

# Crafting Presentation

## Part Deux



# The Guiding Principles

- We must support both “popcorn” crafting (simple crafting/repairing) as well as a full-time crafter class
- We MUST create a vibrant economy that ensures that the crafter class plays a key role in the game’s economy
- With no Auction House, we must design the class so they have time to do the social stuff as well as actual crafting and build support systems to help
- Crafting is magic! Abandon the “nod, nod, wink, wink” and embrace magic being at the core of all crafting
- Use a singular interface for all crafting but customize it for each Realm. Use of this interface cuts development time and resources overall but allows us to “go to town” on the main interface
- System must be designed with a long-term view. Crafters must be able to make a profit throughout their lifetime but we also must make sure to prevent/slow down “Mudflation” through use of mechanics such as item decay, repair costs, fees, slower item creation, etc.



# Core Philosophy

- Quality over quantity
- Slow crafting = rewarding crafting
- You are what your minerals say you are
- Recipes are great for cooking but not for our crafting system
- Buying/selling shouldn't be a PITA
- Rarity should be embraced
- Nothing lasts forever



# Vox Magus

- Updated/modified version of “old school” crafting station
- Used for every main system of crafting from Taking to Breaking
- Soulbound to individual crafter
- Continually upgradeable, from day one to game’s end



# Vox Power

- A Vox contains a limited, but upgradeable (remember, no cash shop) power supply
- Power comes from crystals that are embedded in it
- As the power supply dwindles down, Vox is still functional, but efficiency begins to suffer
- Players can choose to let Vox recharge but they can also use their own power to recharge it. Players can also use a backup power source and, in an emergency, “Take the reactor to 105%” by hitting a special button



# Libro Magus

- Instruction manual for Vox Magus
- Equivalent to a spellbook, living entity
- Portable, players can take the Libro and use it in another Vox
- Crafters can choose to level their Vox and/or their other crafting abilities for RvR or otherwise



# Upgrading your Vox

- Upgrades for the Vox itself (as opposed to crystals), are sold by the Realm (again, no cash shop)
- Players earn the right to upgrade their Vox when they reach certain goals within the game
- Vox can be upgraded to allow for more total power, power curve, cosmetics, possibly additional hoppers, etc.
- This, along with the Vox operating costs, are the crafter's equivalent of combatant's equipment upgrades, housing costs, etc.



# Vox Magus

## Materials

Name	Quality	Amount
Gold	1-50	10000
Iron	20-60	10000
Quartz	20-60	5000
Silver	60-100	5000
Red Calcite		
Opal		
Carnalite		

## Ingredients



## Silver

Description  
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## Notes (edit)

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## Result



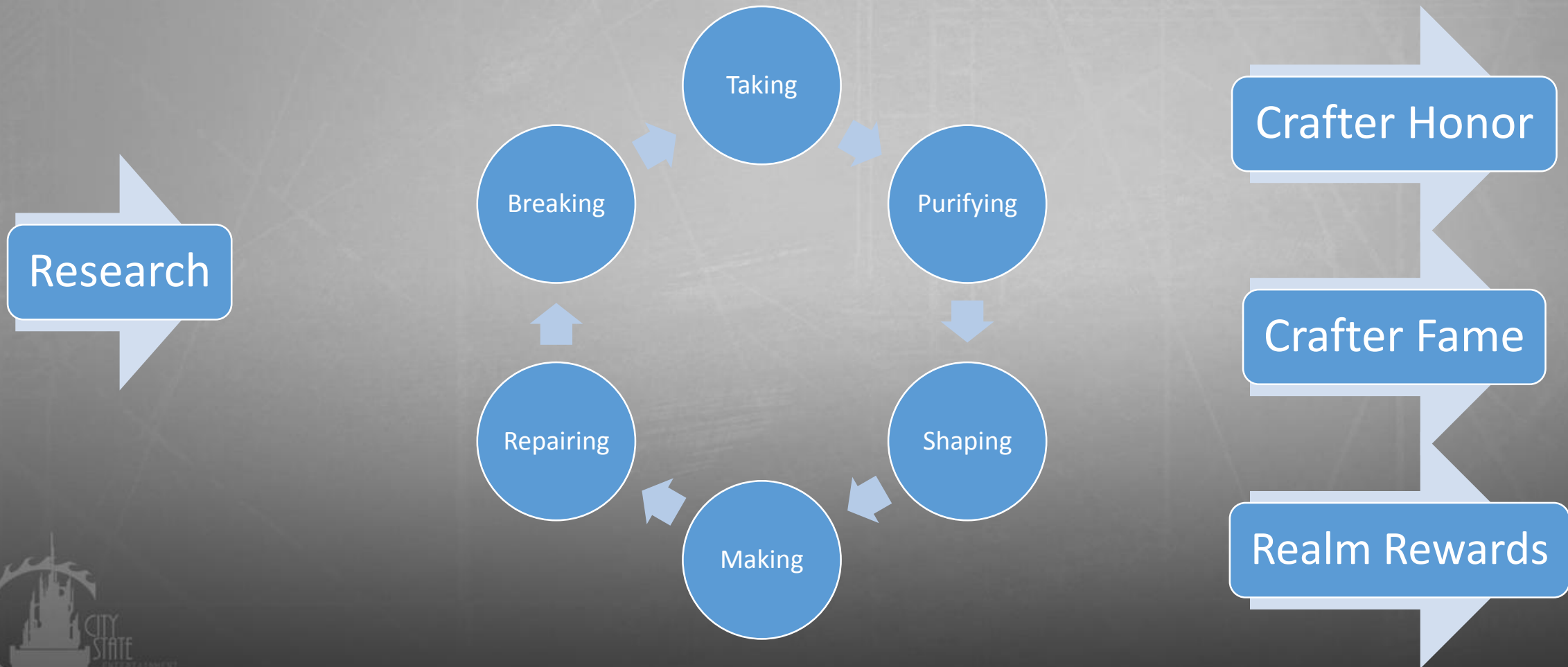
## Quality



## Controls



# Systems Overview



# Taking

- This is how our crafters will plant fields, tend flocks, etc. that will supply them with some of the raw materials for the game
- Magic will be used to “raise” trees, and potentially other resource locations as well
- Players will be able to mine in “bubbles” or quarries
- Whether in mines or in the fields, this is how players will convert the materials from items in the world to items in their inventory



# Taking (cont.)

- All players are always able to gather most materials that are just laying around the world, but crafters will get certain advantages!
- Non-crafters will not be able to see or gather as effectively as crafters, the highest level of raw resources in the world
- We will allow some automated gathering/harvesting/mining
- Nothing comes for free, costs are also associated
- The more valuable the raw material, the riskier it is to obtain
- More interaction than most other games?



# Purifying

- The process through which raw materials are converted to their next stage using the Vox Magus
- More interactive process than Taking
- Making this process meaningful, not just a time sink. Use impurities and by-products to add some extra spice
- Minimize the use of RNG here, unless the player chooses to “go 4 greed”
- Well suited to a mini-game that is not Connect Three



# Purifying (cont.) – The Process

- Player adds raw material to the Vox
- Player chooses which reagents to add in process
- Player makes initial adjustments to Vox's settings including Mode, Risk Factor, Quality Level, Quality Target, Impurities Level, Impurities Target, Purifying Time, Vox Power, Power Cost
- Process begins
- Players can make adjustments at this point based on process including adding more reagents, power, other crafters
- Process ends with block of material as well as by-products if any



# Shaping

- This is how players will take the purified materials and process them again in preparation for the final stage
- Players need to attune all the materials to the same magical resonance
- Players can create blends (alloys) of the different materials that they want to use to make the final item



# Shaping (cont.) - Blending

- Allows players to mix and match minerals that will be used to make the final item
- Players can alter the physical characteristics of the materials by adding different base materials. This way, the crafter can gain benefits by combining the properties of one mineral with another
  - Making steel from iron and multiple reagents
    - Steel can then be mixed with other purified materials to make another blend
  - Blends can make materials more resistant to things like fracturing, temperature and other physical stimuli
  - Blends can also be used to simulate properties in real world like luminescence but also can be used to create more magical properties



# Shaping - Blending (cont.)

- This is not a recipe system, the finished items reflect what was put into the system and how it was altered by the crafter
- Blending the materials allows the crafter to have more control over an item than in most other MMORPGs



# Making

- This is the final part of the item creation system
- The player takes the shaped materials and feeds them into the Vox Magus
- The VM can now either work in supervised or unsupervised mode, both online and offline
- Players can choose to make blueprints as well as the item
- Players can choose to use the soul system to imbue the item
- This is the step that will be the easiest to automate



# Making (cont.) – Extra credit

- Even though this is the least risky step, we should still add some amount of RNG/challenge/fun
- Chance of catastrophic failure needs to be low, especially if high-level mats are involved, don't want this to be a quit point
- Special successes are possible in this step, the “1 in 1000” that we talked about during the BSC days
- Final step is the signing of the item (crafter/maker's mark)



# Breaking

- Breaking is our term for the scavenging/salvaging of items.
- Using the VM, players can:
  - Salvage broken items
  - Break down existing items for their materials and blueprints
  - Improve their own knowledge of other items
  - Reforge existing items into newer ones
- Improving Breaking abilities allows players to also recover more materials from catastrophic failure



# Raw Materials

- A mixture of real-world materials and fantasy materials allows us to make certain things possible such as wood that is strong as steel, for example
- Crafters will be able to gather and work with a large variety of items, many of which will also be used by combatants as reagents for their abilities
- Raw materials can be found in everything from mines to farms to skinning animals
- Each raw material has a wide range of inherent properties that are used to create an item's final properties
- Finished items are only as good as what is put in them



# Playing a crafter



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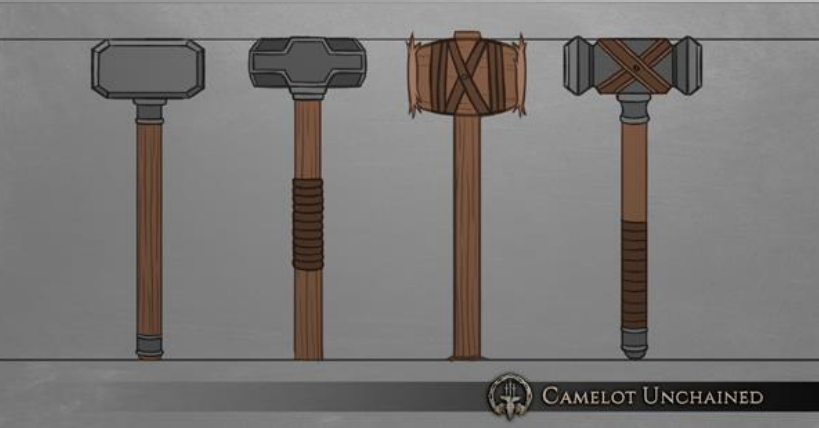
# Playing a crafter

- Each Realm will have its own unique look
- Each Realm will have unique abilities/skills that differentiate them from the other Realms. No mirrored classes applies here as well
- Each Realm's crafters will also have unique tools and weapons
- Crafters will have a wide range of abilities that are centered around crafting and RvR. This will be covered in another document.
- Crafters will not be forced into RvR





It's Hammer Time!



# Playing a crafter (cont.)

- “Day 1” crafters will have the ability to take work orders from their Realm to allow them to get started. This will then evolve into the Realm Rewards system
- Realm Rewards are earned by crafters for donating goods to their Realm via work orders
- Work orders will be limited, and soulbound for delivery to the Realm. These are not daily quests! They will not always be available, and they will scale based on the needs of the Realm
- Work orders will also scale based on the crafter’s performance and there is a penalty for non-completion



# Player Character Apprentices (PCAs)

- Players can hire assistants to help them in their tasks
- They can work with the crafter, either when the crafter is online or offline
- Apprentices can free up higher level crafters from doing some low-level activities such as taking or higher-level, but less challenging aspects, like watching the Vox during shaping
- Players can mentor other crafters via the apprentice system
- Player apprentices help build the social network between crafters and allows new crafters to get involved quickly



# Non-Player Character Apprentices (NPCAs)

- Similar to PC Apprentices but they are, of course, NPCs
- Less effective than PCAs
- Costs are paid to the Realm for their services via a contract
- They use “surge pricing” to encourage players to use PCAs during the busiest times of the day
- Realm will decrease cost of NPCAs while it is outnumbered/losing to help the war effort



# Merchant Guild

- Players can act as merchants in the game by setting up a storefront
  - We are still debating whether this should be limited to crafters only
- Stores are licensed from the Realm, but like work orders, players have to earn the right to be able to buy a license
- Storefronts will start in the safe cities, but can be expanded in player towns as world conquest/settlement game continues
- Merchant guilds run caravans between Merchant guilds in different cities/towns
- Merchant guild will have a separate leveling track



# Stores

- Stores serve many purposes within Camelot Unchained
  - Goods can be bought and sold through them
  - Crafters can set up their Vox in them
  - Can serve as primary/secondary housing for owners
- Stores can only be set up in areas zoned for them. They cannot be set up anywhere in the world
- Commercial areas will be designed for maximum ease of use by players
- Exterior of stores will have signs, decorations, etc.
- Interiors will be highly customizable



# Crafter Honor

- Measures how well respected the crafter is within their own Realm
- While honor itself won't be processed as part of the progression system (the crafter's actions that feed into honor will be), players who have a higher honor within their Realm will definitely be rewarded for doing so
- Different types of honor to reflect different play styles
  - Realm War Donations
  - Realm Defense
  - Realm Charity



# Caravans

- Transporting heavy goods throughout Camelot Unchained will not be a simple nor easy process
- Players can't rely on just their carrying capacity/encumbrance. You can't fill your bags with 40 full suits of armor (even if you are a giant) and walk through the land
- Groups of people/animals that can be loaded up with goods and sent to anywhere within the control of your Realm
- Our caravans will be populated by a giant creature of some kind (sorry, it won't be a duck!) with a platform on top of it



# Caravans (cont.)

- Can be set to run through a pre-defined route, or they can be led by a caravan master
- Routes run from caravan stop to caravan stop
- Some caravan routes will be attackable by players (land routes), while, at least for now, routes between islands have to be safe from attacks
- Players will be able to pay for their goods to be shipped from one stop to another
- Insurance allows the player to receive cash in case the caravan that his goods are on is hit, and the goods lost



# THANK YOU

