

# FLEISSF DGA Game Docs

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## DISTANT GROUND ATTACK



This section is currently a draft, and is subject to change.

The DGA Game Documentation provides extensive information about the DGA Game, its concepts, guidelines, architecture, gaming, systems, development, and other aspects. DGA is a free/libre/open-source, cross-platform, massive multiplayer online role-playing video game (MMORPG) featuring weapons. DGA is a complex system consisting of multiple parts working together. The documentation serves as the primary and most complete source of information about the Game. The documentation is intended for game users (gamers), software architects, developers, programmers, designers, artists, participants, contributors, testers, volunteers, and other persons interested in using and developing the Game.

You'll find here the following guides, standards, and specifications:

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### ***DGA Game Concepts Guide***

**That is where the game begins!** This guide specifies DGA's game design concepts and guidelines.

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### ***DGA Game Architecture Guide***

**How the DGA Game works in general?** Here you can find all necessary information about DGA's systems, software, and network architectures. A prerequisite for software architects, developers, and programmers.

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### ***DGA Game Design Guide***

**You want to know anything and everything about DGA's game design?** This is a detailed guide about DGA's game mechanics, gameplay features, art style, level design, music and sound style, interface design, in-

game menus, specific programming decisions, cutscenes, characters, story, interactable objects, quests, monetisation system, colour schemes, fonts, etc.

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## ***DGA Game XMPP Network Protocol Specification***

**How DGA's game clients connect to game servers in the multiplayer mode?** This specification defines matters and guidelines for the DGA Game XMPP Network Protocol enabling the near-real-time exchange of structured data between two or more game network entities.

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## ***FLEISSF Java Coding Standards Guide***

**You are ready to write some code for our projects?** Refer this guide to learn how they are written.

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You may also look at our articles and Javadocs, featuring often-updated information and API specifications.

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# Documentation History



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0.1.1	10.01.2026	DGA Game Concepts Guide updated (v.0.1.1); DGA Game XMPP Network Protocol Specification published for the first time (v.0.1).	<a href="#">Zhanat S. Skokbayev</a>

# DGA Game Concepts Guide



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# DGA Game XMPP Network Protocol Specification



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