Skilled GDD

Overview

Purpose of the Document

This document's purpose it to introduce the concept of the game Skilled, as well as it's many progression systems and the business plan behind it. Furthermore, you will find included in this document in-depth charts exemplifying the different progression and economy pacing and plan, including earn/spending rates of resources as well as Engagement to time mapping.

Please Note that for every table you find, you can find all the math breakdown and supporting tables on the last section of this document.

Elevator Pitch

Skilled is a 2.5D orthographic, Idle/Battle Arena RPG game built for PC. Skilled strives to combine the active play or "Grinding RPGs" such as diablo with mechanics of common Idle RPG games such as Legends of Idleon, while introducing a new style of character progression and a battle arena similar to Magicka 2. Explore a new world! Discover and level up new skills by grinding actively or passively! Compete against other Guilds through Farming Competitions and earn glory by rising through the PVP ranks in this new Play to Win experience!

Core Concepts

Gameplay Loop

Just like regular Idle games, the core gameplay loop consists of killing monsters, getting rewards and then upgrading your character, your weapons and your base with said rewards, eventually leading you to test out your new build in PvP matches or farming Competitions.

Character Progression

Differently from other RPGs, Skilled flips the tables on character development. Rather than choosing a class and training your character with said class's and it's skills; in skilled you discover skills through exploring the game, and level them up rather than your character. Different skill combinations will then determine your class, leading the game to have as many different "meta builds" as there are skill combinations and allowing players to experiment different playstyles with ease. Would you like to be a melee summoner or maybe a bruiser archer? All of those are possible in Skilled but they will only be as strong the time you spent levelling those individual skills!

Specific Target Audience (Based on Quantic Foundry player Types)

- Primary: Gladiator

The End-game is very interesting to gladiators. This is because it has a wide variation of possibilities and experimentation that requires a lot of effort if you intend to be able to play all of them at their optmal power output. Not only that, but due to the arena and farming aspect of the game, there will always be more than one meta build by the nature of the game, but the arena build meta would also be constantly rotating due to counterbalancing popular builds. In summary, to truly play the fast-paced action packed end game of Skilled, one must put in effort levelling up individual skills, exploring the map to acquire them and having a lot of strategical thinking when selecting their skills, making the Gladiator our target demographic.

- Secondary: Acrobat

Acrobats are perfect as secondary targets because they are the ones that will enjoy the Start and mid-game the most. This is because they will thrive on selecting the correct skills to maximize farming, as well as the correct combination to be able to get through hard areas with their varying strategic compositions. Furthermore, they perfectly illustrate the type of player that would force themselves into a medium pace just so they can level most skills evenly as to have more strategic options. Lastly, they will not be hindered by the lack of focus on polished visuals this project offers.

- Tertiary: Skirmisher

Skirmisher is the third target because the fast-paced arena, and the social aspect of rotating Farming competitions are things that would highly appeal to them. However, they are not someone that enjoys a lot of strategic thinking or grinding, which makes them the perfect illustration for the type of players that would just try to grind a single set of skills to their highest potential to engage in mid to end-game content as fast as possible, differently from acrobats and gladiators who would enjoy putting some time into grinding some extra content/opportunities. This is not behavior that we want to incentivize, but it is definitely a type of behavior we have to account and support on the game. Please note that Skirmishers are the most likely to purchase "Skill XP transfer Potions".

Class Progression:

- Talents

Upon completing certain achievements with certain skills, they player will unlock a Talent. Talents also have a level, which is increased every time the player kills a monster with said talent equipped. Talents will also grant a unique passive related to it's skills when equipped. Note that for a talent to be equipped, all its skills must be equipped as well.

- Class

Upon equipping a certain combination of talents, the player will automatically equip a class, granting another set of passives to the player. If the class skills are max level, the passive doubles. Classes do not level up and only one class can be equipped at a time.

- Masteries

Masteries are a combination of two classes. When you reach max level on all four talents related to said classes, you will unlock a mastery. Masteries come with their own passive and ultimate skill. When you equip a masteries, respective class and talent passives are immediately equipped, breaking the limit of classes and talents. Also, the player may then equip any combination of skills that are related to said mastery and its talents.

Differences of AFK and Active Play:

- Active Play

In active play, player will get the most amount of resources and is able to get Skill X. Not only that, but there are Special monsters that have a chance to spawn every hour, if the player is playing actively, that drops unique and rare loot. Lastly, any monster kill while active will count towards unlocking the next area

- Semi-active Play

While active, the player may choose to enter Auto (or semi-active) mode. This will start an AI in their character, making it run to the closes monster within that area and using their skills in the order selected one by one. This mode has all the perks from active play but is also unoptimized as the AI will not have any other logic of skill/monster prioritization.

- AFK

While AFK, the player will receive reduced resources and none of the Frictioned resource. The player will also not gain any Skill XP and monster kills will not count towards the next area.

Progression Systems

Progression Features

- Map Discovery
- Base
- Equipment
- Class Progression
- Skills Trees

100 hours of engagement

The first 145 hours of engagement exist in the progression of the map and development of your first class in and of itself. Aside from that, assuming the player plays 2 matches of PvP per 24 hours of active play after it's unlocked, there is an additional 33 hours of engagement until they finish the first two worlds. However, once they do finish, they unlock a new tier and map of the arena, leading to even more engagement time.

Aside from that, there is also the guild and the farming competitions, which might lead the player into making non-optimal progression decisions, adding even more hours of engagement.

Game Loops

- **Core Loop**
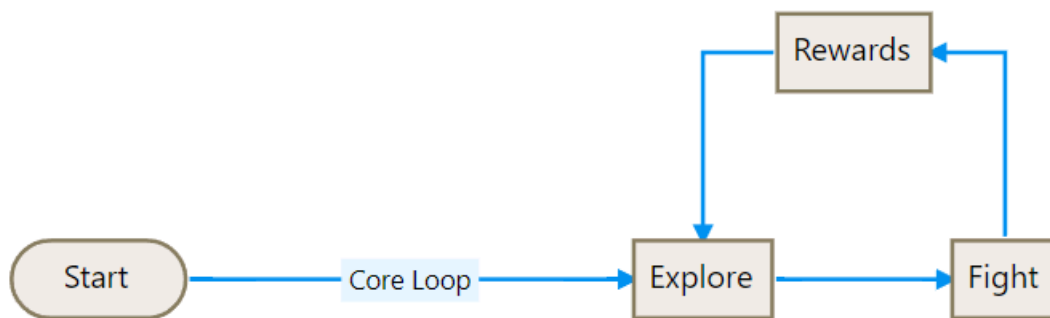
- **Skill Progression Loop**

- **Class Progression**

Mastery Tree.jpg

- **Progression Loop**

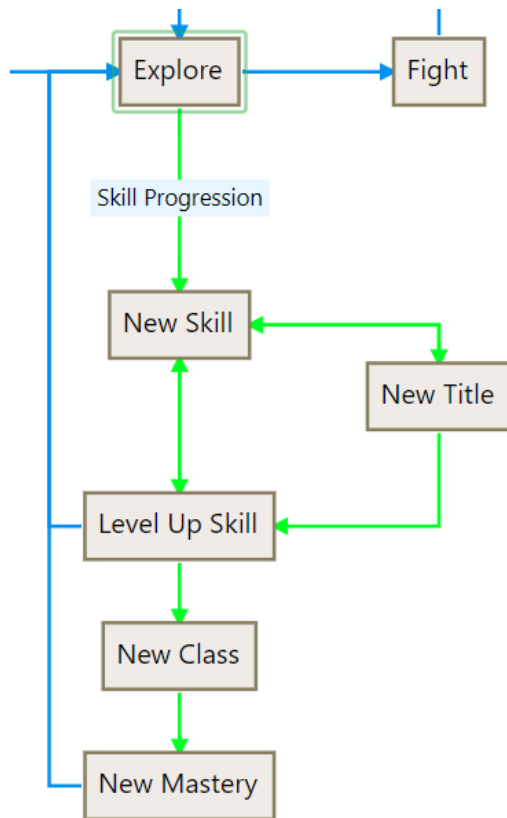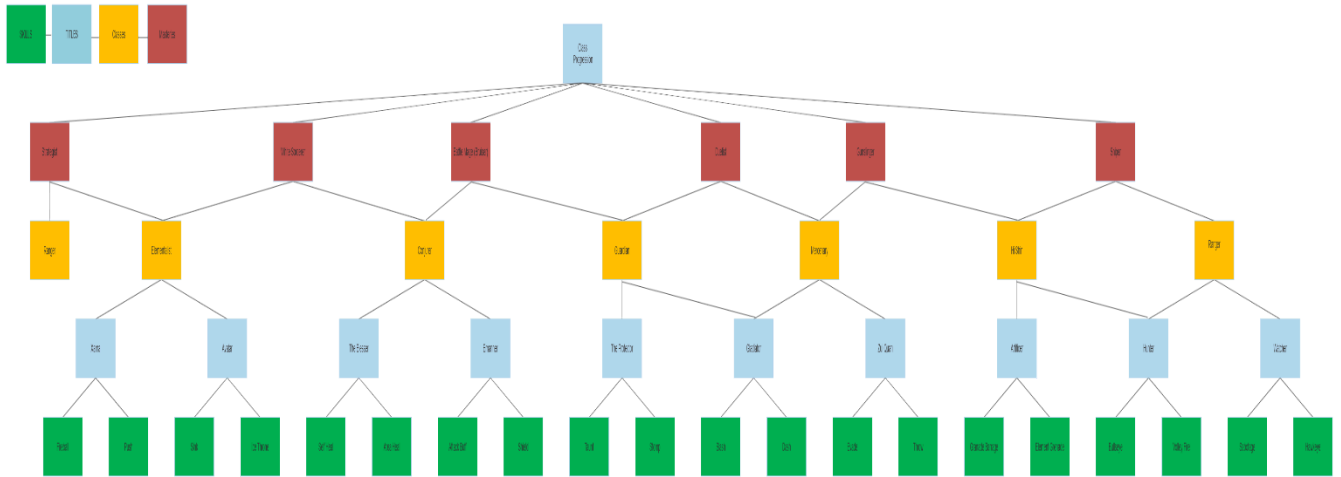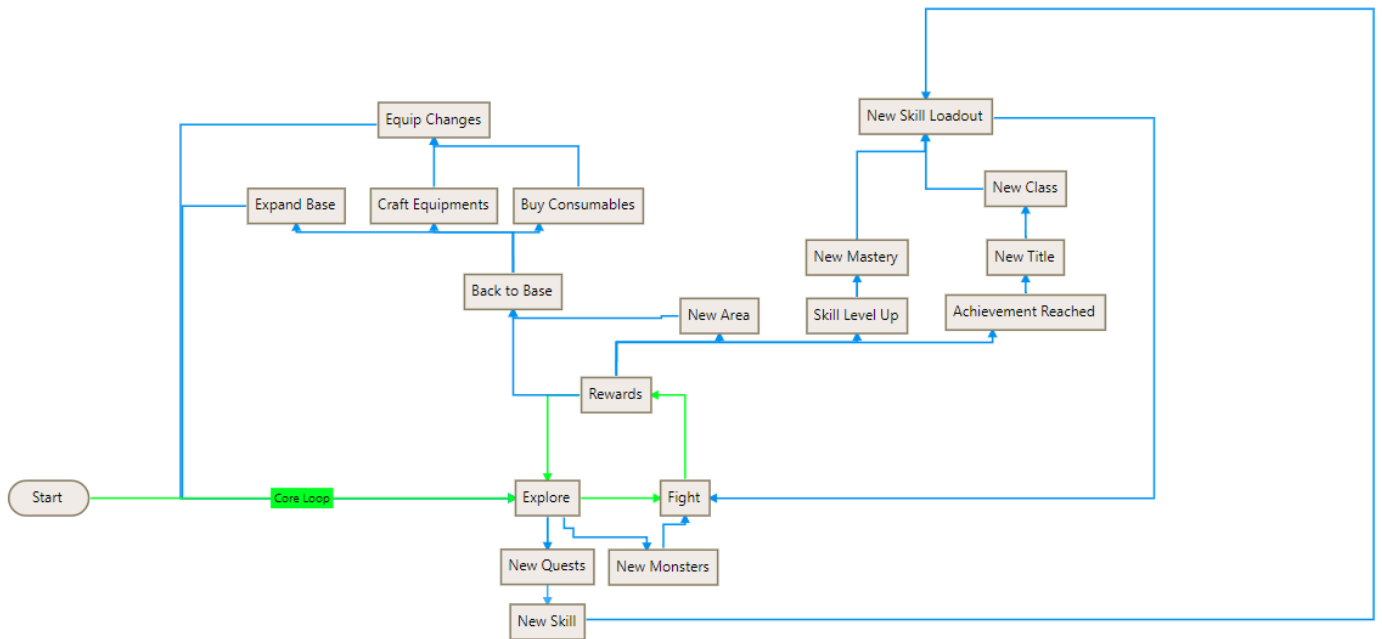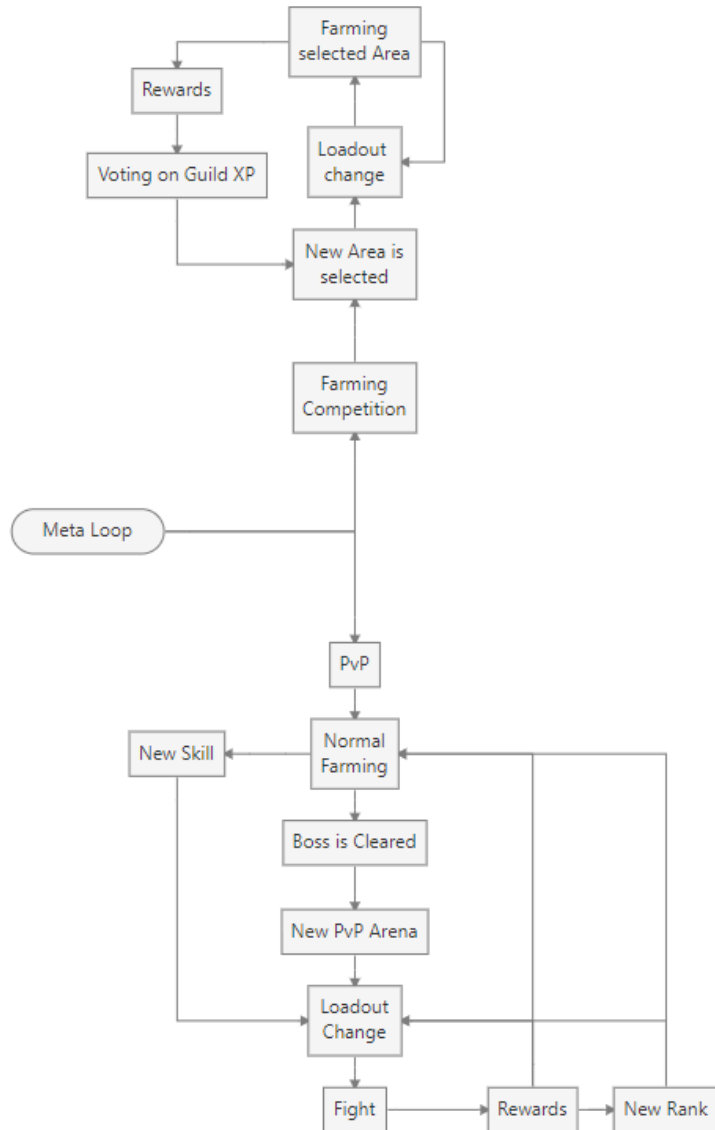Progression Loop.PNG

- **Meta Loop**

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                    ┌──────────────┐
          ┌─────────│   Farming    │◄────────┐
          │         │ selected Area│         │
          │         └──────────────┘         │
          ▼                 ▲                 │
   ┌──────────┐             │                 │
   │ Rewards  │      ┌──────────────┐         │
   └──────────┘      │   Loadout    │─────────┘
          │          │   change     │
          ▼          └──────────────┘
   ┌──────────────┐          ▲
   │ Voting on    │          │
   │ Guild XP     │   ┌──────────────┐
   └──────────────┘   │ New Area is  │
          │           │  selected    │
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        │         │Boss is Cleared│                │
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        │                 │                         │
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        │         │ New PvP Arena│                 │
        │         └──────────────┘                 │
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                  │ Fight│──►│ Rewards │──►│ New Rank │
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Rate of progression

Area Time
Progression.xlsx

Assumptions:

- Each Area Spawn their monsters 12 times an hour.
- Each Spawn Clear takes on average 5 minutes
- To the first boss, the player MUST have all of their Beginner Equipment set crafted. The same applies for boss_2 and the Intermediate Equipment. This means they must go back and farm the remaining materials on other levels.
- AFK kills do NOT count towards monsters kills to unlock areas.
- The time required to gather resources is additional to the time required to pass the area and the drop rate should reflect that.
- Monsters won't stack on each spawn, meaning the numbers discussed here are how fast a player can realistically clear each area while playing actively.

"Dead" stages = stages focused on narrative or as a hub space

Boss Stages

World	Area /Level	Monsters per spawn	Monster kills to Leave area	Rate of monster kills per hour	Total Time	Total Time to Leave (AP)	Min Time to Leave (Active Play)	Delta Time M.T.L	Total Time for Resources	Time for Resources (basic equip)	Time for Resources (Intermediate)	Should Have
1	0 - Base											
	1 - Basic Woods	20 Spitting Mushrroms	480	240	7	2	2	2	5	5		Dodge, + 1 Inicial Skill
	1.5 - Shrine	10 Ghosts	300	120	7.5	2.5	0.5	-1.5	5	0		Heal
	2 - Cemetery	14 zombies	588	168	8.5	3.5	1	0.5	5	0		
	3 - Lower Mountain	6 Vultures, 4 snakes	720	120	18.5	6	2.5	1.5	12.5	7.5		
	4- Deep Forest	20 wolves	1920	240	30	8	2	-0.5	22	6	4	
	5 - Mountains Trail (Hunter Village)	35 Goblins, 5 Voltures	6240	480	56	13	5	3	43	15	6	
	Griffin's Nest (Boss_1)				10mins expected for first battle with this boss							All Basic Equipment, 2 titles minimum
2	5.5- Fishing Village				56	13	0.5	-4.5	43		0	
	6- Beach	50 crabs	10200	600	60	17	4	3.5	43			
	7 - Dessert Island	10 Earth Golems	2880	120	81	24	7	3	57		14	1 Class
	8 - Yggdrassil floor 1 (Fungy Basement)	70 Poison MUshrroms	24360	840	98	29	5	-2	69		12	
	9 - Yggdrassil floor 2 (Feeding Chamber)	30 Adult Termites	12600	360	119	35	6	1	84		15	
	10 - Yggdrassil floor 3 (Egg Chamber)	100 Baby Mites	51600	1200	145	43	8	2	102		18	
	Yggdrassil's Crown 4 (Boss_2)				10mins expected for first battle with this boss							All Intermediate Equipment, 1 class

Skill Progression Rate

Skills Progression.xlsx

Assumptions:

- There are 20 Skills
- Each skills has an average cooldown of 3 seconds
- For skills to reach level 50 (max), I want it to take them 145 hours. (Time to finish first run though of the map)
- Player will be using all of skills as soon as their cooldown is done
- Player will be using the same 6 skills all the time.

Active Skill Progression

Skill Level	Total Time (hour)	Time to reach level (hours)	Delta Time	Area Progression if the player only plays actively		Skills	Description
1	0	0.00	0.00			Self Heal	
2	0.05	0.05	0.05			Area Heal	Heals any ally in an area
3	0.15	0.10	0.05			FireBall	Fire ball that does area damage to location
4	0.3	0.15	0.05			Push	Gust of wind that pushed enemies back
5	1	0.30	0.15			Slash	Slashes semi circle in front of you
6	2.00	1.00	0.30			Dash	
7	2.40	0.40	-0.20			Bullseye	Shoots an arrow towards cursor
8	3.30	0.50	0.10			Volley Fire	Throws a volley of arrows to an area
9	4.30	1.00	0.10			Taunt	Taunt enemies around you
10	6.00	1.30	0.30	Player got to area 4, close to the boss.		Stomp	Stun in area around you dealing dmg
11	6.30	0.30	-1.00			Evade	Evade all physical atks for x seconds
12	7.10	0.40	0.10			Throw	Throws the closet enemy or plant.
13	7.50	0.40	0.00			AtkBuff	
14	8.40	0.50	0.10			Shield	creates magical shield that negates all magic atks or debufs
15	9.40	1.00	0.10			Sink	creates sink hole that gathers enemies to its center
16	10.30	0.50	-0.10			IceThrone	creates ice throne that slows and damages enemies around
17	11.20	0.50	0.00			Sabotage	Creates traps that stun enemies
18	12.20	1.00	0.10	Player unlocked Boss_1, but doesn't have the strength to kill it.		Hawkeye (range/Vision++)	Increases Range and vision
19	13.30	1.05	0.05			Granade Barrage	Throws line of granade in a semi circle in front of you
20	15.00	1.35	0.30			Element Grenade	Throws a strong arrow of the element of the enemy hit last.
21	16.10	1.10	-0.25			each skill use gives you +1Xp	
22	17.20	1.10	0.00			Taking into account that 5 of those skills will always be active and used simultaneously.	
23	18.40	1.20	0.10			You should get a class at around 80hours (arbritary)	
24	20.00	1.20	0.00			a class requires 2 titles at level 25	
25	21.40	1.40	0.20				
26	23.20	1.40	0.00				
27	25.10	1.50	0.10				
28	27.20	2.10	0.20				
29	30.00	2.40	0.30				
30	33	3	0.20				
31	35.10	2.10	-0.50				
32	37.40	2.30	0.20				
33	40.10	2.30	0.00				
34	43.00	2.50	0.20				
35	46.00	3.00	0.10	Player got enougth resources to craft Begginer Equipments and challenge Boss_1			
36	49.30	3.30	0.30				
37	53.30	4.00	0.30				
38	58.00	4.30	0.30				
39	63.00	5.00	0.30				
40	69	6	1.00	**			
41	75.00	6.00	0.00				
42	81.30	6.30	0.30				
43	88.00	6.30	0.00	Player unlocked Boss_2, but doesn't have the strength to kill it.			
44	95.00	7.00	0.30				
45	102.00	7.00	0.00				
46	109.30	7.30	0.30				
47	117.30	8.00	0.30				
48	126.00	8.30	0.30				
49	135.00	9.00	0.30				
50	145	10	1.00	Player has enougth resource to craft Intermediate Equipment and challenfe Boss_2			

** From here on, all of these levels need have insane stat boosts or a passive for the skill as the player will be grinding for a day to get a single one of them.

Economy Systems

Currencies

Coins	Used to purchase upgrade/build Base
	Used to craft Equipment
	Used to purchase consumables / materials
	Used to combine MC into higher tier
Magic Crystal (MC)	Used to upgrade/build Base
	Used to combine into higher rank M.C.
	Used to Craft/Enhance equipment
Stardust	Used to Enhance equipment
	Used to combine into higher rank MC or Stardust
	Used to increase stat points
Gems	Used to purchase cosmetics, boosts

Currencies Entry and Exit

All resources enter the system by killing monsters actively. Some enter through playing AFK, usually at a lower rate then it would in active play.

Resource	Type	Earn Rate When Farming Mobs	In	Out
Coins	Unfrictioned	high active and afk	Base Defenses (afk)	Spend to build new Base
			Afk Farming	Spend to upgrade Base
			Selling other resources	Spend to repair Base
				Spend to purchase consumables (food, buffs)
				Spend to buy other materials (High price, daily)
				Spend to craft Equipment
				Spend to buy Guild XP
Magic Crystal (MC)	"Frictioned"	Medium active, low afk	Afk Farming (reduced)	Spend to upgrade Base
			Crafting	Spend to craft Equipment
			Completing Quests	Spend to Fuse MC and Stardust to higher level
			Bought in Store	Spend to Enhance Equipment
				Spend to buy Guild XP
Stardust *	Frictioned	low active, not earned in afk	Completing Challenges (daily, weekly, mission)	Spend to Enhance Equipment
			Special mobs (% chance to spawn per Hour of active play)	Spend to Fuse Stardust and MC to higher level
			Completing achievements	Spend to gain stat points
				Spend to buy Guild XP
Gems	Premium	Not earned farming	Build/Upgrading Base (initial seed)	Buying Time speed (materials only, not xp, AFK rate)
			IRL Cash purchase	Buying Consumables (Xp transfer, 1H drop boost, etc)
			Special mobs (drops 1)	Reset stat points
				Extra QOL
				Cosmetics

Level Earn Rates

Level Earn Rate.xlsx

Assumptions:

- Clearing an area takes 5 minutes, assuming you are fighting at the furthest area you can go to
- I am not taking into account death time, or time to travel to places
- Currently Earn Rate does not account for building costs, it only accounts minimum time it takes to pass through each area, and minimum time it takes to get each equipment tier

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Active Play Farming Earn Rates P/ Area

Monster Area	Gold P/ area clear	M.Crystals P/ area clear	Stardust P/ area clear	Respawns per hour	Gold per hour (high)	M.C per hour (medium)	Stardust per Hour (low)	Delta G/H	Detla M.C/H	Detla Stardust/H	
1	1	1	0.041666667	12	12.00	12.00	0.5	12	12	0.5	
2	2.5	1.666666667	0.083333333	12	30	20.00	1	18	8.00	0.50	
3	4.166666667	2.5	0.166666667	12	50.00	30.00	2	20	10.00	1.00	
4	8.333333333	4.166666667	0.416666667	12	100.00	50.00	5	50	20.00	3.00	
5	12.5	6.25	0.833333333	12	150.00	75.00	10	50	25.00	5.00	
6	29.16666667	10.41666667	1.666666667	12	350.00	125.00	20	200	50.00	10.00	New equipment set unlocked
7	37.5	12.5	2.5	12	450.00	150.00	30	100	25.00	10.00	
8	60.41666667	10.41666667	3.333333333	12	725.00	125.00	40	275	-25.00	10.00	- more coin, less MC
9	52.08333333	14.58333333	4.583333333	12	625.00	175.00	55	-100	50.00	15.00	- less coin, more MC
10	83.33333333	20.83333333	6.25	12	1,000.00	250.00	75	375 (275 c	75.00	20.00	

AFK Play Farming Earn Rates P/ Area

Monster Area	Gold per hour (high)	M.C per hour (low)	Delta G/H	Detla M.C/H
1	12.00	4.00	12	4
2	30	6.67	18	2.67
3	50.00	10.00	20	3.33
4	100.00	16.67	50	6.67
5	150.00	25.00	50	8.33
6	350.00	41.67	200	16.67
7	450.00	50.00	100	8.33
8	725.00	41.67	275	-8.33
9	625.00	58.33	-100	16.67
10	1,000.00	83.33	375 (275 if compared to 8)	25.00

Base Earn Rates

This is around 10% what the corresponding area would give you, that number was arbitrary, but it seems fine.

Base Earn Rates

This is around 10% what the corresponding area gives you p/hour

Base Level	Gold p/hour	M.C p/hour	Delta G/H	M.C p/hour	
1	1	1	1	1	
2	3	2	2	1	
3	5	3	2	1	
4	10	5	5	2	
5	15	7.5	5	2.5	
6	35	12.5	20	5	
7	45	14	10	1.5	
8	62.5	16	17.5	2	- Had to be inverted with the one below because it would make no sense for you to level up into less resources
9	72.5	18	10	2	- more coin, less MC
10	100	25	27.5	7	
11	100	25	27.5	7	* this is only an unlock upgrade (check Costs Table for more information)

Spending Costs

General Assumptions

- 50% of the resources earned, should be spent on building/upgrading the Basse and 30% to making equipment.

- The other 20% of the resources should be allocated for buying consumables, repairing the base and others

- Total Cost of Beginner equipment and base upgrades up to level 5 should be 30% of the resources made up to beating the boss 1

Overview

Sinks			Material	
There are 5 different resource 'sinks' in the game				
The Base			Coin/Magic Crystals (MC)	
Equipments			Coin/MC	
Consumables			Coin/MC	
Enhancing*			MC/Stardust	
Guild Donations			Coin/MC/Strdust	

o * You are able to enhance equipment's, your stats or your skills, however, each new enhancement level will cost exponentially more resources.

- It's important to remember that you can buy MC with coin making it become an exponential coin sink, since MCs can be fused for tiers and since for very purchase in a day, it becomes exponentially more expensive

Equipment Crafting

Equipment's will also cost a monster specific resource and the amount needed will be later defined by the drop rate of said resource and how long we desire them to farm said resource. This resource is what allows us to gate how many hours we want them to have to farm a certain area.

Beginner Equipments

Equipments	Build Cost (Gold)	Build Cost (MC)
Type 1 - shoes	100	100
Type 2 - trousers	500	200
Type 3 - hat	1428	474
Type 4 - shirt	2500	700
Type 5 - weapon	4000	1000

Intermediate Equipments

Equipments	Build Cost (Gold)	Build Cost (MC)
Type 1 - shoes	20925	2530
Type 2 - trousers	30000	4000
Type 3 - hat	40000	6000
Type 4 - shirt	60000	8700
Type 5 - weapon	80000	10000

Base Construction & Upgrades

The player's base can be upgraded, sometimes gaining new tools (enhancement table, etc).

Ideally the base it is upgraded every time they enter a new area (not counting Dead levels or the First boss).

Level 0 is supposed to be the tutorial at base. There is a lvl 11 because there are too many resources left over after farming for the intermediate equipment before beating the second boss.

Base Tier	Time to Upgrade (hours)	Gold Cost	MC Cost	
0	0:01	1	1	
1	0:05	13	13	
2	0:10	371	121	Forge Unlocked (crafting equipment)
3	0:30	688	223	
4	1	1,485	426	
5	3	4,208	1154	Rapir Equipment Unlocked
6	5	7,448	2187	
7	7	17,903	3227	Enhancement Table Unlocked (Skills only)
8	12	24,750	4400	
9	18	56,306	5332	Cultivation room (stats upgrade)
10	24	58590	8454	
11	48	227,325	30638	Equipment and Stats enhancement)

Player Scenarios

Player Story.xlsx

Assumptions:

- Player plays 35h a week or 5h hours a day (I figured a hardcore Idle player would play for 2 hours a day, but since I incentivize active play heavily, I added 2 hours and then another one to account for players slightly above the average too).

- This means there's 19 hours of AFK per 24 hours.
- Player will always play 5 hours before afking for 19.

- Player will always farm at the highest area possible unless they are gathering resources for equipment.

- AFK kills don't count for area progression, only active and semi-active play do. However, afking will alter the amount of resources gained and the time gathering resources for equipment.

- Player is not engaging in any social system, including PvP.

- Boss Resources are not accounted for, but it will mostly be gems.

- I am not taking into account the time it takes to upgrade the base but rather adding it's AFK resources as if they were immediately built upon reaching the corresponding level.

<u>With Spending</u>

Summarized Player Story - Worst Case Scenario (With Spending)											
Monster Area	Total Gold After Spending	Total MC after spending	Total Gold	Total M.C	Total Stard	Gold P/ area clear***	M.Crystals P/ area clear	Stardust P/ area clear****	Gold Cost	M.C Cost	Cost Purpose
Entering Boss 1	13,131	3,835	28424	8245.75	2273.75	14895.5	4373.916667	177.5	15,293	4,411	Base lvl 1 to 5 + Begginer Equipme nt
Entering Boss 2	159,632	22,467	798171.5	112345.3	267803.8	219250	30925	2780	623,247	85,467	Base lvl 6 to 11 + Interme diate Equipme nt

Summarized Player Story - Worst Case Scenario (No Spending)

Monster Area	Day Player left area	Time Spent Afk (hours)	Total Gold	Total M.C	Total Stardust	Gold P/ area clear***	M.Crystals P/ area clear	Stardust P/ area clear****
1	1	0	26	26	2	26	26	2
2	2	19	768.5	267.6667	14.25	742.5	241.6666667	12.25
3	3	19	2143.5	712.6667	86.25	1375	445	72
4	4	19	5113.5	1564.333	406.25	2970	851.6666667	320
5	7	38	13528.5	3871.833	2096.25	8415	2307.5	1690
*	13	114	28424	8245.75	2273.75	14895.5	4373.916667	177.5
6	17	76	64229	14699.92	8053.75	35805	6454.166667	5780
7	21	76	113729	23499.92	25333.75	49500	8800	17280
8	27	114	226341.5	34162.92	58973.75	112612.5	10663	33640
9	34	133	343521.5	51070.25	126348.8	117180	16907.33333	67375
10	43	171	578921.5	81420.25	265023.8	235400	30350	138675
**	57	247	798171.5	112345.3	267803.8	219250	30925	2780

* - time to gather resources for beginner equipment

** - time to gather resources for Intermediate equipment

*** - (Gold P/h active * active time) + (gold p/h afk * afk time) + (Gold p/h base * afk+afk time)

Inflation risks and mitigation strategies

The thing that worries me the most is that I left out 20% of the total earned resource untracked, due to time. This was not a mistake, but rather the amount of resources I wanted to leave for "day to day" expenses such as buying consumables and materials from the store as well as merging materials to higher tiers.

However, I do not feel this is an absolute risk because of the following:

- Players can buy tier 1 Magic crystals and Stardust form the store with an exponential price that increases on each purchase and resets daily. This should take care of the excess Gold when combined with the following points.
- Players can spend Gold and (lower tier) Magic Crystals merge magic crystals into a new tier. The same can be done for Stardust by spending Magic Crystals and (lower tier) Stardust.
- Players can enhance their equipment, skill and purchase extra stat points infinitely at the end of the game (where inflation is usually more impactful. However, the price is also exponential and increases on each purchase.
- Enhancements will also start requiring higher tier Magic Cristal and stardust, making the player spend even more of them and gold as well.
- Stardust is a VERY gated resource so purchasing from the store every day will eventually become a must for highly committed players.

Social Systems

Overview

1) Friends List
2) PvP / 2P v 2P arenas
3) Joining a friends World
4) Guilds / Farming Competition
5) World/Friend/Guild Chat
6) Emotes

Systems Breakdown

- **Friends List**

Type: Asynchronous, Symmetrical, Strong tie

Introduction: At the end of tutorial

Explanation:

You are able to send and receive friends invitation, delete friends, group them, or mute them.

When another player is friended, you can:

- See them online
- Chat
- Join their world
- Invite them for matches

Risk Mitigation:

Aside from blocking, muting and accepting friends, I don't believe there is need for extra mitigation.

- **PvP / 2P v 2P arenas**

Type: synchronous, symmetrical, no tie / synchronous, symmetrical, strong tie

Introduction: You unlock PvP after the first boss, and you unlock new arenas after every boss.

Explanation:

PvP is a 3-5 minutes match much like *Magika 2's* PvP.

PvP can be played with random players or friends. Playing with random players will earn you rank and rewards depending on your rank at the end of each season. Playing with friends earns you no rewards but is rather a "practice mode" where you can change variables such as "starting health", "game duration", etc…

2P v 2P can only be played by inviting other players to join your team. Victory also gives you rank and rewards at the end of the season.

Risk Mitigation:

Since PvP is fast and random, I don't believe there is space for toxic behavior, besides some emote spamming, which might lead the troll to a defeat.

Note: If matchmaking is bad, this will really hurt retention.

- **Joining a friends World**

Type: synchronous, symmetrical, strong tie

Introduction: At the end of tutorial

Explanation:

You can ask a friend to join their world and play with them. When you do so, Resource Drops are equal between both players and is boosted.

Risk Mitigation:

Players can only go as far as the lowest players progression.

You cannot AFK in another players world.

You can mute your friends emotes.

Since you can accept and ban players from your world and since invited players can't affect your world in any way aside from killing monsters, I don't think there is much space for toxic behavior here.

- **Guilds / Farming Competition**

Type: Asynchronous, symmetrical, lose tie / Farming Competitions: Asynchronous, Asymmetrical, lose tie

Introduction: At the end of the First Boss

Explanation:

You can join a guild giving you access to "Guild Missions/Passives" and the "Farming Competition".

When a player completes a weekly or daily Guild Mission, they gain Guild XP. At the end of a farming competition, players can vote on what Passives they want their Guild XP to go towards. That Guild XP will be spent at the start of every Farming Competition, replacing the previously spent XP.

Every month, a new Farming Competition starts at a random stage. During that month, every time a player kills a monster on that selected stage, they gain their guild 1 Point. Rewards are unlocked for the whole guild when it reaches point checkpoints at the end of the month. The guilds with the most points will also gain extra rewards.

Guild is a lose tie because there isn't a thing such as raids which would bring players close together, no guild interaction currently require player to player interaction. Although players can find "more trustworthy" players to play 2P v2P in their guilds if they don't have friends to play with.

Risk Mitigation:

Players can be banned from guilds.

As mitigation for a toxic guild member or a toxic guild master, when a player is removed/leaves a guild, they bring all the Guild XP and Points they earned during the current Farming Competition with them to their new guild. (Assuming they enter new a guild during the same Farming Competition).

- **World/Friend/Guild Chat**

Type: Asynchronous, Symmetrical, lose tie / Asynchronous, Symmetrical, lose tie

Introduction: At the end of tutorial

Risk Mitigation:

Players can choose to close and open chats as well as banning individual players from either the friends or guild chats.

- **Emotes**

Type: Synchronous, Asymmetrical, lose tie

Introduction: At the first time the player goes to a friends world or joins a PvP match.

Risk Mitigation:

Players can choose to mute other players emotes, without them knowing.

Monetization Systems

This is a Free to Play game supported by Microtransactions, Battle Passes and Add revenue.

Monetization Strategies:

1) Micro Transactions
   a. Consumables
   b. Cosmetics
   c. Premium Currency
   d. Quality of Life
   e. Events Exclusives
2) Battle Pass
3) Ad Revenue

Strategies Breakdown

Micro transactions

Introduction: Post-Tutorial

a) Consumables

Explanation:

Players can buy individual consumables items by spending their premium currency.

Items Included:

- Temporary Weapon Skin
- Temporary Character Skin
- Temporary Enemy Skin
- Temporary Base Skin
- Temporary World Skin (environment)
- Double PvP reward boost (lasts 1 match)
- Double 2P v 2P reward boost (only 1 can be used at a time, lasts 1 match).
- Double farming Drops boost (1 hour)
- Double farming Drops boost (5 hours)
- Double farming Drops boost (12 hours)
- Double farming Drops boost (24 hours)
- Double Coop exp boost
- Skill XP transfer
- Stats Reset Potion
- Teleporter

b) Cosmetics

Explanation:

Players can buy individual cosmetics items by spending their premium currency.

Items Included:

- Character skin
- Weapon Skin
- Victory Animation
- Enemy Skin
- Base Skin
- World Skin (environment)

c) Premium Currency (Gems)

Explanation:

Players can buy packs of gems to then purchase consumables. Gems can also be gained in a limited amount during play.

Items Included:

- $1 pack – X gems
- $5 pack - 5X gems plus an additional free random consumable item
  - note this is the only place where a random item is given. Loot boxes can't be purchased, but they are given here as an extra reward for purchasing the biggest pack

d) Quality of Life

Explanation:

These are items that are permanently unlocked for a higher quantity of Gems. It's important to note that these items should improve the gameplay experience without giving a power benefit of any kind to the player.

Items Included:

- Extra Inventory slot
- Extra Carry Capacity (Ex: instead of carrying up to 99 of the same item, you now carry up to 200)
- Skill Presets
- Items Preset
- Daily Teleports (stacks to 3, each extra purchase increases stack by 2)

e) Event Exclusives

Explanation:

During special events through the year (ex: Halloween) there will be exclusive temporary items available in the store as well as a bundle of said items. Players could purchase the individual items for gems or the bundle for cash.

Items Included:

The items should vary a lot on each event, but they should generally include a weapon skin and a character skin.

Other possible items would be enemy skins, environment skins, base skins, skills VFXs, Victory animations, etc.

Battle Pass
Introduction: Post-tutorial

Explanation:

Battle pass is a system players can earn extra rewards by playing the game. It has a free rewards path and a premium rewards path that is unlocked through a direct cash purchase. No quality-of-life items can be unlocked on the Battle Pass.

Items Possibly Included:

- All Consumables items
- All Cosmetics items
- Gems
- AFK Potion
    - no more than 3 per battle pass, can only be found here. - refills HP when AFK, leading to more AFK rewards

Ad revenue (under consideration)
Introduction: After first boss

Removal: After ANY kind of monetary investment in the game.

Explanation:

I believe that having ads when the game starts would hinder the game experience, especially as this is supposed to be a pc game with active play. However, I do believe that the introduction of ads after the first boss would be a good strategy for the following reasons:

- Players have already experienced the game enough to know if they like it/be engaged.
- Players that would become premium would most likely have already made a purchase and won't be hindered by it.

- At this point, free to play players would want to regain the freedom of no ad, and are now very likely to purchase 1 dollar for a temporary consumable and the end of adds, this is a positive "last drop" mechanic sort to say.
- Lastly, this allows us to make some revenue on players that have no intention of spending any money, but are also engage enough on the experience to tank through an eventual ad.

Studio Burn Rate

Project Length until release:
12 months

Project Milestones
It's important to note that due to the style of game. After the base structure of the project is built, content addition should take significantly less time.

- Prototype – 1 month

- Playtesting MVP – 3 to 4 months

- Alpha – 6 months

- Beta – 9 months

- Release – 12 months

Pre-Release Team (11 total)
Each seat is estimated to cost an average of 10000 per month

Due to the note on Project Milestones, it is possible that the team gets reduced post-release.

Production	Design	Tech	Art	Audio
1 Game Director/Progress & UI Designer (me)	1 System Designer	1 Senior Unity Network Programmer	1 Environment Artist	1 Sound Designer
1 Producer		1 Gameplay Programmer	1 Character/Enemies Artist	
			1 Animation Artist	
			1 UI/Marketing Artist	
			1 VFX Artist	

Extra Costs

- Unity enterprise account (1 month) – 4000$ (up to 20 seats, no payment post-X amount of earning), 48000 Total per year.

  - If we do intend to make our money back, it would make sense to have an Enterprise account as we would pass 200K in revenue and would then have to pay a percentage to Unity.

- 3 Photoshop subscriptions (character, VFX environment artist) – 756$ per year, total

- Office Cost? – 36000 per year

- Outsource Testing - ???

Burn Rate

- Personnel = 110000$

- Extra costs = 4000 + 63 + 3000? = 4063 to 7063 with office space.

- Total = 114063 to 117063 with office space per month.

- Total per year = 1.368.756 to 1.404.756 with office space.

Pricing

- Battle Pass = 20$ per Battle Pass, 3 Battle Passes released per Year

- Consumables = 1-5$ range.

- Premium Currency can be bought in stacks of 1 dollar or 5 dollars

  - Player gains a random consumable when 5 dollar stack is purchased. (only random payed reward in the game)

Necessary Revenue

- Assuming players only buy all 3 battle passes, we need **22.813** players to buy it per year to break even.

- Assuming a player buys 1 battle pass and 10 consumables, we need between **19.554** and **45.626** premium players accounting price range for consumables.

- Assuming a player buys 2 battle passes and 5 consumables, we need between **21.058** and **30.417** premium players accounting price range for consumables.

- Assuming a player only buys 1 battle pass, we need **68.438** premium players.

- Assuming a player only buys 1 - $1 stack of currency, we need **1.368.756** premium players

Tables Breakdown

Costs BreakDown.xlsx

Earn Rate - Player
Story - BreakDown.xls