

Ryzom - Bug # 1472

Status:	New	Priority:	Normal
Author:	malikb979	Category:	
Created:	05/16/2012	Assignee:	malikb979
Updated:	05/16/2012	Due date:	08/20/2012

Subject: Guild Ranks

Description

I will be creating an end-user defined, rank structure within the guild manager. The Guild manager already has a Grade system (Member, Bearer, Recruiter, Officer, High Officer and Guild Leader) and each grade has their own permission. One thing it doesn't have is the ability for a Guild Leader or Officer to define his/her own hierarchy based on ranks he/she would like to use (e.g. Soldier, Sergeant, Lieutenant). I feel this addition will add depth to the multi-player community that cannot be experienced without it.

History
