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Adellion Journal

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Your World

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Digging a Pit

In Adellion ores will need to be mined so that smelters can obtain the metals from them before blacksmiths can make metal objects.

There are a number of ores in the ground – copper, gold, iron, lead, silver and tin. These are only found in certain areas so the first thing a miner has to do is locate a deposit. As a helpful hint, it's probably better to search in the mountains rather than the desert.

Once the miner has found an ore deposit he must use a pick axe to dig it out. This is quite exhausting work so the miner will need to take frequent rests or have a good supply of snacks. Ore on the surface may be



quickly played out. The miner who finds a large deposit will do very nicely. As the miner's skill increases deeper deposits can be found and mined.

Miners also mine coal and salt. Coal is mainly used by armourers and weapon smiths

to get the temperatures they need.

Building stones such as Basalt, Flint, Granite, Limestone and Versandstone are also cut by miners. They use stone hammers and wedges to split the rocks. The rocks are then sent to stone masons to be dressed.

A lucky miner can find precious stones – diamonds, opals, rubies and sapphires.

John Bates



The Adellion Chat System

Stewart Southern

In this article I want to discuss some of the details of the Adellion chat system. Chat plays a large part in the atmosphere of an RPG, particularly one striving for a game play experience that is as involving and true to life as the one which Adellion is aiming towards.

In a normal game there are generally two types of chat: team chat and global chat. Some games also allow you to radio, shout, emote and whisper taunts as well. Adellion will employ these features and they are combined in a more complex manner than traditional games.



Adellion tries to emulate reality by having volume levels for speech. A character can choose to shout, talk or whisper.

Just like in real life you can't direct speech towards an individual and so private communications isn't allowed in Adellion.

The Adellion equivalent to this is to whisper, which works over a very short distance, but there is still the risk of others overhearing a conversation if they are close enough.

Talking and shouting both work similarly but

they have progressively longer ranges. If you really only want your characters message to reach a limited audience then any conversations or public speaking should take place in a private location or an alternative means of communication, such as writing letters, should be used.

Chat also has a novel twist in that it includes languages. This can be thought of as equivalent to team chat on a traditional game. By talking in your characters language you are trying to ensure that others can't understand what you are saying. The twist to this is that everyone still knows you are talking and that other characters can "learn" your language. The game will scramble the words of a foreign language on a word by word basis depending on all of the listening characters skill at that language, the speaking characters skill at the language and the perceived difficulty of the word in question. Because of the way this is calculated characters should build up a

consistent vocabulary of words which they can understand, giving a more natural appearance of learning. Also because the words are scrambled randomly (or more accurately pseudo-randomly, this is a computer after all) it shouldn't be possible to "decode" the scrambled words back into plain text. A player can select to chat in any language in the game, so two characters can find a common language they are best at to talk in or players can deliberately obscure chat from others by talking in a language popular in a different region.

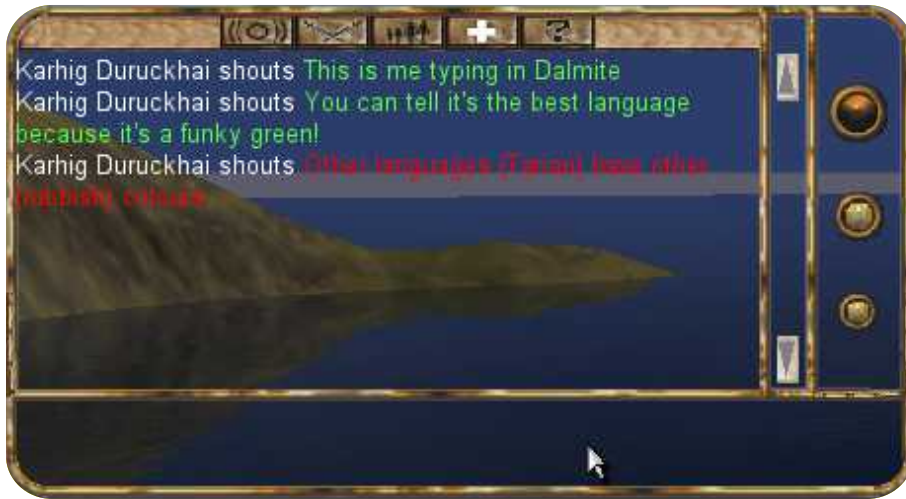
Chat also allows characters to emote certain actions. Emotes work over the default distance of talk but instead of appearing in the chat panel they appear as text above the head of a character for a limited amount of time. Obviously this means that you have to be looking at a character to see an emote. Some default emotes will also have player animations attached to them.

Although the mode of chat is selected by buttons on the chat panel there are also slash commands such as "\emote" and "\shout" which can be used to change the mode of chat for a single message.

A final feature of the Adellion chat is the ability to block individual characters if they are harassing you and to filter out types of chat you don't want to hear. For example, a Dalmite character doesn't have to listen to the rubbish that the Tarians are spouting then they can choose to ignore the Tarian language, thus filtering out a lot of text from the chat panel. Similarly shouting could be ignored to simulate filtering out background noise, something that we as humans do very well.

Obviously with the chat system as complex as it is a lot of extra load is put on the game servers. One of the ongoing problems that we as developers face is keeping the load on the game servers down. This is difficult to achieve since a lot of

features have to be performed on a server to make cheating more difficult.



This screen shows two different languages being typed in. Along the right are buttons for selecting chat volume. The buttons along the top select the type of chat to be used.

The Adellion service architecture is being developed in-house and may be discussed in a future journal so I won't go into too much detail here but this architecture should spread the load of the game over more computers and allow Adellion to support a larger player base.

For example, if chat scrambling was being performed on the client then a cheat could be made that skips the scramble stage of the chat client and all text would be available in plain text.

To help ease the load on the game server chat is the first part of Adellion to be split off into a service.

Essentially a service is a separate, but supporting feature of Adellion which can be run independently of the game server, with limited communications between the two.



This screen shows how you can select between languages.

Making It Work

Joel is Adellion's Sakoian Lore Writer.

His immediate focus is background history and storyline.

He hails from Nacogdoches, Texas and currently resides in Monterey California, where he enjoys reading, writing, and playing guitar!

When not performing for Adellion, Joel serves with the U.S. Air Force.



He also has interests in languages and fitness.



Adellion Journal Back Issues

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Adellion Journal

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Stewart Southern

has just graduated from the University of York where he completed a Masters degree in Computer Systems and Software Engineering.

He is now one of Adellion's brow beaten programmers. So far he has been responsible for implementing both the Chat client and combat system in Adellion.

He currently lives in the United Kingdom, when he isn't on a plane visiting his Belgian girlfriend Christien (also of Adellion roots).

Outside of work, Stewart is an avid computer gamer, particularly First Person Shooters and Real Time Strategy games, and enjoys hiking and spending time with his friends.



John Bates

is the Adellion Project Leader, the Salan Cultural Leader and is currently responsible for Skills design for the game.

He lives in Winchester, England and is a barrister. His favourite games are Firan MUX, War of Enlightenment and Eve online.



Journal Editor & Creator of Cool Stuff

Richard is active in Adellion's Art & Media group. He lives in Calgary, Alberta, Canada, enjoys wood working and making wine but especially likes hiking with his best friend Dixie. His fave games include Morrowind, Master of Orion, and Super Mario Golf.



Dixie

Cover: On the Homestead.