

## Project Zero

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Zero Online- An MMO Type X which contains elements from each genre of MMO and beyond.

Goal: Reach Level Zero and acquire a Unique Skill.

Hindrances: Every time you Level Down, the Enemies get stronger, and your stats decrease.

Start Stats: You create a Character of your choosing and start at Level 100 with 1000 pts to every stat.

Character Creation: You can customize your character's looks, and choose your starter weapon type, "Sword," "Shield," "Gun," or "Unarmed." When chosen, a weapon of that type will randomly generate, or if unarmed, a permanent stat-boosting trait will randomly generate. Once a "Trait" or weapon is generated, it cannot be generated again for another player. Your weapon or Trait will be the only one of its kind. Please be aware that the Trait will only be in effect if you do not carry a weapon. It is permanent, but not active in the case you are carrying a weapon.

Player Trading and Economics: There is no defined currency in the game, instead Players themselves decide what is worth what. If a player decides a weak weapon is worth an item of far greater value, he or she may post it for trade. If a player decides that his or her hard work, and farmland that stretches for miles is worth a simple basic healing item, he or she may post it for trade. As long as both players agree, then the trade will be finalized. Of course, if the latter player wants his or her farmland back, he or she will have to reach an agreement with the other player. Land or Items as well as anything available for trade may also be freely given to another player.

Questing System: There are both NPC Quests and Player given Quests. Players may post Quests or Missions on the respective Boards for other players to complete. Quests will be found on the Quest Board in the Local Town Square and will give a Low Rank to High Rank item, depending on the Quest Setup, as well as experience based on progress and efficiency of completion. Missions can be given personally by other players or obtained through an Internet Connected Device. (e.g. Computers, Smart Phones, etc.) They rank from "Simple" to "Deadly" and give a High Rank Item or Set of High Rank Items.

Missions can also affect your Reputation Level. If failed, it will decrease. If completed, it will increase. If no missions have been accepted, then the player will have no reputation.

Events: Events are special occasions where rare items can be found. They are also a good time for Boss Raids, as if a player raids a boss during an Event, he or she will have a chance to obtain a Legendary Item. E.g. To Obtain a Smart Phone, one needs to collect all the materials from the proper places, and craft it. But if the Legendary Boss "A.I. Android Marx" is defeated, there's a chance of it dropping a "SPX-01" Which is the First-Tier Smartphone. Events are not seasonal, they can be triggered through certain actions.

Bosses: Bosses can usually only be found during Events, but there is a rare chance that one may spawn randomly. Most Bosses are between levels 30 and 50. When a player levels down, the enemies' levels increase by one. But there are Superior Rare Bosses who are ALPHA, BETA, OMEGA, or GAMMA Level. They are the most powerful Bosses in the Game.

ABOG: The goal of the Game is to reach Level Zero and obtain a unique skill. However, there are some who will find that it is possible to go further. The Levels of Alpha, Beta, Omega, or Gamma can be achieved. Once a player reaches level Zero, he or she may become one of the four, and gain an EXTRA Skill unique to him or her. For a total of Two Skills.

Crafting: A player may craft any craft able object or item if he or she has the right parts. Some may find it easier if they had Schematics, but those need to be crafted as well. Once an Object or item is Crafted, you can copy the requirements automatically if you have a Schematic in your Inventory. Otherwise you need to remember.

Setting: A World where science and technology meets Old Kingdom lands.

Perfect MMO Checklist:

1. Rich Lore- Maybe
2. Massive Map- YES
3. Customization- YES
4. Unique Artwork- WIP
5. Unique Bosses- YES
6. Unique Loot- YES
7. Action Based Gameplay- YES
8. IG Calendar Events- Maybe

9. Local Events- Maybe
10. User defined Economy- YES
11. Only Buy Once- YES with DEMO Server
12. Leveling and XP- Solved
13. Professions- NO

**Programming:** Each player can create programs within a Realm called the Data Verse, and materialize them in the other realms through Augmented reality once unlocked. These programs can include Weapons, Armor, Clothing, and Artificially Intelligent Programs, or AI. Once made AI can be materialized in any customizable form. Humanoid, Robot, etc. Once materialized, these Ai companions will fight alongside you and even give you story quests for the Data Verse Questline.

**Freedom to Fly:** At any time the player chooses, he or she may challenge the Aethereal Usurper, and if they win, they will unlock the Aethereal Realm Questline, and may travel to the Aethereal Realm where they will unlock the ability to customize and command their own Skyships, as well as unlocking the ability to fly with their own wings. They may fly freely throughout the Aethereal Realm, and by meeting certain requirements they may fly throughout the Main Game Realm of Zeronia.

**Deep Ocean Blues:** At any time the player desires, he or she may craft a Diving Suit with the right materials, or code one in the Data Verse. If they do, they will unlock the Deep Ocean Blues Questline. While progressing through this questline they will unlock the ability to customize and take command of their own Deep Sea Vessel, and Warship. The final Boss of the Deep Ocean Blues Questline is Leviathan. If beaten a Leviathan Egg will drop, allowing the player to hatch name and Train a Leviathan of their own eventually to full size.

**Petting Zoo:** At any time the player desires he or she may go to the Petting Zoo, where a Special AI will give a quest to obtain specific items required to tame, feed, and train pets. Pets will go through different stages of life, before dying. Egg Stage, Child Stage, Adult Stage, and Awakened Stage. Some pets can be scanned with a Data Scanner, if you have completed the Data Verse Questline. Once scanned they can be coded to form Digital Pets, that cannot die naturally, but are vulnerable to Hacking. Once completed, if the player has also completed the Data Verse Questline, they will unlock a Digital Pet Station at their Comms Station in the Data Verse, and the Petting Zoo will be open for Pet Storage and Pet Farming and Breeding. Digital Pets cannot be bred this way. But can be Cloned or Backed Up, with the right Programs.

If you beat the Extra Boss, in the Dataverse, you may receive a Firewall, which prevents a single coded digital pet from being Hacked.

Here is a list of some pets that can be Coded:

De-Bug

De-bug has the Datability Bug Remover: If it is infected with a virus, that virus will be removed.

Crack-Lasher

Crack-Lasher has the ability to hack into Digital Pets Source Code.

De-Frag Minter

De-Frag Minter: Converts Extra Data from Source Code to a temporary boost to its own Agility.

Flame-Shielder

Prevents itself from being hacked and reverse hacks the program that was used to hack it.

Dot Exe Dragon

Grants the ability to run programs from within itself automatically.

Here is a list of pets that can be Tamed:

Slime

Wolf

Tiger

Lion

Bat

The player may also create custom Digital Pets from Scanned Data of both Digital Pets or Normal Pets.

The Sky is Not the Limit: Once a player reaches Level Zero, he or she may decide to Ascend to Alpha, Beta, Omega or Gamma level. If they do so, they will unlock a questline, "Beyond the Skies" which will allow them to achieve a "Tri-Skill" The third and final Unique Skill available to any player. It will also allow the player the option to code an Inter-Space Terminal, and Inter-Space Transport, allowing access to the Celestial Realm, where they can travel and colonize different planets, as well as harness Plasma Power, to fuel C-Tech, or Celestial Technology. Each world in the Celestial Realm is Randomly and Procedurally generated.

Mechania: At any time the player desires he or she may code a special AI Companion, "The Mechanic." Which will unlock the Mechania Questline allowing the player to code or find the parts to build his or her own Mech. The final Boss of the Mechania QL once defeated will drop the source code for his Mech, "The Rave."

