Gotchi Crawler Litepaper

Team

Oliver Spoon – project manager, game designer, lead artist
Slick – developer

Game Premise

Gotchi Crawler (working title) is a one - three player roguelike dungeon crawler. The bottomless mines are randomly generated with increasingly valuable rewards. Players start with 1000 essence which slowly drains over time. Once all essence has been consumed, players are absorbed by the darkness and the game is over. Players must make it to a floor number multiple of 10 and teleport out with their treasure, otherwise it is all lost and their score is zero.

The mines are laden with chests and ore which are filled with treasure. In order to descend further, players must find randomly spawned exits underneath the ore/chests. This is happening while they are under constant attack from the hostile inhabitants of the mines.

Players must decide between racing to the bottom and farming treasure. The deeper they go, the better the rewards. However, the dungeon becomes increasingly perilous and because of the all-or-none reward system, the choice to descend further or cash out is a very difficult one to make!

Why Roguelike?

Roguelikes fit perfectly with GameFi. They are insanely difficult to beat, are randomised with each playthrough, and allow for customisation of character.

The randomisation of each playthrough means each game is unique and the layout of each floor different. There is no way to memorise the game. Some runs will shine luck down upon the player while others will face nothing but misery and misfortune.

The gear tier ramp of aavegotchi is ideal for a roguelike, too. Players with great gear have an advantage, but are not guaranteed success. The trait mapping system will hold true for the crawler for a seamless gaming experience. A unique in-game meta progression also allows for players to progress over time.

Finally, roguelikes are an incredibly popular genre both in the aavegotchi community and the world at large!

Opening Lore:

Many millions of blocks ago, before any of us were summoned into this plane, a vast cavern was discovered deep in the Daark Forest. A small team of pioneering gotchis ventured into its depths and discovered enormous alchemica and geode deposits! It didn't take long for word to get out. The area quickly grew into a thriving mining town.

Some time later, the mine was closed, sealed, and the entire town abandoned. There's very little record as to what happened. (players will find journal notes scattered throughout the crawler to complete the story)

Nobody knows the real reason behind its closure and all that's left are the rumours and legends. Some claim a major mine shaft collapsed, trapping dozens of workers inside. Others say a mysterious dark energy was discovered deep within the mine's core and in an attempt to stop it from spreading, the mine was sealed and abandoned.

Today, there's been signs of activity emerging from within this harrowing place. The sealed portal has again been opened and from it a mysterious darkness spreads! We must enlist our bravest souls to descend into the abyss and vanquish the source of evil.

The real story will unfold through gameplay. You can expect:

 A deep backstory with plenty of surprises

New characters with origin stories.

New races to encounter.

Basic Economics:

One of the core design principles is how to bring value back to the community? While creating a fun game is priority #1, we also want to build mechanisms that give fresh new

utility to existing Aavegotchi assets. One thing we are really keen on is finding value for as many protocol assets as possible. These are slated for the alpha release and beyond.

Concepts so far:

GHST: the in-game currency is corrupted GHST (cGHST). This can be found in-game or purchased pre-run at a rate of 100cGHST : 1GHST. This conversion is a one way street and players cannot sell cGHST for GHST. cGHST is not an on-chain token.

Essence: permanently increase your play clock by infusing your gotchi with up to 100 essence (this does not translate into your gotchi being worth 1,100 essence on sacrifice).

Alloy: Increased backpack size: craft a bigger bag out of alloy which lets you carry an additional weapon. Possible multiple rarity tiers.

Schematics: spectral forge: In your run, there is a chance to spawn a spectral forge which will allow you to mint any one item from your wallet's schematic pool. Spectral items are wearables that function 1:1 to their on-chain counterparts. However, they disappear at the end of each run.

Alchemica: Fat wallet: permanently infuse your wallet with alchemica, allowing you to hold more cGHST at any one time.

Alchemica: possibility to work with alchemica as elemental upgrades on weapons.

Aesthetics: players can also purchase fun cosmetic upgrades. Some ideas:

    Rainbow-coloured dash
    New weapon animations

Kinship burn: players can burn one kinship to get a continue after a game-over (one time per run only)

Overall, the goal is to not make any one of these upgrades essential for success.

What other juicy ideas do you have to bring more value and use-case to our robust economy?

Gameplay Basics

There are a total of 100 floors across five biomes to descend and complete before the game is considered beaten. Beyond the 100th floor lies the infinite void where elite players can continue into infinity, time and health permitting. Players must descend as far as possible before the corruption consumes them. If they wish to escape with their treasure, they must portal out on a floor multiple of 10(see below).

Each floor is randomly generated and different on every playthrough. To advance to the next floor, a player must find the ladder or floor portal which is located underneath the rock piles and treasure chests.

Ladders advance the player one floor and portals jump them ahead several. Once one exit is taken by a player, all team members must use the same exit.
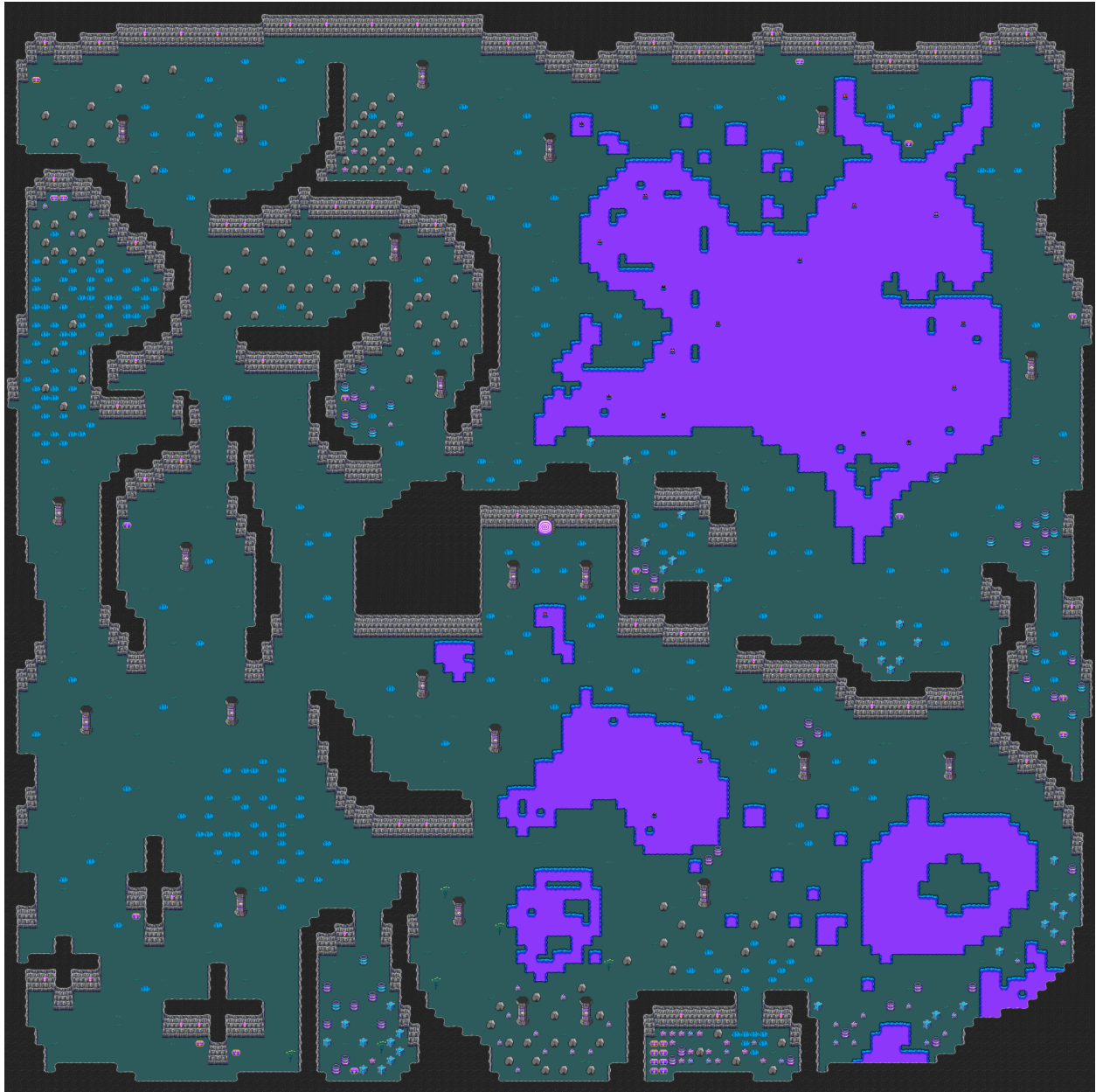
Floor Types

There are different floor types: battle, adventure, team-oriented puzzles, and more!

Battle floors are small maps with heaps of enemies throwing themselves at you.
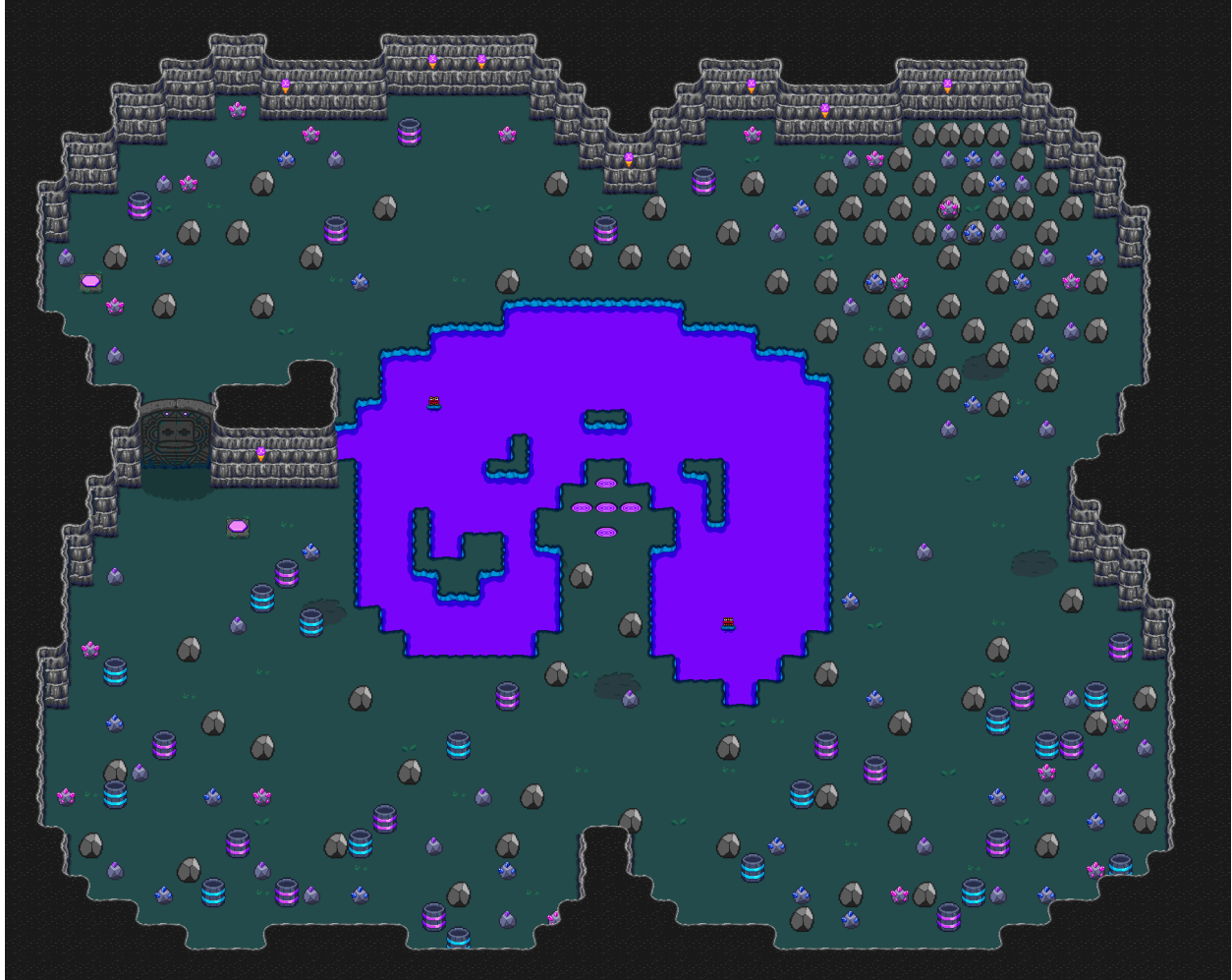
Sample battle map

Adventure maps are rather large and encourage teams to separate in search of the portal.

Sample map for adventure

Puzzle maps rely heavily on the pressure buttons and doors. Although they can be traversed as a single-player, it is best to have your mates along for the journey.

More - new map styles in the works!

Unique Floors:

On the first floor and every 10th floor thereafter, one of the following floors will spawn: merchant, health pool, essence pool (adds time back to the clock), or random item on floor.

Your frenly ROFL Merchant ;)

All floor possibilities contain the choice to either escape or to descend further.
The first floor is limited to the merchant and item floors and does not have an escape portal.

21, 41, 61, 81, 101 – boss floors / storyline progression.

Gameplay Mechanics

Players begin the dungeon with their equipped wearables. The overall fighting mechanics are very similar to the Gotchiverse and the BRS mods influence characters as expected.

Weapon Types

Melee piercing
Melee cleaving
Melee smashing
Ranged physical
Ranged magic
Ranged splash

Melee				Ranged			
Weapon	Rarity	Attack Type		Weapon	Rarity	Attack Type	
Pitchfork	Common	Piercing		MK2 Grenade	Common	Splash	
Dbl Axe	Uncommon	Cleave		Common Wizard Staff	Common	Magic	
Hook Hand	Uncommon	Piercing		Fireball	Common	Splash	
Thaave Hammer	Rare	Smash		Baskeball	Common	Physical	
Pickaxe	Rare	Piercing		Bow and Arrow	Common	Physical	
Sushi Knife	Rare	Piercing		Longbow	Uncommon	Physical	
Royal Scepter	Rare	Smash		Lasso	Uncommon	Physical	
Portal Axe	Legendary	Cleave		M67 Grenade	Uncommon	Splash	
Mechanical Claw	Legendary	Piercing		Aagent Pistol	Rare	Physical	
Bitcoin Guitar	Legendary	Smash		Nail Gun	Rare	Physical	
Geode Smasher	Legendary	Smash		Legendary Wizard Staff	Legendary	Magic	
Handsaw	Mythical	Cleave		Witchy Wand	Mythical	Magic	
Spirit Sword	Mythical	Cleave		Energy Gun	Mythical	Magic	
Haanzo Katana	Godlike	Cleave		Mudgen Diamond	Mythical	Magic	
Staff of Creation	Godlike	Smash		Link Cube	Godlike	Magic	

The right hand equipped is the primary attack and the left is off hand, which attacks at 50% of its power. Players may also purchase or find spectral gear for their individual run. This allows a weakly equipped gotchi to still have a viable chance of success.

Support Items

Some hand items have abilities which can be used as support. This concept is still being developed, but ideas include active and passive buffs for improved defence, attack speed, attack damage, and so forth.

Wearable Abilities

Some wearable categories may have different abilities. For example, pets will grant a passive boost. Some ideas:

ROFLs: treasure gathering
Nimbus: clouds a ranged enemy's line of sight, causing them to miss
Cacti: damage shield
Geo: damage shield
Butterfly: attacks the enemy

Destroying Objects

The quicker a player can destroy the objects, the better. The quickest method is with bombs. Bombs are found or purchased from merchants.

Alternatively, players must use their weapons to clear objects away. The number of attacks required to break an object depends on the classification of the weapon. Note, weapon rarity does not impact the number here. Weapon rarity instead comes into play for enemy damage.

Destructible objects are classified as organic, inorganic, and gotchi-made. The attack matrix is as follows:

Melee	Organic (plants, etc)	Inorganic (rocks, etc)	Gotchi-made (chests, etc)
Cleave	1	2	3
Pierce	3	2	1
Smash	3	1	2
Ranged			
Physical	3	2	1
Magic	2	3	1
Splash	1	3	2

This attack matrix will give opportunity for many playstyles and team configurations.

Spectral Gear

Spectral gear is identical to its normal counterpart. The only difference is that spectral gear is lost upon death or exit.

Basic Move Set

360 directional movement
Use Main Hand
Use Off-Hand
Use Ability
Dodge - a slight teleport to the side
Throw bomb

Trait Mapping

The trait mapping works for this game. The only difference is we'd need to replace HP regen with something else. Perhaps we simply break SPK into low SPK = evade, high SPK = crit.

Gear Power Scaling

These numbers are quite rough and in need of extensive testing. That being said, the idea is each rarity of weapon has an attack multiplier as follows:

Unarmed - 1
Common – 2
Uncommon – 3
Rare – 5
Legendary – 8
Mythical – 12
Godlike – 16

The goal of development is to make it where a common/uncommon equipped Gotchi can enter, get lucky with RNG and good vendor rolls, and have a chance for success. Equally, a full Godlike gotchi cannot cheese the dungeon and can still get absolutely rekt by bad RNG.

Meta Progression

As with any good roguelike, there are ways for players to become more powerful over time.

Crypto gaming provides unique opportunities in that assets are fluid, especially aavegotchi with their rental mechanics. There are a few ways to handle this:

1. Skill progression is bound to the wallet. This means any gotchi can benefit from the advancement of the player. Ideal for anti-botting and long-term players.
2. Skill progression is bound to the gotchi to the wallet. This means all progress is lost if a gotchi is transferred (until transferred back to the same wallet). Ideal for gotchi owners and plays most like a modern game.
3. Skill progression is bound to the gotchi and is therefore transferable. This choice would require re-speccing to be cheap and easy. This is due to the rental market. Plays like an old-school cartridge game. Not ideal for anti-botting.

Skill Progression

Meta progression offers players the chance to customise their gotchi and give them incremental improvements for their runs. Gotchi traits are yin/yang and the meta progression is the same. You choose one path or another and then are able to put points into that skill.

Some skills:

Master Digger/Treasure Hunter: Better % chance to find floor portals/ladders vs better chance to find more treasure.
Bargain Hunter/Master Purveyor: Cheaper goods vs better goods in the shops.
One-hander/dual-wielder: Increase attack damage of main hand or off-hand weapon.
Power Drops/Synergy Drops: Weapon and armour drops are more powerful or better chance to have matching stats

Skill progress has two parts: points and medallions (better names needed). Basically, you get points fluidly and freely. Medallions come from first time clears of bosses on various difficulties. ie:

Master Digger requires 100 points to max. However, there are checkpoints along the way- every 20 points requires a medallion to unlock.

This mechanism allows players to have meta-progression while preventing grinding. After a point, you need more skill to proceed.

Aspects

Aspects provide in-game power ups. They are what make each run unique. Roll a good mix of Aspects and you have a great chance of success. Get unlucky and well...rekt city for you.

Some ideas:

Elemental attacks.
Cheat death. A hit that would otherwise kill you reduces HP to 1
Evade
Ice bombs. Bombs slide until hitting an object. Explosion slows enemies.
Fire bombs. Explosion hurls fireballs, burning enemies and the ground for damage over time.
Ranged Boosts
Melee Boosts
Boosts to break objects faster
More Creative Ideas...

Biome Concepts

Underground Forest

The first biome you encounter and what the demo will feature. The boss for this biome is the Guardian of the Mines.

Other Biome Concepts

Without spoiling the surprise, some other biomes include the Geode Mines, KEK Pits, and Refinery.

Road Map

The project is broken down into distinct parts: Demo, alpha, beta, final game

Demo - minimum viable product. We are currently here and about 15% complete. The objective is to demonstrate the basic mechanics of the game.

Demo objectives and limits
Target launch: Mid October, 2023

1. Multiplayer:
    a. 1-3 players
    b. Client side prediction for lag-free games
2. Levels:
    a. Three types -battle, adventure, and puzzle
    b. Randomly spawn destructible objects
    c. Single biome, the underground forest
3. Destructible objects - these can contain:
    a. GLTR points (this is how high scores are tracked in the demo),
    b. Ladders which allow the team to progress to lower level,
    c. Lil Essence which if captured adds essence to the essence timer
4. Battle:
    a. Health/AP bars for gotchis
    b. In-game stats based on gotchi traits
    c. Geode smasher & fireball weapons
    d. Dash mechanic for gotchis
    e. Enemies with health bars only (no mage creeps yet!)
    f. Simple enemy AI (roaming with an aggro range trigger)
5. Puzzles
    a. Team-dependent pressure switches implemented into the levels
    b. Special doors that can only be opened with switches that (usually) contain treasure
6. Essence timer:
    a. Starts at 1,000
    b. Shared timer for all team mates
    c. Approximately 15 minutes of play
    d. Capture "Lil Essence" to increase play time
7. Scoring:

a. GLTR = points
        b. One score per gotchi
8. Merchant / exit floor:
        a. every multiple of 10, players will be able to escape and capture their
           score or descend lower
9. Gameover screen:
        a. Appears for a gotchi if their HP goes to zero
        b. Appears for entire team if Essence goes to zero
10. Sound FX & background song
11. Leaderboard:
        a. Per gotchi
        b. XP event (TBC and pending Pixelcraft approval)

Alpha Objectives
Target launch: end of September 2024

Details subject to change as result of demo playtesting.

1. Gameplay
        a. First biome complete
        b. Opening screen complete
        c. One boss at the end of the forest - the Guardian of the Mines
        d. Merchant floor designed with limited functionality
2. Maps and Adventure
        a. Basic-RNG created maps.
        b. Multiple map types: battle, adventure, puzzle, and ???
        c. Simple inventory system which allows players to carry a third hand item
        d. HUD for HP/AP/essence, etc.
        e. Difficulty and game timer adjustments
3. Battle
        a. Three - five enemies with a refined AI and unique hit pattern (melee,
           ranged, swarm)
        b. Basic trap implementation
        c. All six weapon types + animations
        d. Gotchi stats implmentation
        e. Refine controls
4. Objects
        a. Objects take appropriate amount of hits
        b. Basic bombs incorporated

        c. Object treasure odds matrix implemented

        d. Simple spectral weapon implementation

5. Scoring

        a. Different treasures found in objects

        b. Enhanced leaderboards

Beta and Beyond

TBD