

# Building an MMO RPG Game

The Wrong Way

casual  connect

# Hello!

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# Lessons Learned

or don't make the same mistakes twice

Lesson #1

# Don't start with MMO games

# Team



team of experienced backend Java/Ruby developers start huge MMO game on Unity 3D - completely new technology

# Unity3D



it's hard to apply existing enterprise experience, patterns and approaches in gamedev

# Result



as a result, a lot of bad architectural solutions

much better idea is to start with small study project, familiarize with release lifecycle and game engine ecosystem

Lesson #2

# Flat team structure is a myth

# Flat team structure

The Valve logo, consisting of the word "VALVE" in a bold, sans-serif font, enclosed in a black rectangular border with a registered trademark symbol (®) to the upper right.

VALVE<sup>®</sup>

A large flock of birds flying in a loose, circular formation against a sunset sky. The birds are silhouetted against the bright, orange and yellow light of the setting sun, creating a dynamic and organic shape.

we tried to organize flat team structure,  
where each team member was equally  
responsible for end product

inspired by Valve

# Missing something?

problems: 1) no unified product vision inside team 2) no single team member, who keep all project in his head

reasons: 1) no end product vision 2) not enough understanding what flat team structure imply

# So, is it only a myth?

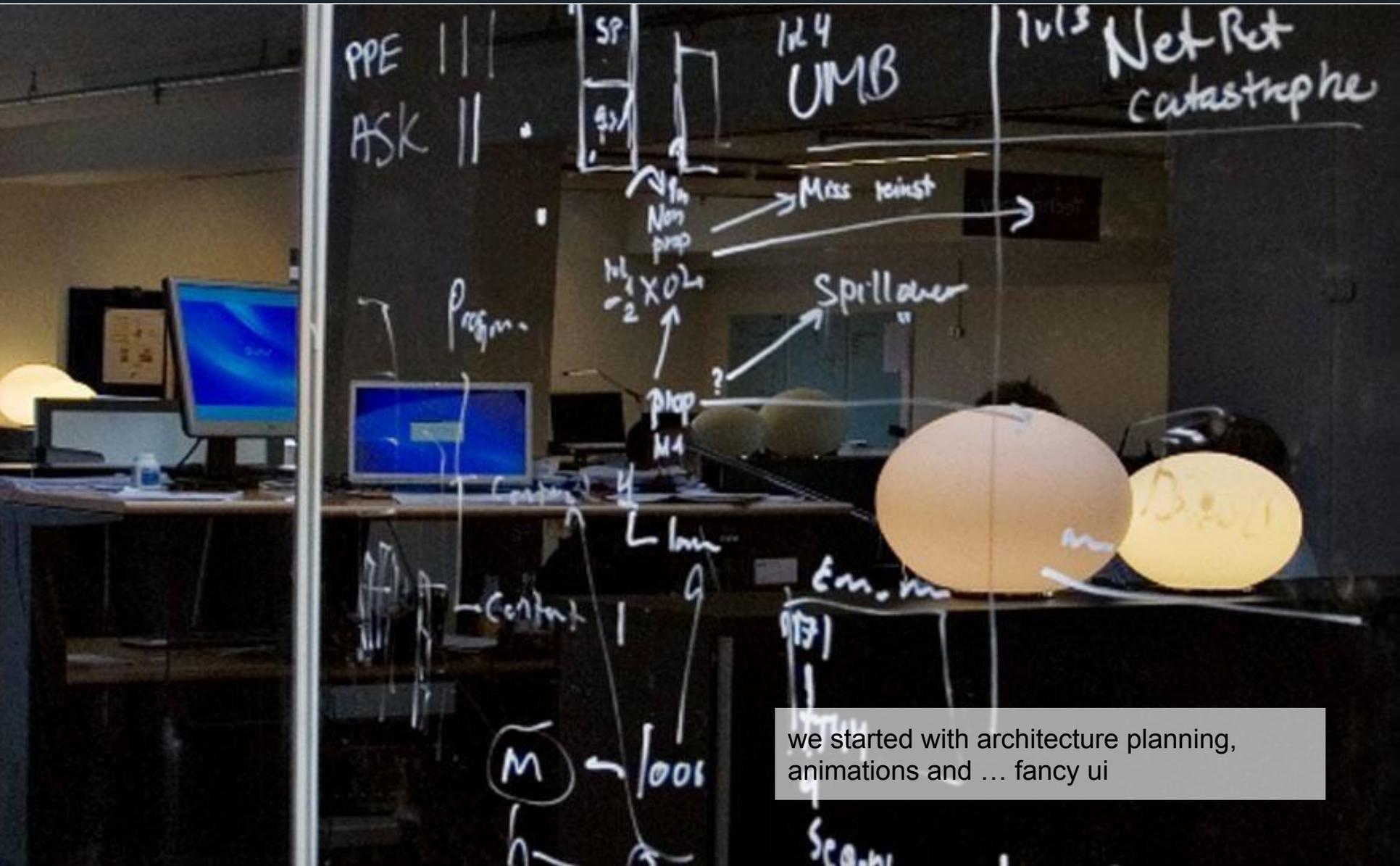


in order to create successful team with flat structure, each team member should be carefully selected (e.g. T-shaped)

Lesson #3

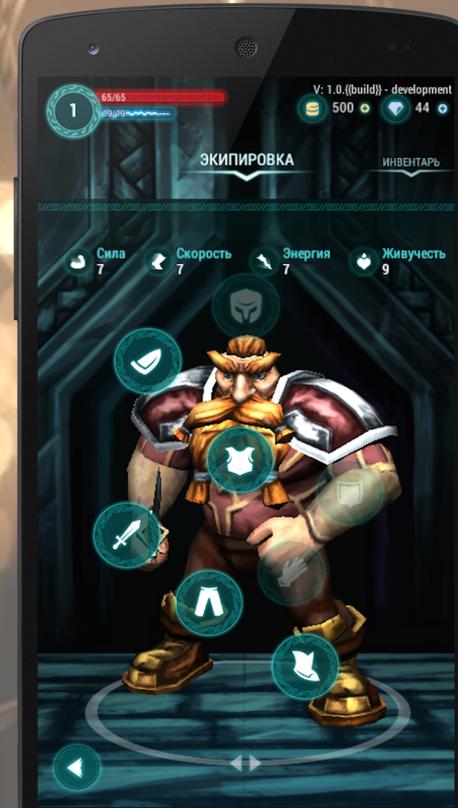
# Reach fun ASAP

# So we started...



we started with architecture planning, animations and ... fancy ui

# First Demo



result: after 6 month of development we didn't know how should main gameplay (fight) look like

# PoC

End Turn

<

>

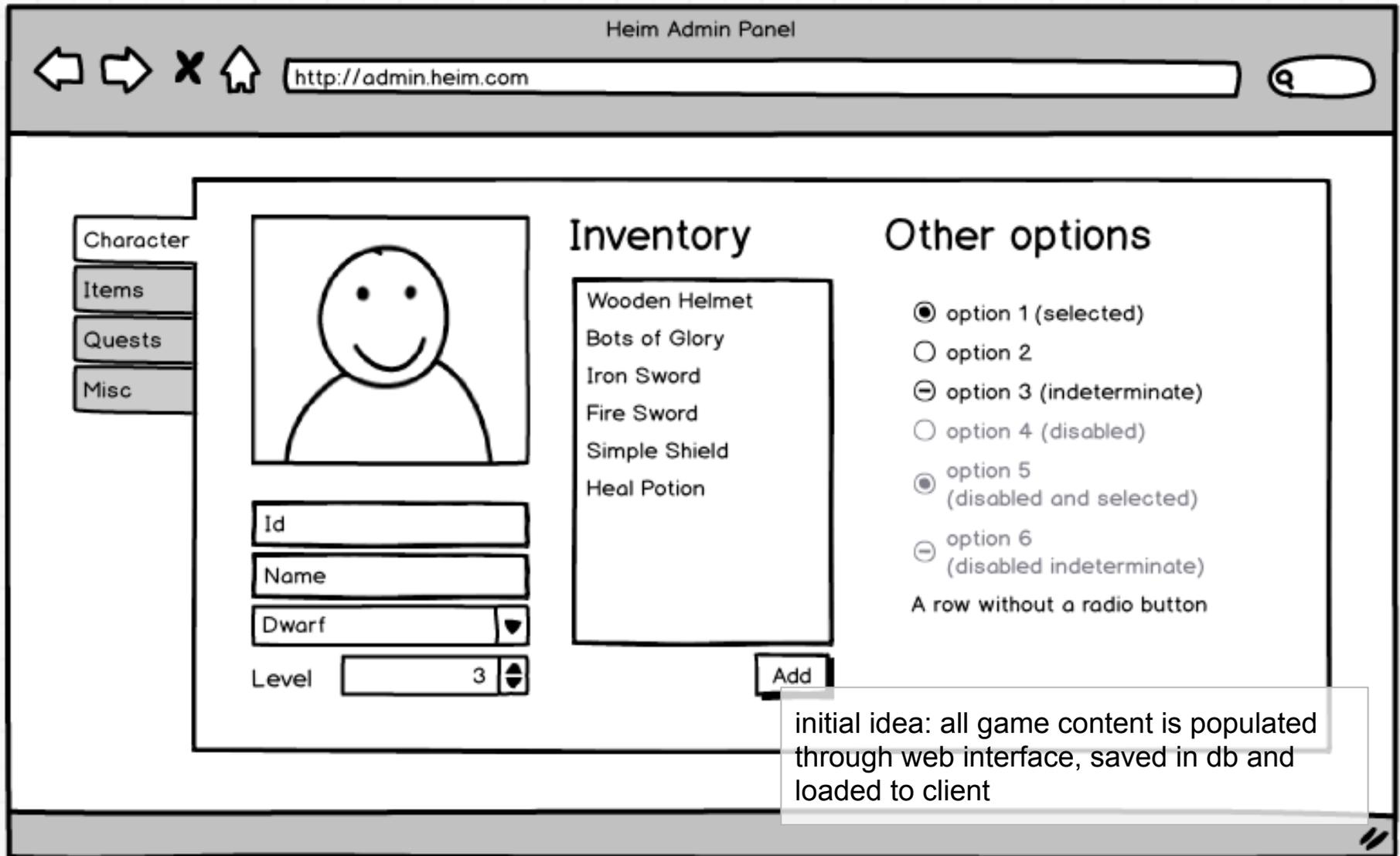
start with proof of concept, without ui, textures etc, only main gameplay

source: <http://toasticusprime.tumblr.com/>

Lesson #4

# Start with editors

# Initial idea



# Good old XML

```
<?xml version="1.0" >
  <person id="08470" >
    <name>Kris </name>
    <address >
      <street >
        <city >
```

data transfer in xml

problem: without web ui it's hard to populate large datasets and development of web ui takes a lot of time and effort

# Better way

The screenshot displays the Unity development environment. On the left, the Inspector panel shows the configuration for a 'Mock Character Data' asset. The 'Params' tab is active, showing fields for 'Is Tester', 'World Id' (testworld), 'Name', 'Race' (DWARF), 'Current Place Id' (home), 'Money Pack' (500 SOFT, 50 HARD), 'Level' (1), 'Health' (100), 'Mana' (100), 'Experience' (0), 'Free Stat Points' (0), 'Current Sub Tutorial Id' (combat\_tutorial), 'Masterings' (sword, axe), 'Skills' (sword\_1, sword\_2, sword\_3), and 'Stats' (STRENGTH, AGILITY, ENERGY, VITALITY). The '3D Presentation' tab is also visible. On the right, the 'Project' panel shows a hierarchy of assets, including 'GameSettings' and 'mock\_InAppProducts'. The 'Editing' panel is open, showing a 'Create Asset' dialog for a 'Zone' with a red error message: 'Field Zone Id can't be empty'. The 'Model Preview' panel shows a 3D model of a dwarf character. At the bottom, a console message reads: 'Loading textures from Models/dwarf\_male/Materials/'.

Inspector: conf\_MockCharacter

Mock Character Data

Clone from Mock Character

Params 3D Presentation

Is Tester

Id

World Id: testworld

Name

Race: DWARF

Current Place Id: home

Money Pack

500 SOFT

50 HARD

Level: 1

Health: 100

Mana: 100

Experience: 0

Free Stat Points: 0

Current Sub Tutorial Id: combat\_tutorial

Masterings

sword

Mastering Id: sword

Level: 1

Xp: 0

axe

Mastering Id: axe

Level: 1

Xp: 0

Skills

sword\_1

sword\_2

sword\_3

Stats

STRENGTH: 7

AGILITY: 7

ENERGY: 7

VITALITY: 9

Asset Labels

Project

Avatars

Comixes

Db

Dev

GameSettings

conf\_MasteringInfos

conf\_MockCharacter

conf\_musicSettings

conf\_RandomLocationLockConfig

conf\_ResourceFolders

conf\_skillInfos

conf\_tutorial

conf\_VeryImportantConfigs

conf\_WorldState

mock\_InAppProducts

Gui

Locale

Models

Particles

Editing

Create Asset

Create Zone

Zone Id

Field Zone Id can't be empty

Create Zone

Model Preview

Reload

better way: use Unity API to create game editors, for data storage - Unity assets

Loading textures from Models/dwarf\_male/Materials/

Lesson #5

# CI for MMO is important

# We started

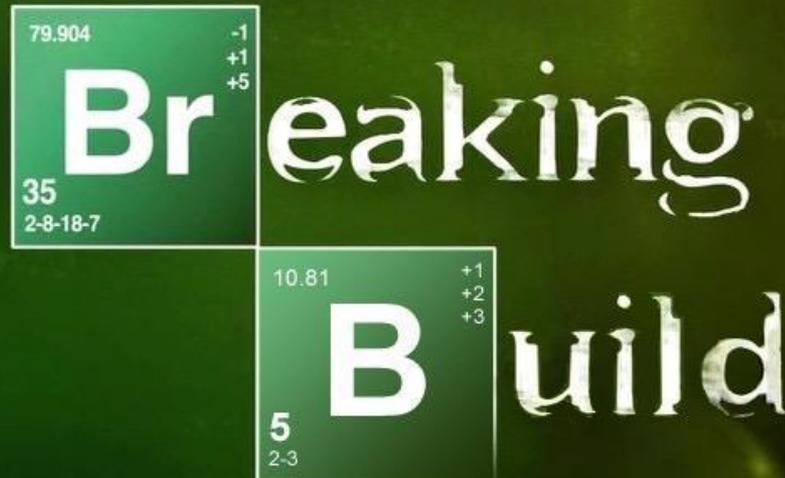


# TESTING

I FIND YOUR LACK OF TESTS DISTURBING

we had all infrastructure set up, but at some point delivery become more important than testing

# But later...



as a result, during last three months we were afraid to make event small changes, because no one know what could brake

# Sum up

- vision at the beginning
- start with a small experienced team with PM
- start with PoC - reach fun ASAP
- get feedback

“

*A man must be big enough to admit his mistakes, smart enough to profit from them, and strong enough to correct them.*

John C. Maxwell

# Thank you

Questions?

Presentation will be available at:  
[v.zasadnyy.com/slides/](http://v.zasadnyy.com/slides/)

# References

- [Valve Handbook for New Employees](#)