

Strategotchi V2

Roadmap

GM frens! It is my pleasure to unveil the future vision of Strategotchi. Building on our demo's groundwork, we're gearing up to deliver a fully fledged multiplayer game packed with unique game modes and bursting with flare. We're not just building a fun game, but also offering practical use to a wide array of Aavegotchi Protocol assets, including those neglected land parcels!

Keep in mind, while we're laying out our plans here, things are still pretty fluid. Our team is committed to remaining agile and responsive to feedback, so expect some changes along the way as we fine-tune and expand this game together.

Alright, let's dive into the details!

V2.0 - Multiplayer & Utility

The major focus of V2.0 will be gotchi and weapons integration and a new multiplayer mode. You'll be able to play with your own gotchis, each with unique stats and class perks, utilize your weapons, each with unique effects and animations, and team up with frens in our first multiplayer co-op mode: Teams.

Wearables



3D Modeling and Rigging

During the initial phase, our focus will be on modeling every wearable in our unique 3D voxel art style. This won't be a simple 1-1 pixel-to-voxel projection, but rather a stylized 3D revamp. Our goal was to imbue Gotchis with 3D capabilities while retaining the appeal of the pixel art that we all love. The style remains true to the original art, with minor stylistic adjustments to keep things cute and appealing. Once this phase is complete, the entire catalog of Aavegotchi wearables will be fully modeled and rigged in our unique style, ready to be used in Strategotchi and available to other developers who wish to incorporate the style into their games.

Weapons Utility

As we model the wearables, we will be working on weapon utility. ALL weapon wearables will feature unique effects and animations. Weapons will be categorized by type, class and rarity. Type reflects the physics of the weapon's targeting system, class determines what type of status ailments it can cause, and rarity determines its damage.

Weapons types

All weapons will fall under the following 5 types. See [Weapon Effects Document](#) for more details on each specific weapon

Melee

up close and personal. These weapons will slash, cleave, smash, pierce, cut, grab, throw, and knock enemies around in various ways

Pitchfork, hook hand, double-sided axe, sushi knife, pickaxe, Thaave Hammer, royal scepter, lick tentacle, portal mage axe, mechanical claw, geode smasher, handsaw, spirit sword, haanzo katana, paper fan

Ranged

shoot targets from afar. These weapons will blast, laser, shoot, splash and lasso enemies in line-of-sight, at a distance.

Aagent pistol, common wizard staff, legendary wizard staff, witchy wand, energy gun, lasso, parasol, nail gun, paint brush, bitcoin guitar

Lobbed

shoot over obstacles. These weapons will be used for crowd control and for targeting hard to reach threats.

Mk2 grenade, m67 grenade, fireballs, basketball, bow and arrow, longbow

Omni-targeting

target any location on the map. These weapons have the ability to target any location, providing players with a wide range of tactical options.

Mudgen diamond, link cube

AOE

target the area directing surrounding the player.

Staff of creation, staff of charming, portal mage black axe,

Gotchis

Base stats

The 3 most important stats in our game are movement range, health, and damage. For this reason we handle these differently from the rest.

Health

We chose to make it directly related to a gotchi's BRS.

Health = BRS / 5

Damage

For damage, we first calculate a base damage score, derived from the AGG trait:

Base Damage = 10 + ABS(AGG - 50) / 5

We then add weapon damage, determined by the type and rarity of the weapon being used.

Total Damage = Base Damage + Weapon Damage

Movement Range

Movement is probably the most difficult stat to base on traits. To keep things simple and balanced, we gave every gotchi a movement range of 3 and awarded Turnt gotchis (NRG >=100) an additional +1.

Movement range = 3 + IF(NRG >=100, 1, 0)

To counter this imbalance with +NRG gotchis, we gave -NRG gotchis the potential to earn the Zen perk, which grants an additional 5 HP to health and 5HP regen per round (5HP is the equivalent of adding 50 BRS to your gotchi)

Trait Mapping

When it comes to trait mapping (besides movement range and health), we look at the absolute value of the trait - 50 and divide that by 5, giving us values scaling from **0** to **10** as we move from 50 upwards in either direction.

For Base Damage, we use the same calculation and add a baseline of 10 to the value

$$\text{Stat Base Value} + (\text{Trait Value} * \text{Stat Multiplier})$$

$$\text{Health} = \text{BRS} * 0.25 + (-\text{NRG})$$

Example1: BRS = 700, -NRG = -20 (70 mapped value)

$$(70) + (700 * 0.25) = 245$$

Example2: BRS = 736, -NRG = 0 (0 mapped value)

$$(0) + (736 * 0.25) = 184$$

Example3: BRS = 575, -NRG = -1 (51 mapped value)

$$(51) + (575 * 0.25) = 51 + 143.75 = 194.75$$

$$\text{Movement range} = 3 +$$

$$\text{Base Damage} = 10 + (\text{AGG} - 50) / 5$$

Critical Damage % (ranged) = if BRN >=50; base amount + (BRN - 50) / 5, else:

Critical Damage % (melee) = if BRN <=49; base amount + (50 - BRN + 1) / 5, else:

$$\text{Evade Chance \%} = \text{ABS}(\text{SPK} - 50) / 5$$

$$\text{Critical Chance \%} = \text{ABS}(\text{EYE S} - 50) / 5$$

$$\text{Counter Chance \%} = \text{ABS}(\text{EYE C} - 50) / 5$$

Class Perks

Every godlike trait a gotchi has earns them a Class Perk. A Gotchi can earn up to 6 out of a total 12 perks. The system favors higher BRS gotchis and ones with multiple godlike traits (especially high BRS double myth eye gotchis) while allowing for lower BRS gotchis to still acquire some perks, perhaps by sacrificing some HP/BRS. The 12 classes correlate to the positive and negative godlike values of the 6 main traits. They are:

Turnt: Energy +
+1 Movement Range

Zen: Energy -
+5 HP, +5 HP regen/round

Based: Aggression +
+10 Base Damage

Pacifist : Aggression -
+5 Shield, breaks obstacles in 1 hit / cannot be pushed

Sharpshooter: Brain Size +
+10% Critical Damage to ranged attacks

Brawler: Brain Size -
+10% Critical Damage to melee attacks

Ghastly: Spookiness +
+10% Chance to Evade attacks

Cuddly: Spookiness -
Gains +10 HP on collisions (heals other if friendly)

Sniper: Eye Shape +
+10% Critical Chance

Duelist: Eye Shape -
+10% Critical Chance

Marksman: Eye Color +
+10% Critical Chance

Guardian: Eye Color -
+10% Critical Chance

Shield

Shield value represents a % of deflected incoming damage and is directly related to the number of wearables you have equipped, as well as their rarity. A gotchi fully decked in godlikes receives a shield value of 52.5 (7 slots * 7.5), which can reduce incoming damage by up to 52.5%.

Each wearable you equip buffs your shield according to its rarity multiplier and also affects your ability to avoid Critical hits. The stronger your shield, the more it reduces critical chances from incoming attacks. The combination of all your wearables * their rarity multiplier gives you your total shield value

Shield =

$$\begin{aligned} & n \text{ common wearables} * 2 \\ & + n \text{ uncommon wearables} * 3 \\ & + n \text{ rare wearables} * 4 \\ & + n \text{ legendary wearables} * 5 \\ & + n \text{ mythical wearables} * 6 \\ & + n \text{ godlike wearables} * 7.5 \end{aligned}$$

A gotchi with all 7 slots containing the same rarity wearables would receive the following shield values respectively:

7 commons = 14% shield.

7 uncommon = 21% shield

7 rare = 28% shield

7 legendary = 35% shield

7 mythical = 42% shield

7 godlike = 52.5% shield

Shield Deprecation

Each time you take a hit, your shield is depreciated by the amount of damage it deflects. Shield deprecation is calculated with the following formula:

$$\text{Shield}_{\text{NEW}} = \text{Shield}_{\text{OLD}} - \text{Deflected Damage}$$

Where **Deflected Damage** = Incoming damage * Shield_{OLD}/100

Game Mode - Co-op Multiplayer: Teams

In our first game mode update, we're rolling out a co-op multiplayer mode where players team up to hit their harvest targets and fend off liquidators on expanded maps. This mode lays down the groundwork for our multiplayer gaming infrastructure, paving the way for upcoming updates such as PvP duels, async raids, and co-op exploration modes.

Web Dapp V2

We will be updating the design of the website including some new features including an interactive weapons library where players can learn about the effects of each weapon and view interactive 3D previews of the models.

V2.1 - Balance, Depth & PvP

In V2.1 we'll be working on balancing weapons and gotchis and adding more depth to the game with new utility for wearable sets, pets and handheld wearables. We will also be introducing weapon classes, status ailments, creating an in-game dressing room, and releasing the first PvP multiplayer mode, Duels.

Weapon Classes

Weapons fall under 3 main classifications which define the status ailments they cause.

Physical

Pitchfork, hook hand, double-sided axe, sushi knife, pickaxe, royal scepter, lick tentacle, geode smasher, handsaw, lasso, paintbrush, basketball, bow and arrow, longbow

Technological

mechanical claw, agent pistol, energy gun, parasol, nail gun, Mk2 grenade, m67 grenade, Mudgen diamond, link cube

Arcane

thaave hammer, portal mage axe, spirit sword, haanzo katana, common wizard staff, legendary wizard staff, witchy wand, staff of creation, staff of charming, portal mage black axe,

Status Ailments

Status ailments are secondary effects caused by weapons that add layers of depth and strategy to battles. Some ailments may require active removal through the use of items or abilities while others may naturally dissipate after a set number of rounds. Players can strategically equip their gotchis with protective gear to mitigate the risk of being afflicted by certain ailments.

Stun

Physical and **technological** weapons can inflict the Stun status

Effective against Sharpshooters and Brawlers, removing their critical damage buff

Bleed

Physical weapons can inflict the Bleed status

Effective against Zen gotchis, removing their HP regen buff

Weaken

Technological weapons can inflict the Weaken status

Effective against Based gotchis, removing their damage buff

Drain

Arcane weapons can inflict the Drain status

Effective against Turnt gotchis, removing their movement buff

Burn

Arcane and **technological** weapons can inflict the Burn status

Effective against Pacifist gotchis, removing their shield buff

Freeze

Technological and **arcane** weapons can inflict the Freeze status

Effective against Cuddly and Ghastly gotchis, removing their ability to evade

Fear

Physical and **technological** weapons can inflict the Fear status

Effective against Marksmen and Guardians, removing their ability to counter

Corrode

Arcane weapons can inflict the Corrode status

Effective against Pacifist gotchis, reducing their Shield buff

Curse

Arcane weapons can inflict the Curse status

Effective against Snipers and Duelists, removing their critical chance buff

Pets

Pets act as the 3rd “weapon” slot on a Gotchi, adding a new dimension to character customization. Each pet will have a unique attack and fall under 4 main types:

Traps

Deployable traps and bombs that remain on the map until triggered.

cacti, plants

Homing

Path-finding pets that navigate obstacles and find paths to enemies, even when they are not in direct line of sight.

Rofls, geo

Omni-targeting

these pets have the ability to target any location on the map

sus butterfly, nimbus cloud

Enemy De-buffing

These pets provide debuffs to enemies within proximity.

Antenna bot, Foxy tail, Aave boat

Hand-held wearables

Hand held wearables will play a huge role in the tailoring of play styles. These items will act as unique buffs, both passive and active, as well as provide other cool capabilities. Hand-held wearables fall under the following categories:

Flags & Signs

These items will provide passive buffs that can affect both individual gotchis as well as teams and may be proximity based or otherwise.

Aave flag, rekt sign, Jamaican flag

Consumables

These items provide temporary boosts that cooldown after use. Effects will include boosting base stats and class perks, and removing status ailments.

Martini, link bubbly, lil pump drank, sushi

Gadgets

These items leverage technology to provide unique effects or abilities. They can manipulate the battlefield, control enemies, or have synergistic effects on other technological items.

Laptop, trezor, game controller, walkie talkie

Defensive/Regenerative gear

These items provide protection against enemy attacks and mitigate damage. They can enhance a player's shield and resilience to status ailments. Defensive gear may offer passive defense or active abilities to block or deflect incoming threats.

Shields, pillows

Charms

These items increase your luck. Buff your odds on RNG rolls for things like critical chance, evasion and counters.

Rings, coins

Wearable Set Supers

Donning full sets will unlock new super abilities for gotchis. Some examples are:

Laozi Gotchi: Balance of Chi

Once per game, Loazi Gotchi can re-spec their class perks as they see fit

Radar Set: Echo Location

Gotchi emits a pulse of soundwaves revealing hidden traps within a specific radius

Cyborg: EMP Burst

The Cyborg emits a powerful electromagnetic pulse, disabling nearby technological weapons and gadgets for a round

Socialite: Graceful Float

Gotchi can float across the map traversing obstacles

Miner: Tunnel Dig

Tunnel underground in a straight line and emerge on the other side

Air Gotchi: Hangtime

Jump over obstacles and units

Portal Mage: Portal Rage

combo attack (moves forward and swings a second blow of the axe)

Aagent: Stealth Mode

The Aagent activates stealth mode, rendering themselves invisible to enemy units for a turn.

Citadel Knight: Arcane Wind

Push all enemies back in 1 direction

Farmer: Fork Lunge

Gains a 2 tile traverse/lunge attack.

Runner: Hit and run

Player can move again after attacking

Thaave: Thaave's Flight

Gain a ranged melee attack. Fly forward toward a target at range

Astronaut: Cosmic Drift

Float over obstacles for a turn, ignoring terrain effects

Dressing Room

Creation of an in-game dressing room. Players will be able to equip and unequip any owned or borrowed wearables easily without the need to interact with them on the blockchain level, making it easier to try different load-outs.

Game Mode - PvP Multiplayer: Duels

In Duels Mode, players will be putting their gotchis and wearables to the test in turn-based PvP battles. Think Gotchi Battler, but active.

This mode will feature a larger 12x12 map with unique environments containing various threats and rewards a player can leverage for tactical advantages.

Each player will control a team of 3 Gotchis (and their Champion) and be pitted against other players in a battle for supremacy.

V2.2 - Game Mode: Bases

In this update players will gain access to their own base where they can start crafting specialized installations. In this early version of Base-building, bases will act as a time and resource sink, a place to craft and upgrade installations which open up advanced tech trees allowing players to craft various spells and potions that can be carried into battle, as well as unlock permanent upgrades for your gotchis, weapons, pets, and more. Bases lays the groundwork for the future multiplayer mode, Duels.

Strata Token:

With the introduction of Bases comes an array of monetization methods and token sinks. We will be introducing the Strata Token. This off chain token can be purchased with GHST or earned in-game both passively (through various installations) as well as actively (through completing various objectives)

Installations:

All installation crafting and upgrading will revolve around the Strata token, and will require the currency of time. Players will be able to bypass waiting by spending GLTR. Some of the installations we have planned so far are:

Spell Library:

A place to craft powerful 1 time use spells that can be utilized in battle. Players will have to upgrade their Spell Libraries to unlock more powerful items.

Spirit Well:

A well glowing with ethereal light. permanently boost your Gotchis base stats (in-game) by pouring essence in the well. Upgrade the well to unlock new spirit points for your gotchis.

Licky Lab

Start producing home made protolicks. Level up the Factory to produce higher tier licks. These can be deployed in PvP battles as minions or used to defend your base in Raid mode (more on that later).

Research Center

A place of research. Spend Strata to permanently upgrade the stats of your potions, items, and Protolicks.

Pet Breeder

Spend essence to Breed your pets and create new creatures with unique abilities

Gotchipon

A place for degens to open loot crates that give them various rewards and Champion cards (more on this later)

V2.3 - PvP Multiplayer Mode: Raids

The next major update on our roadmap unveils an innovative gameplay mode, blending base building and raiding for Aavegotchi Realm owners. In this mode, owners of Realm parcels will be able to fortify its defenses, and embark on raids to steal hidden on-chain loot from other players. Think Clash of Clans meets Battleship. This update not only enriches the gaming experience for asset owners but also introduces new utility to alchemica, glitter, staking and realm.

Stake to Play

Base owners will be able to increase their production of Strata by powering their base with special trade-based Staking Tokens. These tokens will literally be stashed “underground” by placing special Bunker Tiles that conceal the type and value of the tokens. Doing this opts a player into Raids mode, allowing them to embark on raids to claim portions of other players' Staking Tokens and Strata, and also opening their base up to other raiding players.

Staking Tokens

How it works

“With a trade staking system a user sells/trades his liquidity tokens in exchange for a staking NFT. At a later time the user can sell/trade his staking NFT back to the trade staking system and receive the original amount of liquidity tokens plus GLTR rewards. In addition, the staking NFT is a standardized ERC721 token that can be transferred or traded with others and be used in existing NFT software.” - Nick Mudgen

Trade-based staking is outlined in this DAO forum post by Nick Mudgen:

<https://dao.aavegotchi.com/t/extending-aavegotchis-gltr-staking-system-with-a-trade-based-staking-system/8348>

There will be 4 types of Staking Tokens, representing the 4 alchemica types. Each token type will represent the same number of alchemica and its GHST equivalent. Example:

1 FUD staking token = LP of 100 FUD + equivalent GHST

1 KEK staking token = LP of 100 KEK + equivalent GHST

Fog of War Concept

Raiding players can see where the loot is stashes but remain uncertain about the type, creating an engaging "fog of war" scenario. Raiding players can employ various methods such as probing with harvesters, leveraging mythical eye color, and utilizing support characters to survey portions of the land and unveil the location of valuable loot types

Play to Win

All looted Staking Tokens are sent back to the raiding players bunkers. Players will be permitted to cash out any excess tokens they are able to raid once their own bunkers are completely filled.

NFT Champions

Players will be able to unlock and purchase various Champions (name TBD) that can be added to their teams. Champions rank from common to Godlike and will be released seasonally. These NFT characters can be traded on the Aavegotchi marketplace and upgraded in-game to increase their stats. Along with new Champions, players will be able to unlock and purchase various skins for Champions they own.

V2.4 - Co-op Multiplayer Mode - Explore

In this mode, players will be able to join up with their friends on epic adventures with new gaming mechanics and the ability to switch between explore and battle modes. Players will encounter various objectives, NPCs, new enemies, and boss fights that they may choose to interact with to earn loot boxes containing various on-chain and off-chain prizes. Players will collect map segments from completing objectives in other modes. These segments will need to be put together to unlock new worlds containing new discoveries and rewards.

- ❖ Story driven
- ❖ Bigger maps
- ❖ Quests
- ❖ NPCs
- ❖ Exploration Mode vs game mode
- ❖ New game mechanics
- ❖ Puzzles
- ❖ Loot boxes
- ❖ Unlock new weapons and Champions
- ❖ New enemies
- ❖ Boss fights
- ❖ NFT map segments unlock new worlds

Enemies

In Explore mode we will be introducing brand new enemy types along with overhauling our current liquidators AI to make them smarter. Some new enemies we have planned:

Griftoors

An ancient and deadly foe. These seemingly harmless characters are not to be taken lightly. Do not be fooled by their big, friendly smile.

Behavior: Griftoors have a variety of attacks, including close-range slashes and ranged projectile attacks. They may also have the ability to summon other creatures to aid them in battle.

Shilloors

A giant sock puppet that tries to ensnare you with its charm. These enemies will cause you to lose agency of your goatchis if you're not careful.

Behavior: Shilloors specialize in crowd control tactics, using their charm and manipulation to influence the player's characters. They may have abilities to confuse, charm, or disable the player's characters temporarily.

Moonbois

A dangerous glass cannon. Moonbois are not only dangerous alone, but their Copium Clouds can create a frenzy when grouped up with other enemies.

Behavior: Moonbois excel in dealing high damage output but have lower defenses and durability. They may specialize in area-of-effect attacks or rapid-fire assaults.