MMOgick

Build your own 2D MMORPG

A hobby for adults 30+ and for teens

MMOgick is a service where people build and run their own online games

mmogick.com



What MMOgick is

Your own online games in the spirit of classic 2D MMORPGs: an open world, enemies, items, spells, quests and merchants.

- You get a ready-made game from the catalog on the website and change it to your taste.
- You edit the game in the control panel on the website — by hand or in plain words.
- People play in a browser — on a computer or a phone.

In short: Roblox for 2D MMORPGs, with AI-made content



mmogick.com **Catalog**

How it works



1 Get a ready-made game

The Mana World from the catalog is already a working game. You get the whole game for yourself, so you do not start from scratch.



2 Change it to your taste

In the control panel you edit maps, entities, graphics and the mechanics code — the program that runs combat, trading and quests in the game. Entities are everything placed on the maps: enemies, chests, traps. You can ask your AI assistant to do the same in plain words — it is a program with AI that you install yourself and connect to the panel.



3 Enter the game

From a browser on a computer or a phone, and on Windows and Android also as a separate app.

The Mana World in the catalog

What is already in the game

Combat, magic, inventory, trading and quests are already written. Worlds — maps of one area together with their graphics — and other graphics are in the catalog.

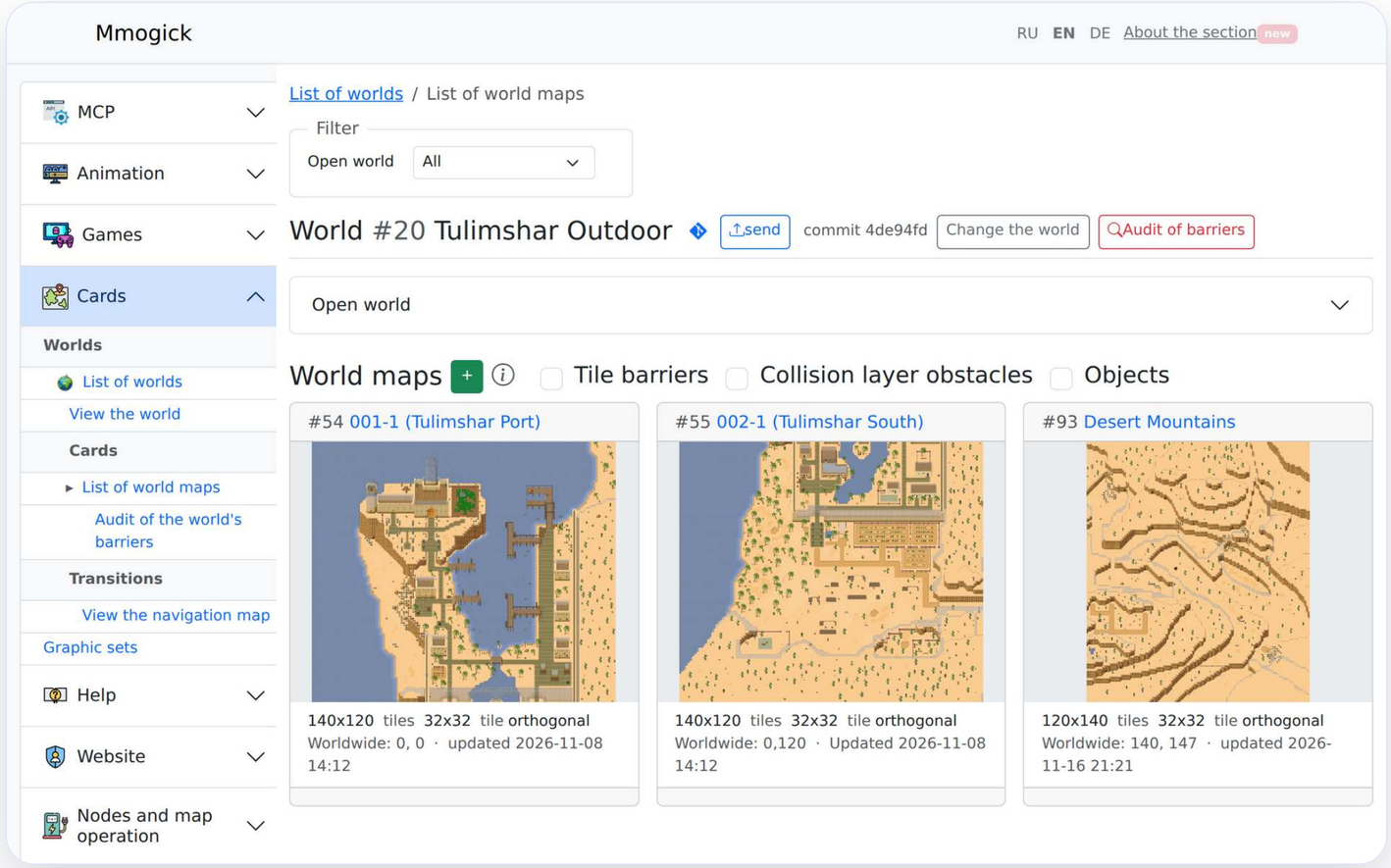


The Mana World on MMOgick — an open-source 2D MMORPG ported to the service. You can play it in a browser right now.

Play in the browser

The game is made in the control panel

- Maps are drawn in the free Tiled editor and uploaded to the panel.
- Entities are placed on the maps and configured.
- Graphics — animations (character movement) and image sets (items and icons) — come from the catalog, or you upload your own: animations, for example, from Spine or Spriter.
- The mechanics code is edited right in the panel — when you need a mechanic the game does not have.



Control panel: a world of three neighboring maps

Tiled map editor **Spine animation editor** **Spriter animation editor**

The AI assistant edits a running game

The AI assistant is your own program with AI (Claude Code, Cursor and the like): you install it yourself and connect it to the control panel.

- Following your description in plain words, it places entities on the maps and edits mechanics: you decide what to do.
- It checks its own work: it enters the game as a player.
- You do not need to teach it the service: the service itself explains to it how the panel is arranged and what each of its actions does.
- Ready-made instructions for Claude Code — how to edit the client — come with the code of the client, the program people play through.



Claude Code **Cursor** **Client code on GitLab**

An open world, not separate matches

Maps sit edge to edge: a player walks onto the neighboring map simply by reaching the edge of the current one. The world is not split into separate matches.

- Transitions lead into a house, a cave or another floor: a player walks, for example, through a door — and ends up on another map or on another floor of the same map.



The world map window in the game: neighboring maps are shown as one canvas

The server is the service's job



Edits without stopping the game

Rules, balance and content change on a running server — without updating the client and without players leaving the game.



More players — more servers

The game's maps are spread across the service's game servers. As the number of players grows, the service connects new servers — you do not need to rework the game.



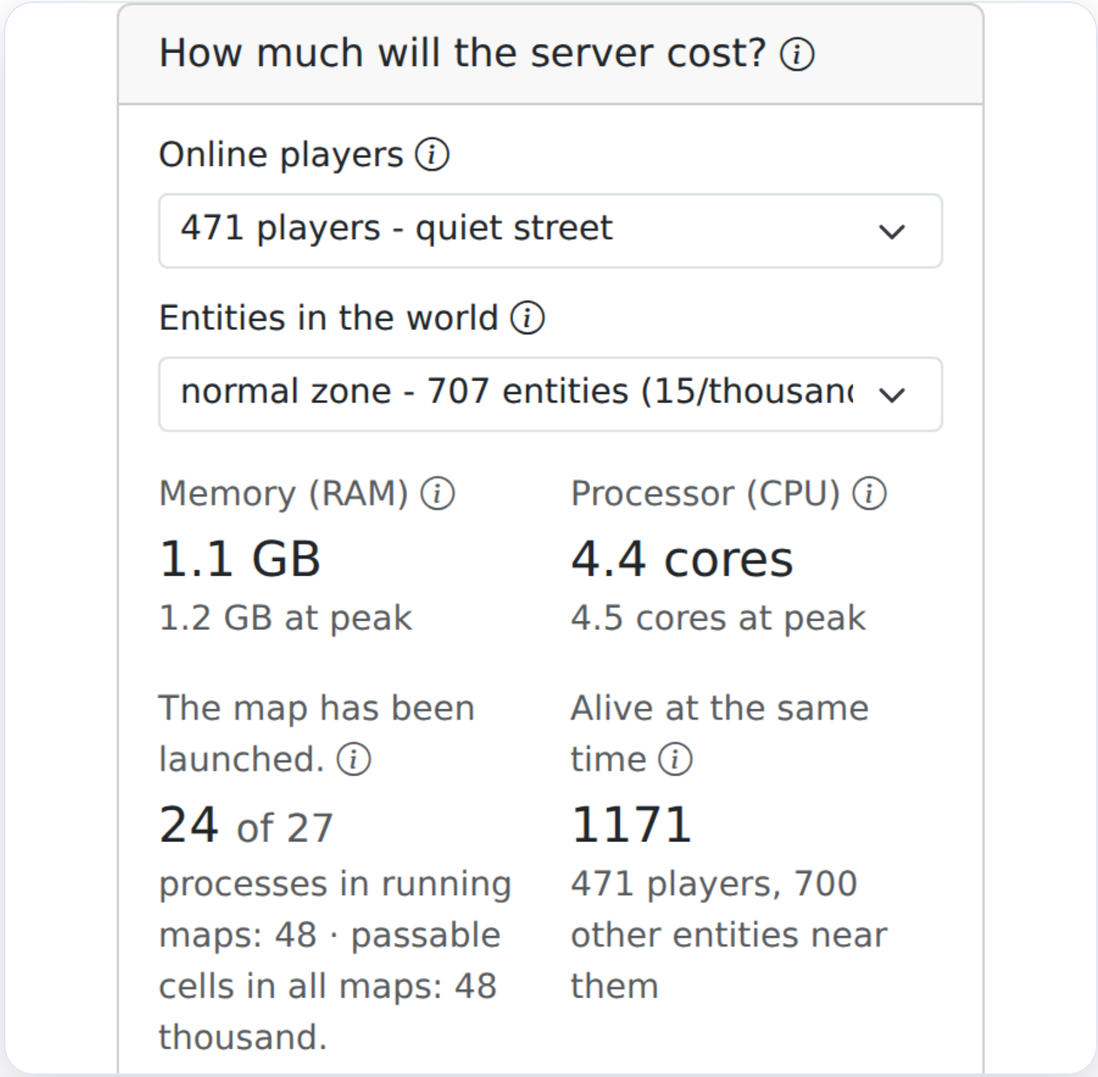
Mechanics run on the server

The client only draws, while the server decides the outcome of combat, the player's items and movement — a player cannot fake them on their own device. The ready-made client is built with Unity, and you can build your own with another game engine: only the drawing is rewritten, the mechanics stay on the server.

How much memory and CPU the game will take

The “How much will the server cost?” block on the game's page in the catalog shows this in advance — for the number of players you need.

- A page in the control panel shows the same for your own game.



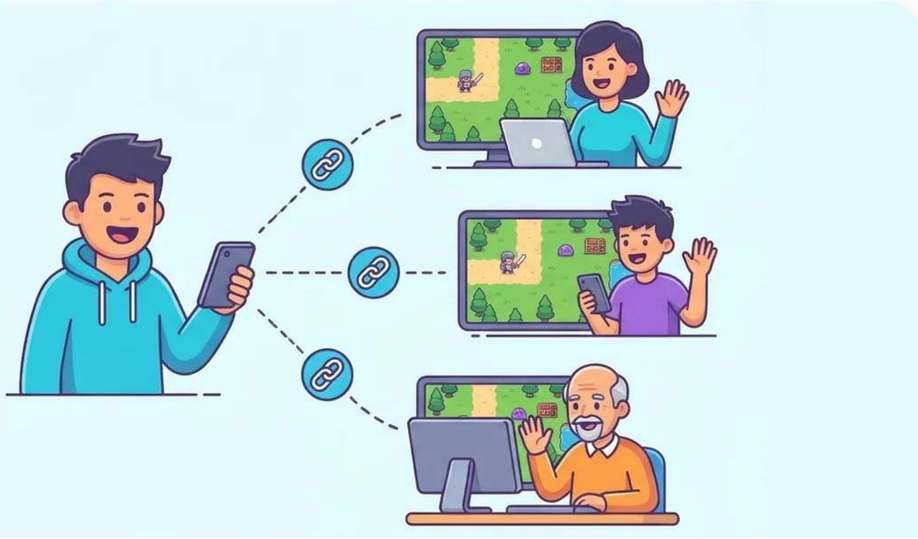
The Mana World page in the catalog

Together with friends



Make the game together

You add friends as co-authors and give each one a role — it sets what the co-author can do in your game.



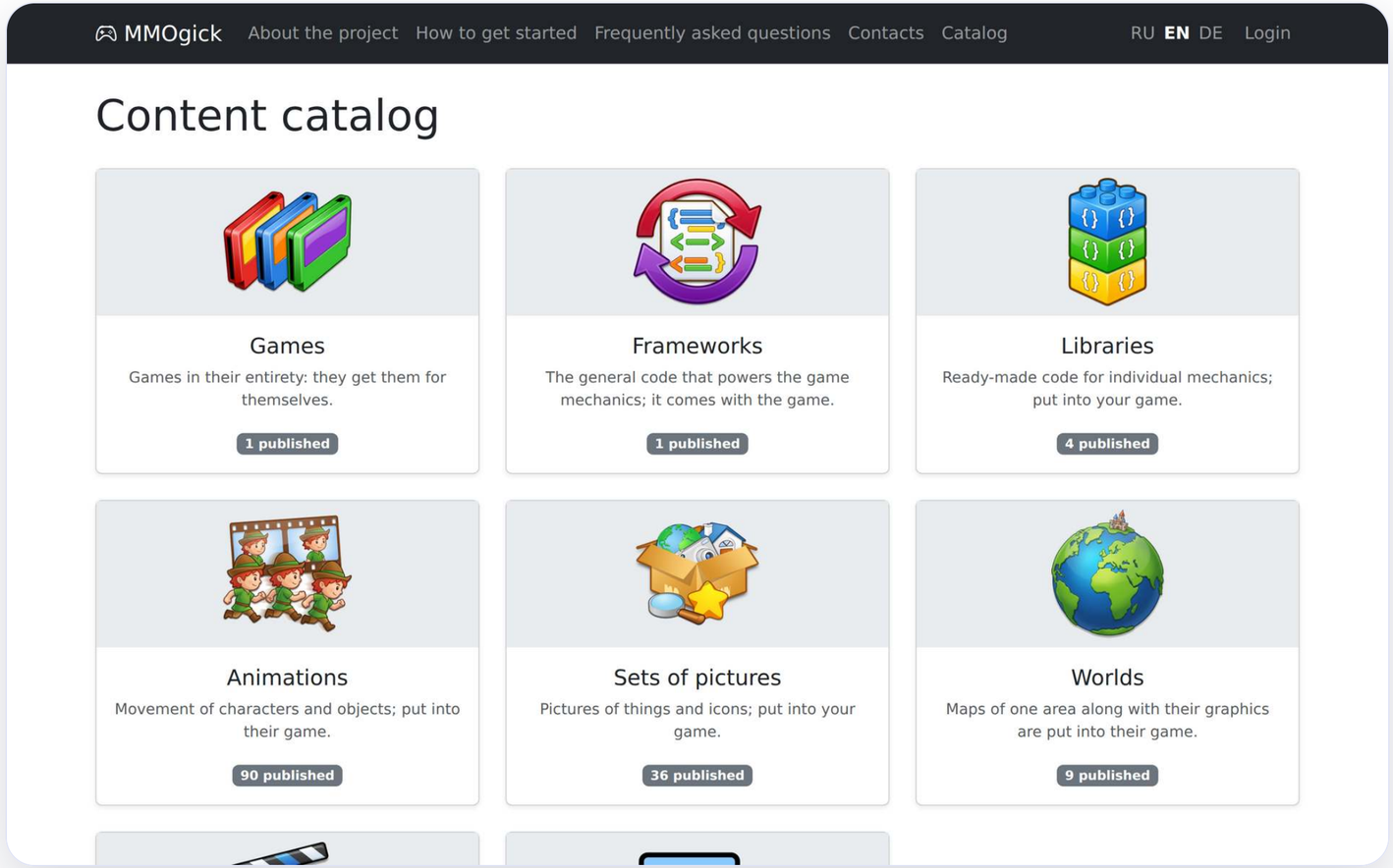
Play by a link

Every game has a permanent link: you send it to friends, and the game opens in their browser. Your friends do not need to install anything, and you do not need to keep your own computer on.

Ready-made content in the catalog

You get a game for yourself as a whole, while worlds, animations, image sets and libraries are installed into your own game.

- Tutorial videos and apps — game clients — are here too.



Catalog on mmogick.com

For those who compare: MMOgick and networking engines

Photon, SmartFoxServer, Colyseus and Nakama are a foundation for a game you write yourself; MMOgick gives you the game itself — you only fill it with content.

	Photon	SmartFoxServer	Colyseus	Nakama	MMOgick
Ready-made game mechanics: inventory, trading, combat, pathfinding	no	no	no	no	**yes**
Editing the world and content in a control panel	no	no	no	no	**yes**
A content catalog with installation into the game	no	no	no	no	**yes**
An open world of neighboring maps with no loading between maps	no	partly*	no	no	**yes**
An AI assistant builds and edits the game itself	no data	no data	reads the documentation	edits server data	**yes**

* SmartFoxServer has tools for an open world — map limits and the player's area of interest; the world itself is written by the developer. Based on the public materials of these engines as of September 2026.

What MMOgick does not have

The comparison is fair both ways: here is what networking engines have and MMOgick does not.

	Photon	SmartFoxServer	Colyseus	Nakama	MMOgick
Rooms and matchmaking	**yes**	**yes**	**yes**	**yes**	**no: the world is not split into matches and rooms**
Chat, friends list, player groups	a separate paid product	**yes**	no	**yes**	**no**
Leaderboards and tournaments	no	no	no	**yes**	**no**
Purchase validation	no	no	no	**yes**	**no**
Voice chat	**yes**	no	no	no	**no**

Based on the public materials of these engines as of September 2026.

How much it costs

Prices are not set yet, so there is nothing to pay for now.

- Once prices are set, you will pay for the memory and CPU your game takes on the service's servers, not for the number of players. Traffic is not billed separately.
- A small game stays free on servers shared with other games of the service — within limits that I, the author of MMOgick, will name together with the prices.
- A game that needs more than those limits gets its own servers, separate from other games of the service, for the period you pay for.

The AI assistant is a separate product: you pay its developer for it



Who it is for



Those who wanted to make their own game

To launch an online game alone, you usually need your own game server, networking code and a player database. Here all of that already exists, and you make the game itself.



Those looking for a hobby to get away from the daily rush

You build the game in the evenings, at your own pace: a new map today, a new enemy tomorrow.



Clubs, schools and studios

I will help you build your game.

MMOgick has been built in the open since 2022

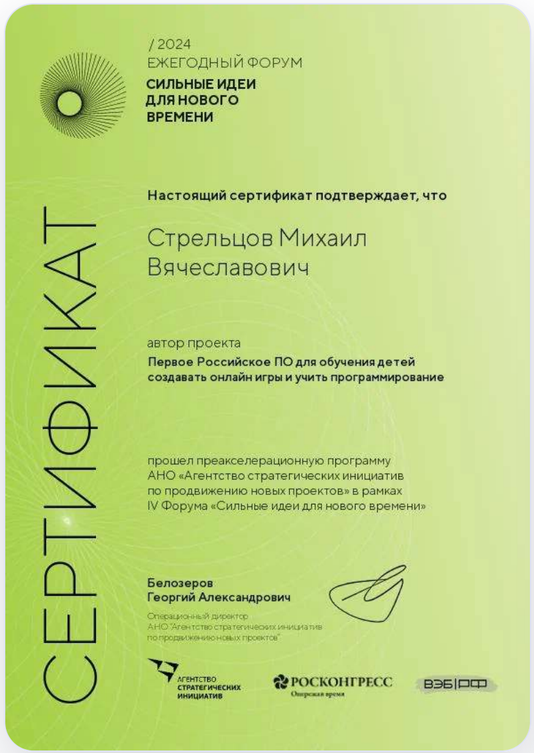
- I explain how the service works in a series of articles, “Building an MMORPG server”, on Habr — a website with articles about programming. The first part came out in June 2022. The articles are in Russian.
- The code and files of games, worlds and graphics can be viewed and downloaded on GitLab — a website for hosting projects.
- Tutorial videos come out on VK Video and YouTube, in Russian.



Articles on Habr **Code and files on GitLab** **VK Video** **YouTube**

MMOgick at the “Strong Ideas for a New Time” forum

In 2024 MMOgick completed the pre-acceleration program of ASI — the Agency for Strategic Initiatives. The program ran at the 4th all-Russian forum “Strong Ideas for a New Time”.



Certificate of program completion, 2024



Idea author's certificate

Where to start



1 Play

The Mana World opens right in the browser: sign up on the game's login screen — make up a user name and a password.



2 Look at the panel

On the control panel login page — the “Login” button at the top of the website — click “Login to demo”: maps, graphics and mechanics code are visible, but edits cannot be saved.



3 Watch the videos

The playlist “Control panel: a game without code” on VK Video walks through the sections of the panel. The videos are in Russian.



4 Write to me

On Telegram — @webrobot1. Accounts in the control panel are created by me, the author of MMOgick. Tell me what game you want to build.

Play in the browser · **Control panel login** · **Playlist on VK Video** · **The “How to get started” page**

Contacts

Website
mmogick.com

Telegram
@webrobot1

MAX
vk.cc/d3tSzk

Author's email
admin@my-fantasy.ru

VK Video
vkvideo.ru/@mmogick_ru

YouTube
youtube.com/@mmogick_ru

Articles on Habr
habr.com/ru/users/webrobot/articles

Code and files of games
gitlab.com/mmogick