

Please keep in mind that some of what is said here are just ideas and may not make it to the final design.

Raccoons Rise Up

Raccoons Rise Up will be a text based long term progressive resource management MMORPG. Players will be able to purchase structures with resources which in turn will generate more resources. Research from the tech tree will help speed up this process. Players will also be able to assign raccoons to jobs to make resource gathering slightly more interesting.

Gameplay

The Start

The player will start off with 1 raccoon and can only assign it to the forager job. There will be an event log of loot the raccoon has gathered. Technologies and structures will be available to be unlocked and obtained.

Resource rate gains will be simulated in real-time using time differences. (they will only be updated and forcefully verified by the server when the client disconnects / times out or changes the amount of resources they have)

Technologies will unlock

- Other technologies
- Jobs
- Structures
- Trade
- PvPvE
- Troops

Some structures / technologies may provide one or more of the following

- Defense
- Resource Rate Gain (typically from structures e.g. farm gives 3 wheat every 4.3s)
- Ability to train troops or breed more raccoons

User Interface

Raccoons

Raccoons - Show the total number of raccoons in the colony

Resources - Show a list of resources

Structures - Show a list of structures

Jobs

Idle Raccoons: 0

[Hovering mouse over job should show tooltips explaining the job]

Gatherer - Gather food and materials (wood, stone, cotton, etc)

Fisher - Catch fish

Woodcutter - Gather wood

Miner - Gather stone and valuable ores

Farmer - Multiply food

Scholar - Accumulate research points

Explorer - Increase chance to find other players settlements giving opportunity for trade

Build

Storage

Food

Industry

Research

Viewport containing a technology tree in which the player can pan around.

World

A world where you can see other players.

Chat

There will be a universal chat with the following features

- Channel filters or some kind of channel settings
- Manage multiple channels
- Settings for changing colors and font size
- Ban / timeout users
- Auto language translation

Data Tables

https://docs.google.com/spreadsheets/d/1zzPlaF76vEnX8-H_98SZ8AoPDzTax4nd9yCKzaHcQVw/edit?usp=sharing

Happiness

Raccoons will keep reproducing as long as their happiness is above a certain threshold.

Elements that will reduce happiness

- Not enough food
- No shelter

If raccoons remain unhappy for a long duration there is a chance they will choose to leave the colony.

Raccoons

Each raccoon will be able to equip an item. For e.g. if a raccoon is assigned to be a woodcutter, they will walk to a storage building to equip an axe if they haven't already and then start cutting trees.

Structures

Storage structures will be able to hold up to X items. Raccoons will be able to grab items from this storage when needed.

Shelter structures will increase a raccoon's happiness.

Events

Raid - something will attack your raccoons, this does not necessarily have to be called a raid

Wandering Raccoon - a new raccoon joins your settlement