

KALLISTI MUNICIPAL BUILDING CODE

[HTTPS://KALLISTI.GOV/BUILDING/?1](https://kallisti.gov/building/?1)

SECTION 1: INDIVIDUALITY

KBC1.1.1 Every room created in the realm must have a distinct reason or purpose for existing. That reason or purpose must be reflected in the room description.

KBC1.1.2 Minor changes in grammar to make room descriptions different without actually making them distinctive is not acceptable.

KBC1.2.1 Certain zone types (mazes, large oceans, etc) may have valid artistic reasons to have duplicate room descriptions within the zone. Any zone requiring this exception must have printable, signed written permission to do so from the head builder or senior admin.

SECTION 2: CONTRUCTION GRAMMAR

KBC2.1.1 All descriptions and edescs; room, object and mob, must be indented exactly two spaces on the first line.

KBC2.1.2 If additional paragraphs are added to a desc or edesc, a single blank line shall separate each paragraph, and each new paragraph must also be indented exactly two spaces.

KBC2.1.3 All sentences beyond the first in descs and edescs shall begin two spaces after the preceding period.

KBC2.2.1 All descs and edescs shall be grammatically written in the third person narrative. 1st or 2nd person narrative forms and non-narrative forms are not permitted as descriptions without written, signed approval from the Head Builder or other senior Admin.

Example: The Tree

1st pers. Nar: I see a tree here.

The narrator is the person seeing the tree, and states what he sees.

2nd pers. Nar: You see a tree here.

The unseen narrator addresses the viewer, telling them personally that they see the tree (this is called, 'breaking the 4th wall').

3rd per. Nar: A tree is here.

The unseen narrator states what is present without addressing any particular person.

KBC2.2.2 Action descriptions, mob/object long, short and aliases shall be written in the tenses as directed in the olc help files.

KBC2.3.1 Alias nouns must be listed in order of relevance.

Example: Rusty iron gate

The list should read- gate, rusty, iron. Thus when an action is done, it will be the gate that is manipulated and not the rusty.

KBC2.4.1 All user commands (COMMANDS) must be capitalized when displayed in training or help files.

SECTION 3: ACCESSABILITY

KBC3.1.1 All zones must be accessible by players of their appropriate level without passing through zones of greater difficulty.

KBC3.1.2 High level zones (50+) may not be accessible by players within 40 actual room moves of the Temple of Midgaard by any transport means or portal.

SECTION 4: THEMATIC CONSISTENCY

KBC4.1.1 All zones and all they contain (rooms, objects and mobs) must maintain a technological posture of renaissance or earlier. Modern technology is not thematically permitted.

Example: The Gypsy Camp

A gypsy camp fits within the technology. A trailer park does not.

KBC4.1.2 All zones must connect to the realm in a manner thematically consistent with the zone which allows access.

Example: The bottom of the ocean

Connecting an area that is a monastery on the top of a mountain from here wouldn't make much sense.

SECTION 5: MECHANICAL BALANCE

KBC5.1.1 All zones must contain either mobs, objects or both that players can interact with.

KBC5.1.2 All objects and mobs must provide results/rewards to the player(s) that are mathematically consistent with the risk taken.

KBC5.2.1 Any area, built or rebuilt, must be spell checked twice by two staff members beyond the builder before being approved for live use.

KBC5.2.2 Any area, built or rebuilt, that has new or changed mobs and/or items must be playtested twice by staff before being approved for live use.

APPENDIX I

KBCA1.1 Zones 19 (Mud School) and 140 (Towers of Training/Training Grounds) are approved examples of live zones and may be used as a reference to any of the above code standards.

KBCA2.1 Although edescs and progs are not required for building, their use is both encouraged and supported. Examples can be found in the benchmark zones 19 and 140.

