



MOONMANA



Pirates of

Everseas



Build Your Empire!



Expand Your Navy!



Engage in Legendary Battles!



Pirates of Everseas

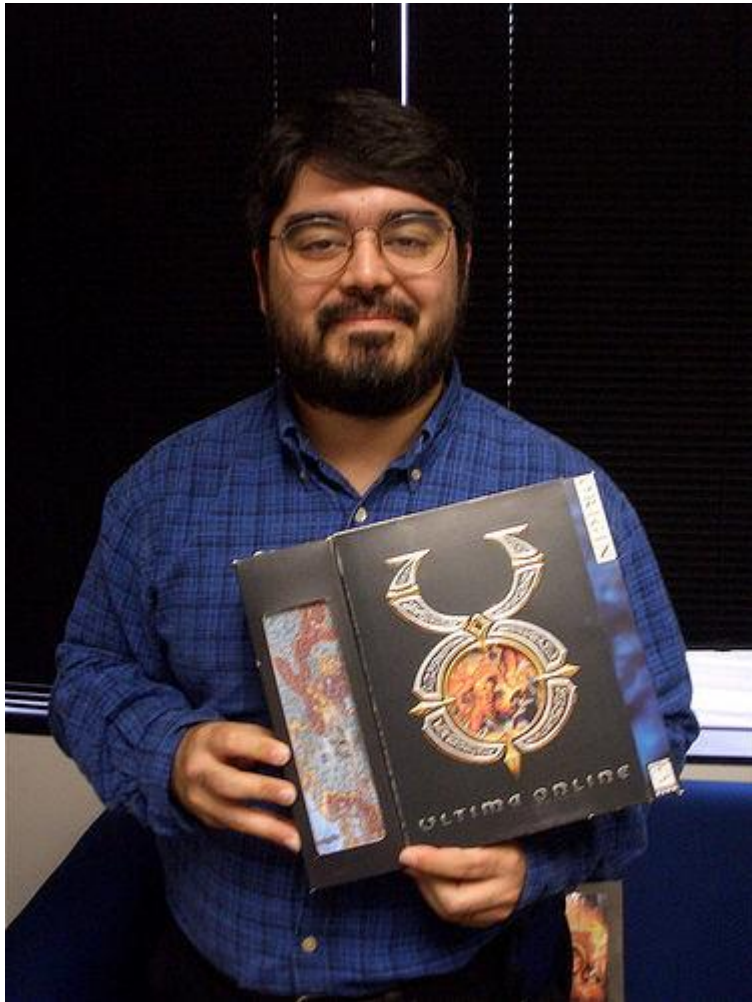
- 3 years of development
- 300 000 lines of code
- 1 000 000 of users
- Own engine

Platforms:

- iOS
- Android (Google Play & Amazon)
- Windows Phone / Windows 10



Raph Koster's *The Laws of Online World Design*



<http://www.raphkoster.com/gaming/laws.shtml>



Since one of the first updates

No more ability to sell buildings, why?

No more ability to sell buildings, why?

- ▶ 1. Removed extra source of income, when already spent resources can be returned back.
- ▶ 2. Removed ability to hide resources by building some stuff and selling the stuff later, when more resources is needed for some expensive upgrade.
- ▶ 3. Removed ability to sell everything you have, which
 - ▶ A) makes harder to quit the game forever
 - ▶ B) makes impossible to give a lot of resources for free to other players

*“Ownership is key”
Raph Koster*

Freedom is good, freedom is bad

- ▶ Freedom to rename your city or player
- ▶ Freedom to be a good pirate or a bad pirate
- ▶ Freedom to find and interact with a certain player (KP, score and resource transfers)

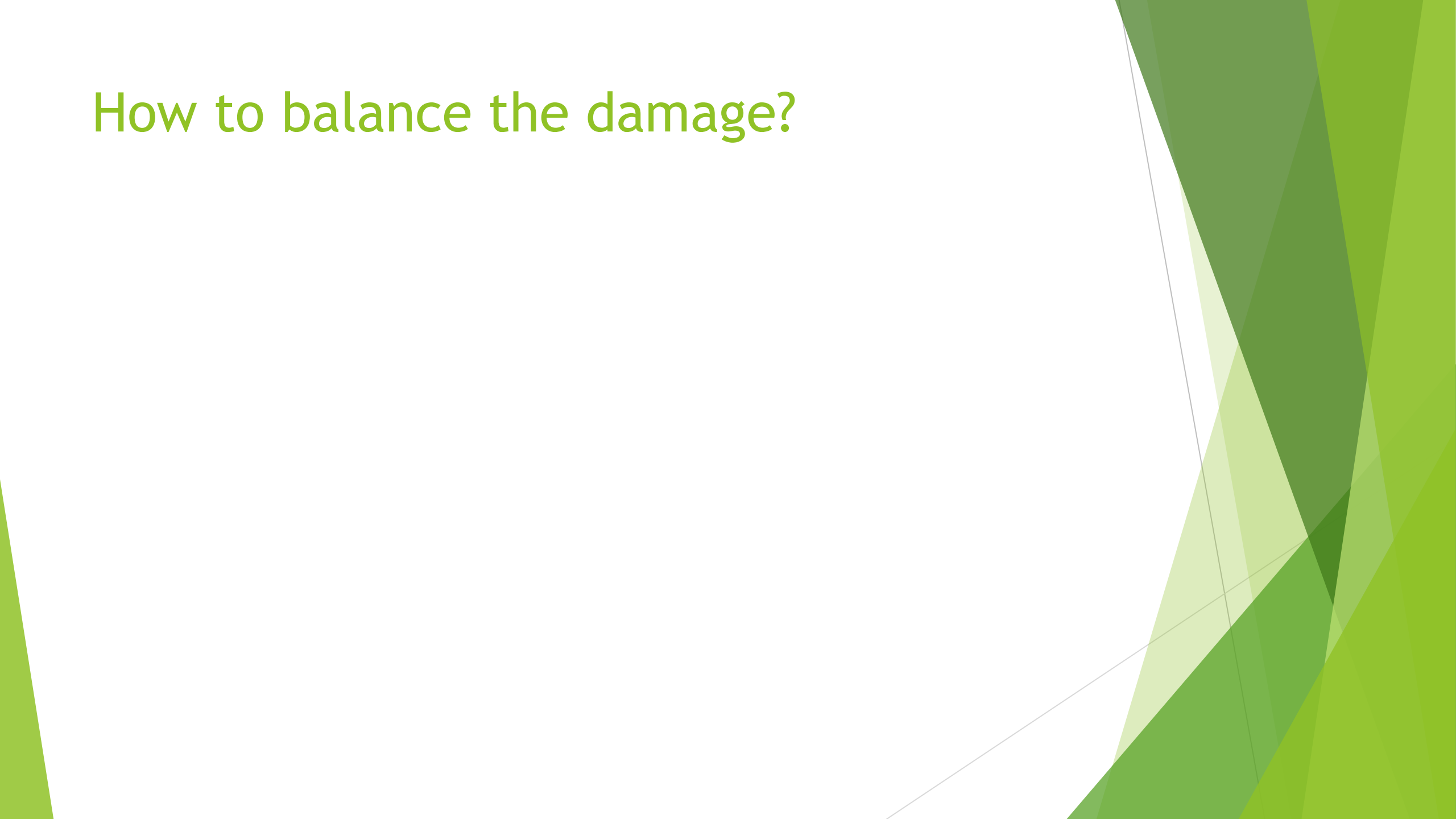
Damage is good, damage is bad

- ▶ Damage = hate
- ▶ Hate = revenge
- ▶ Damage = shame
- ▶ Balance the damage = win

Baron's Law

“Glory is the reason why people play online; shame is what keeps them from playing online. Neither is possible without other people being present.”

How to balance the damage?



How to balance the damage?

- ▶ Make it constant
- ▶ Make it replenishable
- ▶ Split players into groups
- ▶ Make it not so hard
- ▶ Pay for damage (give something in return)

Wonders


- ▶ Age
- ▶ Wealth
- ▶ Dedication

Dedication: calculators

Pirates of Everseas Calculator

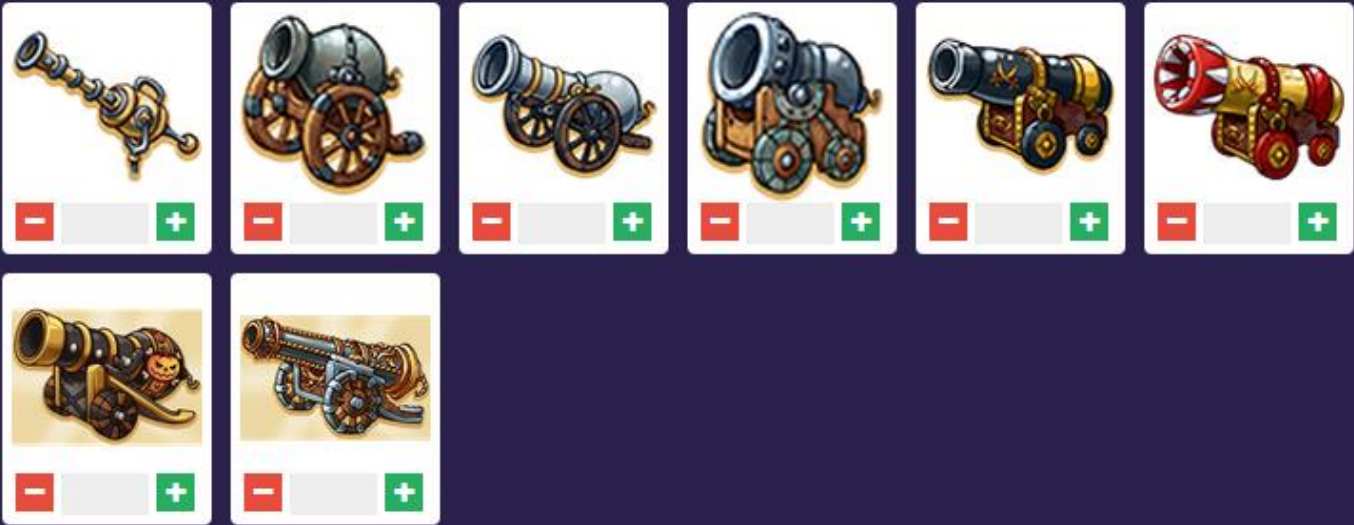
- EDIT FLEETS
- DAMAGE CALCULATOR
- SELL WEAPONS
- WIKI
- FORUM

1ST FLEET - EDIT WEAPONS



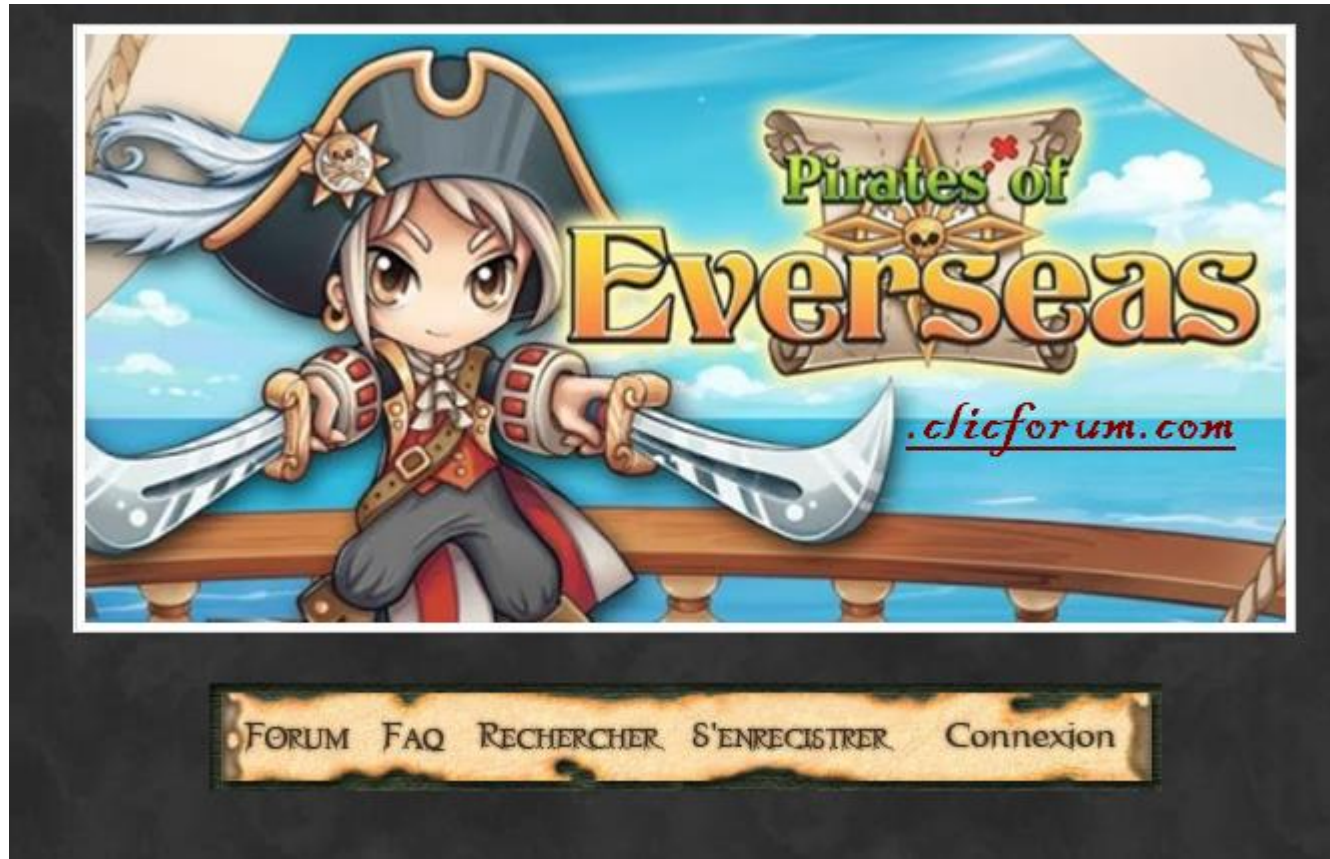
Five ship icons are displayed in a row, each in a white-bordered box. From left to right: a three-masted sailing ship with white sails; a two-masted sailing ship with white sails; a three-masted sailing ship with white sails and a green hull; a two-masted sailing ship with white sails; and a black pirate ship with a skull and crossbones on its side.

CANNONS (0x)



Eight cannon icons are displayed in two rows. Each icon is in a white-bordered box with a red minus sign on the left and a green plus sign on the right. The top row contains six cannons: a long, thin, ornate cannon; a large, heavy cannon on a wooden carriage; a medium-sized cannon on a wooden carriage; a large, heavy cannon on a wooden carriage; a medium-sized cannon on a wooden carriage; and a large, ornate cannon on a wooden carriage. The bottom row contains two cannons: a large, heavy cannon on a wooden carriage; and a medium-sized cannon on a wooden carriage.

Dedication: fan sites




Dedication: wiki and guides

wikia

Inn [Edit](#)

Description.

Level	Cost (Gold)	Cost (Wood)	Build Time	Gold Produced
1	50,000	50,000	1 Day	2,000
2	125,000	125,000	2 Days	2,700
3	313,000	313,000	3 Days	8,000
4	781,000	781,000	4 Days	16,000
5	1,953,000	1,953,000	6 Days	32,000




Inn

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Description.

Level	Cost (Gold)	Cost (Wood)	Build Time	Gold Produced
1	20,000	20,000	4 Hours	1,200
2	56,000	56,000	8 Hours	2,400



Localization

- ▶ Нет рускава одна звизда!
- ▶ Niema polskega jedna gwiazdka!
- ▶ No english one star!

- ▶ Top priority for localization:
 1. Russia
 2. China
 3. Japan

Localization

- ▶ Нет рускава одна звизда!
- ▶ Make it clear, how to change the language!
- ▶ Make sure you change the language automatically!

Feedback

- ▶ Bugs
- ▶ Ideas
- ▶ Hate

“Despite your best intentions, any change will be looked upon as a bad change to a large percentage of your players. Even those who forgot they asked for it to begin with.”

Raph Koster

Forums

STATISTICS

Total posts **41069** • Total topics **5968** • Total members **3634**

- 1.64 topics per user
- 11.3 posts per user
- < 1% of installs

Dr Cat's Theorem

“Attention is the currency of the future.”

Join us!

- ▶ We are looking for talented people with basic knowledge of C++ and object-oriented programming and with passion for making great games
- ▶ Develop mobile multiplayer games in C++, Actionscript 3, Java
- ▶ Design and implement game features and components
- ▶ Improve your skills with industry professionals

Contact us

office@moonmana.com