Custom Elements

General Concepts · https://namazustudios.com/docs/general-concepts/custom-elements/

Custom Elements allow you to extend Elements by running your own authoritative code inside the platform.

They are best thought of as **server-side plugins**.

What a Custom Element Is

A Custom Element:

- is a server-side application
- runs in a trusted environment
- can access Elements data and systems
- cannot be modified by players

When You Might Use a Custom Element

Custom Elements are a good fit when:

- you want to avoid running your own backend
- logic is tightly coupled to Elements features
- functionality should be reusable across games
- third parties need to integrate cleanly

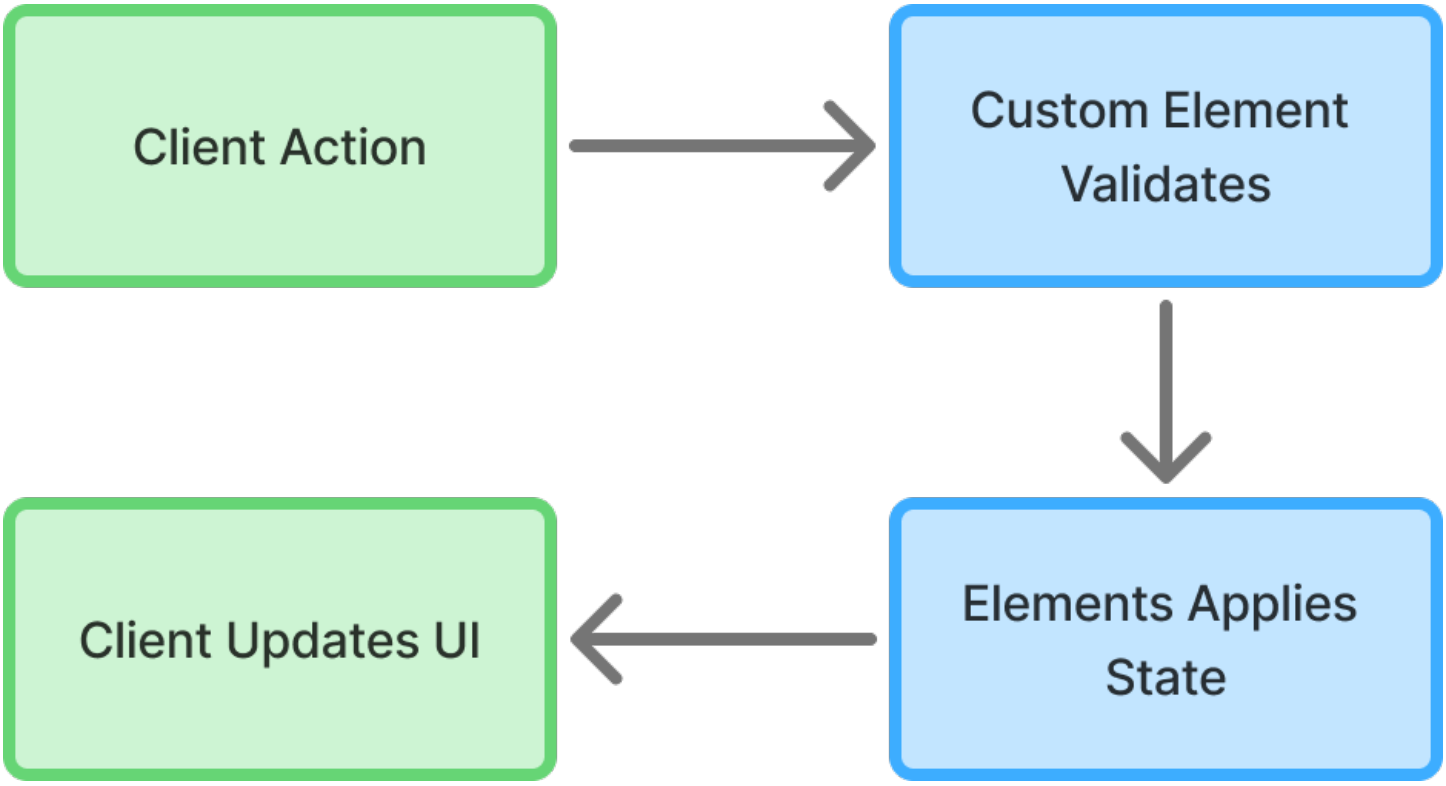
Examples include:

- receipt validation
- promotional reward systems
- scheduled content rotation

- anti-fraud or validation logic

How Custom Elements Fit Into the System

Custom Elements participate in the same authoritative flows as external servers:



From the client's perspective, nothing changes — authority remains on the server.

What This Means for Developers

If you're new to backend development:

- Custom Elements can significantly reduce the amount of infrastructure you need
- You still write server-style code, but Elements handles the environment

If you already run a backend:

- Custom Elements allow you to move shared or reusable logic closer to the data

Both approaches are fully supported.