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NCIP 3 — Nine Chronicles Guild System Part 1

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Abstract

The key aspect of an MMO is communication. Guilds develop micro-communities that enhance user experience, commitment to game (and their in-game family), and positive competitiveness. Guilds offer new players a support group that ensures that player is more likely to remain in the game instead of leaving without having given the game a fair chance. They offer new dimensions of competition that bolster a healthier market economy as well as add more simple, repeatable events to the calendar. The purpose of a guild is to support players and in no way give them an unfair advantage

The addition of a guild system to the game, while removing nothing, would add a new layer for players to be able to socialize and complete content together within the 9C metaverse. The full proposal is quite large and this would serve as Part 1, laying the groundwork for a complete and unique guild system integrated with the 9C play culture.

Adding guilds will be a first step towards making Nine Chronicles a true multiplayer game since right now players have very limited interactions with each other (they can only fight in the arena and can buy items from the market - but the trading is not personal so it does not feel like a multiplayer function).

Motivation

The idea behind 9C originally was to create an MMO which was entirely on the blockchain, including the actions taken by your character and all smaller trivial actions that would have some impact on your progress. One of the ultimate challenges with this is that it makes doing group content extremely challenging, as all players would need to be in sync in order to be able to properly interact in a game environment - something blockchain technology is notorious for not allowing to happen smoothly due to the relatively recent creation of the technology.

A guild would be a method for us to get around this within 9C. The eventual idea is that there would be a large amount of content including, but not limited to:

-Guild Bosses (Asynchronous Co-op PvE) (part 3)
-Guild Hall (customizable with upgrades)(part 2)
-Guild Crafting Projects (part 2)
-Guild Staking (part 2)
-Guild Chat/Social Features (part 2)
-Guild Wars (part ?)

In order for all of this to happen though, the groundwork must be done to allow a basic guild system to exist within the game. Below I have laid out a basic framework for the introduction of guilds within 9C, and this will be followed up on by parts 2 and 3 upon completion.

Specification

The Guild

The guild itself will be by definition a group of players with a Leader, who has certain administrative privilege to set up a hierarchy of social structure and recruit members to. The guild will have a list of all members with their levels and some smaller pieces of information, similar to a private leaderboard. Guilds themselves will also have leaderboards based on total members and their levels.

Minimum Framework

In order for this to function smoothly, there needs to be a few initial elements at bare minimum:

-Guild creation screen
-Join Guild list
-Guild Administrator panel
-Internal Guild screen
-External Guild screen
-Guild highscores (could be added to Join list)

Creating a Guild

A guild can be created by any player who has passed stage 100 (same requirement as Mimisbrunnr), and will have an NCG cost required to set this up. The NCG used to create the guild is "locked" to the guild as a sort of deposit and is essentially temporarily removed from the ecosystem while the guild exists. In Part 2, this will come into further play as part of the guild staking pool, but for now it just needs to be held in escrow for the guild. The leader/creator of the guild maintains the ability to have this NCG returned to him/her upon disbanding of the guild.

I would propose to have this amount be 10,000 NCG to found a guild, keeping in mind this NCG is only locked temporarily until such a time as we can introduce Guild Staking in

Part 2.

Joining an Existing Guild

To join an existing guild, a member can browse a list of guilds in a location accessible via the game main screen (possibly the location of the Tutorial Cat currently). Once a player finds a guild that interests them, they can click an apply button and the Guild Leader is notified of a new applicant in their Guild Admin screen.

Maximum number of guild members?

Guild Administrator Panel

This would be a screen where the Guild Leader could set features such as the level requirements to join, and down the road settings such as minimum stake or reward splitting. For now, it can be quite minimal with options to disband the guild, change the name, have some sort of guild flag/colour/symbol, and manage the member list/rank names.

Internal Guild Screen

This is basically the precursor for the Guild Hall. It will be a place you can view your guild members, and have some information available to you there on your guild stats. For now this will look the exact same as the External Guild Screen (shown next), but will change in future iterations and does need to exist in a separate fashion from a non-member viewing the guild.

External Guild Screen

See above, basically a place to view the guild members and their stats, but can be read by any player.

Guild Highscores

A leaderboard for guilds, initially will be based on level and total members.

Guild Wars
Each member's points from the normal arena add up for a total of Guild Arena Points. The guilds with the most points gain rewards at the end of the day and week / season (same intervals as the normal arena rewards after the rework).

In the future this can be replaced by an actual complex activity.

Elements of belonging
A simple idea would be that each member gains a non tradable title with the guild name once it joins the guild. It can be equipped just like other titles.
Future updates could add tabards with the guild symbol and colors (think World Of Warcraft)

Something to Do
Small guild activity. It should reward the player and it should also earn the guild materials that will be used in the future Guild Hall upgrades. The activities of the players could also increase the guild level.

Suggestion: daily quests. They can be the same everyday or random from a pool. Possible simple quests that any player can do:
- Defeat 10 stages
- Fight 5 times in the arena
- Craft 8 items
- Upgrade 4 items
- Buy an item from the market

Rationale:

All of this is the needed framework to build upon for creating a lasting social gaming experience within the guild, but also adding value to being a member of a guild as opposed to playing solo.

While Part 1 may seem quite basic and like it doesn't add any advantages (it really won't), it is absolutely essential to parts 2 and 3 which will be massive QoL and value upgrades to the system, and will make it quite exciting to be a part of.

Guild Wars - even in a very basic implementation this can increase the competitiveness of players and their activity in the arena, so it also improves another system.

Elements of belonging - this is more of an optional feature but it would be dull to be part of a guild and have no means to represent it.

Backwards Compatibility

This update will require a hard fork.

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