

Forum:[Hack Forums](#)

Thread: [Unity3D Game | One Piece MMORPG | Game Development](#)

BooGod - April 15, 2020, 11:41 pm

So I am making this game in Unity3D, much work that I have still to do, I know!

Many people say to not create MMORPG in Unity3D because of its too much work. I like difficulty so...

1° Screenshot:

2° Screenshot:

UPDATE 21/04/2020

As you guys can see now, I took almost a week to post updates because I found some difficulties and I was watching tutorials and such, I'm using a Unity3D game kit, which I do not need to make much work for the world environment, as you can see there's no way I'm using these threes in the game as it has nothing related to One Piece.

I'm baking the 50km2 (may take up to 2/3 days) map so I can render and walk with my character, then I will start adding:

- ? Adding ocean water
- ? Ship
- ? Menu
- ? NPCs
- ? Inventory System
- ? Virtual Currency Wallet
- ? Stats System
- ? Transaction System
- ? Core Systems
- ? Network System (Multiplayer)

Next time I may upload a video once I walk with my character, to show a few 100 meters of the map and ocean in the ship, let me know guys if you want to play it while I'm developing the game...Via URL web page!

Within two days studying tutorials on Youtube about what I needed, articles on Unity3D and also learning how to model in Maya...

I have built this map in basically 3/4 hours including the water with the effects.

From what anime do you think this comes from?!

By the way, I have limited to none knowledge in C# so this will be one of my challenges for this game!

If I have the basics to run with some people, I will pay some professional to add the Unity DOTS network for Multiplayer experience ?

??¢??? - April 15, 2020, 11:46 pm

Some planet in dragon ball z I guess .

I am not sure

Simplex - April 15, 2020, 11:47 pm

Very nice, like the user above me I would say dragon ball. Looks like a fight scene above a body of water.

BooGod - April 15, 2020, 11:51 pm

(Apr 15, 2020 11:46 PM)??? Wrote: [\[CITE\]](#) Some planet in dragon ball z I guess.

I am not sure

I might use this same map with other features, but it's not Dragon Ball, still, that was a nice shot because I never thought in doing it for DBZ!

(Apr 15, 2020 11:47 PM)Simplex Wrote: [\[CITE\]](#) Very nice, like the user above me I would say dragon ball. It looks like a fight scene above a body of water.

Thanks, but it's not. This map is a "world" of an anime ? but there will be a lot of fight scenes!

Ash Ketchum - April 15, 2020, 11:56 pm

It's not naruto and that's all i care about, but it's quite nice goodjob.

Herbert - April 16, 2020, 12:00 am

Avatar? Sword Art Online?

I have no idea, but [Megane](#) might know

BooGod - April 16, 2020, 12:02 am

(Apr 15, 2020 11:56 PM)Ash Ketchum Wrote: [\[CITE\]](#) It's not naruto and that's all I care about, but it's a quite a nice good job.

I love Naruto too! But it's not Naruto ?

Thanks! I've been watching some videos on YouTube and they say for people who want to start, should start doing first, level design ^^

This is a 50km/2 world map by the way...

(Apr 16, 2020 12:00 AM)Herbert Wrote: [\[CITE\]](#) Avatar? Sword Art Online?

I have no idea, but [Megane](#) might know

Ahaha, noo. I think that it will be very hard for someone to discover.

Still, the first person to discover, once I have models and everything painted and built, I'll give a copy of the game for PC/MAC ?

shitmaster - April 16, 2020, 12:15 am

I am mobile and wasn't able to see the image. Had to request a desktop site. Haha.

Anyway, since there is a lot of water. I'm guessing One Piece.

Ash Ketchum - April 16, 2020, 12:22 am

hmm is it hunter x hunter possibly? hard to tell without terrain not gonna lie

BooGod - April 16, 2020, 12:23 am

(Apr 16, 2020 12:15 AM)girthvader Wrote: [\[CITE\]](#) I am mobile and wasn't able to see the image. I had to request a desktop site. Haha.

Anyway, since there is a lot of water. I'm guessing One Piece.
You don't see the Reverse mountain? Which is not a mountain yet but has the X ahaha

??You are right! ?

(Apr 16, 2020 12:22 AM)Ash Ketchum Wrote: [\[CITE\]](#) hmm is it hunter x hunter possibly? hard to tell without terrain not gonna lie

That's all the terrain the anime has, the only thing is that there is a lot of islands.. And they're not done yet, just a sketch.

Hunter X Hunter, I wish they would continue the anime... One of the bests in the century!

shitmaster - April 16, 2020, 12:27 am

Hahaha. Couldn't really notice it. Anyway I don't really game, so you can give a copy of the completed game to anyone above :) . Great rendering by the way. Keep it up Buddy!

BooGod - April 16, 2020, 12:50 am

(Apr 16, 2020 12:27 AM)girthvader Wrote: [\[CITE\]](#) Hahaha. I couldn't really notice it. Anyway, I don't really game, so you can give a copy of the completed game to anyone above :) . Great rendering by the way. Keep it up, Buddy!

I will!

Thanks, I will be posting more images and videos once I have more proper work done ?

humanbody - April 16, 2020, 12:53 am

I have no idea as I don't watch animes but damn you've done an incredible job. Good job ma dude!

BooGod - April 16, 2020, 12:55 am

(Apr 16, 2020 12:53 AM)humanbody Wrote: [\[CITE\]](#) I have no idea as I don't watch animes but damn you've done an incredible job. Good job ma dude!

Do you think? I don't Hahaha, once I work more on it and paint all cartoonish I think I will like ahaha

humanbody - April 16, 2020, 12:57 am

(Apr 16, 2020 12:55 AM)BooGod Wrote: [\[CITE\]](#) Do you think? I don't Hahaha, once I work more on it and paint all cartoonish I think I will like ahaha

What do you mean dude. This is amazing job so far that you've done. If I was about to do attempt like that with the amount of tutorials that you watched I would've been stuck for 3 weeks

BooGod - April 16, 2020, 1:08 am

(Apr 16, 2020 12:57 AM)humanbody Wrote: [\[CITE\]](#) What do you mean dude? This is an amazing job so far that you've done. If I was about to do attempt like that with the amount of tutorials that you watched I would've been stuck for 3 weeks

Well, I think you are undervaluing yourself... You will never know if you don't do it.

But well, even if that happens, I'm sure you are better than me in something.

I'm just playing around with this...If this goes well, we'll see ?

Thanks for the support!

Ash Ketchum - April 16, 2020, 1:09 am

by terrain i meant like grass/hills/water etc to add some life that might give us a hint someone already said one piece and apart from the ones i've said i have no clue..

Mr. Robot - April 16, 2020, 1:12 am

My guess would have to be One Piece but otherwise it might be from a specific Pokemon series -

Initial would have been a part of Avatar last airbender but it's definitely not.

Edit: Saw someone put One Piece and it was right.

BooGod - April 16, 2020, 1:21 am

(Apr 16, 2020 01:09 AM)Ash Ketchum Wrote: [\[CITE\]](#) by terrain i meant like grass/hills/water etc to add some life that might give us a hint someone already said one piece and apart from the ones i've said i have no clue..

It's one piece yes! I want to give some life to it once I finish modeling the terrain and then I will pass to that part, its a bit complicated because of the details..And I think my Unity is a little buggy xD

The Broker - April 16, 2020, 1:22 am

Looking good buddy! Had to mention.
Good luck!

BooGod - April 16, 2020, 1:23 am

(Apr 16, 2020 01:12 AM)Mr. Robot Wrote: [\[CITE\]](#) My guess would have to be One Piece but otherwise, it might be from a specific Pokemon series -

Initial would have been a part of Avatar's Last Airbender but it's definitely not.

Edit: Saw someone put One Piece and it was right.

Yes, it's One Piece, I did use that map. There's no a complete map given by the series, so people during these years have been giving some shots on how the world appears to be.

That one makes more sense to me as the series goes and as the game could work as, so I used that specific map. I hope I can make this terrain so good as the image itself!

(Apr 16, 2020 01:22 AM)The Broker Wrote: [\[CITE\]](#) Looking good buddy! Had to mention.
Good luck!

Thanks mate! My next showcase will be when I give some more life to the terrain or when I get the map a more clean view!

Exposed74 - April 16, 2020, 1:26 am

(Apr 15, 2020 11:41 PM)BooGod Wrote: [\[CITE\]](#) Many people say to not create MMORPG in Unity3D because of its too much work. I like difficulty so...

I like this way of thinking, "people said it was hard, but I did it anyway"

I don't know shit in anime, but keep grinding it and I'm waiting to see the result anyway !

BooGod - April 16, 2020, 1:28 am

(Apr 16, 2020 01:26 AM)Exposed74 Wrote: [\[CITE\]](#) I like this way of thinking, "people said it was hard, but I did it anyway"

I don't know Clay Davis in anime, but keep grinding it and I'm waiting to see the result anyway!
That's how I am ?

Thanks, I will mate! You'll see.

Ash Ketchum - April 16, 2020, 1:29 am

now make a model of Luffy smashing in boas back door and you've accomplished pure glory.

BooGod - April 16, 2020, 1:33 am

(Apr 16, 2020 01:29 AM)Ash Ketchum Wrote: [\[CITE\]](#) now make a model of Luffy smashing in boas back door and you've accomplished pure glory.

He will be the first character to be made, I will get some images of him and I will create a model in Maya.

Definitely, then will be his team and two or three ships ?

Ash Ketchum - April 16, 2020, 1:34 am

(Apr 16, 2020 01:33 AM)BooGod Wrote: [\[CITE\]](#) He will be the first character to be made, I will get some images of him and I will create a model in Maya.

Definitely, then will be his team and two or three ships ?

but when does the sexual content come into play?

Simplex - April 16, 2020, 1:36 am

Ahh one peice makes sense. Good luck with your game :)

BooGod - April 16, 2020, 1:57 am

(Apr 16, 2020 01:34 AM)Ash Ketchum Wrote: [\[CITE\]](#) but when does the sexual content come into play?

I will try to make a version +18 only for you... Or do like me, play cyberpunk 2077 ahahah

(Apr 16, 2020 01:36 AM)Simplex Wrote: [\[CITE\]](#) Ahh one peice makes sense. Good luck with your game :)

Thanks ?

Mr. Robot - April 16, 2020, 2:29 am

(Apr 16, 2020 01:34 AM)Ash Ketchum Wrote: [\[CITE\]](#) but when does the sexual content come into play?

For sexual content, you just have to wait till my game is up.

<https://monsterlayerthegame.com>

Ash Ketchum - April 16, 2020, 2:30 am

(Apr 16, 2020 02:29 AM)Mr. Robot Wrote: [\[CITE\]](#) For sexual content, you just have to wait till my game is up.

<https://monsterlayerthegame.com>

and when will that be

BooGod - April 16, 2020, 2:31 am

(Apr 16, 2020 02:29 AM)Mr. Robot Wrote: [\[CITE\]](#) For sexual content, you just have to wait till my game is up.

<https://monsterlayerthegame.com>

?That made me smile so much, never thought something like this, its really happening ahah?
It's yours?!

Mr. Robot - April 16, 2020, 2:32 am

(Apr 16, 2020 02:30 AM)Ash Ketchum Wrote: [\[CITE\]](#) and when will that be

Well 1 week left of the campaign, we overfunded - currently at 254% raised and expect to get

higher, but the game should be up later this year.

(Apr 16, 2020 02:31 AM)BooGod Wrote: [\[CITE\]](#) ?That made me smile so much, never thought something like this, its really happening ahah?
It's yours?!
Yup :)

Ash Ketchum - April 16, 2020, 2:32 am

(Apr 16, 2020 02:32 AM)Mr. Robot Wrote: [\[CITE\]](#) Well 1 week left of the campaign, we overfunded - currently at 254% raised and expect to get higher, but the game should be up later this year.

Yup :)
excited to see some 2d boobs, joined the discord.

Mr. Robot - April 16, 2020, 2:33 am

(Apr 16, 2020 02:32 AM)Ash Ketchum Wrote: [\[CITE\]](#) excited to see some 2d boobs, joined the discord.
They are 3D boobies - not 2D.

Ash Ketchum - April 16, 2020, 2:35 am

(Apr 16, 2020 02:33 AM)Mr. Robot Wrote: [\[CITE\]](#) They are 3D boobies - not 2D.
i was talking about the male characters since they're flat chested but hey 3d boobies even better

Exposed74 - April 16, 2020, 2:37 am

(Apr 16, 2020 02:35 AM)Ash Ketchum Wrote: [\[CITE\]](#) i was talking about the male characters since they're flat chested but hey 3d boobies even better
I know some men who have bigger boobs than women

Ash Ketchum - April 16, 2020, 2:38 am

(Apr 16, 2020 02:37 AM)Exposed74 Wrote: [\[CITE\]](#) I know some men who have bigger boobs than women
yeah me

Exposed74 - April 16, 2020, 2:45 am

(Apr 16, 2020 02:38 AM)Ash Ketchum Wrote: [\[CITE\]](#) yeah me
I'm asbsolutely not surprised there

Ash Ketchum - April 16, 2020, 2:46 am

(Apr 16, 2020 02:45 AM)Exposed74 Wrote: [\[CITE\]](#) I'm asbsolutely not surprised there
wtf i'm 6 ft 2 pro fighter fku

Exposed74 - April 16, 2020, 2:47 am

(Apr 16, 2020 02:46 AM)Ash Ketchum Wrote: [\[CITE\]](#) wtf i'm 6 ft 2 pro fighter fku
What weight category then ?

Ash Ketchum - April 16, 2020, 2:48 am

(Apr 16, 2020 02:47 AM)Exposed74 Wrote: [\[CITE\]](#) What weight category then ?
Light heavyweight

Photograph - April 16, 2020, 2:52 am

I'm going to say Dragon Ball Z.

Am I close?

BooGod - April 16, 2020, 3:45 am

(Apr 16, 2020 02:52 AM)Photograph Wrote: [\[CITE\]](#) I'm going to say Dragon Ball Z.

Am I close?

Someone already discovered, read the replies ??

BooGod - April 21, 2020, 2:49 am

(Apr 15, 2020 11:47 PM)Simplex Wrote: [\[CITE\]](#) Very nice, like the user above me I would say dragon ball. Looks like a fight scene above a body of water. (Apr 16, 2020 12:15 AM)girthvader Wrote: [\[CITE\]](#) I am mobile and wasn't able to see the image. Had to request a desktop site. Haha.

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As you guys can see now, I took almost a week to post updates because I found some difficulties and I was watching tutorials and such, I'm using a Unity3D game kit, which I do not need to make much work in the coding side for the world environment, as you can see there's no way I'm using these threes in the game as it has nothing related to One Piece.

I'm baking the 50km2 map (may take up to 2/3 days) so I can render and walk with my character, then I will start adding:

- ? Adding ocean water
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Should I increase the size of the game? I'm really worried if it's not too small for the world...Even knowing that the player will have no help to get into the Grand Line to try to get the One Piece treasure.

Next time I may upload a video once I walk with my character, to show a few 100 meters of the map and ocean in the ship, let me know guys if you want to play it while I'm developing the game...Via URL web page!

BubbleKush - April 21, 2020, 3:31 am

So this is how the games are made :O

Seems hard

BooGod - April 21, 2020, 3:49 am

(Apr 21, 2020 03:31 AM)BubbleKush Wrote: [\[CITE\]](#) So this is how the games are made :O

Seems hard

It's easier than you think, and Unity3D gives you all the tools, tutorials and courses to make any game.

Even being hard, it is easier when you copy and paste and in the end, you understand.

By the way, I'm doing it without any previous experience than trying...I don't know if I need to make this game as with levels or world map as I'm doing right now...I hope it works for what I am doing since that's the first time that I do not have a paper written structure for the game its all in my head and in the anime itself lol

Mr. Robot - April 22, 2020, 1:56 am

(Apr 21, 2020 03:49 AM)BooGod Wrote: [\[CITE\]](#) It's easier than you think, and Unity3D gives you all the tools, tutorials and courses to make any game.

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You'll do fine :) Once you have enough experience, try our Unreal Engine and come work for me.

BooGod - April 22, 2020, 2:43 am

(Apr 22, 2020 01:56 AM)Mr. Robot Wrote: [\[CITE\]](#) You'll do fine :) Once you have enough experience, try our Unreal Engine and come work for me.

Sometimes I have difficulties to see the difference between serious and funny people xD

BiggL - April 22, 2020, 2:46 am

damn man this is awesome work, amazing job and keep it up!

BooGod - April 22, 2020, 3:49 am

(Apr 22, 2020 02:46 AM)BiggL Wrote: [\[CITE\]](#) damn man this is awesome work, amazing job, and keep it up!

Thanks, still far from done. I hope I can have a playable version soon for people who have been active in this thread to walk around.

The game will be cartoonish but at the same time not too cartoonish.

Scottyj01 - June 23, 2020, 4:43 am

Very interesting to look at, I am currently creating an MMORPG in Unreal Engine 4.

MightyOne - June 23, 2020, 8:16 am

I also develop and create games in Unity! will be happy to chat with you and see more progress on this project ! :)

making an mmorpg is truly a challenge, i hope you will manage to complete it in some way.

let me know if you have any questions i might be able to answer to.

Skateboard - June 25, 2020, 7:21 am

Hello there, I think that your game is awesome. Keep up the great work :D

device - June 25, 2020, 7:59 am

Nice work buddy, you are going to have to find a team of talented people if you want to even come close to a payable multiplayer game. Ive worked on games myself and can tell you a MMORPG takes years to make from a pro studio. It will be a good way for you to learn programming, but don't expect to finish this game any time soon!

Unless you're bunching up online free assets which will save you time of course.

LORE - June 25, 2020, 8:18 am

Not gonna lie, I'm excited to see how this turns out

BooGod - June 26, 2020, 4:35 pm

(Jun 25, 2020 07:59 AM)JavaScript Wrote: [\[CITE\]](#) Nice work buddy, you are going to have to find a team of talented people if you want to even come close to a payable multiplayer game. Ive worked on games myself and can tell you an MMORPG takes years to make from a pro studio. It will be a good way for you to learn programming, but don't expect to finish this game any time soon!

Unless you're bunching up online free assets which will save you the time of course.
Yes I know, I have already bought Unity Assets and systems to be easier. I'm building up East Blue as the main spawn area for players so I can share the development with you guys ?

(Jun 25, 2020 08:18 AM)L0RE Wrote: [\[CITE\]](#) Not gonna lie, I'm excited to see how this turns out
Thanks, the worst part is doing the characters and its movements and "evolutions"

(Jun 25, 2020 07:21 AM)Skateboard Wrote: [\[CITE\]](#) Hello there, I think that your game is awesome.
Keep up the great work :D
Thanks man, I appreciate that!

L0RE - June 27, 2020, 3:36 pm

How long have you been working on the project OP?

Psychedelic. - June 27, 2020, 5:50 pm

Very interesting, will check out?

MarvinMalware - June 27, 2020, 8:49 pm

This is so badass OP! Definitley something I'd love to check out, how is the development going for you man? I can't imagine the difficulty of this project so props to you!

BooGod - June 28, 2020, 8:12 pm

(Jun 27, 2020 03:36 PM)L0RE Wrote: [\[CITE\]](#) How long have you been working on the project OP?
Few days after posting this thread, Friday I will post few prints and a video so you guys can see more the village I am building up.

(Jun 27, 2020 08:49 PM)Shoto Todoroki Wrote: [\[CITE\]](#) This is so badass OP! Definitley something I'd love to check out, how is the development going for you man? I can't imagine the difficulty of this project so props to you!

Since I am no expert on Unity3D or in programming and network at alk, I have been doing small thing like building up an small village with purchased assets and scripts, the worst part of this project is the characters design and animations, it will need to be a professional.

Once I get really more advanced than I think I will invest more on it.

I might do a devlog videos in the future, I am just waiting to buy asus duo pro to handle everything

Absolutist - June 28, 2020, 8:16 pm

This sounds like a worthwhile covid project. How many hours hAve you put in?

BooGod - June 28, 2020, 8:17 pm

(Jun 27, 2020 05:50 PM)Psychedelic. Wrote: [\[CITE\]](#) Very interesting, will check out?
It will take much time to develop but I will be building up free built for windows before adding multiplayer system.

(Jun 28, 2020 08:16 PM)Absolutist Wrote: [\[CITE\]](#) This sounds like a worthwhile covid project. How many hours hAve you put in?

Sometimes I don't sleep like right now, its 4am here and I don't have sleep. But sometimes I just don't do much to rest my eyes and take a pill to sleep.

MightyOne - June 28, 2020, 11:45 pm

Any updates on the project my friend ? :)

Hackt00lz - June 29, 2020, 4:38 am

(Apr 15, 2020 11:41 PM)BooGod Wrote: [CITE](#) So I am making this game in Unity3D, much work that I have still to do, I know!

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If I have the basics to run with some people, I will pay some professional to add the Unity DOTS network for Multiplayer experience ?

As much as i love 3Ds i can't do it.....its too difficult and time consuming....good luck with your designs bro

BooGod - June 29, 2020, 5:07 am

(Jun 29, 2020 04:38 AM)Hackt00lz Wrote: [\[CITE\]](#) As much as i love 3Ds i can't do it.....its too difficult and time consuming....good luck with your designs bro

Thanks, but I won't be doing the design, sculting part. It will be all pre-made purchased, but thanks it means a lot!

† S A V A G E † - June 29, 2020, 5:51 am

Why always people start making a MMO? That's a nonsense imo, good luck though ?

BooGod - June 29, 2020, 5:57 am

(Jun 29, 2020 05:51 AM)† S A V A G E † Wrote: [\[CITE\]](#) Why always people start making a MMO? That's a nonsense imo, good luck though ?

Because something is hard doesn't mean that you need to give up.

And being an open world and multiplayer it will make everyone to feel as it is in the series.

If everything is automated kinda lose the fun.

† S A V A G E † - June 29, 2020, 6:00 am

(Jun 29, 2020 05:57 AM)BooGod Wrote: [\[CITE\]](#) Because something is hard doesn't mean that you need to give up.

And being an open world and multiplayer it will make everyone to feel as it is in the series.

If everything is automated kinda lose the fun.

I know, I only said that for start making games is better doing a little game, anyway I hope this go well, I love One Piece ?

BooGod - June 29, 2020, 6:03 am

(Jun 29, 2020 06:00 AM)† S A V A G E † Wrote: [\[CITE\]](#) I know, I only said that for start making games is better doing a little game, anyway I hope this go well, I love One Piece ?

By the way, using unity for mmo is the best way because you can control events and others in-game system in real time without need a upgrade in the client side download.

The only issue is the unity multiplayer system that is being build a new one.

I know, everyone says that MMO is not the way to go and when we start we see how much time and effort it takes to the end of the projects.

Thanks!

Absolutist - June 29, 2020, 6:12 am

(Jun 28, 2020 08:17 PM)BooGod Wrote: [\[CITE\]](#) It will take much time to develop but I will be building up free builds for windows before adding multiplayer system.

Sometimes I don't sleep like right now, its 4am here and I don't have sleep. But sometimes I just don't do much to rest my eyes and take a pill to sleep.

Wow that's a serious grind, take care of your health in the process.

Stepdad - June 29, 2020, 6:13 am

Wow! This looks incredible. Game design has always been a passing interest of mine. Unfortunately I don't consider myself creative enough to do the art necessary, including the world design you're displaying here!

Keep it up, looking forward to seeing a finished product someday.

Zero - June 29, 2020, 6:55 am

Good luck with your project buddy! I like to see people who try to learn and create things.

This is a project I will gladly support so if you come to the point you need to hire some people hmu with a PM!

Also would love to test it out :P

funtela - June 29, 2020, 8:57 am

(Jun 29, 2020 06:03 AM)BooGod Wrote: [\[CITE\]](#) By the way, using unity for mmo is the best way because you can control events and others in-game system in real time without need a upgrade in the client side download.

The only issue is the unity multiplayer system that is being build a new one.

I know, everyone says that MMO is not the way to go and when we start we see how much time and effort it takes to the end of the projects.

Thanks!

It's looking really good bro. Keep going and keep us updated!

Xen - June 29, 2020, 9:12 am

I'm not sure on the anime as I don't watch it but the screenshots look like you've done some awesome work!

Maxie - June 29, 2020, 9:16 am

It looks cool and I have always wanted a One Piece MMO. I have been thinking a lot of how it could work in a realistic fashion, these are obviously not realistic for anyone but Bandai Namco basically, but:

- A devil fruit pool, which is limited (but pretty immense, meaning that only the top players get these)
- World PvP, if you die, you lose your devil fruit
- Other ways to get an edge (haki, swordsmanship, etc), so that it is actually possible to beat a DF-user without a DF.

If one wants a traditional class system I think it could be based on the straw-hat crew, but it would perhaps not be reasonable because weaker classes such as "Thief" (Nami) would need to be balanced properly. Hence a system like the one in Elder Scrolls Online - or RuneScape, would be reasonable.

Probably would be cool with navigation skills, healing skills reflecting the straw hat crew as well, where the navigation skill limits which part of the world you can access.

While the One Piece world is pretty huge, it might not be enough for an MMO (as we are not aware of all of the islands). This would make it cool to have randomly generated islands as well, perhaps instanced, perhaps just separated by sea. Perhaps these could be separated from the main story-islands.

It would be dope also if you could be all factions: Navy, World Government and Pirate. You could have a main story based on Sabo for the world government, a pirate one based on Luffy (obviously) and Coby for WG. It would also be cool that if after each main story it's possible to change faction in some way.

I have a few more ideas, but I realized this was getting long. It's a cool idea, good luck with the project.

BooGod - June 29, 2020, 10:04 am

(Jun 29, 2020 09:12 AM)Xen Wrote: [\[CITE\]](#) I'm not sure on the anime as I don't watch it but the screenshots look like you've done some awesome work!

I will try to share today few more prints, video would be better. But I have no internet on my new house. Thanks!

(Jun 29, 2020 09:16 AM)Maxie Wrote: [\[CITE\]](#) It looks cool and I have always wanted a One Piece MMO. I have been thinking a lot of how it could work in a realistic fashion, these are obviously not realistic for anyone but Bandai Namco basically, but:

- A devil fruit pool, which is limited (but pretty immense, meaning that only the top players get these)
- World PvP, if you die, you lose your devil fruit
- Other ways to get an edge (haki, swordsmanship, etc), so that it is actually possible to beat a DF-user without a DF.

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I have a few more ideas, but I realized this was getting long. It's a cool idea, good luck with the project.

You totally got the idea, that's the worst part of the project, making the character animations to be elastic and other animations, and transforming and powers, but that can be all made, is just a pain in the head.

Thanks!!

(Jun 29, 2020 06:13 AM)Moms Boyfriend Wrote: [\[CITE\]](#) Wow! This looks incredible. Game design has always been a passing interest of mine. Unfortunately I don't consider myself creative enough to do the art necessary, including the world design you're displaying here!

Keep it up, looking forward to seeing a finished product someday.

I would advise you to give a try, in a 2D game, indie games, single players, any type of game, you have a lot of documents and youtube videos for you out there?

(Jun 29, 2020 06:51 AM)James! Wrote: [\[CITE\]](#) This is an insane project to embark on, and I wish you good luck and I look forward to seeing what comes of it. Have you thought about doing weekly devlog videos like ThinMatrix did when he was making his game? I'd be interested in them and you could drum up some hype.

Yes, for that matter I need a better PC. Mine is almost exploding due to heavy programs like maya, blender is light, unity3d and others programs like adobe and others.

But yes, I will be doing devlogs once I get one asus duo pro since it is the best tool for me for many things

(Jun 29, 2020 06:55 AM)Zero Wrote: [\[CITE\]](#) Good luck with your project buddy! I like to see people who try to learn and create things.

This is a project I will gladly support so if you come to the point you need to hire some people hmu with a PM!

Also would love to test it out :P

I don't have money to hire, but I am open to receive help, I would add anyone to my project dashboard via unity team system.

If is there someone who would like to learn 3d modelling or have basics, for me it would be awesome. Once I see the game is good to promote after devlogs I hope to catch some attention to get fundings if necessary.

(Jun 29, 2020 08:57 AM)funtela Wrote: [\[CITE\]](#) It's looking really good bro. Keep going and keep us updated!

Thanks for the supoort, I will!

(Jun 29, 2020 09:12 AM)Xen Wrote: [\[CITE\]](#) I'm not sure on the anime as I don't watch it but the screenshots look like you've done some awesome work!

I would advise you to watch it, is very addictive because is a very nice story board. As good or better than Dragon Ball

Pawnhub - June 30, 2020, 12:17 am

If I were you I wouldn't try to make this a full fledged game more of a small sandbox example with all the features and slap it onto a resume for a company.

I had a friend who's making a MMORPG here on HF by himself. It's so far been a 3-4 year project now and isn't even done yet.

Artisan - July 3, 2020, 5:22 am

A huge one piece fan here so Im pretty pumped up about this project. How are the models looking so far?

BooGod - January 6, 2021, 4:44 am

I'd like to bump this thread to mention that I have now 4 modelers working with me, I am now looking for someone who has been learning Unity (programming C#)

<https://hackforums.net/showthread.php?tid=6122971> .

We're on this for fun and learning so there's no specific timeline and payments as of now.

Once we see progress things might change of course! I will be posting news soon as I am going to post on our Discord server as well.

(Jun 30, 2020 12:17 AM)Pawnhub Wrote: [\[CITE\]](#) If I were you I wouldn't try to make this a full-fledged game more of a small sandbox example with all the features and slap it onto a resume for a company.

I had a friend who's making an MMORPG here on HF by himself. It's so far been a 3-4 year project now and isn't even done yet.

I understand what you're saying, but that's what it takes to make great games. Years.
Even though I am on this for a year or more now, I have people to help me where I am not good at, and they are excellent!

This will be an open-world game, so there will be kind of many features which I wouldn't call it RPG but more as MMO only, with some quests/missions, imagine RuneScape type of game.

(Jul 3, 2020 05:22 AM)Artisan Wrote: [\[CITE\]](#) A huge One Piece fan here so I'm pretty pumped up about this project. How are the models looking so far?
I tried and I suck at creating model characters or architectures.
So I have now 3D modelers to work specifically on each task.

We're not in a rush but I would like to see one or more characters at the end of this month which I think is very possible.

I have now working with me:
1 Modeler for: Architecture/buildings/Environment
1 Modeler for: Characters
1 Modeler for: Animation/Rigging and Effects
1 Modeler for: Vehicles

This month we might have some progress to show!

Stanley - January 6, 2021, 5:42 pm

I'm Stanley HF's helper bot. This OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,
Stanley

Euro - January 6, 2021, 8:54 pm

(Apr 15, 2020 11:41 PM)BooGod Wrote: [\[CITE\]](#) From what anime do you think this comes from?!
[/align]

By the way, I have limited to none knowledge in C# so this will be one of my challenges for this game!

If I have the basics to run with some people, I will pay some professional to add the Unity DOTS network for Multiplayer experience ?

Great to see more members get into Game Development with Unity, it's a great tool for individuals developers.

I would however suggest you take a peak into Mirror and Telepathy, a rewrite of the HLAPI System. If you want to get off the ground (quite literally), checkout some of the projects by Vis2k/Noobtuts, specifically uSurvival as this contains rubberbanding and networked interpolation, meaning you no longer have those static maps.

Mirror itself however, is a great solution to the once abandoned HLAPI project and Telepathy is the LLAPI equivalent.

It actually got me interested in rolling my own network solutions, so check it out, it's worth the hands

on experience and it'll save you some money.

I would also suggest looking into Dynamic Lighting solutions as well as opposed to static lighting.

Good work OP, keep it up.

Generation - January 6, 2021, 11:23 pm

Bruh, this brings back memories of Pokemon ROM hacking where people basically created their own pokemon worlds. Wish you luck on your endeavor brother!

siddy357 - January 7, 2021, 12:58 am

Glad i am in the right community as most of the users on here are making their way into the gaming world.

BooGod - January 7, 2021, 2:39 am

(Jan 6, 2021 09:54 PM)Euro Wrote: [\[CITE\]](#) Great to see more members get into Game Development with Unity, it's a great tool for individuals developers.

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Good work OP, keep it up.

I've checked uSurvival, I will check the others. But I think the networking for multiplayer will be built from scratch as well since I will use dedicated private or if possible Google servers.

However, networking with Unity still being not clear and there's none that can be used for an unlimited number of players at the same time I will need to do the same as Pokemon GO did.

You guys will see some characters this week or month ?

Thanks for the thoughts!

(Jan 7, 2021 12:23 AM)Scripture Wrote: [\[CITE\]](#) Bruh, this brings back memories of Pokemon ROM hacking where people basically created their own pokemon worlds. Wish you luck on your endeavor brother!

I see what you're talking about, nowadays people do that in Minecraft servers and some Pokemon games as well!

(Jan 7, 2021 01:58 AM)siddy357 Wrote: [\[CITE\]](#) Glad I am in the right community as most of the users on here are making their way into the gaming world.

I'm pleased to be part of this community and bring in different projects.

Euro - January 7, 2021, 4:34 am

(Jan 7, 2021 03:39 AM)BooGod Wrote: [\[CITE\]](#) I've checked uSurvival, I will check the others. But I think the networking for multiplayer will be built from scratch as well since I will use dedicated private

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Thanks for the thoughts!

From scratch wouldn't be worth the effort and you can still use Firebase and such if you wish to use their servers.

I should have elaborated, Mirror can hold 1000 connections per scene, depending on how your game is structured (e.g. with scene streaming), you could hypothetically fit 1000 connections in a very small area.

I was apart of the uSurvival Network Stress Test and added 20 clients to that test, this was when Mirror was in early stages of development and could only handle 500 connections.

Have a look through the docs and github, you might find that it's more suited for your liking than you might think.

<https://mirror-networking.com/docs/>

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I intent to have all players connected in the same world, Firebase is an option of course. I hope that I can get licensing first to be able to do it on a big scale.

We're on the stage of modeling and building everything yet, only character mechanics are up. Networking will be later when the game is playable with all environments, etc being implemented.

I'll check that out, thanks ??