

Multiplayer Design Document

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Game modes

The player can choose in which game mode he wants to play.

- Solo: In this mode there is no multiplayer session opened and nobody can join him in lobby or in game.
- Private: In this mode the player can invite friends to join him in the lobby, when he launches a dungeon his friends can join him or he can invite them.
- Public: In this mode the player can invite friends or be joined by friends. When he launches a dungeon the matchmaking automatically launch to help him find players. In an instance the player can invite friends or they can join him if the party is not full.

Multiplayer session opening/closing

Specs

A multiplayer session can contain 2 to 4 players. It can be opened even if there is only one player in it, but he must be in matchmaking or with a friend invite actually pending. It can only be opened in the lobby.

In Lobby

A multiplayer session opens when the player launches the matchmaking and find other players or when he invites a friend and this one accept the invitation.

The session automatically closes when there is only one player in the session or when the player decides to go in solo mode.

With those parameters it allows to limit the number of multiplayer sessions making the matchmaking faster.

Party Types

In Echoes of Legend there is two group types:

- Party: It is composed of the people with whom the player is in the lobby. Each time the player finishes a dungeon those people stay with him in the lobby.
- Expedition Party: It is composed of the player's party members plus the player connected to them by the matchmaking if the player is in public. When a dungeon ends the expedition party is split and each player goes back to it's party.

Matchmaking

Matchmaking starts when a player and his party choose a dungeon in public mode. When the matchmaking is over players must validate that they are ready to launch the dungeon.

The matchmaking tries to find players queuing for the same dungeon. Players need to match the dungeon criteria to start the matchmaking.

The player must wear a gear composed of crafting materials that can be found in that dungeon. (ex: A dungeon gives bronze, iron and steel gear pieces, so the player can wear at best a steel gear)

This limits the boosting of a player by another one who has finished the game.

Penalties and leavers counter-measures

To help players when a group member leaves or to dissuade players from leaving an instance some measures must be taken.

- If a player leaves an instance in the first two minutes, an offer of leaving the dungeon will be sent to other group members. If any key has been used to open this instance the key will not receive any damage or be destroyed. (only if we can't develop in-dungeon matchmaking)

- If a player quits an instance launched more than two minutes ago, his key, if he used one, is instantly destroyed. The leaving player also receive a debuff for X dungeons for leaving his team, this effect reduce the resources he earns by X%.

Disconnection

If a player is disconnected for any reasons and he succeeds in coming back, the game will allow him to rejoin the current session.

If the player cannot reconnect before the dungeon is over, he instantly counts has a leaver and receives the penalties which come with it.

Size of Community and Interaction Types

Players can interact in the community through various groups. Each of them imply a different number of player.

Party: A party is composed of two to four players, allowing a wide variety of design tools and player behaviours.

- 2 players: Communication, relationship, gifting, trade, cooperation and competition.
- 3 players: Alliances, gossip, othering/stereotyping.
- 4 players: Official leadership, role specialization, guild creation, official punishment

Guild: A guild is composed of 4 to 40 players, allowing new interactions and player behaviours.

- 5+ players: recruitment, banishment, guild hall, easy guild mission
- 8+ players: group vs group interactions, barter economy, activity planning, medium guild mission
- 20+ players: Hierarchy (leaders/ sub-leaders), hard guild missions

Relationship Strength

In Echoes of legend players need to cooperate to achieve dungeons. The better their cooperation will be the better the group will become. A good way to achieve a high-level of cooperation is by creating bonds between players.

To achieve this goal, players must repeat positive interactions. The higher the frequency, the quicker the relationship evolves.

Some tools must be designed to help players create bonds.

Prestige system

The prestige system is here to help players create bonds with other players they meet through matchmaking. By playing together they will earn prestige points which allow them to buy various resources.

The more the players will play together in a row the more prestige points they will gain. This system is here to help players making friends by pushing them to play multiple dungeons with the same party.

Mentoring

The mentoring system is here to help new players to discover the game with the help of a high-level player. The player will not be alone while discovering all the aspects of the game and his mentor can teach him some tips and tricks. By creating this system new friendships can appear and maybe the apprentice will be invited to his mentor guild.

Friend's List

To keep a quick access to his friends the player can add them into his friend's list. In that list the player can see if his friends are connected, what activity are they actually doing and he can whisper messages to them.

Guild system

Players can gather in a guild to easily play with their friends and discuss. A guild is limited to a minimum of 4 players to a maximum of 40 players.

A guild is led by a Guild master and his triumvirate. The hierarchy is important and every member of the guild must cooperate to achieve weekly missions and gather resources to build the guild hall.

This gives to players a long term objective so they need to plan how to achieve it and which construction path they will choose to get there.

A guild has access to a unique activity, Guild expeditions. Expeditions are endless dungeons where players must set up a hierarchy and they will participate to epic events such as siege battles or huge monster hunt.