

Forum:[Hack Forums](#)

Thread: [The Idle MMORPG project is coming along!](#)

Popular - November 3, 2025, 2:38 pm

Sooo... I've been working on a fun little project called 'Idleor' .. which is an Idle MMORPG game/concept heavily inspired by classics like old school rs, melvor, and a few other timeless RPGs we all grew up with.. The goal is to capture that nostalgic fantasy feeling.... but with a modern idle gameplay twist that fits today's pace of gaming.

Right now it is currently in the early development phase, getting the core systems, UI, and world structure in place. It's been super fun seeing it all come together piece by piece, and I'd love for more people to follow along, give feedback, or even jump in to help shape what Idleor becomes.

If you love idle games, Runescape-style progression, or just want to be part of something new, join our Discord and come hang out. In there you will find sneak peeks, devlog/changelog updates, and a chill community.

Oh, also - we DO have room for 1–2 more staff members (ideas, content, or design help), so if you're passionate about this kind of game, definitely reach out because I'd love to make a spot for you (Assuming your contributions are high quality)

Err0rX - November 3, 2025, 3:58 pm

(Nov 3, 2025 03:38 PM)Popular Wrote: [\[CITE\]](#) Sooo... I've been working on a fun little project called 'Idleor' .. which is an Idle MMORPG game/concept heavily inspired by classics like old school rs, melvor, and a few other timeless RPGs we all grew up with.. The goal is to capture that nostalgic fantasy feeling.... but with a modern idle gameplay twist that fits today's pace of gaming.

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Nice Will there be a beta release, or just the full game?

3nvyc0r3 - November 4, 2025, 5:28 am

Im interested in what is the technology stack ur using.

shena1232 - November 5, 2025, 7:54 am

(Nov 3, 2025 03:38 PM)Popular Wrote: [\[CITE\]](#) Sooo... I've been working on a fun little project called 'Idleor' .. which is an Idle MMORPG game/concept heavily inspired by classics like old school rs, melvor, and a few other timeless RPGs we all grew up with.. The goal is to capture that nostalgic fantasy feeling.... but with a modern idle gameplay twist that fits today's pace of gaming.

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good luck!

Popular - November 7, 2025, 4:27 pm

(Nov 4, 2025 06:28 AM)3nvyc0r3 Wrote: [\[CITE\]](#) Im interested in what is the technology stack ur using.

Yeah for sure dude! Sooo right now I am working with:

Frontend:

- HTML5
- CSS3
- JS

Backend:

- mySQL (All data for server, players, content, etc)
- Running it currently on a server sided Javascript runtime.. (Node style events loop) handling tick, cycles, resource validation, and game logic etc.
- Also experimenting a bit with how well the game server will run on Bun, which offers Node.js compatibility with faster startup and way lower overhead..

I'm open to any suggestions, just experimenting and having fun with it as I transition it into an everyday project.

Hit me up on discord if this interests you, or you have some ideas, want to help, etc etc. :)

Hackers - November 7, 2025, 11:36 pm

Can you give me a clue of how movement works & any other keys / combos or general UX (keybinds, clicks, etc) for the type of gameplay style?

for example I love WASDQE+Space & keybinds more than click2move

Popular - November 23, 2025, 2:31 pm

Updating this thread with lots more info and previews this week, stay tuned!

XorGhost - December 7, 2025, 11:18 am

As someone who grew up with 140 wpm spamming "Selling lobbies 100gp each," I am highly interested! Looking forward to seeing how this turns out.

Lefty - December 7, 2025, 11:19 pm

Sounds interesting. I have not heard of this one but will check it out

Popular - December 9, 2025, 7:29 pm

(Dec 7, 2025 12:18 PM)XorGhost Wrote: [\[CITE\]](#) As someone who grew up with 140 wpm spamming

"Selling lobbies 100gp each," I am highly interested! Looking forward to seeing how this turns out. Hell yeah dude, the good ole days.

I'll be posting a nice update pretty soon which will be pretty informative and nice to see.

cybr - December 11, 2025, 11:23 am

This sounds cool man.

Popular - December 11, 2025, 1:50 pm

(Dec 11, 2025 12:23 PM)cybr Wrote: [\[CITE\]](#) This sounds cool man.

It really is! Stay on the lookout for me to update the original post with some fireeeeeeeeeee.

Spore - December 11, 2025, 4:41 pm

Intrigued to see where this goes. Idle games are fun as shit... Bringing back the Cookie Clicker days

Jamika - December 13, 2025, 9:50 am

(Nov 3, 2025 03:38 PM)Popular Wrote: [\[CITE\]](#) Sooo... I've been working on a fun little project called 'Idleor' .. which is an Idle MMORPG game/concept heavily inspired by classics like old school rs, melvor, and a few other timeless RPGs we all grew up with.. The goal is to capture that nostalgic fantasy feeling.... but with a modern idle gameplay twist that fits today's pace of gaming.

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Good luck bro

May try it when the game is ready

Confound - December 17, 2025, 11:13 am

I'm pretty passionate about osrs and mmorpg - long track record of being a successful staff member on RSPS and other games. Lmk if you need someone with a solid reputation like myself to join the squad..

Any media previews available?

Popular - December 31, 2025, 5:40 pm

(Dec 17, 2025 12:13 PM)Confound Wrote: [\[CITE\]](#) I'm pretty passionate about osrs and mmorpg - long track record of being a successful staff member on RSPS and other games. Lmk if you need someone with a solid reputation like myself to join the squad..

Any media previews available?

Yes! That sounds great, would love ur feedback.

I can show u on discord, join the server or dm me <3

Confound - January 1, 2026, 1:22 pm

(Dec 31, 2025 06:40 PM)Popular Wrote: [\[CITE\]](#) Yes! That sounds great, would love ur feedback.

I can show u on discord, join the server or dm me <3
pm me ur discord ill join / add

Spore - *January 1, 2026, 6:51 pm*

I'd be down to get into the discord to check out some sneak peeks!