Primus Pilus Suggestion Thread

Guild Cities

* Ability to name your player cities. This message shows up on screen when someone enters the city, subject to naming and profanity filter. The guild that owns the city would also be displayed in () (Idea by Artorius, Updated 07/09/08)
* A way for other players to visit your cities. Currently cities are link to a building instance; why not link them to a zoning instance. Enable the ability to switch zones in the gathering area, to prevent exploiting of resources, allow players to only switch instances in these zones once every hour, however you can always port to the instance your guild city is in. (Idea by Artorius, added 06/30/08)
* Once players get to level 40, and the guild has a temple built in their city, give players another “Path of Asura”. This will allow player to quickly gather for events. (Idea by Artorius, added 06/30/08)
* New player building “Stables”
  + Add a new build node for this building. (Idea by Artorius, added 06/30/08)
  + This building will provide mounts at a 50% discount to guild members. (Idea by Artorius, added 06/30/08)
  + In order to construct you must have a fully built tier 3 city with walls and towers. (Idea by Artorius, added 06/30/08)
  + You must also buy two types of the following mounts: regular horses, and swift horses. (Idea by Artorius, added 06/30/08)
  + This building can be upgraded at a later date as different types of mounts are added to the game, camels for example. (Idea by Artorius, added 06/30/08)
* Adjust the clickable zone for the building upgrade window. Currently clicking anywhere on the building will bring it up. Maybe create some type of brick that can be clicked on the upgrade the building.
* I would like to see Static housing, like the SWG system, where houses can be built anywhere in the zone of the city. Or perhaps use a system where a plot is created for every unique member of the guild. The guild leader can then set what type of housing may be built where; it can range from tents to large estates style housing. If a member where to leave or be removed from the guild there should be a system where all the items in his house should be packed up and sent to the trade post where they can and must be retrieved in order to build a new house with a different guild.
* The “Barracks” should be larger, with more rooms in it. There should also be cells in one of the rooms for guild to house prisoners. The cells should have doors on them that open when clicked.
* Towers should be able to be upgraded with bells. Bells can be sounded by any guild member that has access to do so (Can be set in rank permissions). All bells are linked to a timer, say like 10 minutes. When a bell is sounded it plays a sound that can be heard by anyone in the city, or near the city. Perhaps there can be different sounds (Alarm, Open the gates, Celebration, Muster the ranks, etc). There should also be a bell tower in front of the keep, and the barracks. Bells should be craftable by an architect and placeable on tier 3 towers.
* Stockades: A stockade is the first RP prop that should be added and buildable in a guild city. Use the art that is already available, as there is no need to create new art for something that already exists. The stocks themselves should be clickable. If clicked the player will be put in the stocks, by clicking them again or by typing “/stand” the player will be returned to the standing positions.
* Roads: Roads should be buildable along a set path, similar to the way walls are set up now. Roads cannot be attacked or destroyed by players or NPC’s. Spans should be around 30 feet, so that they are not too ungodly to construct. Spans can be constructed from the outer gate to the keep, as well as to the steps of all the other buildings in the city. Spans can be upgraded to three tiers just like the other city buildings, and will decay bases accordingly, Sandstone will decay to 0% after 30 days, Granite, after 45 days, and Basalt after 60 days. Roads in the game, just like real life must be maintained, the decay signifies “wear and tear” on them, since they cannot be destroyed (unless the keep is destroyed). As a road decays, so should its art, for example at 50% the art may show cracks in the road. At 0% the road would disappear, and return to the normal vegetation of the land. In order to maintain the road all the guild leader would need to do is click the segment of road and add the brick component to the road. For each section of road, you will need 1 set of plans (1 drawing ink and 1 tier x paper) as well as 30 tier x bricks.
* Torches: Should be buildable by an architect, and placeable along roads, towers, and in front of buildings. Touches would automatically light at night and would burn out after X amount of real life days unless refilled. Touches can remain after they burn out they will just not light automatically. Touches can be refilled using a new component called “oil”, and a small amount of wood (kindling) craftable by architects. Flask of oily substance (subcomponent) can be created by an alchemist. The type of wood used will determine how long the touches will stay lit. The timetable might be somewhere in the nature of this: tier 1 standard wood (10 days) Tier 1 rare (15 days), Tier 2 Standard (25 days), Tier 2 rare (30 Days), Tier 3 standard (35 days), Tier 3 rare (60 Days).

Misc

* Clothing preview window. This will allow players to view weapons and armor on their avatar prior to rolling or buying it. (Idea by Artorius, added 06/30/08)
* Start enforcing the naming rules on the RP Server. (Idea by Artorius, added 06/30/08)
* Ability to right click on a name to report spamming. This would submit a petition for gold spamming as well as adding the player to ignore, and placing a comment by their name (see below). (Idea by Artorius, added 06/30/08)
* Group members should have blue names regardless of level, currently if they are 5 levels or more below they are grey.
* Pressing the “/” starts chat, for example I don’t have to type “enter” “/” “r” to replay, I can just type “/r”

New Social Window (replaces current Friends/Guild Window):

* A new window with tabs on top to switch between windows, similar to the way the guild information widow functions now. Tabs should include the following: Friends, Guild Members, Guild Event log, Guild Bank Log, Ignore list. (Idea by Artorius, added 06/30/08)
* Ability to add comments to friends and ignore list. (Idea by Artorius, added 06/30/08)
* Guild Event Log (Add member, removed member, member removed themselves, promotion /demotion). (Idea by Artorius, added 06/30/08)
* Guild bank Log (Withdraw / Deposit Cash, Withdraw / Deposit Items). (Idea by Artorius, added 06/30/08)

Guild

* Ability to set permissions based on ranks. (Idea by Artorius, added 06/30/08)
* Ability to set bank permissions (Withdraw / Deposit Cash, Withdraw / Deposit Items). (Idea by Artorius, added 06/30/08)
* Ability to create custom ranks within the guild.
* More guild bank space. The guild leader can also set access to bank taps individually.
* A guild check system. When you create a guild, you must have “x” amount of unique characters within the guild by 24 hours. If you do not have the set amount of members by that time the guild will auto disband, and a timer will start for the guild leader. I recommend this time last about a week. This timer will prevent the leader from creating another guild until the time expires, however the leader can still join other guilds. This check will prevent people from creating guilds of alts to make use of the bank system.

Emotes

* Emotes should execute when you type /emotename, example /salute.
* Players can create custom emote using /emote <text>
* Emotes should show up in the chat box when executed, for example when I type /salute it would display Artorius salutes (target).
* When displayed it should display like above and not like this [Artorius]… or [Artorius] Artorius…, it should just have plane text without the clickable hotspot.

Stances

* Standing (ingame)
* Crouching (ingame)
* Crawling
  + Allows players to crawl around the terrain
  + This would allow players to crawl up on fortifications without having to stealth
  + While crawling,
    - You cannot attack
    - You are more resistant to range damage (since you have a lower profile)
    - You are more susceptible to melee damage.
  + Skill points can be added to crawl speed
    - The more points you have the faster you will crawl, and the less stamina you will burn.

Crafting

* Create an Overflow system (like there currently is for quests). Currently if you make an item and you crafting inventory is full, you lose both the resources and the item you were trying to make. (Idea by Artorius, added 06/30/08)
* Create a new crafting profession called “Furniture Maker” (Idea by Artorius, added 06/30/08)

Furniture

* Furniture can be placed anywhere in the building (think SWG style system). Buildings have limits on the amount of furniture that can be placed inside them. Limits go up as the buildings get more advanced. Tier two builds have more space than a tier one build. (Idea by Artorius, added 06/30/08)
* Commands to move and rotate furniture. (Idea by Artorius, added 06/30/08)