



Game Design Document for

EPIKOWORLD

LEGENDS SHOWDOWN

Project Name: Epiko World – Legends Showdown

Written by Aniket Bhosale

Version # 1.00

Tuesday, December 09, 2025

All work Copyright ©2024 by Wharf Street Studios Ltd

TABLE OF CONTENTS

1.1. GAME STORYLINE.....	3
1.2. MARKET.....	5
1.3. UNIQUE SELLING POINTS.....	5
1.4. TECH STACK.....	5
1.5. DOCUMENTATION.....	6
2. FEATURES SET.....	6
2.1. GENERAL FEATURES:.....	6
2.2. MULTIPLAYER FEATURES:.....	8
2.3. GAMEPLAY:.....	9
2.4. GAME RESOURCES.....	14
2.5. MATCHMAKING LOGIC:.....	16
2.6. GAME ECONOMY.....	17
2.7. RENDERING SYSTEM.....	17
2.8. CAMERA.....	17
2.9. GAME-OVER SCREEN.....	17
o AFTER ALL THE ROUNDS ARE COMPLETED, THE SCORE WILL BE DISPLAYED AS VALORANT.....	18
2.10 HUD.....	18
2.11 RAGE.....	19
3. GAME CHARACTERS.....	20
3.1. OVERVIEW:.....	20
3.2. CHARACTERS:.....	20
3.3. CHARACTERS REFERENCE:.....	20
4. SUPPORT CREATURES REFERENCE.....	20
5. THE WORLD LAYOUT.....	23
5.1. OVERVIEW: DIVERSE LOCATIONS INCLUDE SANCHI STUPA, TAJ MAHAL, EGYPTIAN PYRAMID, DWARKA CITY, NALANDA UNIVERSITY, MAYAN CIVILIZATION, AND LANKA.....	23
5.2. WORLD LAYOUT DETAILS:.....	23
6. ART & VISUAL STYLE.....	24
6.1. VISUAL STYLE:.....	24
6.2. CHARACTER DESIGNS, ENVIRONMENTS, AND ANIMATIONS:.....	24
7. LEVELS AND ENVIRONMENTS.....	25
7.1. DIVERSE MAPS.....	25
7.2. INTERACTIVE ELEMENTS.....	25
7.3. LEVEL DESIGN DOCUMENT.....	25
8. PROGRESSION SYSTEM.....	26
8.1. REWARDS AND ACHIEVEMENTS.....	26
8.2. PLAYER CUSTOMIZATION.....	26
9. MONETIZATION STRATEGY.....	26
9.1. BLOCKCHAIN INTEGRATION.....	26
9.2. COSMETIC MICROTRANSACTIONS.....	26
10. MULTIPLAYER.....	26
10.1. ON-CHAIN MULTIPLAYER.....	26
10.2. PC AND CONSOLE.....	26
11. USER INTERFACE.....	26
11.1. INTUITIVE UI.....	26
11.2. MENUS AND NAVIGATION.....	26

12. TECHNICAL REQUIREMENTS..... 27
 12.1. PC AND CONSOLE..... 28
 12.2. CROSS-PLATFORM PLAY..... 28
13. FEEDBACK AND REPORTS..... 28

1. GAME OVERVIEW

Epiko World: Legends Showdown is an on-chain multiplayer online battle arena (MOBA) game redefines the gaming landscape by blending the excitement of a battle royale with the strategic depth of an MOBA.

In "Epiko World: Legends Showdown," players dive into a captivating universe from diverse cultures, where two teams of skilled warriors engage in fierce combat on a dynamic battlefield.

We are developing a Metaverse Game that celebrates cultural diversity, set in a medieval fantasy world inspired by Indian, African, Arabian, Southeast Asian and Mexican mythologies. Our platform will feature a diverse range of gameplays, all based on a Play-to-Earn mechanism and backed by Web3 interoperability. We are focused on creating an immersive and engaging user experience that encourages community building, while also providing opportunities for monetization.

1.1. Game Storyline

"Epiko Genesis: Beyond the End of Worlds"

In a realm where time's wheel turns relentlessly, a looming cataclysm threatens the very fabric of existence. The air is thick with the scent of impending change, as conspiracies and powers beyond human comprehension unfurl.

A once-imprisoned soul, liberated from the clutches of Yama's realm, weaves a web of manipulation and interference with forces that should never be trifled with. The delicate balance of time is disrupted, unleashing ancient and bound energies upon the world.

Demons, rakshasas, gods, angels, humans, devas, souls, the departed, underworld creatures, animals, and hybrids – all are drawn into the epic battles of Epiko. Their collective aim is to shape the new ruler of the imminent era and the emerging world (Yug).

As the agenda transcends established belief systems and societal norms, the stakes escalate beyond survival. It becomes a race against time to navigate the chaos, ensuring passage to the next stage before the inexorable wheel of time completes its circle and closes the doors on their existence. The question echoes through the realms: who will emerge victorious in the battle for the genesis of a new era?

Act 1 - Arboreal Prelude: The Kalpa Tree's Cosmic Calling

In the heart of the enchanting realm of Epiko, a celestial disturbance resonates through the vast cosmic tapestry. The Kalpa Tree, a towering arboreal entity cradling the very essence of creation, radiates a power that reverberates across dimensions. This cosmic symphony catches the attention of the Void Weaver, a malevolent force yearning for dominion over the 8 elements of life and, ultimately, the entire universe.

Act 2: Mythic Sentinels - Unveiling the Guardian Ensemble

As Shakuni, a cunning manipulator, interferes with the powers of Veera, the lord of fire, to seize control of the cosmic Kalpa Tree, the protectors of the five elements of life are alerted. In response, they must unite their forces and rally the diverse universal powers to thwart Shakuni's malevolent schemes. A looming army, forged by Shakuni, threatens the delicate cosmic balance. The celestial assembly becomes a crucible where the protectors, summoned from native Asian lands, must test their deepest powers. Alliances must be forged to fortify the cosmic defence against an impending threat.

Act 3: Celestial Convergence

Individual tests of power unfold within their tapestries as the legends come together. Each must confront personal battles, evolving individually to harness their unique powers. As they prepare to fight their own battles, a monumental struggle ensues for the possession of ultimate cosmic objects, including the Kalpa, Kamdhenu, and the essence of time.

Combined, these cosmic artefacts wield unimaginable power, capable of transforming any being into the most formidable force and the ultimate arbiter of the next Yuga. The celestial convergence becomes the stage for an epic battle, where alliances are tested, powers are unleashed, and the very existence of the cosmos hangs in the balance.

Act 4: The ultimate battle

As the final echoes of the old world reverberate, the impending end casts its shadows across the horizon. The tapestry of existence is unravelling, and a new rug, a new world, awaits its genesis. In this pivotal moment, time emerges as the elusive key – the essence that will determine the architects of the approaching era.

Everyone should find their alliance and powers before the battle begins among different clans to overpower each other and stand in front of the ultimate warrior The Kalki of this time. Whoever beats him will rule the new worlds and own the power of universes across the entire galaxy.

As the final moments of the old-world tick away, the stage is set for an epic confrontation that will decide the fate of the new world. The echoes of this cosmic battle will resonate through the aeons, leaving an indelible mark on the fabric of time and the tapestry of existence.

Elements:

- Clans from different cultures will be evoked.
- Establishment of a new world and ruler.
- Celestial events happen as an indication of the ultimate transformation of the world.
- Capture of celestial objects Kalpa, Kamdhenu, Time (we might change or add to this)
- Awakening of different species: Humans, demons, devas, God, Hybrids, animals, underworld, souls and more.

Evolution of Characters: From Tower Defense to Individual Prowess in Epiko World

- a) Tower Defense Unity in Epiko Regal:** In the kingdom of Epiko, characters like Veera, Shiva, and Shakuni collaborated in strategic deck-based battles, honing their skills as mythic sentinels. The kingdom served as a training ground, fostering unity and collective defense against potential threats to the cosmic balance.
- b) Transition to Epiko World: Individual Evolution:** As cosmic disturbances intensified, the characters underwent a transformative journey. The transition to Epiko World marked their evolution into singular entities, each realizing their unique strengths. The motive shifted from collective defense to a personal commitment, preparing them for the looming threat of the Void Weaver.
- c) Yantras and Cosmic Elements: Unlocking Powers:** In both Epiko Regal and Epiko World, characters explore the universe to find Yantras—mystical chests containing gems and cosmic elements. These

Yantras serve as key sources for unlocking new powers, enhancing the characters' abilities in their quest to protect the Kalpa Tree.

- d) **Epiko World: Facing the Void Weaver Individually:** In Epiko World, characters face opponents individually, showcasing their revolutionized prowess against cosmic challenges. The motive remains rooted in protecting the Kalpa Tree, but now each character's personal commitment and unique skills come to the forefront.
- e) **The Void Weaver's Threat: A Common Adversary:** The looming threat of the Void Weaver unites the characters across games. The training received in Epiko Regal becomes a foundation for individual battles in Epiko World. The Yantras discovered in both realms contribute to unlocking powers needed to face the common adversary.
- f) **Epiko Legends:** Epiko Legends will see the ultimate battle among the groups of evolved superheroes with a common goal of beating the ruler of the current Yuga. It will be a camp of superheroes with different challenges and tasks to be fought and won to reach the final stage of battle to overcome the ruler.
- g) **Community Engagement and Lore Exploration:** Epiko encourages community engagement, inviting players to explore the rich lore, strategize in tower defense, and showcase individual prowess in diverse genres. The discovery of Yantras becomes a shared journey, with players collectively contributing to the evolving narrative of cosmic guardianship.

Embark on the Epiko journey—a cosmic adventure where characters evolve, gameplay diversifies, and the collective effort to protect the Kalpa Tree remains at the heart of the universe.

1.2. Market

- **Target Audience:** The game is designed to appeal to a diverse audience, including fans of mythologies, MOBA enthusiasts, and players seeking fast-paced, strategic multiplayer battles.
- **Monetization:** Freemium, with in-game micro-transactions.

1.3. Unique Selling Points

- **Mythological Diversity:** Explore characters and abilities inspired by various mythologies, providing a unique and rich gaming experience.
- **Hybrid Gameplay:** Blend of 1v1 and 3v3 battles with MOBA elements, offering a dynamic and strategic gameplay experience.
- **On-Chain MOBA:** Leveraging blockchain technology for on-chain multiplayer battles, enhancing security, and providing a player-driven economy.

1.4. Tech Stack

- **OS:** Windows, Mac, Web, Oculus, Android, iOS.
- **Engine:** Unity.

- **Backend:** Node.js.
- **Frontend Language:** C#.
- **Blockchain:** Polygon, ImmutableX & Boba, zkEVM by Polygon or private chain.
- **Database:** MongoDB.
- **Cloud Services:** Tencent Cloud & AWS.
- **Multiplayer Infrastructure:** Photon engine.
- **Analytics:** Unity Analytics and Google Analytics.
- **AI Tool:** Nvidia Speech AI.
- **Avatar SDK:** Ready Player Me.
- **Smart Contract Wallet:** Gnosis Safe.
- **Identity Verification:** Nativy.
- **Server Hosting:** AWS Game lift.
- **Documentation Tools:** Trello, MS Teams, GitHub, Gitbook.

1.5. Documentation

- Project management tool – Basecamp
- Communication tool – MS Teams
- Repository – GitHub
- Whitepaper – Gitbook

2. FEATURES SET

2.1. General Features:

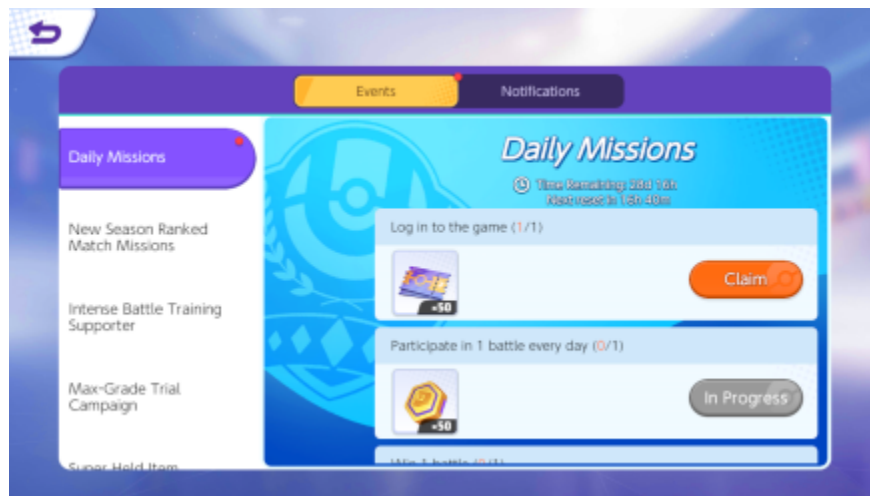
- **Stunning 3D Graphics:**
 - Cutting-edge visuals with high-quality 3D graphics for an immersive gaming experience.
- **Vibrant Color Palette - 32-bit Color:**
 - Utilization of 32-bit color technology for rich, detailed, and provide a visually appealing atmosphere throughout the gaming journey.
- **Dynamic Weather and Environment:**
 - Experience changing weather conditions and dynamic environmental elements impacting gameplay.
- **Day-Night Cycle:**
 - Experience a dynamic day-night cycle that not only impacts the visual ambiance but also affects gameplay.
 - Adapt your strategies as the environment transforms with the changing hours, adding an extra layer of realism to the gaming world.

- In-Game Events:
 - Participate in special events and challenges for exclusive rewards.

- Unlockable Abilities:
 - Progress and unlock unique abilities or power-ups for characters.

- Interactive Maps:
 - Utilize interactive elements within maps for tactical advantages.
 - Chokepoints.
 - Spaw point.
 - World event trigger.
 - Multiple exits & entry.
 - Create Drops. (one ravaged creature will spawn in the middle of the game which gives a rage ability).
 - Player vs enemies.
 - Player vs environment.

- Daily & weekly Mission:
 - Engage in daily and weekly challenges for additional rewards and progression.
 - The player will get 5 weekly and daily missions.
 - Every mission is completed; a player will gain weekly reward.



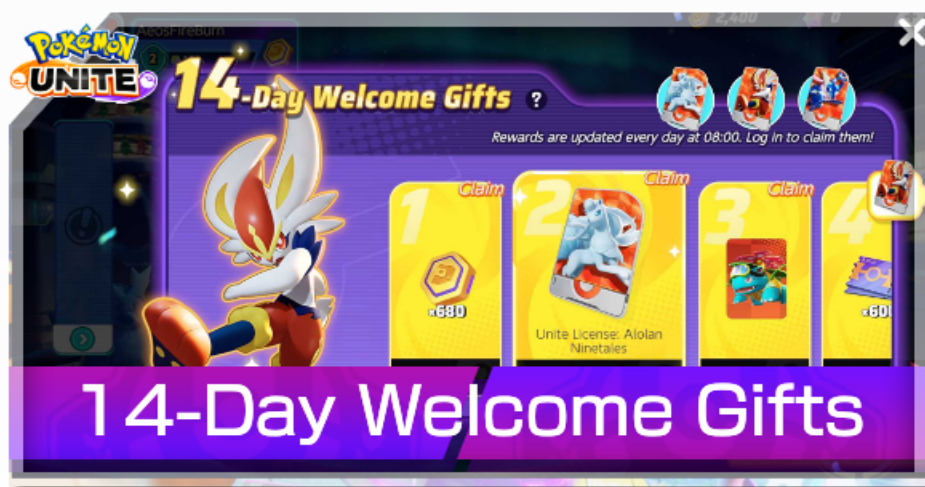
Reference images

- Daily Check-ins:
 - Players will gain exiting rewards through daily check-ins.
 - If the player fails to check-in again the chart will start with the first reward.
 - Earnings: Yantra, Coins, Gems and Rasa, name changes card, Avatar frame.



Under profile settings player can change the avatar, Name Tag and frame.

- o Link



Daily check-ins Reference image (display only 7 days reward)

- Cross-Platform Compatibility:
 - o Enjoy seamless gameplay across various platforms, ensuring that players can connect, compete, and collaborate regardless of their chosen gaming device.
 - o Cross-platform compatibility enhances accessibility and community engagement.

2.2. Multiplayer Features:

- Massive Player Base:
 - o Engage in epic battles within a thriving community, supporting up to 1 million players concurrently.
 - o The expansive player base ensures dynamic matches, diverse competition, and a vibrant gaming ecosystem.

- Effortless Matchmaking:
 - Experience seamless and quick matchmaking that allows players to jump into games effortlessly.
 - The system intelligently pairs players based on skill levels and preferences, ensuring balanced and competitive matches.

- Friend-Friendly Interface:
 - Navigate the vast world with ease and locate your friends effortlessly.
 - The user-friendly interface provides tools to find and connect with pals in the huge gaming universe, fostering collaboration and camaraderie.

- Voice Communication:
 - Enhance teamwork and coordination by utilizing the voice chat feature.
 - Communicate with your team in real-time, strategize on-the-fly, and create a more immersive and efficient gaming experience.

- Kingdom and Guild System:
 - Form alliances and build camaraderie through a robust kingdom and guild system.
 - Team up with like-minded players, participate in exclusive events, and strive for dominance together within the game's universe.
 - Rules
 - To create a guild player must complete 15 matches and cost 150 coins.
 - To join a guild player must complete 10 matches

- Leaderboards and Rankings:
 - Track your progress and compare your skills against others with the inclusion of leaderboards and rankings.
 - Compete for the top spot, earn recognition, and showcase your prowess in the global gaming community.

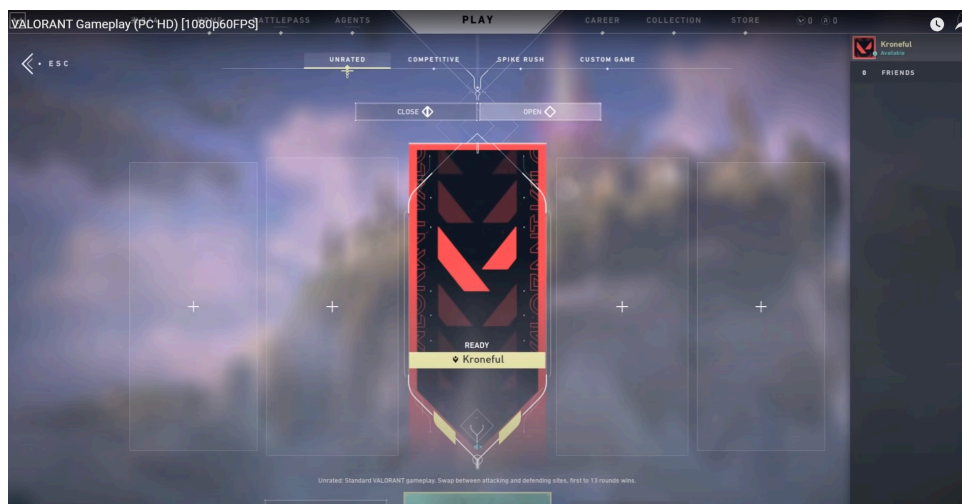
- Regular Tournaments and Events:
 - Participate in regularly scheduled tournaments and events that cater to various playstyles and preferences.
 - Whether you're a casual gamer or a competitive enthusiast, there are opportunities for everyone to shine.

- Character unlocks:
 - The player must collect 10 texture pieces for each character.
 - These texture pieces are being viewed by

2.3. Gameplay:

- Match Initialization:

- o Players are randomly assigned to teams of three (Team A and Team B) or he can connect with his friends and play.
 - o Matches unfold in small arenas featuring diverse obstacles, Ravager creature and covers.
 - o The maximum matchmaking time will be 30 seconds. If there aren't enough players available, Ai will be assigned.
- 3vs3Round Structure:
 - o Each match consists of three rounds, each lasting 3 minutes.
 - o Teams strive to achieve 50 kills in each round for victory.
 - 1vs1 Round Structure:
 - o Each match consists of three rounds, each lasting 3 minutes.
 - o Teams strive to achieve 15 kills in each round for victory.
 - Match making flow:
 - o Once a player clicks on the “start battle” button the then player will move to the waiting room there he has to select characters and spell what he wants to use in the match.
 - o Once the character is selected, there will be a small showoff animation and moves to idle animation.
 - o Once 30 seconds are completed, the player will be moved to the arena along with his teammates and opponent.
 - o If a hadn't selected the character he will be assigned with random character and spells won't be assigned.
 - o If a player leaves the match he can rejoin before the 3rd round.



Start match

sp



Waiting screen (once the character is selected the character animation will be playing)



Once players enter arena after 10 seconds match will start

- Game Mechanics:
 - Players engage in intense 1v1 and 3v3 battles, combining individual skills with team-based strategies. The game features MOBA-style mechanics, including lanes, towers, and a diverse set of objectives.
 - Movement: Navigate arenas fluidly using “mouse left click”.

Character actions

- Special ability 1, 2 and ultimate ability: This ability can be activated by the player whenever player wants in the gameplay if it is ready. Each ability has a specific cooldown time.
- Combo: When the player executes a sequence of "light, light, and heavy" attacks, the final blow of the combo will be triggered if it is unlocked and ready. However, if the combo is not unlocked, the final blow will not activate, even if the sequence is performed correctly. If the player is interrupted by an enemy attack during the "light, light, heavy" sequence, the combo will be canceled, and the player must start the sequence from the beginning. Once the full sequence is successfully completed, the final blow will automatically activate in the direction the player is facing.
- Ultimate ability will be unlocked when the player upgrades the character to level 4.

- Spell action: player will earn the spell by killing the ravager creature. The spell the player gains will be random based on the spells he unlocked in the inventory session.

Key bindings

Action	Cool down (sec)	Damage comparison	Key binding	Energy bar impact
Look Around			Mouse (Right analogue)	
Navigation			WASD (Left analogue)	
Jump			Spacebar (A button)	
Sprint			Left Shift	Will reduce 20 percent
Crouch roll			Ctrl (B button)	s
Light	0	10	Left Mouse Button (L-1 trigger)	
Heavy	0	15	Right Mouse Button (R-1 trigger)	
Special ability 1	3	20	Q Button (L-2 trigger)	
Special ability 2	5	25	E Button (R-2 trigger)	
Ultimate attack	20	50	R Button (R-3 button)	
Combo	10+15+10+20	50-55	Once combo bars filled player need to follow sequence (L-1 trigger+ R-1 trigger+ L-1 trigger) once sequence is completed final blow will activate automatically)	
Equip or activate Spell			G or (H X&Y Button)	
Support ability			F Button (L-3 trigger)	

- o Respawnning

- o If the player is dead, then the player respawn time will be 2.6 seconds and once player respawns, the shield will be activated for 3 seconds.

- In the game, players are tasked with taking down the opposing team by employing a combination of strategic map control, coordinated teamwork, and individual skill. Victory is achieved through a balance of these elements, requiring players to adapt their tactics based on the evolving dynamics of the match. Rewards are earned through various means, including performance in the match itself,

in-game achievements attained during gameplay, reaching progression milestones within the game, and daily check-ins for tournaments. These rewards may encompass in-game currency, experience points, rare items, or other valuable resources that contribute to the player's progression and enhancement of their gaming experience.

- **Controls and Input Methods:** Controls are designed for both PC and Console platforms, ensuring responsive and intuitive gameplay. The game supports a variety of input methods, including keyboard/mouse and controllers.

- **Inventory Management:**
 - Players must select their characters and purchase spells before starting the match making.

- **Tiers:**
 - Initiate. 0 -1000 trophies
 - Acolyte 2000 trophies.
 - Champion 3000 trophies.
 - Titan 4000 trophies.
 - Celestial 5000 trophies.
 - Myth 6000 trophies.
- **Character Upgrade:**
 - The character can be upgraded up to level 5 whenever character is upgraded the will have new set of combos and attacks unlocked.
- **XP Level up:**
 - Winning teams earn points, while losing teams receive negative/lesser points based on their level.
 - [Link](#)

- **Character Customization:**
 - Personalize characters by customizing appearance and loadouts.
 - Also, DIY elements will be added in future using paint 3D unity plugin.

- **Rewards System:**
 - Earn rewards for match victories and completing specific objectives.

- **Spectator Mode:**
 - Spectate ongoing matches to observe strategies and gameplay.

- **Social Features:**
 - Connect with friends, form teams, and engage in collaborative gameplay.
 - **Friends List:** Players can create and manage a list of in-game friends, send and accept friend requests, facilitating easy teaming up for matches.
 - **In-Game Chat:** The game features various chat options, including text and voice chat, allowing communication between teammates or nearby players.
 - **Team Management:** Players can manage their team in squads or duos by inviting friends or accepting invitations, simplifying team formation and coordination.

- **Clans and Crews:** The game introduced clan and crew systems for players to form groups, providing an organized way to team up, compete in events, and engage in clan-related activities.
- **Custom Matches:** This feature enables players to organize private matches with specific settings and invite friends or other players to join, enhancing the social aspect of the game.
- **Social Rewards and Progression:** Occasional rewards or progression systems tied to social interactions, such as playing with friends or participating in clan activities, are introduced.
- **Social Media Integration:** Some versions of the game have integrated social media features, allowing players to link their accounts and share in-game achievements, screenshots, or gameplay clips on platforms like Facebook, Twitter, or Instagram.
- **Events and Challenges:** The game frequently hosts in-game events and challenges that encourage social interaction among players, often requiring teamwork to complete tasks or objectives within a limited time frame.
- **Leaderboards and Rankings:** While not exclusive to social features, global leaderboards and rankings allow players to compare their performance with friends or other players, fostering competition and social interaction within the game.
- Reference Games:
 - <https://www.youtube.com/watch?v=G-CW6nY66UY>
 - [Katana Inu Tutorial GamePlay | New Updates - YouTube](#)
 - <https://youtu.be/W4ByGQVORIU?feature=shared>

2.4. Game Resources

[Link-](#) view link before proceeding below

S.NO	Source	Sources explained	Uses
XP Points	Competing matches	Winning team members 200pt. Losing Team members will get 100 pt. MVP of winning team 300pt. MVP of Losing team 300pt.	Player level progression.
Coins	Quest, Match performance, Real money, Tournament, in-game event, Daily check-ins.	Completing Daily and weekly missions. Daily check-ins. Player will gain 10 coins for assist 30 coins per-kill, and 50 coins for match making and completing successfully.	Upgrade characters.
Gems	Achievement. Real money,	Completing Achievements.	Gems are used to reduce the

	Tournament, Reference friends (friends should complete 5 matches) and If player completes 15 matches in a day.	Tournament – winner gets 10 gems loser gets 5 gems.	upgrade time. epic skins. Trade gem to coins.
Rasa	Yantra and in-game purchase.	Players will gain Rasa from completion of gameplay session successfully.	Unlock rare and uncommon skins
Essence	Yantra. in-game purchase.	Players will gain Essence from completion of gameplay session successfully.	Unlock spells .
Cards Type Strength Wisdom Resilience	Yantra, in-game purchase and Events.		Cards are one of the major resources to Upgrade character, support.
Yantra Type Common Rare Epic Legendary.	Match Completion. in-game purchase.	Players will gain yantra after successfully completing a match and it can be unlocked instantly. The proverbiality will be depends in rarity of yantra.	character and support texture pieces. Coins. Rasa& Essence Cards.

- **Quests and Achievements**
 - Daily, Weekly, and Special Event Quests: Provide currency, resources, and exclusive items upon completion.
 - Challenges: Difficult tasks with higher rewards, encouraging strategic gameplay.

- **In-Game Events: Tournaments, Festivals, and Seasons**
 - Tournaments: Regular competitive events with unique challenges and escalating rewards.
 - Festivals: Themed events with special in-game activities, cosmetics, and bonuses.
 - Seasons: Periodic content updates introducing new story arcs, characters, and gameplay features.

- **VIP Memberships and Subscriptions**
 - VIP Tiers: Exclusive benefits, early access to content, boosted resource gains, and unique cosmetic items.
 - Subscriptions: Premium packages offering continuous perks, exclusive content, and priority access to new features.

- **Cosmetics: Skins, Avatars**
 - **Character Skins:** Change the appearance of your heroes with unique skins, available for purchase with Gems.
 - **Avatars:** Personalize your in-game profile with custom avatars, showcasing your style.

- **Random Loot Drops and Chests**
 - **Daily Loot Drops:** Log in daily for random item drops, providing surprises and encouraging regular engagement.
 - **Yantra:** Earned through gameplay milestones, achievements, or purchases, containing random items, characters, or resources.

- **Guilds and Social Interaction**
 - **Guild Creation and Joining:** Form or join guilds for collaborative gameplay, exclusive rewards, and guild-specific events.
 - **Guild Challenges:** Team-based challenges that yield substantial rewards for successful completion.

- **Real-Money Purchases**
 - **Gems and Bundles:** Optional purchases for Gems or special bundles, offering accelerated progress, cosmetic items, or exclusive content.

- **Spells (Temporary unlockable during battle)**
 - **Fire:**
 - **Usage:** Launch a fiery projectile at opponents.
 - **Impact:** When the players activate the fire spell the character will start firing the flame-ball to attack the enemy for 4 seconds. The player must use a mouse to guide the attack. Doesn't affect "Jawla."
 - **Dark Energy:**
 - **Usage:** Unleash a burst of dark energy in a targeted area.
 - **Impact:** Temporarily reduces visibility for opponents within the area, creating a strategic advantage.
 - **Lightning:**
 - **Usage:** Summon a bolt of lightning to strike the nearest enemy.
 - **Impact:** Deals instant high damage to the targeted opponent, providing a powerful offensive option. (single target)
 - **Freeze:**
 - **Usage:** Cast a freezing spell to immobilize nearby opponents.
 - **Impact:** Temporarily freezes opponents in place, rendering them unable to move or attack. Radius attack. Won't affect "Snow queen".
 - **Poison:**
 - **Usage:** Release a toxic cloud in a specific area.
 - **Impact:** Inflicts poison on opponents within the cloud, causing continuous damage for 3 seconds.

- o Healing:
 - Usage: Cast a healing spell on a teammate or self.
 - Impact: Restores health to the characters within radius of the player who activates it, promoting sustained durability during battles.
- o Peace:
 - Usage: Helps to implement strategy.
 - Impact: If the player activates peace both the team players can't attack each other.
Duration (6 seconds) Affect all characters.

2.5. Matchmaking Logic:

An overview of the key principles:

- Skill Estimation: Visible skill rating (MMR) based on performance.
- Hidden Unranked MMR: For fairness in unranked matches.
- Adaptability for High MMR: Adjust non-skill factors at very high MMR levels.
- Balanced Matches: Optimize each game for balance using skill and non-skill factors.
- Personal Win Rate and MMR: Winning increases MMR, leading to higher skill games.
- Long-Term Win Rate: Players tend to converge towards a 50%-win rate.
- Avoiding Unfair Games: Prevent consistently high win rates for fair matches.
- Continuous Improvement: Refine the system for a high-quality gaming experience.

Match Making logics:

Components to Consider

- Character Level (CL): The level of the player's character, which might reflect their experience and time spent with that character.
- Player Tier Ranking (PTR): The competitive rank of the player, which categorizes them into various skill brackets.
- Individual Profile Level (IPL): Overall account or profile level, which indicates the player's broader experience with the game.

Step 1: Assigning Numerical Values to Tires

- Initiate – 10.
- Acolyte – 20.
- Champion – 30.
- Titan – 40.
- Celestial – 50.
- Myth – 60.

Step 2: Load value

Load value for each component based on the importance.

- Load for Character Level (L.CL) = 0.5.
- Load for Player Tier Ranking (L.PTR) = 0.4.
- Load for Individual Profile Level (L.IPL) = 0.1.

Step 3: Formulating MMR

Combine these elements into a single MMR formula. A simple way could be a Load sum:

$$(CL \times L.CL) + (PTR \times L.PTR) + (IPL \times L.IPL) = MMR.$$

Example

Let's say you have a player with the following attributes:

- o Character Level: 20
- o Player Tier Ranking: Titan
- o Individual Profile Level: 50.

Using the load values specified above

$$MMR = (20 \times 0.5) + (40 \times 0.4) + (50 \times 0.1)$$

$$= 10 + 16 + 5$$

$$MMR = 31$$

2.6. Game Economy

- [link](#)

2.7. Rendering System

- Overview: Give an overview of how your game will be rendered and then go into detail in the following paragraphs.
- 2D/3D Rendering: Describe what sort of 2D/3D rendering engine will be used.

2.8. Camera

- Overview: Describe the way the camera will work and then go into detail if the camera is very complicated in sub sections.
- Camera Detail #1: The camera will move around like this and that.
- Camera Detail #2: The camera will sometimes move like this in this special circumstance.

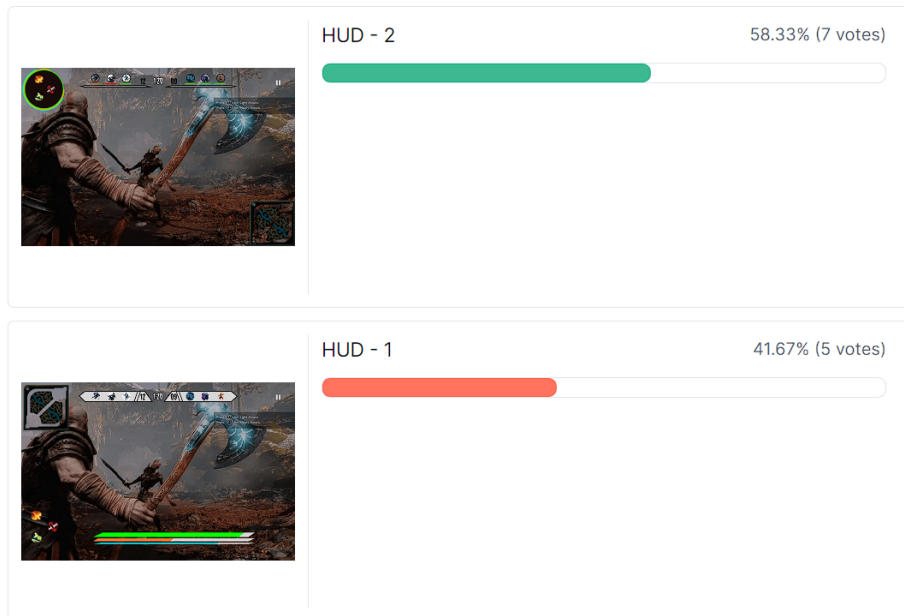
2.9. Game-over screen

- o After all the rounds are completed, the score will be displayed as valorant.

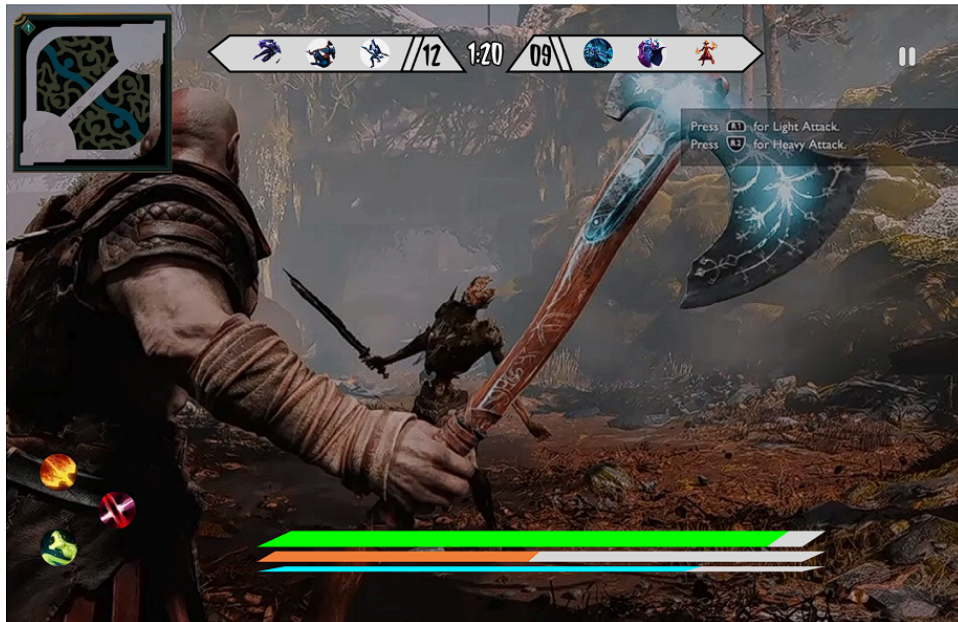


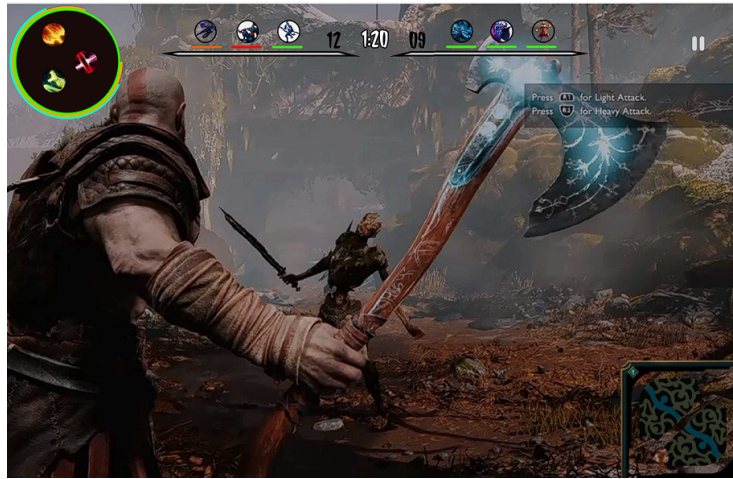
Reference image

2.10 HUD



AB test result





HUD

2.11 Rage

- In the game, teams will have the opportunity to gain the “rage” Ability by collectively defeating a titan spawn located on the map. Once the titan is defeated, the rage ability spell will spawn regardless of which team dealt the final blow. However, it's crucial for a team member to collect the rage spell once it appears. Upon collection, the team that acquired the rage ability will experience a significant improvement in their character behaviour, boosting both attack and movement speed by a factor of 2x. This mechanic incentivizes teams to strategically coordinate their efforts to secure the rage ability, as it provides a temporary yet powerful advantage that can potentially turn the tide of battle in their Fav or.

3. GAME CHARACTERS

3.1. Overview:

- Mythological Characters: Characters are drawn from various mythologies, providing a diverse roster with unique abilities inspired by their cultural backgrounds.

- Evolution from Epiko Regal: Initially featured in Epiko Regal with a colorful and cartoonish art style, characters have evolved into realistic humanoid versions, showcasing individual fighting styles and personalities.
- Abilities, Strengths, and Weaknesses: Each character has distinct abilities, strengths, and weaknesses, allowing players to customize their playstyle and strategy.

3.2. Characters:

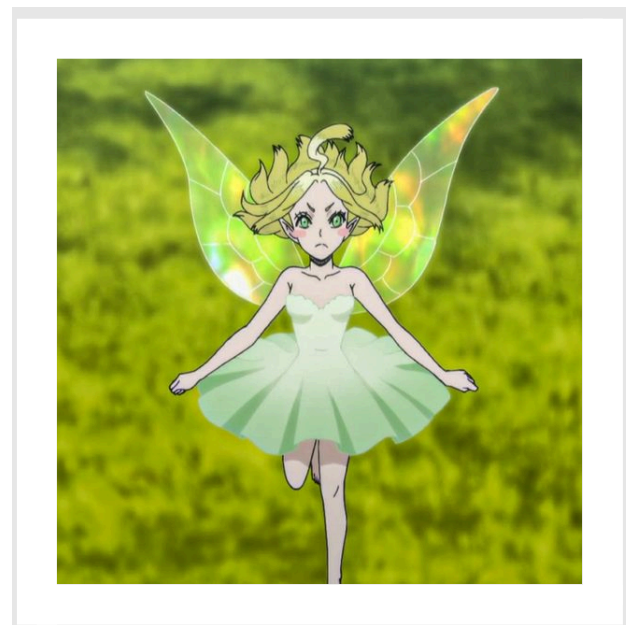
- Heroes: Playable characters with distinct abilities, unlockable through in-game progression, or by purchasing special character packs.
- Creatures: Collectible companions with various roles and abilities, obtained through in-game events or special promotions.
- Enemies: Enemies are non-playable characters that players encounter throughout the game. They come in various types, each presenting unique challenges and opportunities for rewards.

3.3. Characters reference:

- [Link](#)

4. Support Creatures reference

- 4.1. **Overview:** Player will have an option to select the companion which will help the player in the battle with their unique ability. The support character ability can be used by the player whenever they want in a battle, and it has a cooldown time.



Companion reference attached

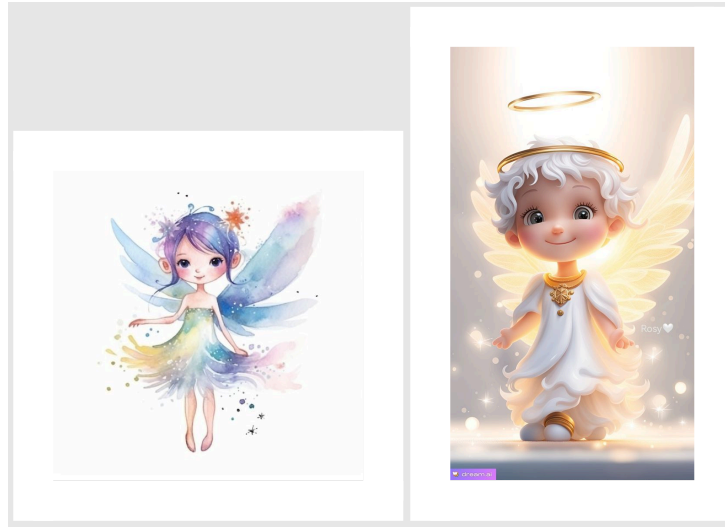
Support creatures list

1. Fairies:

- The fairy companion will bestow a health boost upon the character who owns it, increasing their health by 30 percent. Additionally, other players within the fairy's radius will also benefit from a

health increase, albeit to a lesser extent, with their health being boosted by 15 percent. This provides a significant advantage to the character and their nearby allies, enhancing their resilience and survivability in battles or challenging situations.

- The cool down time will be 25 seconds.
- Reference for visual, animation and VFX [Link](#).



Reference image

2. The red thread cat of fate:

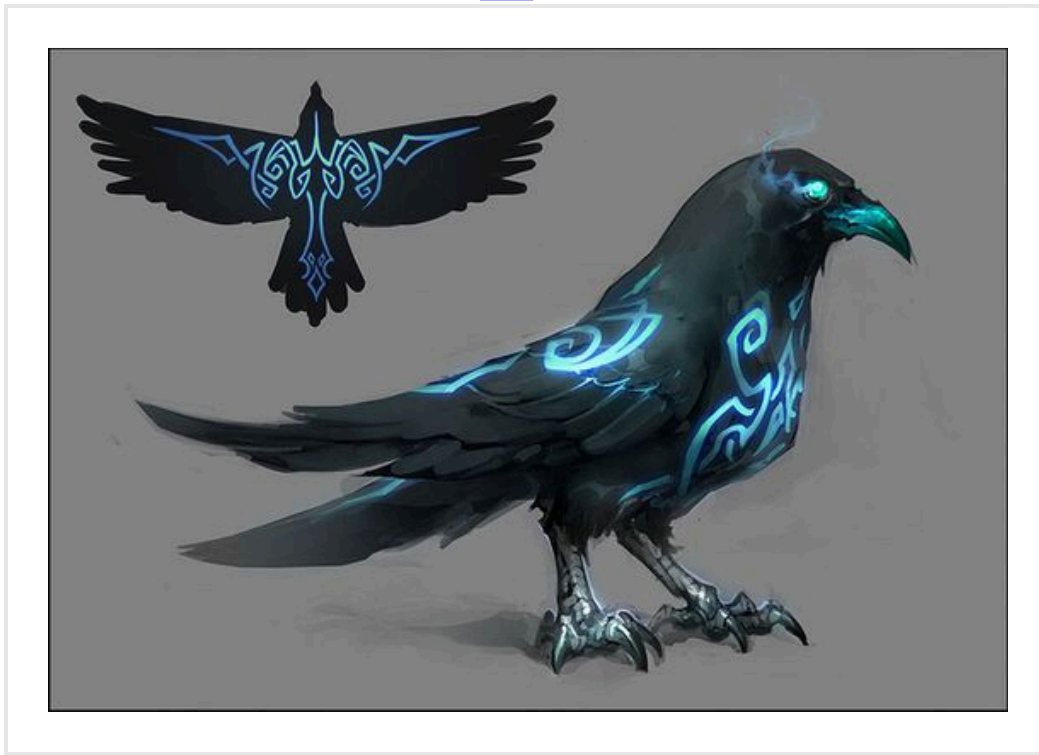
- **Description:** Grants its user the power to alter the outcome of future events in favor of themselves or their cared ones simply by physically touching a target. This manipulation of fate results in more favorable circumstances for the user and those they hold dear. However, the cat only intervenes to protect individuals whom the user cares about, extending its influence on those near the user. It is important to note that the cat's protection is reactive, only responding to direct attacks, leaving the user and their allies vulnerable to transportation, restraint, or indirect attacks while the spell is active.
- If a player activates the "cat from red thread" ability, they will gain temporary immunity to opponent attacks for a duration of 4 seconds. During this period, any incoming attacks from opponents will have no effect on the player, providing a window of opportunity to maneuver or counterattack without fear of harm.
- The cool down time will be 25 seconds.
- Reference for visual, animation and VFX [Link](#).



Character reference

3. Raven:

- The raven companion can detect nearby enemies and reveal their locations to the player. Additionally, it has the capability to temporarily blind the vision of these detected enemies for a duration of 3 seconds, disrupting their ability to accurately target or perceive their surroundings. Following this ability's activation, there is a 25-second cooldown period.
- Reference for visual, animation and VFX [Link](#)

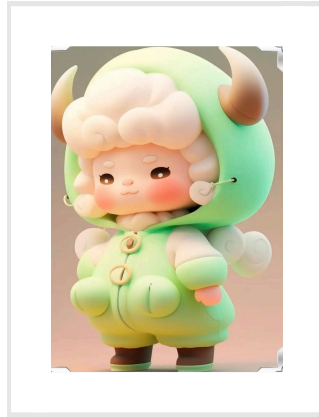


Reference

4. Cuba

- The ability of Cuba is to reduce the movement speed of opponents by 50% for 5 seconds. When activated, this ability hampers the mobility of adversaries, making it more difficult for them to evade attacks or reposition effectively. This reduction in movement speed can significantly hinder the opponent's ability to maneuver, providing the player with an advantage in controlling the pace of engagements and potentially gaining the upper hand in combat scenarios.
- Cooldown time will be 25 seconds.

- Reference link



Reference

5. THE WORLD LAYOUT

- 5.1. **Overview:** Diverse locations include Sanchi Stupa, Taj Mahal, Egyptian Pyramid, Dwarka City, Nalanda University, Mayan Civilization, and Lanka.

5.2. World Layout Details:

- Sanchi Stupa



- Taj Mahal

- Egyptian Pyramid
- Dwarka City
- Nalanda University
- Mayan Civilization
- Lanka

6. ART & VISUAL STYLE

6.1. Visual Style:

- The art style is a fusion of cel-shaded animation and high-definition graphics, capturing the vibrant and dynamic nature of the Anime series

6.2. Character Designs, Environments, and Animations:

- Character designs showcase intricate details inspired by mythology, environments are richly themed, and animations are fluid, enhancing the overall aesthetic.



Texturing ref: [Link](#)

7. Levels and Environments

7.1. Diverse Maps

- Battles take place on diverse maps inspired by mythological settings, providing a visually striking backdrop for epic confrontations.

7.2. Interactive Elements

- Environments feature interactive elements that impact gameplay, creating opportunities for strategic plays and unexpected twists.

7.3. Level Design Document.

1. Map 1: Link
2. Map 2: Link
3. Map 3: Link
4. Map 4: Link
5. Map 5: Link
6. Map 6: Link
7. Map 7: Link
8. Map 8: Link
9. Map 9: Link
10. Map 10: Link

8. Progression System

8.1. Rewards and Achievements

- Players earn rewards based on in-game achievements, including victories, objective captures, and personal accomplishments.

8.2. Player Customization

- Unlockable cosmetics, character skins, and personalization options allow players to showcase their unique identity on the battlefield.

9. Monetization Strategy

9.1. Blockchain Integration

- Leveraging blockchain technology for in-game transactions and asset ownership, providing players with a decentralized and secure economy.

9.2. Cosmetic Microtransactions

- Monetization primarily focuses on cosmetic items, allowing players to support the game while maintaining a fair and competitive environment.

10. Multiplayer

10.1. On-Chain Multiplayer

- Blockchain integration ensures secure and transparent multiplayer battles, allowing players to truly own in-game assets.

10.2. PC and Console

- The game is designed for both PC and Console platforms, providing a seamless multiplayer experience across platforms.

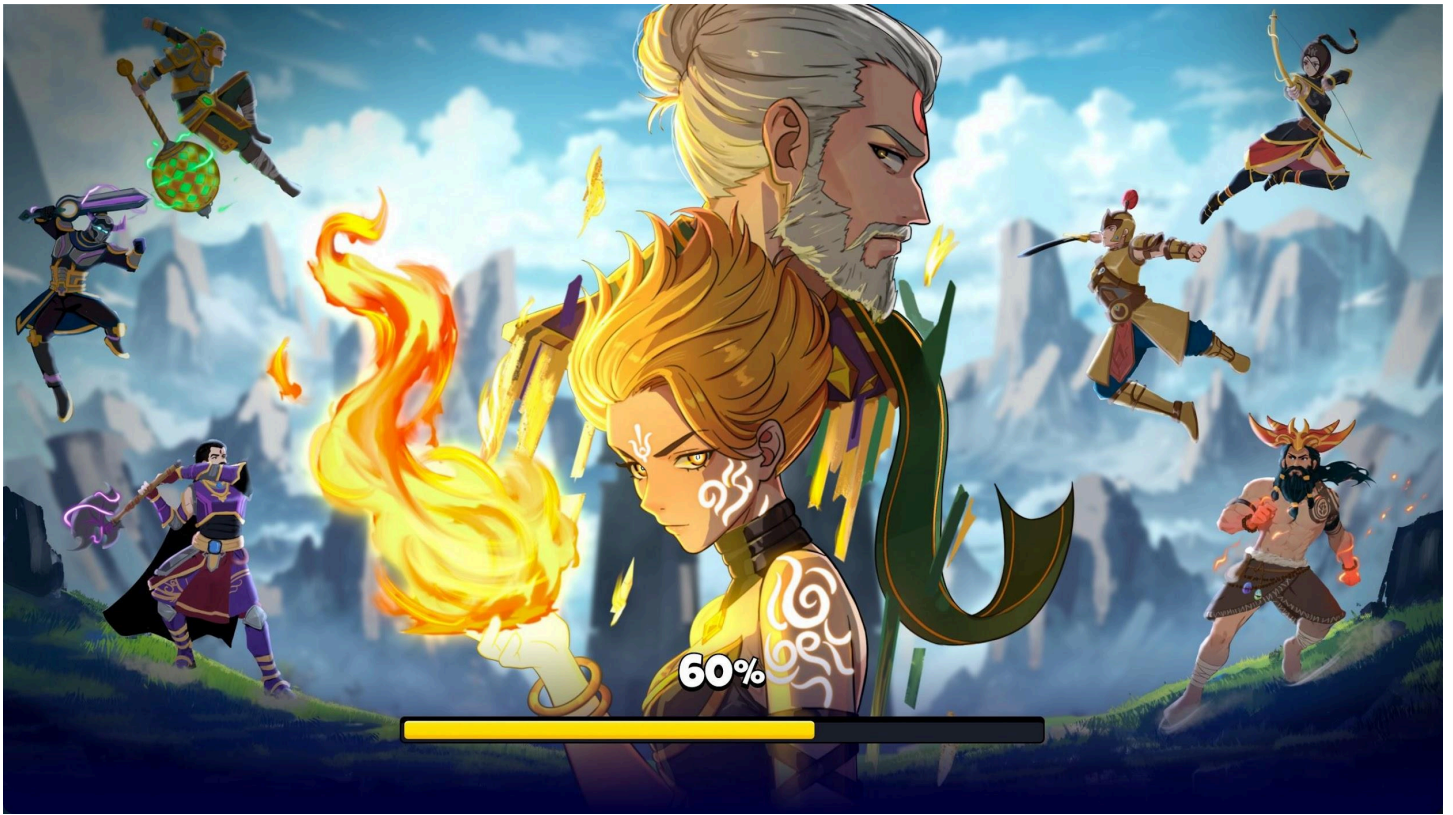
11. User Interface

11.1. Intuitive UI

- The user interface is designed for clarity, featuring essential information without overwhelming the player.

11.2. Menus and Navigation

- Menus are intuitive, guiding players through character selection, customization, and various game modes.



HUD

- In the HUD, located in the left corner, there will be multiple icons representing the character's special abilities and other powers. These icons will follow a consistent color theme and frame for visuals, but the design of each icon will vary to reflect the unique abilities of each character.
 - Special ability 1 - Orange.
 - Special ability 2 - pink.
 - Combo final blow - blue.
 - Ultimate - purple with Dark energy flame vfx.
 - Companion - 1 common symbol (yellow).
 - Spell - Green.



Reference



12. Technical Requirements

12.1. PC and Console

- Optimized for both PC and Console platforms, ensuring smooth performance and visual fidelity.

12.2. Cross-Platform Play

- Support for cross-platform play enhances the player community, fostering a larger and more diverse player base.

13. Feedback and reports

● Feedback Mechanism:

- Players can provide feedback directly within the game through a designated feedback section under settings.
- Feedback can cover various aspects such as gameplay mechanics, features, user interface, bugs, suggestions for improvement, and overall experience.
- Feedback may be submitted anonymously or with the option to include player details for follow-up.

● Reporting System:

- Players can report other players for various reasons including cheating, abusive behavior, harassment, or inappropriate content and not active in the matches after it started.
- Reports can be filed through an in-game reporting feature accessible during or after matches are completed.
- Reporting may include providing evidence such as screenshots, recordings, or timestamps to support the report will gain better attention.
- **Review and Action:**
 - Reports and feedback are reviewed by a dedicated team or automated system responsible for addressing player concerns.
 - Reports of misconduct or violations of the game's terms of service are investigated thoroughly.
 - Depending on the severity of the violation, actions may range from warnings and temporary suspensions to permanent bans.
 - Feedback is reviewed for actionable insights to improve the game and may influence future updates or patches.
- **Communication with Players:**
 - Players receive notifications or updates regarding the status of their reports or feedback submissions.
 - Clear communication channels are established to inform players of any actions taken based on their reports.
 - Feedback regarding game improvements or changes is acknowledged, and players are informed of any implementations in subsequent updates.
- **Community Moderation:**
 - In addition to the official reporting system, community moderators may be appointed to assist in monitoring and addressing player behavior.
 - Community guidelines and rules are enforced to maintain a positive and respectful gaming environment.
- **Feedback Loop:**
 - The feedback and reporting system is part of a continuous feedback loop where player input drives iterative improvements to the game.
 - Regular updates and patches address reported issues and incorporate player suggestions whenever feasible.
 - Transparency in the decision-making process regarding reported issues helps build trust and credibility with the player community.
- **Player Support:**
 - A dedicated player support team is available to assist players with any issues related to the game, including technical problems, account management, or inquiries about the reporting system.

- o Support resources may include FAQs, knowledge bases, ticketing systems, or live chat support for real-time assistance.