

0 C.E.

Year Zero Common Era — Open-Source MMORTS

Game Design Document & Player Wiki · GitHub · License: TBD

About This Document

This wiki is the single source of truth for **0 C.E.** — covering game mechanics, systems design, technical architecture, and modding. It serves simultaneously as the internal GDD and the public-facing player reference.

Everything here is open: if you spot an error or want to contribute, open a pull request on GitHub. Sections marked as *post-launch* describe systems planned beyond the initial release.

Overview	
Changelog	History of significant design decisions and revisions.
Glossary	Key terms and abbreviations used throughout the wiki.
Roadmap	MVP scope, post-launch phases, and milestone tracking.
Vision	Design pillars, target audiences, and playstyle philosophy.

Gameplay — Core

Game Loop	Tick system, real-time phases, and session structure.
Progression	Player growth curve, unlock thresholds, and pacing.
Victory & Prestige	Win conditions, prestige scoring, and end-game.

Gameplay — Economy

Balancing	Tuning parameters, formulas, and simulation targets.
Overview	Economy model, resource loop, and design goals.
Production Chains	Input/output ratios, chain efficiency, bottlenecks.
Resources	Food, Wood, Stone, Gold, Population — definitions and caps.
Trade	Trade routes, Market mechanics, inter-player exchange.

Gameplay — Buildings

Overview	Building tiers (1–8), slot rules, and upgrade logic.
Market Place	Local trade capacity and tax revenue.
Senate	Governance, policy slots, and decree costs.
Academy	Research speed and scholar capacity.

Shrine	Faith generation and deity favour.
Barracks	Unit training queues and capacity.
City Walls	Defensive rating, repair, and breach mechanics.
Harbor	Naval trade routes and fleet support.
Farm	Food production, fertility modifiers.
Foundry	Metal processing, fuel consumption.
Granary	Food storage and spoilage mechanics.
Lumber Camp	Wood production and deforestation limits.
Quarry	Stone extraction and terrain constraints.
Warehouse	General storage, overflow penalties.
Central Storehouses	Alliance-level shared storage.
Governor's Palace	Regional control and administrator assignment.
Grand Bazaar	Wonder-class; trade network hub.
Temple	Wonder-class religious building, civ-specific.
Great Library	Wonder-class; unlocks unique tech branches.
Guild District	Artisan bonuses and trade-good unlocks.
Public Baths	Happiness bonus and disease mitigation.
Siege Workshop	Siege engine construction and deployment.
Theatre	Culture output and unrest reduction.
Watchtower	Visibility radius and early-warning triggers.

Gameplay — Military

Combat Resolution	Battle formula, modifiers, and outcome calculation.
Navy	Naval units, sea lanes, and coastal combat.
Overview	Military design philosophy and scope.
Sieges	Siege phases, wall mechanics, and defender bonuses.
Unit Types	Infantry, cavalry, ranged, siege — stats and counters.

Gameplay — Research

Overview	Research system design and pacing goals.
Research Mechanics	Research points, speed modifiers, prerequisites.
Tech Trees	Full technology trees per civilisation.

Gameplay — Territory

Fog of War	Visibility rules, scouting, and intel decay.
Territory Control	Border expansion, influence, and contested zones.
Villages	Neutral villages, capture mechanics, and bonuses.
World Map	Map generation, tile types, and region structure.

Gameplay — Social

Alliances	Alliance structure, roles, and shared objectives.
Diplomacy	Diplomatic actions, treaties, and reputation.
Forums	In-game communication, announcements, and councils.

Civilizations

Overview	Shared traits, differentiation axes, and design rules.
Sumer	Foundation Builder — construction efficiency, Ziggurat, Anunnaki pantheon.
Greece	Naval / Trade — Triremes, Hoplites, full Olympian pantheon.
Egypt	Hybrid Builder + Divine — capital compounding, Pharaoh mechanics.
Rome	Administrative Builder — multi-city scaling, Provincial Administration.
Maya	Divine / Sacrifice — blood offering economy, Sacred Calendar.

Advanced Systems

Cultural Events	Seasonal events, festivals, and timed bonuses.
Divine System	Deity favour, miracles, and religious conflict.
Espionage	Spy networks, sabotage, counter-intelligence.
Event System	Engine architecture for scripted and random events.
Heroes	Hero units, traits, levelling, and narrative hooks.
Scripting Engine	Lua/Rhai hooks for events and modding scripts.

Technical

API	REST endpoints, WebSocket protocol, auth flow.
Architecture	Rust crate layout, Actix-web, async runtime design.
Contributing	PR workflow, code conventions, test requirements.
Data Models	PostgreSQL schemas, entity relationships, migrations.
Modding	Mod format, data overrides, hook points, packaging.
Performance	SBC benchmarks, profiling targets, tick optimisation.
UI / UX	Leaflet.js integration, Canvas/WebGL, design system.