MAJIK

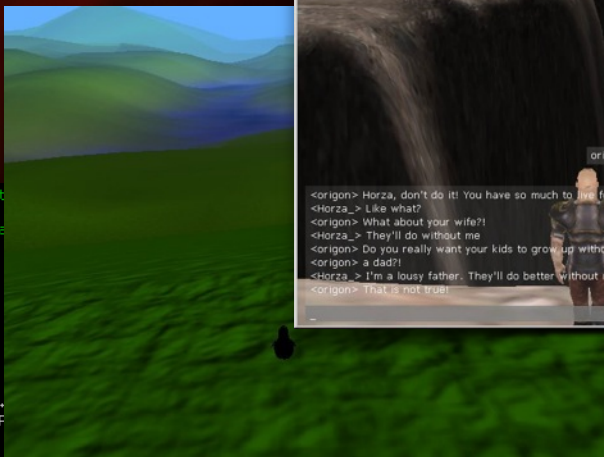A volunteer-driven project for an immersive online roleplaying game

1995 - 2002

Initially born out of the sheer excitement of being spellbound by fantasy novels taken live in form of real-time multi-player textual adventure games, which in their simplicity seemed to create more vivid images to the mind's eye than any graphically rich game ever could; the goal was to concentrate on creating the most involving gaming experience by deliberately targeting the mind's potential for imagination taken more real by making the gaming experience based on interaction between other players, and on in-game content and challenges created by other players within the inspiring and addicting game system stripped bare of artificialness that would destroy the believability and shut the mind's eye. And this was the differentiating aspect: to make it more real and more involving than the competitors ever could. However, the limitations in the textual representation made it harder, if not impossible, to make the fighting system as tactically challenging as we wanted, in order to better involve the thinking power of the human players, and this was why in the end we created a fully 3D *procedurally generated* massively multi-player virtual world which in effect essentially aimed to create some sort of a mix of Minecraft and World of Warcraft before either of them existed in the era when hardware accelerated real time 3D was as rare as text-based games today are, and was quite challenging to implement.

About 200,000 code lines (mostly ANSI C++) and hundreds of textual and graphical assets was created during timespan of about 7 years, involving many skilled developers and graphic artists on working volunteer basis, but with strong commitment, from all over the world, without necessarily ever seeing each other in person. Everything was essentially created from scratch. Even collaboration tools, such as task management and forums, were created from scratch, because good enough tools didn't exist at the time when the project was active. The project was mentioned in Finnish national TV and in several paper and online magazines. During the peak of its popularity the core development team was recruited as key developers to two partnering companies to develop massively scalable and fault-tolerant gaming and communication server technology, a social 3D virtual world (read "3D Facebook") and a client-side gaming graphics performance optimisation technology, which then effectively killed the progress because the project no longer had any core developers with free time to continue the development. But even today the spirit lives on and there's some degree of eagerness to complete even some of the ideas in some form or another, and there has been some attempts…
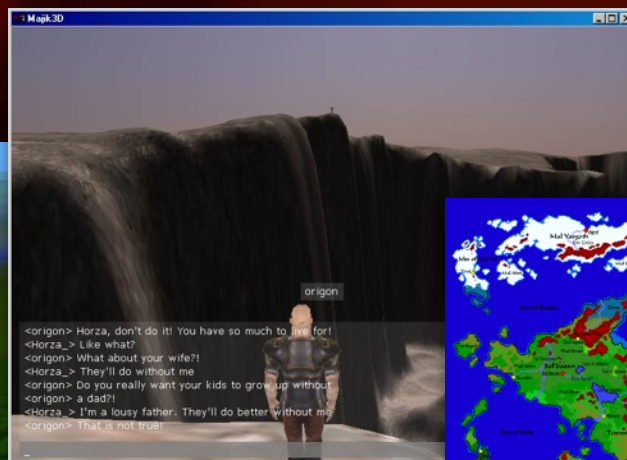
~ 2001

~ 1999

~ 1997

The 250,000 km² world