

Litepaper 1.0

Game Day Galaxy

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1. Introduction

Game Day Galaxy is a browser-based, web3 Football (Soccer) Manager game. Users have a chance to compete between each other, earn tokens based on their results, and see their club grow over the years. When a user creates an account, their club is created!

In the Game Day Galaxy world, we have both males and females playing matches together. So don't be surprised if you mint a female footballer that eventually becomes the club's best striker in history! Equality between the sexes in sports will be promoted inside the game in such a manner that the balanced squads will have a positive impact on the performances of the team.

2. Game Overview

You compete against managers from all over the world. At the very beginning, Game Day Galaxy world is divided into 6 regions:

- ★ North America
- ★ South America
- ★ Europe
- ★ Africa
- ★ Asia
- ★ Australia

2.1 Competitions overview

Every club can compete in the following competitions:

- ★ National League
- ★ National Cup
- ★ Friendly Matches, Leagues and Cups
- ★ Super Cups

2.2 NFTs overview

Every player is unique NFT, containing two sets of attributes:

- ★ Game attributes
- ★ Personal attributes

Attacking Skills	Defensive Skills	Mental Skills	Physical Skills	Goalkeeper Skills
Shooting Dribbling Passing Long Shots Heading Free Kicks Technique	Tackling Marking Positioning Decisions Teamwork	Aggression Creativity Influence Concentration Determination	Speed Agility Balance Jumping Strength Stamina	Reflex One on One Handling Kicking

Game attributes

★ Nationality ★ Toughness ★ Experience ★ Morale ★ Happy ★ Fitness
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Personal attributes

Rarity of a player determines how many base skill points are distributed between game attributes. It also affects the number of development points a player gets when leveled up. Possible rarity values are:

Common
Uncommon
Rare
Epic
Legendary

3. Club facilities

Every club can have following facilities:

- ★ Stadium
- ★ Academy
- ★ Training Center
- ★ Staff Officess
- ★ Fan shop

4. Training

Manager sets up training for their players. Every day, players train and try to improve their game attributes (skills).

5. Preparation for a match

Manager prepares a match strategy for the next fixture. Before the match, manager:

- ★ sets formation
- ★ puts players on specific positions
- ★ gives specific instructions to each player
- ★ sets global strategies in attack and defense

6. Scouting

Clubs can develop their scout levels, so managers can get more precise results from scouting other club's players.

7. Transfer Market

Users can buy, or sell their NFTs by listing it on the transfer market. Auction system is implemented, which means the user sets a minimal price for their NFT, then other users are competing with the offers.

8. Getting started

Getting started is easy! You create an account and connect your NEAR wallet. You need at least 11 players to be eligible to compete. Players are acquired either through the Academy, or by buying them on the market. When you have your team, set up your squad, and you are ready: Your club will be assigned a league, and your journey begins!

9. Tokenomics and Finances