

Ideas to curb over hunting a zone.

Copy/past from discord: There are a few more suggestions for this topic. Will update accordingly.

telor — 06/21/2021

I'm going to bounce of this with more hypotheticals. Instead of the room being reduced to drop less, could the player potentially be flagged by the room with a flag that says, "this character had been here a long time, no more goodies for you."

[11:16 AM]

That way if a different group of players comes the next day, the room is still useful to them and not ruined by a higher powered group.

[11:16 AM]

The only downside to this is a player running multiple characters in time steps

[11:17 AM]

Therefore taking advantage of the room.

[11:17 AM]

Just a thought.

Arcadia — 06/21/2021

I like it. Then if we add rangers "assess" ability to a room, they could see "This area has been exhausted by X and X, and X, they cannot be part of the hunting group."

1

[11:17 AM]

I've been stubbing out 'instances' along the way too. Technically we could use something like that as well.

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