ROYAL CITY RP

For project staff, partners and investors



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EXECUTIVE PROJECT & DEVELOPMENT REPORT

Standalone mobile open-world multiplayer roleplay game

Android · iOS	Arabic first · English	2026-10-31	v1.0.0
Platforms	Languages	Data updated	Data version

Content basis: project brief. The Enterprise Technical Specification Document has not yet been cross-checked, so every system status is awaiting confirmation. Cover artwork is an original concept visual, not an in-game screenshot.

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Evidence classes used in this report

Named in project brief Listed in the project brief as coming from the specification. The specification file itself has not yet been cross-checked.

Owner confirmed Confirmed by the project owner.

Proposed / recommendation A future plan or recommendation, not an established fact.

01 EXECUTIVE SUMMARY

Royal City RP is a standalone mobile open-world multiplayer roleplay game for Android and iOS, aimed at Arabic-speaking players across the Middle East and North Africa. Arabic is the primary language with full right-to-left support, and English is secondary.

The project scope is defined: fifteen game and platform systems, eight factions, four proposed deployment phases and five outstanding technical priorities. This report organizes that scope and states plainly what is and is not yet confirmed.

Headline finding: no system has yet had its implementation status confirmed, no phase has a target date, and all five next priorities remain outstanding. The most important next step is for the project owner to supply the specification and confirm statuses, after which this report and the website update automatically from the same data file.

Scope at a glance

15	8	4	5
Game systems	Factions	Deployment phases	Outstanding priorities

What is known

- The project is a standalone mobile open-world multiplayer roleplay game for Android and iOS.
- Fifteen game and platform systems are named in the project brief.
- Eight factions are named.
- Four deployment phases are proposed as a strategy, without calendar dates.
- Five next technical priorities are listed and treated as outstanding.

Still requires confirmation

- The current implementation status of every system. No status has been reported yet.
- Whether any system has passed testing, and what evidence exists.
- Whether the server infrastructure has been deployed.
- Target dates, budget and player numbers.

02 PROJECT VISION AND OBJECTIVES

Royal City RP is a standalone, mobile-first open-world roleplay game. Players live out careers, rivalries and stories inside one persistent shared city.

Project fundamentals

Target audience	Arabic-speaking gamers, particularly across the Middle East and North Africa.
Supported platforms	Android and iOS mobile devices.
Localization strategy	Arabic is the primary language with full right-to-left support. English is the secondary language.
Core gameplay concept	An open-world multiplayer roleplay city where civilian, lawful and criminal careers share one persistent world.
Project category	Standalone mobile open-world multiplayer roleplay game.

Long-term objectives (Proposed / recommendation)

1. Deliver a stable, secure and playable city on both Android and iOS.
2. Roll the game out in four staged deployment phases, from a staff alpha to a commercial release.
3. Run the community under a clear nine-tier administrative hierarchy with auditable staff actions.
4. Keep an Arabic-first experience with proper right-to-left layout throughout.

03 CURRENT DEVELOPMENT STATUS

The scope of the project is defined, but no system has yet had its implementation status confirmed.

15

- Implemented: **0**
- Tested and verified: **0**
- Partially implemented: **0**
- In development: **0**
- Planned: **0**
- Pending verification: **0**
- Awaiting confirmation: **15**

Systems by confirmed status — All fifteen systems are awaiting confirmation. This chart will fill in as the owner confirms statuses.

Status	#	Description
Implemented	0	Reported as implemented in the specification. Not independently verified.
Tested and verified	0	Test evidence has been supplied and confirmed.
Partially implemented	0	Some parts exist; the remainder is outstanding.
In development	0	Work is actively under way.
Planned	0	Scheduled for the future; work has not started.
Pending verification	0	Reported to exist but validation or test evidence is outstanding.
Awaiting confirmation	15	Current status has not been reported. The project owner must confirm it.

Progress bars appear only when real numerical progress data is added to the data file. None has been reported yet.

The Enterprise Technical Specification Document was not available when this site was built. All content comes from the project brief and every status is awaiting confirmation.

04 GAME SYSTEMS AND FEATURES

A system being described does not mean it is operational. Each card shows its status and what must still be validated.

System	What it does / Role in gameplay	Status	Validation required
Multiplayer client–server architecture	Mobile clients connect to the Royal City core server, which keeps the shared world synchronized between connected players in real time. Underpins every interaction: movement, vehicles, jobs, emergency response and faction operations all depend on it.	Awaiting confirmation	Multi-client stress testing under simulated high-latency mobile connectivity is outstanding (milestone 3).
Character accounts and authentication	Players sign in and manage their roleplay characters through authenticated sessions. Ties every character, asset and faction role to a verified player identity.	Awaiting confirmation	Session-management behaviour and account-security checks await confirmed test evidence.
Character state persistence	Character data is stored in a persistent relational database so progress survives disconnects and server restarts. Makes the world continuous: money, property and standing carry from one session to the next.	Awaiting confirmation	Data integrity, backup/recovery and concurrent-write behaviour need verification.
Vehicles and ownership	Players can purchase and own vehicles, with ownership recorded against their character. Provides mobility and status, and supports jobs, customization and law-enforcement scenarios.	Awaiting confirmation	Purchase, ownership-transfer and persistence flows await verification.

System	What it does / Role in gameplay	Status	Validation required
Housing and real estate	Characters can acquire residential property inside the city. Gives characters a home base and a long-term investment within the economy.	Awaiting confirmation	Property purchase, access rules and persistence await verification.
Commercial businesses	Player-run commercial businesses operate as part of the city economy. Creates player-driven commerce and employment opportunities for other players.	Awaiting confirmation	Business creation, income handling and ownership persistence await verification.
Jobs and employment	Characters can take lawful or illicit work, from civilian trades to faction roles. Drives income, daily activity and the interaction between different groups of players.	Awaiting confirmation	Individual job loops, payouts and balancing await verification.
Banking and financial transactions	Characters hold bank balances and can move money through transfers and purchases. Connects every earning and spending activity, so it is the backbone of the economy.	Awaiting confirmation	Transaction integrity, duplication safeguards and audit trails await verification.
Player inventory	Characters carry and manage items. Supports trade, work tasks and day-to-day roleplay.	Awaiting confirmation	Item handling, limits and anti-duplication checks await verification.
Police and law enforcement	The Los Santos Police Department (LSPD) faction enforces law and order in the city. Provides the lawful counterpart to criminal organizations and drives pursuit and investigation roleplay.	Awaiting confirmation	Faction tools, application handbook and conduct documentation are outstanding (milestone 4).

System	What it does / Role in gameplay	Status	Validation required
Military operations	The Military Forces faction carries out organized operations within the world. Adds structured, command-driven roleplay and large-scale scenarios.	Awaiting confirmation	Faction tools, application handbook and conduct documentation are outstanding (milestone 4).
Medical services	The Medical Coalition faction provides emergency medical response and treatment. Gives players a cooperative, life-saving role and a reason for emergency response across the city.	Awaiting confirmation	Faction tools, application handbook and conduct documentation are outstanding (milestone 4).
Federal investigations	The Federal Investigation Bureau (FIB) faction handles serious and long-running investigations. Supports in-depth investigative storylines above the level of everyday policing.	Awaiting confirmation	Faction tools, application handbook and conduct documentation are outstanding (milestone 4).
Administrative tools	A nine-tier staff hierarchy uses game-master (GM) commands to moderate and manage the live world. Keeps the community fair and the economy healthy, with accountability for staff actions.	Awaiting confirmation	GM audit logging with Discord webhook integration and published permission matrices are outstanding (milestones 1–2).
Anti-exploit and security systems	Server-side validation and anti-exploit controls protect the game state from tampering. Protects fair play and the integrity of the economy and character data.	Awaiting confirmation	Independent security testing and test evidence have not been reported.

05 FACTION OVERVIEW

Eight factions shape life in Royal City.

Police Department

Army

FBI

Government

Medical Services

Media

Mechanics

Restaurants

06 ECONOMY AND EMPLOYMENT

Money, property and careers are linked through one persistent character record. What a character earns, owns and spends is stored, so the economy carries from one session to the next.

1	2	3	4
Earn	**Bank**	**Spend and own**	**Persist**

Conceptual flow written for this showcase, not a documented game formula.

Component	Description	Status
Civilian businesses	Everyday commercial activity run by players.	Awaiting confirmation
Restaurants and retail	Food service and shops that serve other players.	Awaiting confirmation
Mechanics and vehicle customization	Repair and personalization services for vehicles.	Awaiting confirmation
Journalism and media	Reporting and media roleplay inside the city.	Awaiting confirmation
Legal employment	Lawful professions and employer-based work.	Awaiting confirmation
Private enterprises	Player-owned companies beyond the basic business.	Awaiting confirmation
Criminal organizations	Illicit groups that compete with lawful factions, overseen by dedicated staff supervisors.	Awaiting confirmation
Banking and transfers	Balances and money transfers between characters.	Awaiting confirmation
Vehicle purchases	Buying vehicles and recording ownership.	Awaiting confirmation
Real estate	Buying and holding property.	Awaiting confirmation

Implementation status of every component below needs confirmation.

07 TECHNICAL ARCHITECTURE

The documented design links mobile clients to a core server and a persistent database through a network layer.

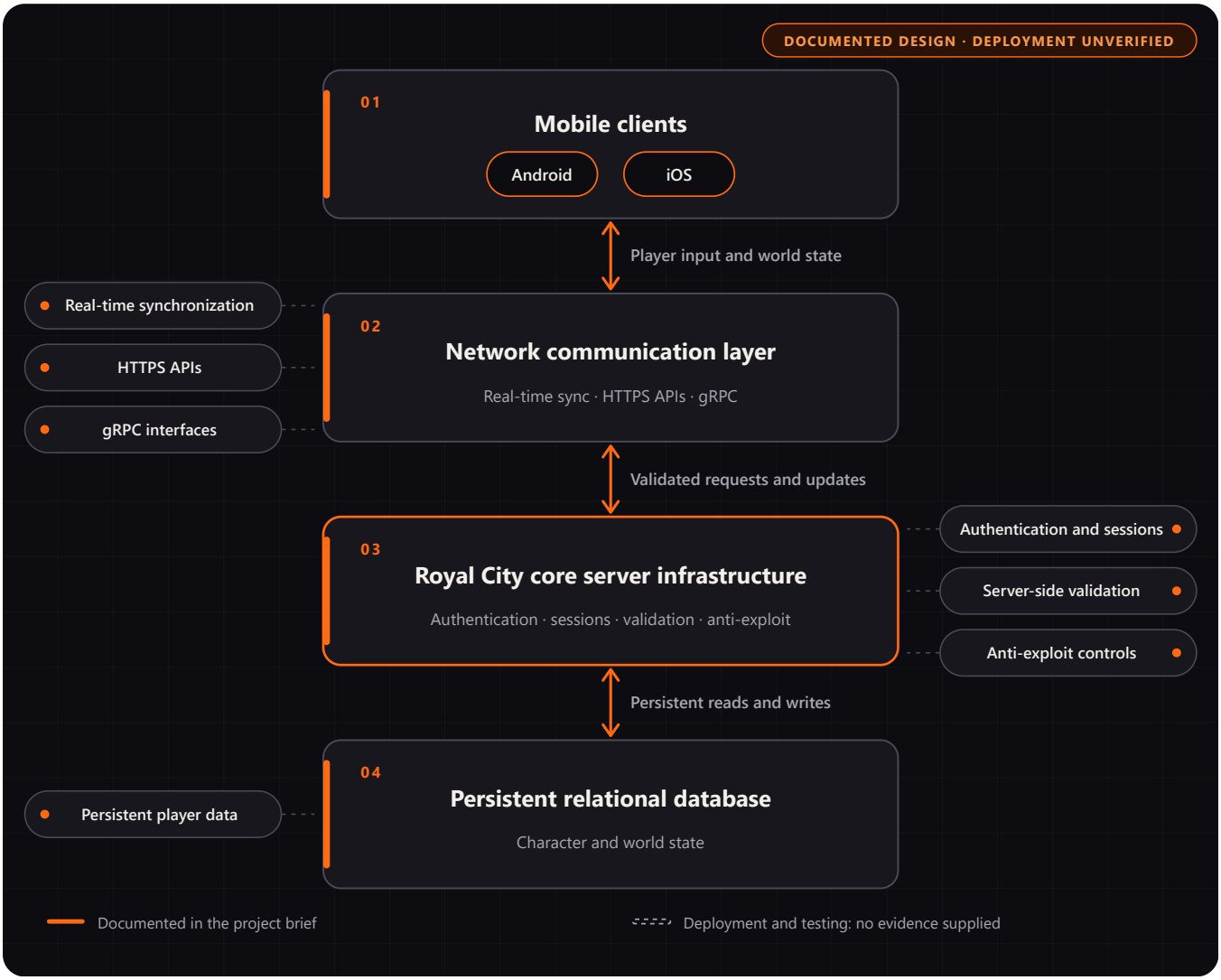


Figure 1 — Documented architecture (deployment unverified)

Documented design only. No evidence has been supplied that this infrastructure is deployed or has been independently tested.

Documented components

Component	Description
Real-time network synchronization	Keeps all connected players looking at the same world state.
HTTPS APIs	Request/response interfaces carried over encrypted connections.
gRPC interfaces	Structured service-to-service and client-to-server calls.
Authentication and session management	Identifies each player and controls the lifetime of their session.
Persistent player data	Character, asset and financial records stored relationally.
Server-side validation	The server checks client actions instead of trusting them.
Anti-exploit controls	Safeguards against cheating and economy abuse.

08 SECURITY AND DATA PERSISTENCE

This page describes the security model at a high level only.

Documented controls

- Server-side validation of client actions
- Authenticated sessions for every player
- Anti-exploit controls on the economy and world state
- Audit logging of GM commands (outstanding)

Data persistence

Character, asset and financial records are documented as stored in a persistent relational database, so progress survives sessions and restarts. Backup, recovery and concurrent-write behaviour still need verification.

Deliberately withheld: Credentials, API keys, server addresses, database details and detection logic are deliberately not published here, in the PDF, or in this repository.

09 DEVELOPMENT ROADMAP

The four phases are a proposed deployment strategy. No calendar dates have been confirmed and no phase is recorded as complete.

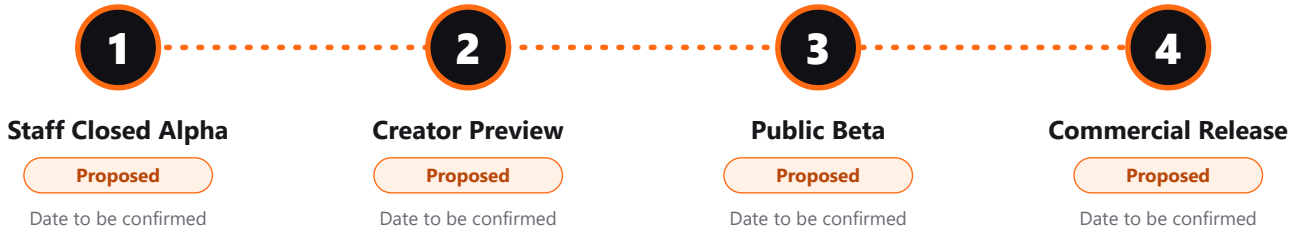


Figure 2 — Proposed deployment phases (no dates confirmed)

1 Staff Closed Alpha — Proposed

Objective	Let the internal staff exercise the core systems and administrative tooling before anyone outside the project sees the game.
Target participants	Project staff and administrators
Main deliverables	*Awaiting confirmation*
Entry requirements	GM audit logging with Discord webhooks and published permission matrices (milestones 1–2). Recommendation
Exit criteria	*Awaiting confirmation*
Target date	*Date to be confirmed*

2 Creator Preview — Proposed

Objective	Give invited content creators early access to gather feedback and begin building awareness.
Target participants	Invited content creators
Main deliverables	*Awaiting confirmation*
Entry requirements	Alpha findings addressed; faction handbooks and conduct documentation finalized (milestone 4). Recommendation
Exit criteria	*Awaiting confirmation*
Target date	*Date to be confirmed*

3 Public Beta — Proposed

Objective	Open the game to a wider public audience to test scale, stability and moderation.
Target participants	Public players
Main deliverables	*Awaiting confirmation*
Entry requirements	Multi-client network stress test under simulated high-latency conditions completed (milestone 3). Recommendation
Exit criteria	*Awaiting confirmation*
Target date	*Date to be confirmed*

4 Commercial Release — Proposed

Objective	Launch the full release to the Arabic-speaking market on Android and iOS.
Target participants	General public
Main deliverables	*Awaiting confirmation*
Entry requirements	Beta exit criteria met and target dates established (milestone 5). Recommendation
Exit criteria	*Awaiting confirmation*
Target date	*Date to be confirmed*

10 OUTSTANDING MILESTONES

These remain outstanding until the owner supplies evidence of completion.

#	Description	Area	Status
1	**Complete GM command audit logging and Discord webhook integration** Every GM command must leave a traceable record that is delivered to the staff Discord through webhooks.	Administration	Outstanding
2	**Publish detailed permission matrices for all nine administrative tiers** Document exactly which command categories each tier may use.	Governance	Outstanding
3	**Execute multi-client network stress testing under simulated high-latency mobile connectivity** Prove that many simultaneous mobile clients stay in sync when the connection is slow.	Engineering	Outstanding
4	**Finalize faction application handbooks and player conduct documentation** Give players and faction leaders a written standard for applying and behaving.	Community	Outstanding
5	**Establish target dates for the four deployment phases** Turn the proposed strategy into a dated plan.	Project management	Outstanding

11 RISKS AND DEPENDENCIES

Risk	Description	Mitigation
Unverified implementation status	No system status has been confirmed. Reports could overstate readiness until evidence is supplied.	Owner supplies the specification and confirms each status in the data file.
Mobile network quality	Real-time sync on mobile connections may degrade under latency. The stress test is outstanding.	Complete milestone 3 before any public phase.
Staff accountability	Powerful GM commands without audit logging weaken trust and make abuse hard to detect.	Complete milestones 1 and 2 before the staff alpha.
Unclear community rules	Without handbooks and conduct documentation, faction recruitment and moderation can become inconsistent.	Complete milestone 4 before the creator preview.
No target dates	Without dates, dependencies between phases cannot be tracked or communicated.	Complete milestone 5 and record dates in the data file.
Missing authentic assets	No official logo or in-game screenshots have been supplied, so concept visuals stand in.	Drop real assets into the assets folder and mark them authentic in the data file.

Risk wording is the report author's assessment based on the project brief. No likelihood or impact scores are stated because none have been reported.

12 CONCLUSION AND NEXT STEPS

Royal City RP has a clearly defined scope and a sensible staged deployment strategy. What it lacks, in this report's evidence base, is confirmation: of status, of test results, of dates and of ownership.

Recommended next steps, in order:

1. Supply the Enterprise Technical Specification Document and confirm the status of each of the fifteen systems.
2. Complete GM audit logging and publish the nine permission matrices (milestones 1 and 2).
3. Run the multi-client high-latency stress test (milestone 3).
4. Finalize faction handbooks and conduct documentation (milestone 4).
5. Set target dates for the four phases (milestone 5), then update the data file and rebuild.

Concept visuals



Royal City RP key art

All images below are original concept visuals. None is an in-game screenshot.

13 APPENDIX: ITEMS REQUIRING OWNER CONFIRMATION

1. Provide the file 'Royal City RP - Enterprise Technical Specification Document.pdf' so statuses can be cross-checked against it.
2. Confirm the current status of each of the 15 systems (implemented, partial, in development, planned, verified).
3. Supply test evidence for anything to be shown as Tested and verified.
4. Confirm whether the server infrastructure is deployed, and where it may be mentioned publicly.
5. Provide the official Royal City RP logo (SVG or high-resolution PNG).
6. Provide authentic in-game screenshots, with permission to publish them.
7. Provide target dates, deliverables, entry requirements and exit criteria for each of the four phases.
8. Confirm whether the entry requirements shown for each phase (marked as recommendations) match the specification.
9. Publish the permission matrices and confirm whether any tier names need an official Arabic translation.
10. Provide verified Android and iOS download links, community links and a support contact once they exist.
11. Choose the hosting platform and final domain name.

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