

5t



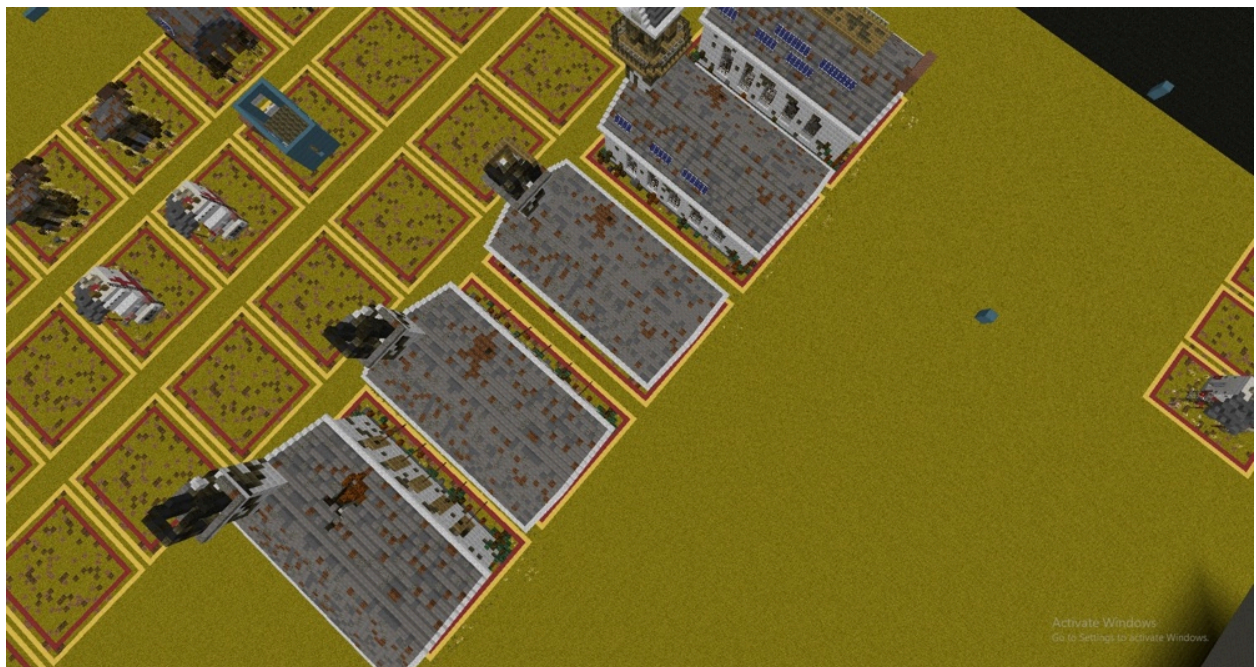
Bases / 2.0

TMD: Bases will expand on the foundation of TMD, while making changes to the meta. It will have all the open world elements of TMD, but players will also have bases similar to skyblock. Players will be able to invite other players to join their bases, like skyblock islands.

When you create a base, you will be asked what design you want to use. The design refers to the layout of the ground of the base, where the walls will be, and the surrounding area. For example, we could have a “wooded/farmland” layout with gravel paths in the woods. We could have a city layout, where the walls are made up of buses, cars, and buildings.

All designs will have an HQ/Town Hall and two farms to start with. These will all be level 1 buildings. The designs will have uniform open plots, where players will be able to build other structures for their communities.

For example, plots could be outlined like this on the ground (obviously there will be more terrain):



Buildings

Town Hall (1-10)

For various buildings you need a higher level town hall. It also increases your max survivor count.

Farms (1-4)

Fertile soil where players can plant any crop they want. Higher tiers provide more land and yield bonus crops when online. Excess food can help you “rescue” survivors

Food Pantry (1-5)

Tier 2 farms and above will auto harvest into food pantries if space is available.

Blacksmith (1-5)

Requires metal to use. Produces armor and weapons. Weapons can be used to have survivors kill zombies / make wall health deteriorate faster. Armor will be made slowly. Riot gear will be the main reason people want blacksmiths. Higher tiers especially produce armor shards, which can be crafted into armor.

Armory / Storage (1-5)

Pretty much like a vault

Watch Tower (1-5)

Tier 2 Makes walls decay slower

Walls (1-5)

Higher walls have more health. If your community has more than 5 survivors, zombies can build up on the wall. You will get chat messages telling you. You will need to kill them off, or eventually your wall will die. All walls are upgraded together, and they have no visual difference, but you can change the style of the wall. Killing them is easiest from the watchtower, or by leaving through the gate. If you don't kill them off, eventually they will break in and you will lose survivors

Garage/Stables (1-5)

Produces cars / horses (extremely slowly)
Idk if horse riding is still broken - I think paperspigot fixes it

Infirmary (1-5)

Slowly makes healing items and deposits them into chest

Church (1-5)

Makes all other structures work faster

Barn (1-5)

Raise livestock.

Items & Storage *Needs Work*

Resources like wood stone and metal can be deposited into the base with /deposit and can be taken with /withdraw. Crops need to be harvested manually until you upgrade stuff, and when that happens they can automatically be put into food pantry. Blacksmith and infirmary also have chests that can only hold their items. Armory/Storage can be used for all items. A custom scrollable backpack type inventory system will be coded to hold these items.

Survivors

Survivors can be “rescued” using a combination of mana and food. Survivors require food at a various rate, but in return they give off resources. They also occasionally have rare finds like guns. Each base has a “leader” NPC where you can take items survivors have found. You can also send survivors on supply runs of various difficulty, where high difficulties yield high rewards. If you have 5 or more survivors, zombies build up on the wall. Either players can kill the zombies themselves, or they can equip survivors with gear through the survivor npcs. If they let survivors kill zombies, it will usually work, but occasionally survivors will die.

Currencies/Values

Wood/Stone/Metal: Resources owned by the actual base. Produced by survivors

Money: Obtained from quests and selling items

Mana: Earned from playing + you can buy it on website. You can do stuff like special island upgrades and immortal characters

Quest Points: Earned from doing quests

Relics: Found in the open world and occasionally when killing zombies very rare (they are a skull on the ground you click). Can be exchanged for rare items in the relic shop

Open World

Works just like the current server. Safezones still exist. When you join the actual server you will be in Alexandria, which is the spawn. There will be shops and everything there like a normal safezone would have, but you will also be able to random spawn, and to go to other safezones. Will have NPCs for top bases. You will be able to go to your base from the world when nobody is near and you aren't in combat

Quests / Achievements

There will be a ton of daily, weekly, and lifetime quests. They will reward money, mana, and will yield “quest points”. Achievements will also yield mana and money. They will be like current achievements, mostly show references or for weapon use

Shops

- **Classic Shops** at safe zones now also require mana to buy things. Items can be sold now too (no unlimited money). You can't buy top tier guns
- **Relics** can be traded in for crate keys and other rare items in relic shop (think show items - daryl's crossbow, michonne katana)
- **Mana** can be traded in for a variety of different items (spawners,
- **Auction House** like on HH

Spawn

There will be a ton of daily, weekly, and lifetime quests. They will reward money, mana, and will yield “quest points”. Achievements will also yield mana and money. They will be like current achievements, mostly show references or for weapon use

Super Survivors / Immortals

You can earn real TWD characters with special abilities, which you can play as in the world. Think Conquest Luke / Vader. Uses are limited to one a day / character. Characters on release. You can also send them on supply runs manually instead, which will return items. This will be an incentive to log on every day

Rick

Governor

Michonne

Daryl

Negan

Maggie

Ranks / Tags

In game ranks can be bought with Mana, Relics, and money. They come with a tag and perks. There are 5 tiers of ranks. Ranks get access to kits daily?

Survivor, Specialist, Expert, Coldharded, Grimes

Other Features:

Leaderboards at spawns and season rewards (/bases top)

Other Ideas:

Mob arenas / Hordes

Raid other bases.

Boosters

Warzones and Wars

Stacked spawners

Access

Island upgrades (homes, player count, ore generation, size)

Boosters

Auction

Raid other bases.