Chain of Alliance

NOTE: The current Prototype represents a work in progress project. Functionality, Look and Feel are due to change until the launch of the MVP by End of 2022.

IMPORTANT: The Prototype is currently PVP only. Therefore two players are needed to participate in the turn based battle.

IMPORTANT: The Prototype runs only on Android Mobile Devices and needs a correctly configured wallet holding a Badge of Alliance NFT to load the game.

Short Facts

Game Title: Chain of Alliance
Genre: blockchain party-based RPG
Blockchain: BAS (Binance Application Sidechain)
Engine: Unity 3D Engine
Platform: Mobile
Development Status: Full Production

Google Play Link:
https://play.google.com/store/apps/details?id=com.CHAINOFALLIANCEFOUNDATIONLTD.ChainofAllianceBASPrototype

Web Link:
https://play.google.com/apps/testing/com.CHAINOFALLIANCEFOUNDATIONLTD.ChainofAllianceBASPrototype

Links
https://www.chainofalliance.com/
https://discord.com/invite/chainofalliance
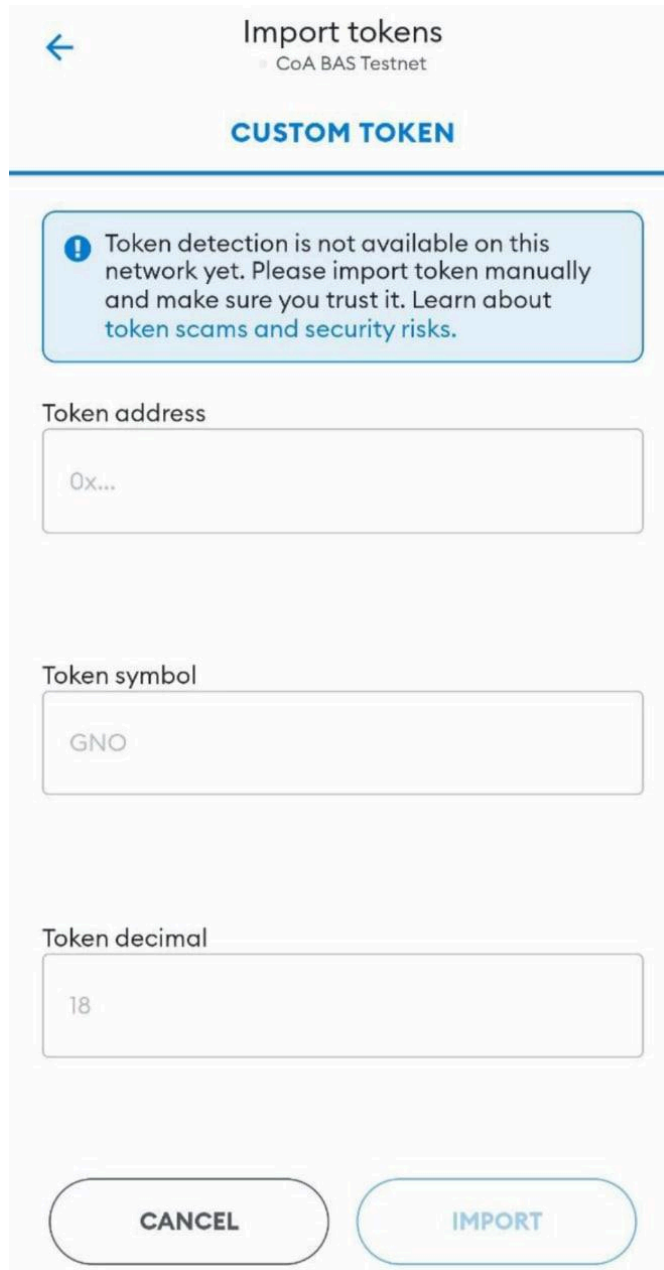https://medium.com/@chainofalliance
https://twitter.com/chainofalliance

Install and configure MetaMask for CoA BAS

1. Install [MetaMask](#)
2. Create a [new wallet](#) or use your existing wallet
   a. **Note: For the Badge of Alliance Testnet, the wallet holding the NFT has to be configured.**
3. Add our network to it by either:
   a. Opening [this link](#) on your mobile device.
   b. Or [adding the CoA BAS network to it](#) (in link, click on "Mobile" under "Adding a network manually")
      i. Network Name: CoA BAS Testnet
      ii. RPC URL: https://rpc.chainofalliance.com/
      iii. Chain ID: 66866
      iv. Symbol: BAS
      v. Block Explorer URL: https://explorer.chainofalliance.com/
4. Go to the [faucet](#), enter your public key to claim some testnet tokens
   a. Note: only works once per public key
5. To see $TOK in Metamask: [Add the $TOKEN in order to see your balance](#)
   a. Find the 'Import tokens' link from your wallet homepage. Tap it to bring up the menu for adding tokens.
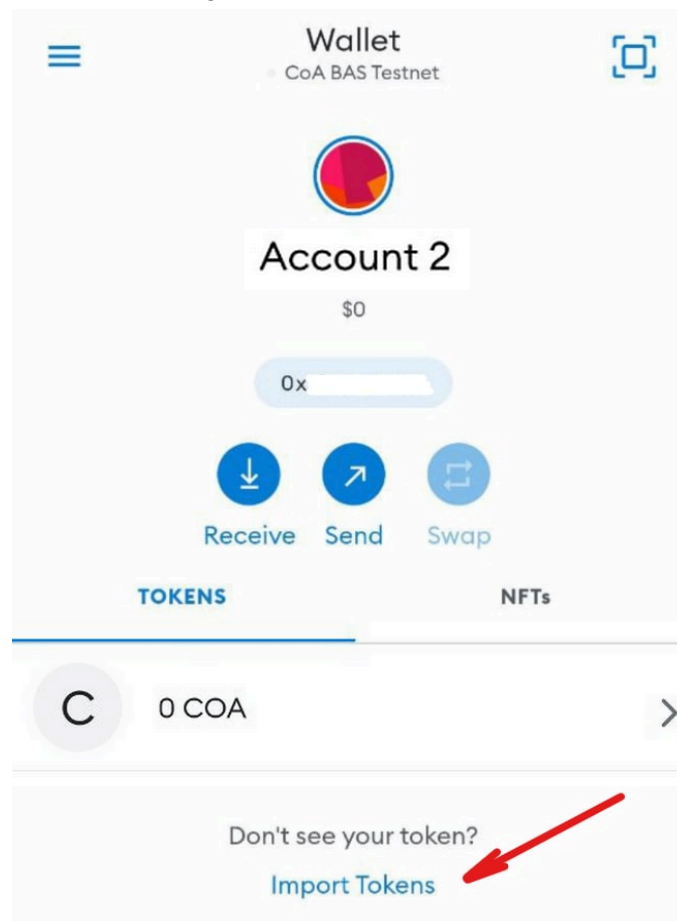
b. Switch over to the 'Custom token' tab. Now you'll see three fields asking for the token's contract address, its symbol, and 'Token of Precision' (i.e. how many decimal places it can go down to).


c. Use the following parameters to import the COA Testnet
   i. Token Address: 0xf6C24EE5508C47e5766FFf331A365Eb361D012EC
   ii. MetaMask should add the rest automatically, if not:
      1. Token Symbol: TOK
      2. Token Precision: 18
d. Tap 'Import' to add it to your wallet. You'll be redirected back to your wallet homepage and be able to see it under the 'tokens' tab.

How to Play

Please Note: Chain of Alliance is currently in Closed Alpha and only accessible for Badge of Alliance Holders! It is not necessary to send the Badge of Alliance NFT to our BAS network. Badge Holders can keep their NFT on the BNB Chain.

Upon Game Start you will be redirected to the Main Menu.
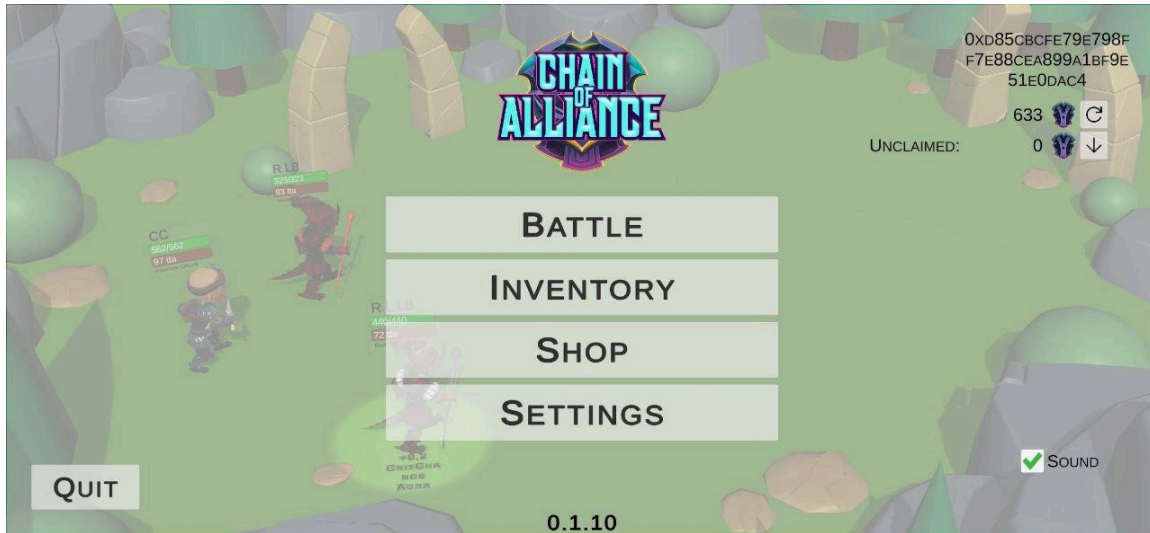
- Battle - Starts the PVP Matchmaking
- Inventory - Gives you access to your characters, party management and applying a party leader
- Shop - Gives you access to character purchase
- Settings - Access to Terms & Conditions, Code of Conduct and Privacy Policy
- Quit - Exit the Game

In order to be able to battle other players, you need to purchase at least three characters. Before entering the Shop go to the faucet, enter your public key and claim some testnet tokens. Please note that this only works once per public key. Additional tokens will be unlocked by playing the game.

After purchasing the characters, go to your inventory where you can review the characters you have and set-up your party and leader for battles.

Review your characters by checking the Character Details.

Position your characters strategically on the battlefield to benefit from backline boni and determine a party leader to receive class specific effects during battles.

Currently the game is only offering a PVP game mode. Because of that, you will automatically enter the matchmaking when tapping the Battle Button resulting in a Matchmaking Screen.
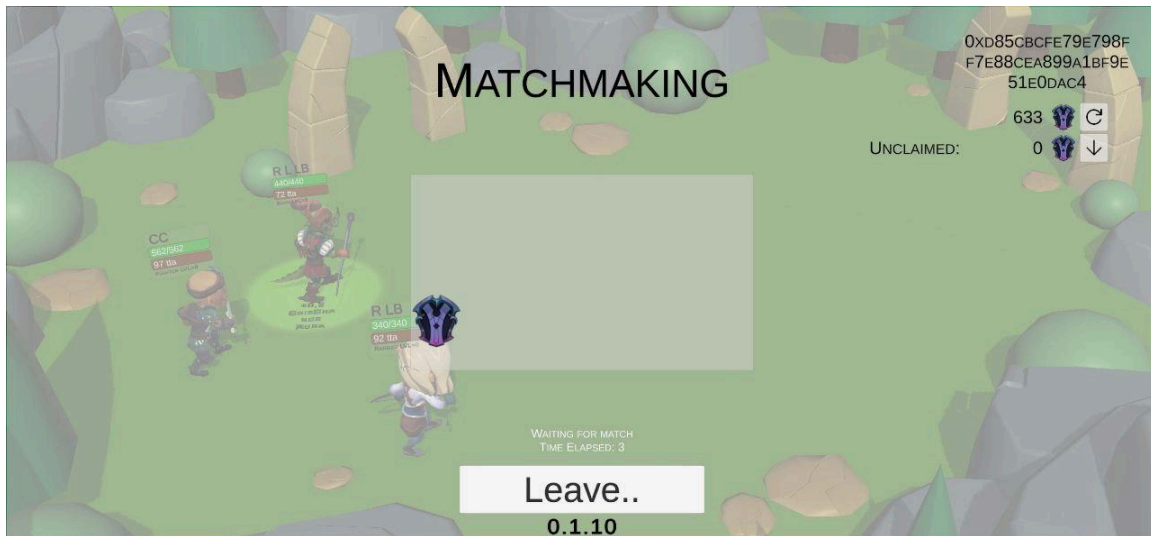
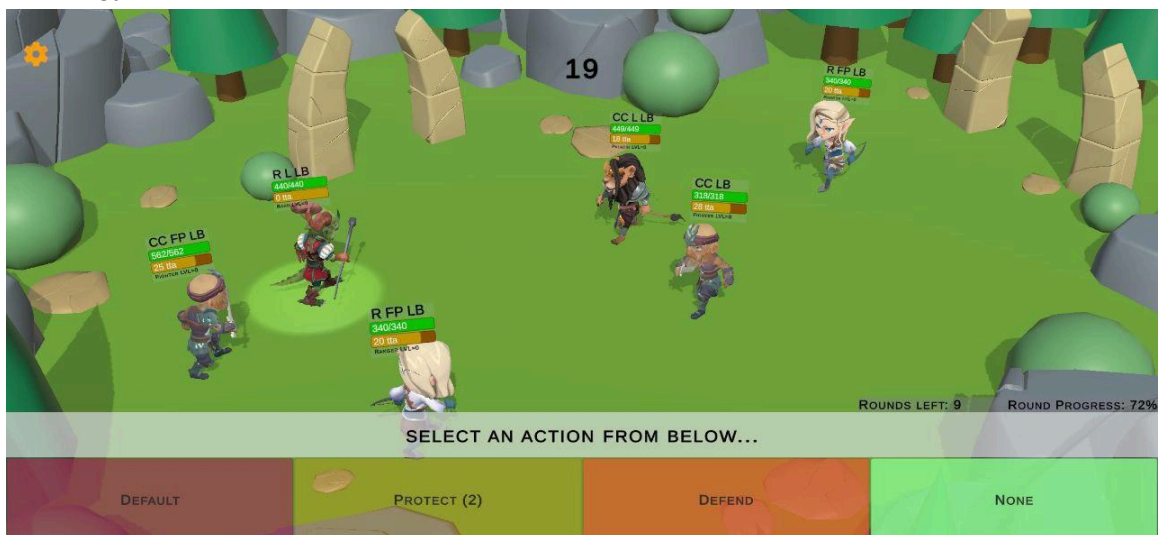Battles are turn-based with players controlling their characters one by one. The order in which characters are going to take their turns is determined by the character's speed attribute.

With each turn, players can use one of four commands to have the character act according to their strategy.

The goal of each battle is to defeat the opposing players characters resulting in a Win or Lose. A battle will be determined as a draw if by the end of all turns both parties have active characters in the match. After each battle, players will receive rewards based on the result of the battle. A win results in more rewards than losing a battle or a draw.

These rewards include:
- Character XP for leveling up characters to a max. Level of 20
- Testnet Token for purchasing rarer and more powerful characters

Troubleshooting

Known Issue - Waiting on Blockchain
Sometimes transactions get "lost" and do not appear in MetaMask, which results in a "Waiting on Blockchain" callout that blocks the game. This issue will be improved with one of the upcoming updates.

Workaround:
Restarting the app and MetaMask. Should it keep happening, clearing the connection in MetaMask under Settings -> Experimental -> View Sessions by long pressing the Chain of Alliance BSC Testnet and pressing End Session makes you reconnect when restarting the app.

Known Issue - Wrong Callouts on Main Menu
Sometimes Callouts on the Main Menu like "You are on the wrong Blockchain" get not removed correctly and are still visible even though they are no longer valid.

Workaround:
This issue should not interfere with the functionality of the game. Please ignore those messages until we have fixed this bug. If it keeps showing the "Wrong Blockchain" message, make sure you have configured CoA BAS Testnet correctly, set it as your active network and restart the game.

Known Issue - Matched game are stuck at "Wait for Clients"
When the opponent does not join the game, the screen stays at Wait for Clients. This will later be improved with a timeout.

Workaround:
Press the gear wheel on the top left corner of the screen and surrender, if you feel your opponent does not join the game and join the matchmaking queue again.

Known Issue - Party size warning with three members
Sometimes leaving the party management without applying changes can lead to the party not being recognized properly. This can lead to the warning not disappearing even if you have placed three characters, or even the warning disappearing when four characters are placed.

Workaround:
Once this has happened you have to restart the application. This should reload the last saved party.