

Forum:[Hack Forums](#)

Thread: [Bytes MMORPG \(2.5D\) - New Traffic for HF / Fun game for HF members.](#)

Capital - January 24, 2019, 7:40 am

Feedback/Testing HF demand thread: <https://hackforums.net/showthread.php?tid=5933444>

I was wondering if you are allowed to develop and host a private server of a dead MMORPG (2.5D) revamped to work with Bytes in a fun fast paced pvp combat style and being marketed as an Unofficial Hackforums Bytes MMORPG.

In short this will be a MMORPG with pvp being it's main goal and for hackforums members this will be interesting because they can progress by spending bytes they earn on the forum but they can also earn Bytes in the game when they need Bytes to use on the forum.

For Hackforums this can drive traffic due to the advertisement on the website and mostly because players will join the forum and become active here just for the sake of earning premium in-game currency so they can progress.

It will be an online pvp rpg game in an open world setting with multiple arenas and a seperate arena matching system , simple but fancy looking fast paced combat gameplay and 4-8 classes to choose from.

The game will be F2P ofcourse and the premium currency will be (in-game) Bytes which can be used for in-game purchases or Bytes PVP, an PVP concept with player's Bytes at stake.

You'll be able to exchange your in-game Bytes to Forum bytes and vice versa.

My Hackforums account will serve as a Bytes Bank for the game.

This game will not be limited to Hackforums marketing only, however it will partially focus on Hackforums being presented as an Unofficial Hackforums Bytes game.

This could also drive new traffic towards Hackforums because players will have the chance to earn free premium game currency by being active on Hackforums.

I was planning on doing this on another forum when i started working on this but i recently discovered that Hackforums is more interesting for me and the Bytes economy will fit this idea perfectly.

The game is close to open beta release by now.

The game is 2.5D, requires extremely low pc specs to run smooth and is windows based.

(Jan 24, 2019 09:35 AM)Creative Dot Wrote: [\[CITE\]](#) Bytes go into the "Bytes bank" when HF members exchange their forum Bytes to in-game bytes to make in-game purchases.

Players outside HF will join HF and earn bytes because that way they can get free premium currency, those bytes also go into the "Bytes bank".

Bytes PVP is based on what the players own and choose to put on stake.

Players outside HF who spend cash will not be interested in exchanging their ingame currency for forum currency unless they joined the forum at one point to earn free bytes to exchange for game bytes but at that point they already placed plenty forum bytes into the bytes bank.

I will only host in-game events / register on hackforums events to earn free premium currency based on a small percentage of what the Bytes bank holds and earned that day/week with in-game purchases (my profit).

Bytes in the Bytes bank are not at risk in any way, they basicly can never ran out.

It will be similar looking to this with fast paced mouse combat:

Fortunate - January 24, 2019, 8:31 am

I don't see a problem here if it's "unofficial" and if the bytes go through you. You would also need to supply the bytes.

Capital - January 24, 2019, 8:35 am

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Bytes in the Bytes bank are not at risk in any way, they basically can never run out.

FaggNigg - January 24, 2019, 9:40 am

pretty neat idea i'd say, who developed the game tho

007 - January 24, 2019, 9:42 am

(Jan 24, 2019 10:40 AM)FaggNigg Wrote: [\[CITE\]](#) pretty neat idea i'd say, who developed the game tho

I suppose OP did

jobhip - January 24, 2019, 9:45 am

This is actually a good idea. You can probably make some profit for yourself like this too? Will be checking it out myself.

Capital - January 24, 2019, 9:52 am

(Jan 24, 2019 10:40 AM)FaggNigg Wrote: [\[CITE\]](#) pretty neat idea i'd say, who developed the game tho

The original client of the game is developed by another game company who abandoned the original game, we modified it a lot tho.

However the source of this game is developed in C# by me and 2 friends from a different forum which i won't mention here.

(Jan 24, 2019 10:45 AM)jobhip Wrote: [\[CITE\]](#) This is actually a good idea. You can probably make some profit for yourself like this too? Will be checking it out myself.

There is profit in this without doubts i won't deny that.

007 - January 24, 2019, 9:55 am

If you need to borrow my bytes for whatever reason, just ask because I'll be happy to help you out with this. I think it's an actual good idea!

Capital - January 24, 2019, 10:02 am

(Jan 24, 2019 10:55 AM)Black Tulip Wrote: [\[CITE\]](#) If you need to borrow my bytes for whatever reason, just ask because I'll be happy to help you out with this. I think it's an actual good idea! I appreciate that but that won't ever be needed.

007 - January 24, 2019, 10:05 am

(Jan 24, 2019 11:02 AM)Creative Dot Wrote: [\[CITE\]](#) I appreciate that but that won't ever be needed. Aight, good luck with the process! Hopefully you won't run to any problems.

scorpion1230 - January 24, 2019, 10:08 am

This would be awesome! Keep it up and count me in!

Bacardi Cola Lime - January 24, 2019, 10:30 am

Interesting idea. Would be hard to implement on the site? Want to read what admins have to say.

Capital - January 24, 2019, 10:33 am

(Jan 24, 2019 11:30 AM)mentoles Wrote: [\[CITE\]](#) Interesting idea. Would be hard to implement on the site? Want to read what admins have to say.

The game won't be implemented into the website, it will have his own website and his own game client.

Being able to exchange Bytes for in-game Bytes and vice versa is basically a feature which allows me to market this on Hackforums as an unofficial bytes game if staff allows this to be done, in exchange for that i will obviously host "Join Hackforums" events and give marketing towards them through the game client and the game's website aswell.

The process of exchanging bytes is partially done automatically but the end exchange is done manually by me.

1. Player will request the transfer through the website by filling in a form.
2. Once done they will receive a code (automaticly) including further instructions.
3. Player will send the Bytes to the "Bytes Bank" on Hackforums, they'll have to include the code they received in the Description of the Bytes transaction.
4. In-Game Bytes will be added to the player linked to the code within 12 hours, if i'm online almost instant.

I would like to read what admins have to say about this aswell, hopefully this is completely allowed and they have no issues with this either.

Bacardi Cola Lime - January 24, 2019, 10:37 am

(Jan 24, 2019 11:33 AM)Creative Dot Wrote: [\[CITE\]](#) The game won't be implemented into the website, it will have his own website and his own game client.

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The process of exchanging bytes is partially done automated but the end exchange is done manually by me.

Oh I missed that part. Sounds good. It would certainly get traffic from HF but a project like this would need more traffic to keep running. It is doable though. What if users that don't want to relate with HF play it and want to get in-game currency? Could they pay with real money for it?

Capital - January 24, 2019, 10:41 am

(Jan 24, 2019 11:37 AM)mentoles Wrote: [\[CITE\]](#) Oh I missed that part. Sounds good. It would certainly get traffic from HF but a project like this would need more traffic to keep running. It is doable though. What if users that don't want to relate with HF play it and want to get in-game currency? Could they pay with real money for it?

Traffic will also come in from other forums and therefore could be interesting for HF admins to allow

because the game will drive traffic towards HF through (Join Hackforums) Events and players will obviously be willing to become active here so they can earn in-game Premium currency just by being active and exchanging Bytes instead of spending real life cash.

Traffic will also come in through listing sites such as XTremeTop100, PvP Streamers and other more common traffic sources and services.

The in-game Bytes (Premium game currency) will also be offered through the game's website for cash with various payment methods which then can be used to participate in Bytes PVP (a pvp game mode) and they can be used for in-game purchases through the Premium Game Shop.

BTCZeus - January 24, 2019, 11:05 am

Not just posting this for my own sake, but I gave it a quick read and personally think it's a really good idea. Idk how Omni would respond to this, but it does pose significant benefits for the site as well as the possibility of just being a super fun game in itself.

+1 this idea!!!

Fudster - January 24, 2019, 11:29 am

Looking forward to this ;)

Hopefully HF get's API 2.0 soon then you can transfer Bytes via the API :)

Smexy - January 24, 2019, 11:35 am

Interested in this, posting to see replies and updates.

Instead of "You Win" it should say:"You are Omnitorious!"

Capital - January 24, 2019, 3:29 pm

(Jan 24, 2019 12:35 PM)Sm?exy Wrote: [\[CITE\]](#) Interested in this, posting to see replies and updates.

Instead of "You Win" it should say:"You are Omnitorious!"

Hoping to see you in-game one day when released.

(Jan 24, 2019 12:29 PM)Fudster Wrote: [\[CITE\]](#) Looking forward to this ;)

Hopefully HF get's API 2.0 soon then you can transfer Bytes via the API :)

Interesting, thanks!