

An Itemized & In-Depth List of Feedback for DECA [**GUILD SECTION ONLY**]

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Small note -- formatting is a bit weird on mobile. Use a computer if possible when viewing this document.

Preface:

Hi! I've stuck with RotMG for a while now and I love chatting with many of the players who contribute to the realm experience. Many of us have lots of feedback on the game -- which we really love, and I figured I might as well pull it together into a simple list, itemized by (what I believe) should be prioritized over the next year. Since it's currently motmg, it seems like the perfect time to pull this together. Big shoutout to [https://www.reddit.com/r/RotMG/comments/p2mjxb/on the state of rotmg my personal thesis/](https://www.reddit.com/r/RotMG/comments/p2mjxb/on_the_state_of_rotmg_my_personal_thesis/) for inspiring this by the way!

This document will mainly be negative feedback for the game, but I want to make it clear that *I (mostly) loved what DECA had been doing* and it's been a wonderful experience with the game over the time I've stuck with it. In this document, I will be arbitrarily dividing feedback by teams which (I believe) DECA is divided into. For example, I've noticed that community outreach and the development teams seem to be the most active teams in outputting things that the community can interact with and see. I'll also be releasing the separate section-by-section as they're completed.

When reading this, there's going to be a lot of feedback. However, to help with this, in the master document, I'm going to put what I think should be worked on in the next year as priorities, ordered by relative importance and I'll briefly describe each of these. Following these, there will be an other section. These are less important additions to the game which should be implemented continuously when given the chance. They were not given a priority because their relative importance is lower (and this document is a little overwhelming already). **Small note as I'm writing this -- I'm not writing in any lore currently. If people want to go through and add lore to ideas, that would be wonderful, but right now I'm just focusing on bare bones changes.**

Just to make it clear, I don't know DECA's plans for this game and I don't know a lot of what's happening behind the scenes, so some of the points may be based on things that are already implemented or are planned to be changed soon.

Well with that, it's time to start:

GUILDS:

The Current Problems With Guilds:

There's a lot to be unpacked here, so buckle in; it'll be a long ride!

Okay, to start us off, guilds are essential to the game. Yes, there's a few loners, but they also (mostly) have their own small communities. However, guilds really are at the heart and soul of the game. If it were not for my guild, I would have quit years ago. I probably would not have stuck with the game for more than 6 months. I definitely would not have ever spent money on the game. But, here I am. **Update: Here I'm not haha; I ended up quitting, but I may come back if changes along these lines get implemented.**

To simplify this idea (and not write a love poem), this game straight up is pretty basic. Yes, it has permanent death. Yes, it has funny pixels. But, people do not stay for that. They stay for the community; there's so many interesting people who play this game and guilds provide an excellent vector of bringing people together and giving them a place to be a part of and to really enjoy the best and worst elements of the game.

In order to best address the currently existing problems with guilds, I'm going to arbitrarily break the guild dynamic into four categories; this should make it easier to look at each segment of the game's community. So: there's loners (either not in a guild or alone/duo in a guild), dead guilds, community guilds, and competitive guilds.

Loners can be divided into two groups, each with their own tendencies. There's new players who have yet to find a community for themselves and old players who either enjoy playing by themselves, are forced to (known hacker/exploiter), or who have a specific goal and are not interested in chatting with others. For the latter category, there's not many changes which can be made, nor is there a problem wanting to play by ones' self. However, for the former category, there are a few changes to be made.

This fits into other sections, but for readability's sake, I'll put it here: **there should be an effective way to recruit people to guilds; especially new players;** to expand on this, when I was brand new to the game, I thought it was really exciting to be part of a guild and "adventure" with people my age.

Adding some form of board which all new players see right after completing the tutorial (with guild recruitment requirements and descriptions) would be an excellent way to allow new players to fit into the game and grow to love it as guilds are an excellent method of both learning early game and the later parts of the game.

Here's a mock example of a board which could be shown to new players post-tutorial:



If used, this chart would be accessible via an NPC in nexus and it would allow players to click and search for guilds which are recruiting. It would also link to the guidebook which DECA

prepared for new players (which needs to be a bit more specific to be helpful). It would allow people to apply to join a guild (and then leaders would review applications and accept) -- or straight up join it (probably depending on a setting made by the original poster).

Meanwhile, dead guilds struggle because they lack a consistent player base or there is no central leader holding it together. There are a few things which I've identified which seem to cause a dead guild to form:

- A brand new player forms the guild.
- A leader or influential member or members quits the game.
- A big realm event/campaign occurs, causing burnout.
- A lack of incoming players.
- A toxic environment.

As the majority of people I've seen quit have been in dead or dying guilds, it's important for DECA to target these when fixing segments of the game -- I would target the problems which causes these types of guilds to form in order to have a higher retention rate; a few obvious points are:

- Requiring 20 stars to make a guild.
- Implementing the guild invitation panel pictured above.
- Allowing for guild chat without a cooldown and also providing a guide for new players on how to use guild chat.
 - Guild chat should function while loading and/or waiting in queues.
- Creating new forms of sub-communities (discussed later in more detail, but essentially "parties" or "organizations")
- Using events wisely to avoid burnout (discussed later in the unreleased master document @ "Things to Avoid -- Event Tactics & Timing).

Meanwhile, community guilds are centered on chatting with people and spending time in discord or similar platforms. These types of guilds are probably the healthiest for the game and the community -- they are the ones which run public o3s and take in new players and teach them about maxing, endgame, and more. This does not mean that they do not do "competitive guild" activities (i.e. running dungeons and fame farming), but they are more relaxed and have a different environment from competitive-focused guilds, which will be discussed later. My guild, her, and Aethercharged would be good examples of this type of guild -- however, there is two problems which makes it hard to maintain a community guild long term:

Chatting while running dungeons is challenging -- there should be some way to encourage guild chat, however. Whether this is (meaningless/vanity) rewards for messages sent or some form of

system in the guild hall (where players who have been engaged with one another in the guild hall are rewarded something small), it is an ongoing problem which, if solved, could also increase retention. I honestly don't have a great solution for this one -- using discord and double discording during raids works, but it's not great; other games may have a better solution, but I'm also sure the community would have suggestions if asked.

There is a hard limit on the number of players allowed in a guild -- this means that when a community reaches 50 people, it essentially has peaked. It can't take in any other players and can't keep growing. From this point onwards, it'll either stay stagnant or slowly begin the transition into a dead guild because of the lack of an inflow. A method to combat this would be allowing dead fame or something else which costs the guild to be used to increase the player cap (although there's lots of potential for much more interesting solutions here!).

Some more on community guilds:

- Over time, these guilds experience many of the same problems as Dead Guilds, meaning that solutions applicable there would be conducive to these types of guilds too.
- Community Guilds are typically based about two things:
 - IRL Groups
 - Demographic Trends (Primarily Age or Language)

By recognizing what community guilds center about, additional changes can be explored -- in both the filter system for guild recruitment (on the guild board I suggested) and beyond it. I won't discuss these potential ideas (because there's a lot of other things I would have prioritized and I'm sure that the community and DECA can come up with better stuff than I can).

Now, onto competitive guilds. These are probably the least common type of organization out of the four discussed. Off the top of my head, I know of maybe eight to ten of these. Before I get into defining them and their problems, I want to clarify: being a competitive guild does not necessarily mean much about current rank -- it means that guild rank and dungeons are the primary reason for cohesion within the guild. These kinds of guilds will run constant guild o3s, will have their own raiding server, will have raid leaders and top players in them, and will have high requirements to join.

- Small note, but I personally dislike these guilds and they're the most likely to die (without becoming "Dead Guilds" -- all the members leave for other competitive guilds or adjust their goals and join community guilds); however, these guilds contain people who spend a lot of *money* and *time* on the game. They also are the most vocal about the game and function as "early adopters" to most updates.
- **To defend what I'm saying, these guilds die because they tend to foster very negative environments; people either never interact (because everyone does their own thing to

improve their characters and to approach their goals) or because people clash. Additionally, these guilds are either very serious in targeting hackers and trackers or are completely pro-hack. Either one of these ends up being disruptive to the point of it being worse than the hacking problem itself.

- This is not to say that all competitive guilds have this environment or that all the members are toxic; just the way they approach the game is very, very different from the way a community member approaches the game.

Despite this, people in these guilds should compose 40-50% of closed testing positions. While they are a minority of players, they have the experience and motivation needed to contribute a lot to testing updates... However, they can be overly extreme, pushing the release of nearly impossible dungeons and their own goals in updates above the community's standpoint.

Members of these guilds both hurt and add to other's playing experience, for obvious reasons -- for example, they're at least half the reason the anti-crashing meta has arisen.

- As a small tangent -- regardless of what people claim, crashing dungeons is not as black and white as people seem to argue; there's good reasons on both sides, and this will be addressed later in both this section and other ones.

In terms of advice in addressing the problems I discussed for competitive guilds, I honestly straight up don't have any advice for solving the issues with these guilds. I'm sure someone smarter than I am will have an idea.

- Small note, although this isn't too important, just some things I've noticed about competitive guilds:
 - They *do not* follow the trends of community guild's member composition; e.g) they are not based around a single demographic or IRL group, instead they're a mix of people from all categories -- however everyone is skilled.
 - Although there tends to be one or two exceptions of people -- "the class clown" -- who do not match in (and perhaps keep the guild alive???)
 - Interestingly, *almost all* of the leaders of these guilds are not too well known; the members themselves have bigger names than the leaders :3

Along with addressing the overarching problems with the current guild system, there's some **very basic bugs** and QoL features which **need to be implemented**. They should not take much time and having these issues make running a guild really frustrating.

Auto-Promotions -- when a leader or above leaves the guild, an officer is auto-promoted to replace their position. Get rid of this system; it stinks. I understand why it exists (i.e. to keep

“upper staff” in a guild -- preventing it from dying or being unable to upgrade guild hall, etc.), but it’s a bad way of dealing with the issue. Either turn to support tickets or make something which deals with the problem appropriately.

Capitalization and Spaces -- I don’t know why this is a problem, but *seriously*, make it possible to choose capitalization and add spaces in guild names without emailing customer support. Give them bandwidth to do other, more important stuff (which I’ll discuss later, in the Customer Support section).

Promoting to Founder -- Make this simpler; why do we need to send a ticket to get this done?

Leaving the guild as a Founder -- massive pain, shouldn’t be hard to simplify and fix this issue. Won’t write too much about it.

Okay, so moving on from current problems, I’ll move into the biggest “problem” with guilds -- there’s a lack of any new substance and changes with guilds; what could and should be the best system in DECA essentially hasn’t changed since Chess was released (and before that, update **27.7.X.14 nearly 4 years ago**). In the “What Needs to be Changed” section of this paper, I’ll talk about some of the changes which should be made to really bring this aspect of the game to the forefront and deal with some of the issues people have with the discord meta,

Before that, though, I’m going to touch on one thing which DECA did when I was getting into the game which really worked and is probably the reason I stuck with the game for so long: A Case Study of Alien Event (MotMG).

- So when the Alien Event was initially released, DECA gave out *a lot* of alien keys to everyone -- however, they were guild-only keys. This meant that essentially every player in the game now had 20 new, cool keys which were challenging and could only be done in a guild hall. And so, dead guilds revived, people actively looked for guilds, and the community tightened -- it was great. Due to this, I joined my first semi-active guild -- Till Death and we went from 20 members to 50; we did event pops every day to get rid of the alien keys and it was *a ton of fun*. This was one of the few events where DECA really prioritized the community & I don’t know how the financial side of the event went, but it seemed to really breathe life into the game & increase community involvement.

Okay, now that that's completed, I'm just going to run through some ideas to increase retention rate via a guild update. In addition, some of these could also be used to make money for the game, *however, make it so that the majority of these are attainable for f2p -- for example, with some of the special implementations discussed, make them buyable with 5k gold or 2 million dead fame. 2 million guild dead fame is attainable, but challenging to get; for many people, 5k gold will be simpler.* I'll talk more about this monetization method in another section(s), but this is probably one of the best ways to monetize community aspects of the game.

- Out of all the ideas to pay attention to, please focus on guild upgrades, recruitment, and increasing chat opportunities (increasing guild capacity, party/organization system).

Guild speedruns are a good way of bringing together guilds -- an example was the tomb speedrunner event a while ago; however, the rules and methodology behind the speedruns need to be clearly set; also, the rewards should be convincing (like a UT of choice or something). In addition, if these speed run contests are implemented once again, they should be very carefully used. First, they shouldn't be more often than once a month. Second, guilds should be given prior notice to start organizing time zones and setting times. Lastly, there should be special keys buyable with fame (personal or guild) for the person recording the speedrun to create a time-stamp and for control purposes

The guild board & recruitment:

While this was discussed earlier, I'll rehash it once more, since this is one of the most key ideas I have for a potential guild overhaul. Essentially, this would be a board (as depicted in the picture above) with several filters to help find guilds with special traits (like being supportive of new players or being endgame). These should be created in order to optimize the growth process of guilds and help communities meet and organize themselves.

Another potential method of implementing recruitment is via embedding existing methods (i.e. the forums and official discord) -- in this case, I would advise against this, but several of my suggestions in this paper are based on embedding existing systems into the game for simplicity's sake, so I included this too.

Guild upgrades & special implementations (big section D:)

Okay, so we'll start with simple stuff: as many of you know, there's several levels of guild halls and by saying "pots" in any guild halls, you get a bag of hp and mp pots. A user on reddit, u/TallWhiteandNerdy had a good suggestion for changing this system for a small QoL system. As the guild hall is upgraded, it should drop bigger bags (i.e. more hp pots/mp pots) and it should allow the potions to be upgraded; i.e. you can get Greater HP Pots from a maxed guild hall. This does two things for guilds; first of all, it helps prevent loner guilds -- instead, it encourages people to join established guilds and get involved with greater communities in order to get this QoL change. It also gives new guilds goals; currently, there's little reason to upgrade the guild hall (except for wardrobes).

So before we get to the big stuff, I just wanted to throw in that the guild totem poles (as a dps measurer) should be fixed and/or upgradable so that they're accurate dps calculators. Giving them a chat function would be wonderful too -- this ties into the next idea (totem poles/dps calculators could be a piece of potential furniture and/or upgradable permanent furniture).

Okay, so -- Guild Furniture (probably the biggest one I would suggest implementing -- big thank you to u/MediumSizedPizza for inspiring this!):

Essentially, what guild furniture is, is that it is a method of unlocking special add-ons to the guild hall which provide QoL value.

Depending on the furniture and the way DECA wants to take this, some of the furniture should be auto-unlocked and upgradable with guild fame/gold. Other furniture should be unlockable in a "Guild Shop" for players or auto-unlocked as the guild hall is upgraded. Another potential way of implementing it is for the "Guild Shop" to only be accessible once the guild hall reaches max level. **I would love input on people's thoughts on this.**

- While writing this, I came up with the idea with guild gold as a separate currency. It's an awful idea. Don't implement it. If I was able to come up with it, a developer might implement it (if I'm fortunate enough to have this read by someone from DECA); I'll probably (maybe) discuss this and why it would turn out poorly in the long term (would be really successful short term) later in the currency section of this paper.
- Guild furniture could also be moved around and reorganized by the guild leader, allowing guilds to customize themselves and add several monetization features (unlocking greater sized guild halls and teleporters or similar).

One of the primary pieces of guild furniture which have been thrown around and should be accessible from the beginning is a guild vault & potion storage space. I understand why

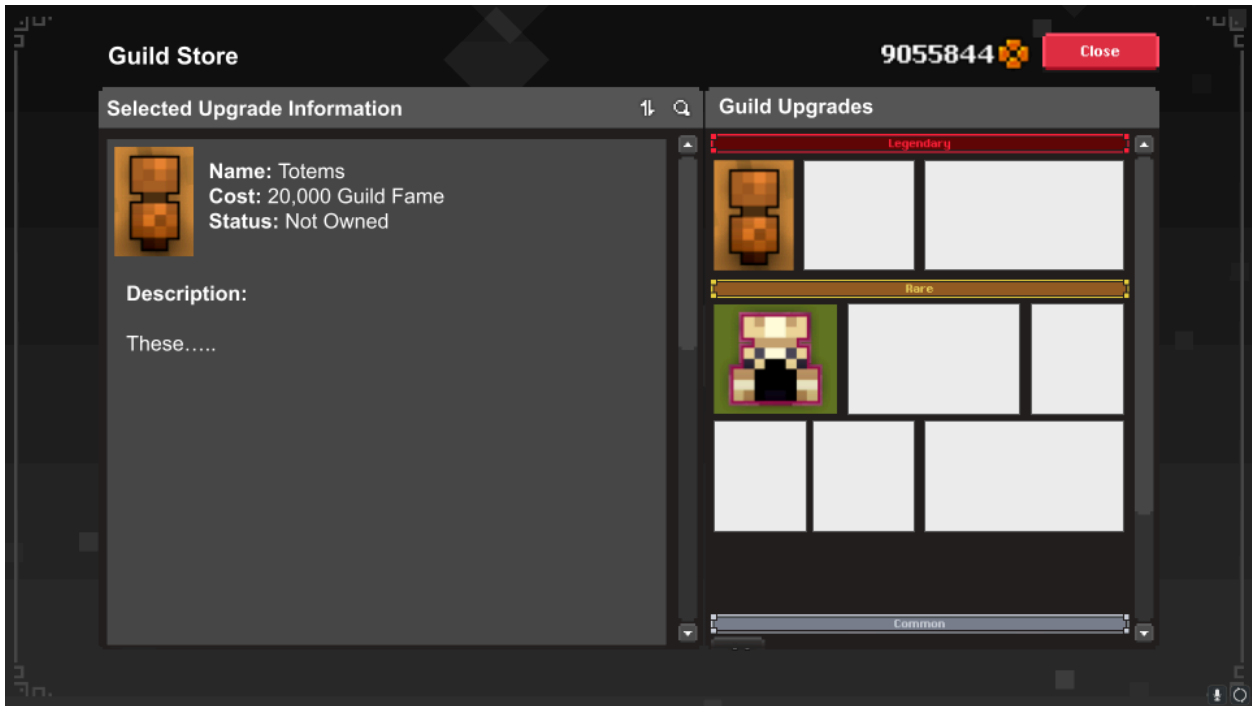
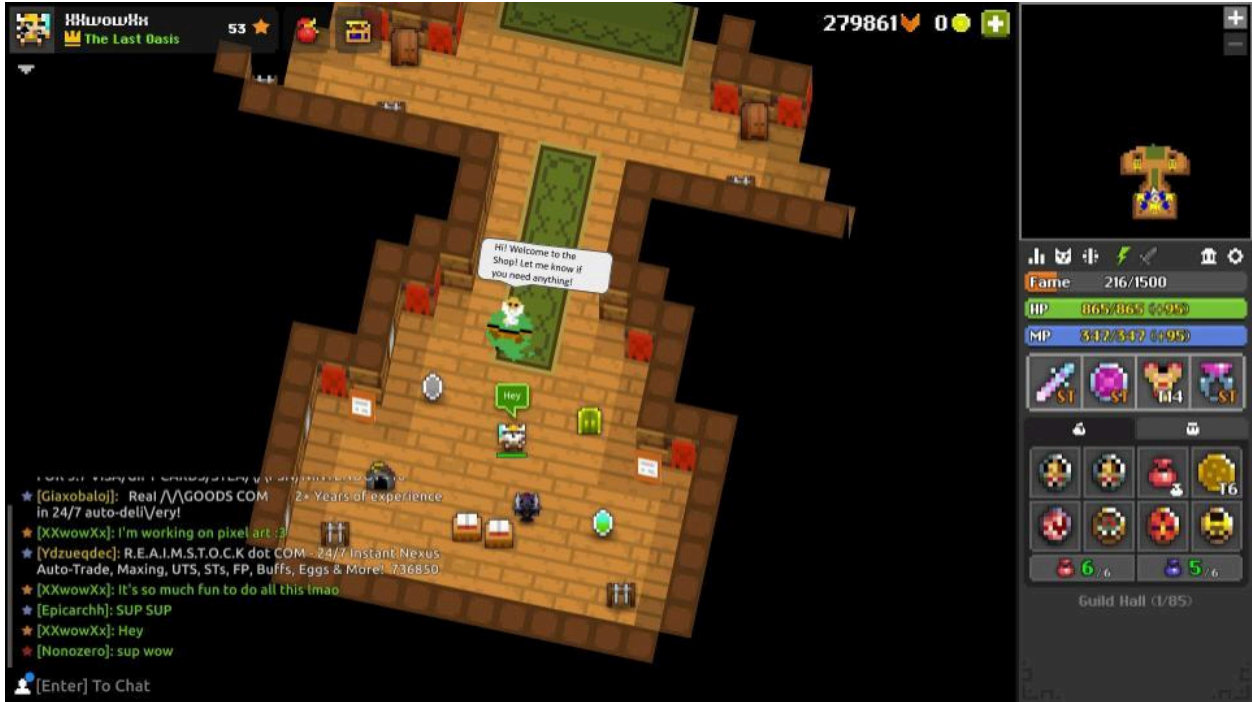
developers and DECA itself would dislike this idea (loss of money), but this feature has **massive** monetization and retention potential.

- By implementing this feature, older players can help new players grow and learn to play the game better; it provides them with an auto-maxing and auto-gearing mechanism.
- It also adds to the feature I discussed earlier; by being exclusive to certain guilds, it encourages loners to join established communities for QoL reasons -- this will increase retention (and thereby, over time, monetization).
- Guild Vault & Potion Storage Space should start with 8 and 16 slots, respectively, and then be upgradable for fame exponentially and by gold, linearly.
 - 1st Upgrade: 200 Guild Fame. 2nd Upgrade: 400 Guild Fame. 3rd: 800 Guild Fame. By the 16th upgrade, it's 13 Million Fame to upgrade by 8 or 16 slots, respectively.
 - Essentially 130 slots for 50 players at a 13 Million-per-upgrade cost; it's not as overpowered as it looks.
 - Upgrading each should be separate costs (i.e. upgrading the guild vault should not affect the cost of upgrading the potion storage).

Here's a really brief example of other guild furniture examples which were suggested by the reddit user u/MediumSizedPizza. There's a lot that could go into this category of a guild update -- it would be an excellent way of pulling together

https://www.reddit.com/r/RotMG/comments/pds8rw/idea_for_guild_hall_furniture/?utm_source=share&utm_medium=ios_app&utm_name=iossmf

And here's a quick mock up which I made (sorry for low quality -- I don't have any experience making pixel art or editing images; this is intended to just mock it up and not be beautiful or an image of the real product):



Now onto the last immediate change which I would like to see -- using guild fame:

I've already been addressing this a little bit, such as with guild furniture and buying additional member slots. However, I have enough to add to this topic to make it have its own section.

First of all, people recently have complained *a lot* about the discord meta; I personally think it has its benefits and negatives and I owned a server -- discord.link/TLO -- which I'm working on (small advertisement, hahaha), but I would agree that guild raiding needs some love.

First, I would institute guild keys/realms, purchasable up to a limit for fame. This would be reminiscent of the case study of the alien motmg, discussed earlier. In addition to this, guild quests (not necessarily for marks) could be instituted; these quests could function as another type of "endgame goal," being long term and unlocking interesting features such as special bonuses, glows, etc. Lastly, guild auras would be an interesting thing to institute; to explain what this is, they're essentially these special rewards/abilities that being in a guild give -- for example bonus xp, bonus stats, a glow, etc. There's a few ways these could be implemented:

- They could be rewards for completing quests.
- They could be bought & upgraded with fame.
- They could be preset by guild leaders and then upgraded.
- They could be their own system, like exaltations (tied into guild raids, for example).

I lied by the way :); there are a few more changes I would love to see -- this connects to the previous bullet -- guild quests (for marks) are another simple thing which could be added to make the game more fun and increase community involvement; they would essentially be ongoing (weekly?) quests for 10-20 marks from a specific dungeon; as a reward for each one, a guild could get chests or some other fun thing. There could even be a tracker for the number of quests completed and special furniture could be unlocked with it. As with most of the other stuff, I'm keeping the idea of guild quests short, but there are *a lot* of ways they could be implemented and used (with monetization, for example, rerolling the quests once all are completed).

Okay, so moving on to changes which I think should come soon, here's some potential changes which I would like to see at the end of the year or over 2023:

Instituting guild partnerships ("Organizations"):

- These would essentially be special, wider communities for groups of guilds -- they would have their own chat and were addressed in earlier bullets (although I'll talk about them a bit here).

- Organizations would be special, wider entities, likely locked behind guild quests or something else; upon being created, they would function as a general grouping for like-minded guilds.
 - An example would be something along the lines of a “Welcoming Organization,” which would be a group of guilds dedicated to taking in new players and teaching them the game.
 - Another example of one which someone might make would be “Endgame” which would be a group of competitive guilds, essentially the equivalent to the Endgame discord.
- Being part of an organization would give access to a specific chat and would give a special symbol; beyond that, they shouldn’t have their own guild hall or anything -- instead, they’re another method of increasing the community aspect of the game by allowing niches to form.
- Making them should be challenging so that there’s only 20-30 at most in the entire game at any point and they decay; I’m sure that the idea of “Organizations” would fit really well in lore too, if that was important.

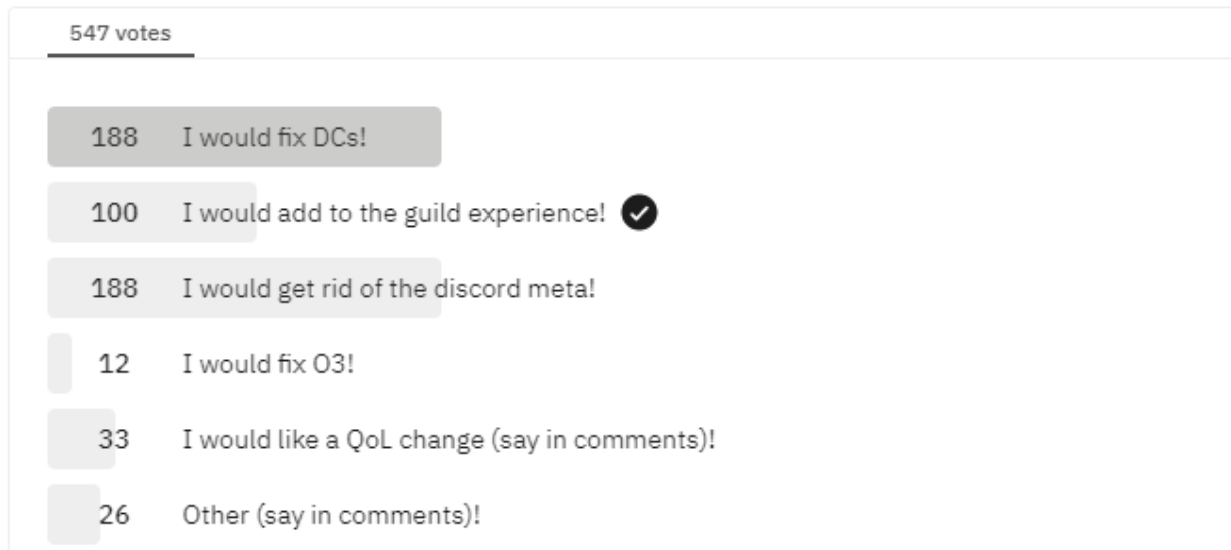
Besides that, there should be rewards for the top 10 or top 100 guilds to encourage a guild meta; these could be simple things like a special coloration around one’s star (like with rifts) or a funny glowing character for members of the top 10 guilds. These rewards could also tie into the systems I mentioned above, such as additional guild quests or more.

The actual last idea I’ll mention is instituting parties alongside guilds; these would essentially be small, temporary groups you could be a member of and they would have their own chat -- I’ll discuss these in much more depth later on in the Future Changes section in the master document :)

Priority Placement:

Whooh, that was a lot (and by the time this is done, I'm sure it'll grow), but now it's time to defend the high placements of Guilds in my priority list for DECA's Development Team.

First of all, here's a nice poll I put up in reddit: [If You Could Make One Change: : RotMG](#); also, if you scroll through people's complaints on reddit and beyond, you'll see a lot of questions targeted towards guild's and fixing them and their importance to the game.



The suggestions I provided would take care of both the discord meta (which is also addressed in another section of the larger document) and the guild experience, which was by far the majority of the votes on this poll.

Also, as I explained earlier, guilds are really important to retaining people and they could also be monetized by DECA (although it needs to be subtle and not too far) -- by addressing the guild problem as soon as possible, DECA will be able to grow a bigger player base and several of the other feedback points I have will be worth more (because of a larger functioning community).

I hope this document held some thought-inspiring ideas and was successful at compiling most of the big ideas people have had with guild changes -- depending on the popularity of the document, I will release other small sections of the master document I've been working on!

If you've read all the way through this, thank you for your time and feel free to send me feedback on discord @ Wow#9919 or on reddit at u/LastEternity!