

Forum:[Hack Forums](#)

Thread: [Hackuman Suggestions / Eggs](#)

Seaking - March 28, 2023, 2:15 pm

Eggs –

Allow members to pay bytes (100 for green, 250 for red, 500 for blue, and 1,000 for gold) to “hard boil” the eggs. This makes them into a permanent award. This encourages posting to get an egg, increases bytes being spent, and makes the lottery system we have more viable.

Hackúman Suggestions –

1) Raids

Just like Pokémon GO we could have a 1-week long raid event where a BOSS level monster exists and we all work together to bring it down and get rewards. Maybe something at the start / end of the season. Would be a fun way to kick off the reset.

2) PvE Content

I think more people would participate in Hackúman if PvP was off by default, but we had rules in place to enable PvP. Just like with invisibility potions if you decide to attack you're marked for PvP (think of old RuneScape wilderness) and after some time the PvP flag wears off. You can't use a stealth potion while marked for PvP. Possibly have it so that once you hit a certain level or after a certain time frame (examples would be level 3 or 30 days) whichever is quickest your creature is now permanently marked for PvP and the only way out would be potions like we have now.

3) Dungeons / Raids / NPC battles

Allow people from different crews to join in and try to fight through a dungeon / boss at the end (like WoW raid finder in a way). This would be a great way to introduce crews and what they mean / what they exist for besides just a user bar.

You could get NPC's that respawn every few hours / day(s) that give rewards when defeated. Sort of like the dungeon, but these NPC battles are part of a daily / weekly / monthly reward system (and can help doing quests).

4) Quests

Quests like "Defeat 3 ratr from any source" to get rewards. The suggestion(s) from above would help to fill the void you would have for rewards until more people starting participating.

These are a few suggestions that came to mind. I'd love it for the community to tell me what they think and to give better suggestions, or how to improve upon mine. I'm also aware that this is probably very low on the list of things to work on / get done, but I feel it's important to send the suggestion and when it goes get worked on we have a good thread to reference back to.

Yuno - March 28, 2023, 2:43 pm

These are the changes we are all waiting for! I understand this amount of work will take some time, but adding any of these changes would add great value to HUM!

+1 Seaking +1 Indeed.

Dread.Reaper - March 28, 2023, 3:28 pm

Allow users to opt out of the game or getting eggs from their posts.

Lrrr - March 28, 2023, 4:07 pm

Ngl, I like the hard boiled idea, but it would have to cost atleast 10x what you suggested

{ RadioActive Hack }? - March 28, 2023, 4:37 pm

I really like these suggestions. I don't really understand how dungeons work or if they do work yet, but this kinda look like the goal.

Omniscient - March 30, 2023, 11:04 am

Hard Boiled Eggs is a great idea. Would absolutely need to cost 50x more than your suggestions though.

The other suggestions are good too. Just no development time right now, HF only has me and I'm stretched thin just running the place and keeping bugs away.

Aeowulf - March 30, 2023, 2:20 pm

These ideas are awesome! I love all of them. Best of all are the hard-boiled eggs. That would be SWEET!

DashPHP - March 30, 2023, 6:38 pm

Hard boiled egg is a 10/10 idea. As everyone has also said, price should be much more higher.

Great suggestions overall my friend!

Yanix - March 31, 2023, 12:44 am

(Mar 28, 2023 02:15 PM)Seaking Wrote: [\[CITE\]](#) Eggs –

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Oh this is great brotha, finally you've made your promise to made a thread about your suggestions.

I love the hard-boiled eggs hahaha ?

Hoping one day we can able to see some of your suggestions on the game. Have a wonderful day.