

New Feature Enhancements for Gotchi Heroes

1. Leveling System for Players During the Season

Overview: Introduce a player leveling system that progresses with in-game activity during each season. This system will provide players with a tangible sense of progression and reward for consistent participation.

Details:

Players will earn experience points (XP) based on their in-game actions, such as unlocking achievements, achieving milestones, killing Alpha bosses or participating in special events. Different levels will unlock unique perks, in-game rewards, or items, incentivizing players to actively engage throughout the season.

The leveling system will reset at the beginning of each new season, offering a fresh start and new rewards to pursue.

2. Achievements

Overview: Introduce an achievement system with tasks and rewards, ensuring every player's experience is unique and promoting replayability.

Details:

Each season will present a unique set of challenges.

Achievements will range from easy to very difficult, the XP for completing the achievements will also match their difficulty. Each season we will have a set of achievements that will give bonus rewards if completed. Players have to plan their approach carefully in order for them to be able to unlock those achievements as some of them might only be easy to do early in the season, or perhaps near impossible at the end of the season.

Completing achievements will grant in-game benefits, such as bonus XP, extra DPS bonuses, or extra in-game currency.

Achievement Examples:

- Kill 1000 monsters while only wearing common items
- Reach level 1000, 2000, 3000 etc
- Beat a boss with a stick at a certain level
- Slay 10K, 25K, 50K, 100K enemies
- Use a skill 20 times

These are simple examples that we will work on, but in reality the possibilities are almost endless and we can keep adding new achievements each season.

3. Reworked Tokenomics of Our Token

Overview: Revise the current tokenomics to ensure a sustainable and balanced in-game economy that's rewarding for players and investors alike.

Details:

Analyze current token distribution, usage, and holding patterns to identify areas of improvement. Introduce mechanisms such as staking and burn events to reduce token oversupply. Ensure that the token has multiple use cases within the game to maintain its value and relevance.

4. New Items Crafting Mechanics and In-Game Currencies

Overview: Expand the game's depth by introducing item crafting mechanics and additional in-game currencies.

Details:

Players can gather resources and materials through gameplay, which can then be combined or crafted to create new items.

Introduce a variety of crafting recipes to cater to different player strategies and preferences. New in-game currencies can be used for specialized transactions, or as part of the crafting process, adding layers of complexity and engagement.

Purpose: Introduce a comprehensive crafting system to enrich gameplay and boost engagement.

Key Mechanics:

Crafting of both Non-Tradable items and NFTs via in-game processes.

New loot system rewarding players with in-game items and currencies after defeating every boss monster and reaching new boss level milestones.

Dismantling items provide Ember Shards, a currency used in crafting. The yield is based on various item attributes such as Rarity, Tier, Quality, and Durability.

Players can learn and use different item recipes to craft. Crafting consumes Ember Shards, and time but generates Craft Points vital for crafting NFT versions.

Player Incentives:

Quality Enhancement: Refine item quality.

Reroll Option: Spend GHERO to reroll item stats.

Durability: Items degrade over time; crafting NFT items provides durable, indefinite-use alternatives.

Crafting Time: Wait duration varies by item; players can expedite with GHERO tokens.

Repair Mechanism: Fix broken items for a cost but without Craft Point rewards.

Benefits to Business Model:

Multiple revenue streams from crafting.

Enhanced player engagement.

Reinforces a non-pay-to-win environment, promoting fairness and long-term player commitment.

Integration with Current Systems: The new mechanics coexist with the existing item merging and currency systems.

5. Introduction of Gotchi Companions (Pets) and NFTs

Purpose: Boost in-game immersion by introducing battle companions for Gotchis.

Key Mechanics:

Companion eggs hatch into Gotchi Companions, aiding in battles.

Eggs are rare in-game rewards. Once hatched, companions have a limited lifespan.

Limited NFT pets can be minted seasonally. These are more potent and, after a cooldown, can be revived.

Player Incentives:

Stat Boosts: Companions enhance player attributes such as DPS, Attack Speed, Health Regen, Crit Hit Chance, and Crit Hit Damage.

Exclusivity: NFT pets provide unique advantages and long-term utility.

Benefits to Business Model:

Additional revenue from NFT pet sales.

Increased player engagement and retention due to dynamic gameplay enhancements.

6. Enhanced Player Onboarding with a Free-to-Play Focus

Overview: Improve player onboarding by offering a more accessible entry point into the game, reducing the emphasis on owning a top-tier gotchi for high rankings.

Details:

Introduce free-to-play paths that allow players to earn competitive rewards and rankings without initial investments.

Periodically offer promotions or events tailored for new players, ensuring they feel welcomed and engaged from the start.

7. Dungeons

Rather than having progressive levels, the game will now feature dungeons. Each dungeon will comprise of 10 levels.

At level 5, players will face an elite monster, and at level 10, they will confront the dungeon boss. Upon successfully clearing a dungeon, players will receive loot corresponding to the dungeon tier. And a higher dungeon tier will be unlocked.

If a player is unable to defeat a dungeon in Idle mode, their currently selected dungeon tier will automatically be downgraded by one. However, you can always change your currently selected dungeon on the dungeon roadmap. But you are only allowed to go back to lower-tier dungeons that are up to three tiers lower than your highest unlocked dungeon tier.

Each dungeon instance may vary from another and features randomly generated themes, modifiers, monsters, loot, and boss stats (depending on the dungeon tier). However, there's no need to worry if it becomes challenging to beat. Dungeon instances are replaced after a certain duration, as explained below.

Dungeon instances automatically start after 30 seconds, but if you're actively playing, you can skip the timer manually. Each dungeon instance expires after a certain duration, and a fresh dungeon replaces it. The expiration time table is as follows:

Highest unlocked dungeon tier: 1 hour

HUdT - 1: 2 hours

HUdT - 2: 4 hours

HUdT - 3: 8 hours

Lastly, but very importantly, if you leave your current dungeon, you will lose all the progress you have made so far in that specific dungeon. Additionally, you will receive a leave penalty of 10 minutes before being able to attempt that instance of the dungeon again.

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***Note: Some of these ideas are still a work in progress and could still be adjusted as we make progress on the game. New ideas will also most likely be added to this document as it is growing and evolving as progress is being made.*