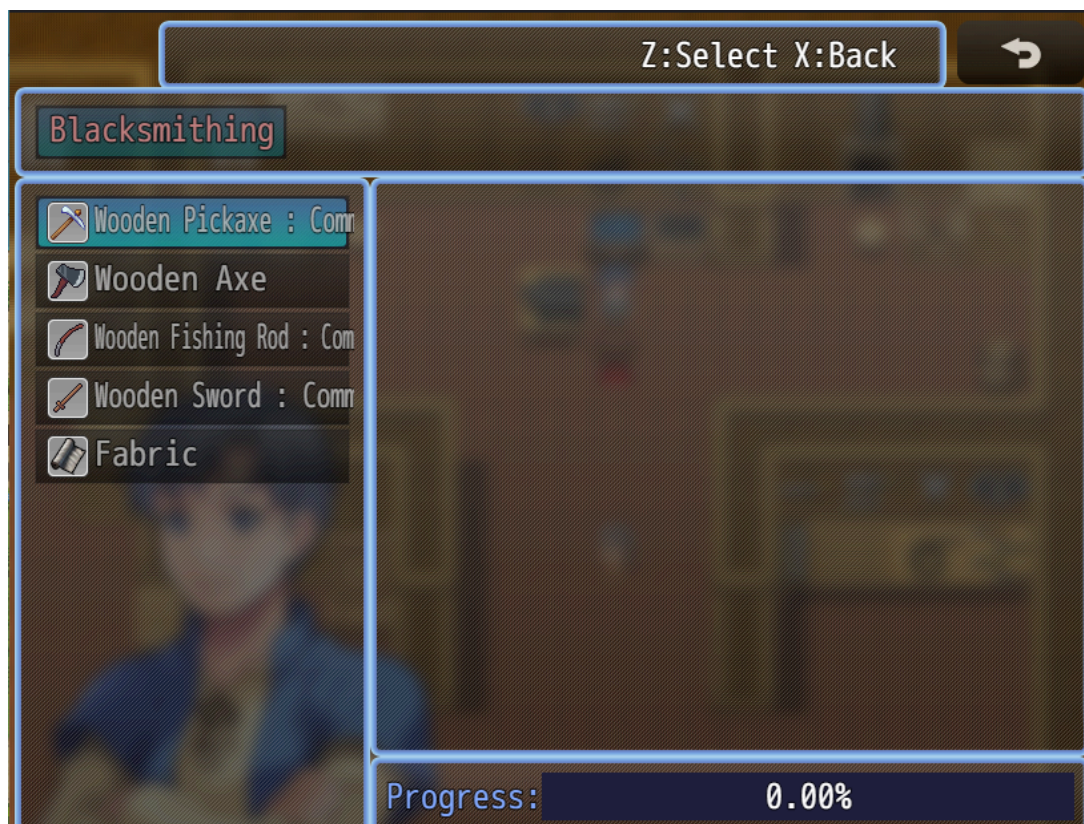
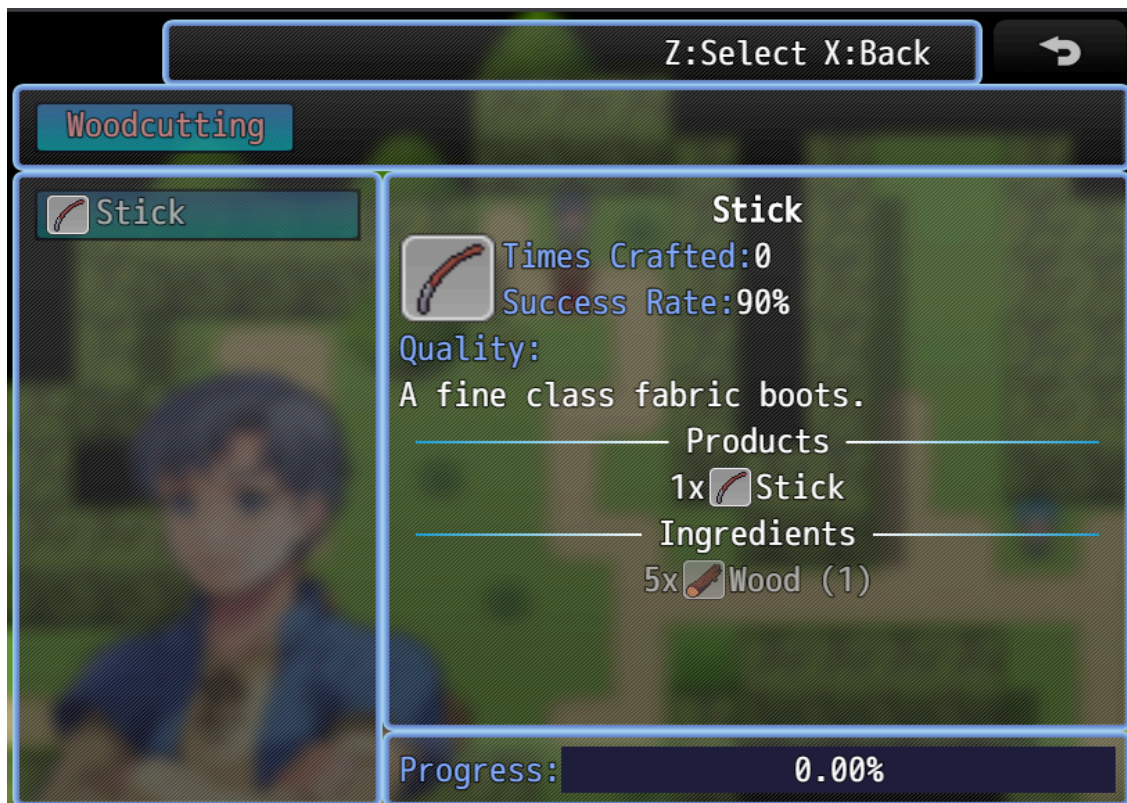
Crafting:

- Players use gathered resources to craft weapons, armor, and other items. The crafting system allows for the creation of items of varying quality and rarity.

Equipment Upgrades:

- Equipment can be upgraded to increase its stats and combat effectiveness. Players must collect specific materials for these upgrades.

Images and Examples:



3. Professions System

Available Professions

The professions in *New Genesis* are diverse, each offering unique skills and specialization opportunities. They enable players to gather specific resources, craft items, and contribute to the game's overall economy.

List and Description of Professions

- **Miner:**
 - **Description:** Miners specialize in extracting ores and precious stones. They explore mines and caverns to collect essential resources.
 - **Resources Gathered:** Iron ore, copper, gold, rare gems.
 - **Task Example:** Extracting rare ore from a deep cavern, requiring specialized tools and advanced skills.
 - **Lumberjack:**
 - **Description:** Lumberjacks fell trees to gather wood, a vital resource for many crafting processes.
 - **Resources Gathered:** Wood, bark, resin.
 - **Task Example:** Cutting down trees in a dense forest while avoiding wild creatures.
 - **Blacksmith:**
 - **Description:** Blacksmiths transform ores into weapons, armor, and tools. Their expertise is crucial for upgrading players' equipment.
 - **Resources Used:** Ores, coal.
 - **Task Example:** Forging a tempered steel sword using advanced techniques to enhance its durability and sharpness.
 - **Alchemist:**
 - **Description:** Alchemists create potions and elixirs by combining various herbs and substances. Their products can heal, boost skills, or inflict damage.
 - **Resources Used:** Herbs, essences, alchemical liquids.
 - **Task Example:** Preparing an advanced healing potion that requires rare ingredients and a complex recipe.
 - **Fisherman:**
 - **Description:** Fishermen capture fish and other aquatic creatures, providing resources for cooking and alchemy.
 - **Resources Gathered:** Fish, crustaceans, pearls.
 - **Task Example:** Catching a legendary fish in a mystical lake, requiring patience and expertise.
 - **Herbalist:**
 - **Description:** Herbalists collect herbs and medicinal plants, playing a critical role in providing materials for alchemists.
 - **Resources Gathered:** Medicinal plants, rare herbs, mushrooms.
 - **Task Example:** Gathering herbs in a dangerous zone while avoiding hostile creatures and natural traps.
 - **Cook:**
 - **Description:** Cooks prepare dishes that can restore energy, boost skills, or provide temporary buffs to players.
 - **Resources Used:** Food ingredients, spices.
 - **Task Example:** Preparing a feast for a guild event using rare recipes and high-quality ingredients.
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Specialization and Economy

Professions directly influence the game's economy and encourage player trading. Each profession produces unique resources or items required by others, creating an interconnected economic cycle.

How Professions Influence the Game Economy and Encourage Player Trade

- **Trading and Commerce:**
 - Players must trade resources to obtain the materials needed for their progression. For example, a blacksmith requires wood from a lumberjack to craft weapons, while an alchemist needs herbs harvested by a herbalist.
 - Marketplaces and auction systems enable players to sell their products and purchase the resources they need, stimulating the in-game economy.
 - **Specialization:**
 - Players can specialize in a profession to become experts, offering higher-quality and more sought-after products. Specialization also allows players to develop specific skills and access exclusive recipes or techniques.
 - **Example:** A specialized blacksmith can learn to craft legendary weapons available only through their profession.
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Examples of Economic Cycles Between Professions

- **Blacksmithing Cycle:**
 1. Miners extract ores.
 2. Lumberjacks provide the wood needed for forging.
 3. Blacksmiths transform these resources into weapons and armor.
 4. The crafted items are sold or traded on the market, allowing players to prepare for quests and battles.
- **Alchemy Cycle:**
 1. Herbalists gather rare plants and herbs.
 2. Fishermen supply special aquatic ingredients.
 3. Alchemists use these resources to craft potions and elixirs.
 4. The potions and elixirs are sold or traded, helping players survive and strengthen themselves during adventures.
- **Cooking Cycle:**
 1. Fishermen and hunters provide basic ingredients.
 2. Herbalists gather spices and edible plants.
 3. Cooks prepare meals and feasts that enhance player skills and regeneration.
 4. The dishes are consumed during guild events or raids, increasing players' chances of success.

Lumberjack

Lumberjack

Level:1 / 99

Experience:5

Experience To Level:45

Description:A worker in the logging industry who perform the initial harvesting and transport of trees.

Total Level:'1 / 99

4. Game Economy

Secondary Market and Commissions

How the Secondary Market Works and Commission Policy

Secondary Market:

The secondary market is a platform where players can buy, sell, and trade items, equipment, and resources. It operates like an online auction house, with player-set prices for listed items.

- Items traded include weapons, armor, potions, crafting resources, and rare NFTs. NFTs represent unique items that can have significant value both within and outside the game.

Commission Policy:

A fixed 5% commission is charged on every transaction made on the secondary market. This commission helps regulate the game economy by slightly reducing transaction profits while funding game development and maintenance.

- **Example:** If a player sells a sword for 100 WAXP, a commission of 5 WAXP is deducted, leaving the seller with 95 WAXP.
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Price Balancing and Item Rarity

Strategies to Maintain Economic Balance and Prevent Inflation

Price Control:

- Item prices on the secondary market are primarily dictated by supply and demand. However, intervention mechanisms can be implemented to prevent extreme fluctuations.
- **Example:** If the price of a key material rises disproportionately, in-game events can be organized to temporarily increase the supply of that material.

Item Rarity:

- Rarity is controlled through drop rates (the chances of obtaining an item in-game) and special events. The rarest items have extremely low drop rates, increasing their value.
- Rare items can also be obtained through challenging quests or limited-time events, enhancing their exclusivity.

Crafting Systems:

- Crafting systems allow players to combine common items to create rarer ones, ensuring a steady flow of items across all rarity levels.
- **Example:** A player can combine multiple basic swords to craft a superior-quality sword, with a chance of failure to maintain rarity.

Mechanisms to Prevent Inflation

Description of Systems to Manage Inflation, Such as the Battle Pass

Battle Pass:

- The battle pass is a progressive reward system where players earn points by completing tasks and burning resources or items.

Battle Pass Points:

- Players earn points by burning items of varying value. For example, burning a unit of wood gives 1 point, while burning a rare weapon gives 10 points. Advancing through the battle pass requires accumulating a set number of points.
- **Example:** To reach the next battle pass level, a player must collect 10,000 points, which could involve burning significant resources, reducing their availability in the market.

Limited-Time Events:

- Special events and limited-time quests encourage players to spend resources quickly to earn unique rewards, helping regulate resource supply and prevent excessive accumulation.

Taxes and Fees:

- In addition to sales commissions, taxes can be applied to certain transactions or economic activities to siphon currency out of the game economy.
- **Example:** A transaction tax on high-value trades or entry fees for special zones in the game.

Multiple Currency Systems

Introduction of Multiple Currencies:

- Introducing multiple currencies, such as special tokens for specific activities (e.g., arena tokens), helps channel wealth and avoid hyperinflation of the primary currency.
- **Example:** Arena tokens could be used exclusively to purchase PvP equipment, separating this economy from questing and PvE activities.

In-Game Token Based on TLM Value:

- An in-game token is introduced, pegged to the value of the TLM (Token Local Market). For instance, 1 token equals 5 TLM when purchased and 4 TLM when sold. This creates an in-game economy that reflects TLM's value, ensuring secure and controlled transactions.

Microtransactions for Cosmetics or Exclusive Items

Microtransactions:

- Microtransactions provide players with the option to purchase cosmetics or exclusive items. These transactions generate additional revenue for the game without affecting gameplay balance.
- **Example:** Players can buy character skins, special mounts, or decorations for their bases, adding a layer of personalization while financially supporting game development.

5. Technical Aspects

Server Infrastructure

Technical Details on Servers and Request Management

Server Architecture:

The *New Genesis* servers primarily act as a gateway between the game and the blockchain. They ensure seamless communication between player actions in-game and the updating of data on the blockchain.

- **Gateway Servers:**
These servers process player requests and forward them to the blockchain for validation and recording. They verify the authenticity of transactions and ensure that data is accurately updated on the blockchain.
 - **Technology Used:** Containerized server architecture using Docker, orchestrated with Kubernetes for efficient and scalable management.
- **Blockchain Database Servers:**
These servers interact with the blockchain to store essential information, such as NFTs, economic transactions, and significant player progress.
 - **Technology Used:** Blockchain-specific nodes (e.g., Ethereum, Binance Smart Chain) to interact with the blockchain network.

Request Management:

- **Load Balancing:**
A load balancing system distributes player requests across available servers, ensuring optimal resource utilization and preventing overload.
 - **Technology Used:** Nginx or HAProxy for load balancing.
 - **Automatic Scalability:**
The servers are designed to automatically scale in response to increased player activity, ensuring stable performance even during traffic spikes.
 - **Technology Used:** AWS Auto Scaling or Google Cloud Autoscaler.
 - **Monitoring and Maintenance:**
A real-time monitoring system tracks server performance and detects issues promptly. Alerts enable rapid intervention to maintain availability and performance.
 - **Technology Used:** Prometheus for monitoring and Grafana for data visualization.
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Data Backup and Security Management

Strategies for Data Backup and Security

Data Backup:

- **Local and Blockchain Storage:**
Player progress is primarily stored locally in the player's browser (local storage) and on the blockchain. Critical data and digital assets (such as NFTs) are recorded on the blockchain to ensure their integrity and security.
- **Backup Strategy:**
Regular backups of server configurations and critical transactions are performed to enable quick recovery in case of failure. These backups are stored in redundant and secure locations.

- **Technology Used:** Amazon S3 for cloud backups, with regular snapshots of blockchain databases.

Data Security:

- **Data Encryption:**

All sensitive data, including player information and transactions, is encrypted in transit and at rest. This protects the data from unauthorized access and security breaches.

- **Technology Used:** TLS/SSL for encryption in transit and AES-256 for encryption at rest.

- **Access Controls:**

Strict access controls limit access to critical data and systems. Only authorized users can access sensitive information, and all actions are logged for security audits.

- **Technology Used:** AWS Identity and Access Management (IAM) for access policies, and centralized logging with AWS CloudTrail.

- **Intrusion Detection and Prevention:**

Intrusion Detection and Prevention Systems (IDS/IPS) monitor network traffic to detect and neutralize suspicious or malicious activity before it impacts services.

- **Technology Used:** Snort for IDS/IPS and AWS GuardDuty for threat monitoring.

6. Design and User Interface

Worlds and Dungeons Design

Description of Worlds and Dungeons

Worlds:

New Genesis offers a variety of worlds, each with unique characteristics, environments, and stories. These worlds are designed to provide total immersion and an enriching gaming experience.

- **Examples of Worlds:**
 - **Enchanted Forest:** A dense, magical forest populated with mystical creatures and luminescent plants. Players can explore hidden clearings and discover hidden treasures.
 - **Desert of Lost Souls:** A vast desert where sandstorms can arise at any moment. This world is dotted with ancient ruins and mysterious caverns.
 - **City of the Skies:** A floating city among the clouds, featuring suspended bridges and majestic buildings. Players can interact with residents and participate in aerial quests.

Dungeons:

Dungeons are specific zones where players face powerful enemies and solve puzzles to progress. Each dungeon has its own theme and unique challenges.

- **Examples of Dungeons:**
 - **Shadow Cavern:** A network of dark tunnels where players fight shadow creatures and search for ancient artifacts.
 - **Fortress of the Eternal:** A castle under siege by malevolent forces, filled with traps and formidable guardians.
 - **Temple of the Moon:** A mystical sanctuary with puzzles based on lunar phases and bosses that require specific strategies to defeat.

Visual Examples

- **World Illustrations:**

Include screenshots and concept art of the various worlds, highlighting the diversity of environments and attention to detail.
 - **Dungeon Illustrations:**

Add images of dungeons that showcase the unique challenges and atmospheres of each location.
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User Interface and Navigation

Details on User Interface and Navigation

User Interface (UI):

The UI is designed to be intuitive and easy to navigate, allowing players to focus on the game's action without being distracted by complex elements.

- **Key Components:**
 - **Health and Mana Bar:** Displays the player's current health and mana points.
 - **Mini-Map:** A small map showing the player's current position and nearby points of interest.
 - **Skill Bar:** Quick access to skills and usable items during combat.
 - **Quest Log:** Lists ongoing quests with clear descriptions and objectives.

Navigation:

- **Main Menu:**
Provides access to game options, settings, inventory, and other core functionalities.
 - **Quest System:**
A dedicated interface for tracking quests, with visual indicators on the mini-map and notifications for important updates.
 - **Social Interactions:**
Tools for managing guilds, friends, and teams, facilitating player interactions and cooperation.
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Aesthetic and Graphical Style

Game's Graphical Style and Tools Used

Graphical Style:

New Genesis adopts a graphical style inspired by classic RPGs, blending fantasy elements with modern graphics to create a visually appealing and nostalgic experience.

- **Inspiration:**
The style draws inspiration from games like *Pokémon* on the DS for its nostalgic aesthetics, while incorporating modern techniques to enhance details and visual effects.
- **Features:**
 - **Characters:** Detailed designs with varied customization options, allowing players to create unique avatars.
 - **Environments:** Rich and varied landscapes, ranging from lush forests to arid deserts, majestic cities, and mysterious dungeons.
 - **Visual Effects:** Use of lighting, shadows, and particle effects to enhance immersion and combat dynamics.

Tools Used:

- **RPG MAKER MZ:**
The primary software used for creating the game's graphics and levels, offering robust features for RPG development.

7. Roadmap and Deadlines

Deliverables and Milestones

Phase 1: Pre-Production

- Game Design Document (GDD).
- Initial prototype of characters and environments.
- Development team recruited and trained.

Phase 2: Initial Development

- Server and blockchain infrastructure established.
- Playable version of the initial game zones.
- Basic user interface developed.

Phase 3: Alpha Testing

- Alpha version of the game released to testers.
- Bug reports and feedback collected.
- Major bugs fixed, and initial adjustments made.

Phase 4: Advanced Development

- New zones and dungeons added.
- Social features integrated.
- Game performance optimized.

Phase 5: Beta Testing

- Public beta version released.
- Final balancing of game mechanics.
- Stress tests completed.

Phase 6: Launch Preparation

- Marketing materials created and distributed.
- Technical support systems established.
- Launch event planned.

Phase 7: Launch and Continuous Support

- Official game launch.
 - Regular updates and new content developed.
 - Continuous performance monitoring and community management.
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Important Note

This roadmap is subject to change based on development progress, unforeseen challenges, and feedback from alpha and beta testing phases. Flexibility will be maintained to ensure the project meets its quality standards and player expectations.

8. Conclusion

Summary of Key Points

The *New Genesis* project aims to create a unique massively multiplayer online role-playing game (MMORPG) that offers an immersive and personalized experience through diverse quests, enriching social interactions, and an innovative NFT-based economic model.

- **Gameplay and Mechanics:** The game's features, including quests, progression systems, and combat, are designed to engage players and encourage exploration and interaction.
 - **Professions and Economy:** The professions system and in-game economy promote specialization and player trading, fostering a robust internal economic dynamic.
 - **Technical Infrastructure:** Focused on blockchain and gateway servers, the technical architecture ensures secure and efficient management of player data and transactions.
 - **Design and User Interface:** A thoughtfully designed UI and visually appealing aesthetic provide a seamless and captivating gameplay experience.
 - **Development Roadmap:** A detailed roadmap with clear phases and deadlines ensures structured progress toward the game's launch.
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Future Perspectives

Next Steps

- Continue development according to the defined roadmap, meeting milestones and deadlines.
- Integrate feedback from alpha and beta phases to refine the game and enhance the user experience.
- Prepare additional content and regular post-launch updates to sustain player engagement.

Project Evolution

- Evaluate and adopt new technologies to continuously improve the game's performance and security.
 - Explore partnerships and collaborations with other industry players to enrich the *New Genesis* ecosystem.
 - Develop expansions and major updates to offer new experiences and maintain long-term player interest.
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Acknowledgments

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