

Critical Bot Description

A NEW state of the art Global/Public Discord Bot!

Critical Bot Modules

Module 1: Critical Memes

Module 2: Critical Advertisements

Module 3: Critical Advertisement Statistics

Module 4: Critical Donations

Module 5: Critical Gifs

Module 6: Critical Bot Games

Module 7: Critical Bot Premium

Module 8: Documentation and Help Menu

Critical Memes

returns memes for any keyword from <https://me.me/> to the channel where the command was sent. A command can only be sent every 10 seconds unless they have the Premium Version of the bot

`/getMeme <keyword/phrase>` - Searches and Displays a random meme from <https://me.me/> according to the keyword or phrase

Critical Advertisements

Starting with the first command and after every 128 commands an advertisement will be sent to the users DM! Ads will be given in order and repeated to the user and tracked. Advertisement properties should be in a config.json file where I can add as many advertisements as I want and to also edit them easily. They should include a title, description, Image and/or link for each advertisement.

Advertisement 1:

Join the Official Critical Bot server to earn 25% more XP and Gold in all our games!

Type /donateCritical for even more Critical Bot and Server perks!

<https://discord.gg/criticalgaming>

Advertisement 2:

Shop for Critical Gaming Merchandise and more!

<https://criticalgaming.shop>

Advertisement 3:

Please check our server website for Ban Appeals and more!

<https://criticalgaming.xyz/>

Advertisement 4:

Please subscribe and follow our sponsor!

<https://www.youtube.com/c/CriticalGamingInc>

Advertisement 5:

Please subscribe and follow our sponsor!

<https://www.twitch.tv/criticalgaminginc/>

Critical Advertisement Statistics

A set of commands only usable by the servers owner to check the statistics of the Advertisements

number of advertisements sent: /numberOfAds
list the number of ads impressions for each advertisement

number of users who use bot: /numberOfUsers
list number of bot users

number of servers which bot is on currently: /numberOfServers
list number of servers the bot is on

Critical Donations

Users should be able to donate a certain amount to unlock features and roles in the server that the bot auto assigns. The owner should be able to set which roles will be given for each donation level. There will be 4 donation levels. Donations Roles should only be given to donors for 30 days and then removed after 30 days is up. The user should then be DMed letting them know their Donation Role has expired and given a link to resubscribe.

Server Owner roles commands to set donations levels: /setDonationRoles

The bot will ask the Server Owner:

Please set the role for Donation Level 1:
owner replies: @role
Please set the role for Donation Level 2:
owner replies: @role
Please set the role for Donation Level 3:
owner replies: @role
Please set the role for Donation Level 4:
owner replies: @role

Bot Replies: All roles for Donation Levels have been set!

The Server Owner will then be prompted to set the price for each Donation Level this can be modified at anytime with the command /modifyDonationPrices

The Bot will ask the user:

Please set the price in USD for Donation Level 1:
owner replies: \$USD

Please set the price in USD for Donation Level 2:
owner replies: \$USD

Please set the price in USD for Donation Level 3:
owner replies: \$USD

Please set the price in USD for Donation Level 4:
owner replies: \$USD

Each level will allow the user to change the colour of their name by using a hex code.
/changeNameColour #hexColourCode

When a user want to donate they will type /donateCritical

The users DM will popup with this menu and a dropdown menu to select which Donation Level they want:

Donation Level	Price in USD	Perks
1	Donation Level 1 Price	Name Colour Change, Donation Level 1 Role
2	Donation Level 2 Price	Name Colour Change, Donation Level 2 Role
3	Donation Level 3 Price	Name Colour Change, Donation Level 3 Role
4	Donation Level 4 Price	Name Colour Change, Donation Level 4 Role

After the user selects a donation level from a drop down menu a paypal invoice should created which will allow the user to donate through their discord DM:

When the user donates the bot will auto assign the user the level role for 30 days and send this message to the user in DMs on Discord:

Thank you for your donation! Your new role has been set! You are now allowed to change the colour of your name by typing /changeColour #hexColourCode

Critical Gifs

This module will get gifs from <https://tenor.com/> and return it to the channel where the command was sent. A command can only be sent every 10 seconds unless they have the Premium Version of the bot then there will be no time restriction.

Slap: /cslap @user: returns a anime slap gif from tenor embedded with the message:

Message: UserPerformingActionName has Slapped UserReceivingActionName x Times! UserReceivingActionName has been Slapped y Times!

Kick: /ckick @user: returns a anime kick gif from tenor embedded with the message:

Message: UserPerformingActionName has Kicked UserReceivingActionName x Times! UserReceivingActionName has been Kicked y Times!

Punch: /cpunch @user: returns a anime punch gif from tenor embedded with the message:

Message: UserPerformingActionName has Punched UserReceivingActionName x Times! UserReceivingActionName has been Punched y Times!

Pinch: /cpinch @user: returns a anime pinch gif from tenor embedded with the message:

Message: UserPerformingActionName has Pinched UserReceivingActionName x Times! UserReceivingActionName has been Pinched y Times!

Tickle: /ctickle @user: returns a anime tickle gif from tenor embedded with the message:

Message: UserPerformingActionName has Tickled UserReceivingActionName x Times! UserReceivingActionName has been Tickled y Times!

Kiss: /ckiss @user: returns a anime kiss gif from tenor embedded with the message:

Message: UserPerformingActionName has Kissed UserReceivingActionName x Times! UserReceivingActionName has been Kissed y Times!

Hug: /chug @user: returns a anime hug gif from tenor embedded with the message:

Message: UserPerformingActionName has Hugged UserReceivingActionName x Times! UserReceivingActionName has been Hugged y Times!

Like: /clike @user: returns a anime like gif from tenor embedded with the message:

Message: UserPerformingActionName has Liked UserReceivingActionName x Times! UserReceivingActionName has been Liked y Times!

Love: /clove @user: returns a anime love gif from tenor embedded with the message:

Message: UserPerformingActionName has Loved UserReceivingActionName x Times! UserReceivingActionName has been Loved Times!

Fight: /cfight @user: returns a anime fight gif from tenor embedded with the message:

Message: UserPerformingActionName has Fought UserReceivingActionName x Times! UserReceivingActionName has been Fought y Times!

Dance: /cdance @user: returns a anime dance gif from tenor embedded with the message:

Message: UserPerformingActionName has Danced with UserReceivingActionName x Times! UserReceivingActionName has been Danced with y Times!

Cheer: /ccheer @user: returns a anime cheer gif from tenor embedded with the message:

Message: UserPerformingActionName has Cheered UserReceivingActionName x Times! UserReceivingActionName has been Cheered y Times!

Cuddle: /ccuddle @user: returns a anime cuddle gif from tenor embedded with the message:

Message: UserPerformingActionName has Cuddled UserReceivingActionName x Times! UserReceivingActionName has been Cuddled y Times!

Bite: /cbite @user: returns a anime bite gif from tenor embedded with the message:

Message: UserPerformingActionName has Bitten UserReceivingActionName x Times! UserReceivingActionName has been Bitten y Times!

Lick: /click @user: returns a anime lick gif from tenor embedded with the message:

Message: UserPerformingActionName has Licked UserReceivingActionName x Times! UserReceivingActionName has been Licked y Times!

Tease: /ctease @user: returns a anime tease gif from tenor embedded with the message:

Message: UserPerformingActionName has Teased UserReceivingActionName x Times! UserReceivingActionName has been Teased y Times!

Pat: /cpat @user: returns a anime pat gif from tenor embedded with the message:

Message: UserPerformingActionName has Patted UserReceivingActionName x Times! UserReceivingActionName has been Patted y Times!

Poke: /cpoke @user: returns a anime poke gif from tenor embedded with the message:

Message: UserPerformingActionName has Poked UserReceivingActionName x Times! UserReceivingActionName has been Poked y Times!

Laugh: /claugh @user: returns a anime laugh gif from tenor embedded with the message:

Message: UserPerformingActionName has Laughed at UserReceivingActionName x Times! UserReceivingActionName has been Laughed at y Times!

Cry: /ccry @user: returns a anime cry gif from tenor embedded with the message:

Message: UserPerformingActionName has Cried to UserReceivingActionName x Times! UserReceivingActionName has been Cried to y Times!

Huff: /chuff @user: returns a anime huff gif from tenor embedded with the message:

Message: UserPerformingActionName has Huffed at UserReceivingActionName x Times! UserReceivingActionName has been Huffed at y Times!

Sigh: /csigh @user: returns a anime sigh gif from tenor embedded with the message:

Message: UserPerformingActionName has Sighed at UserReceivingActionName x Times! UserReceivingActionName has been Sighed at y Times!

fuck: /cfuck @user: returns a anime holding hands gif from tenor embedded with the message:

Message: UserPerformingActionName has You Know UserReceivingActionName x Times! UserReceivingActionName has Been You Know y Times!

Statistic Commands for this model:

/cstatsCGif @user - returns all stats for actions in page format for all Critical Gif actions listing how many times the action was performed by the user and how many times the user received the performing action

Critical Bot Games

A new state of the art Discord Game that includes Fishing, Mining and Hunting + More!

Fishing

/cfish - this will fish for fish (This command to mine can only be used every 5 seconds unless the user has the premium version of the bot then it is reduced to 1.5 seconds)

After the first fish buttons allowing the user to Fish, Sell and access the Shop and their Inventory will appear below an embedded message which will show the total Fish caught along with the users current balance, number of Bait, Rod and Boat being used. Back and Forward Buttons should appear along with their total minerals mined embedded in a message when one those four buttons are pressed.

Sell button - this will sell all the minerals in the users inventory

Inventory button - shows all mineral types and sizes and quantities the user owns

Shop button - this will bring up the shop

Critical Bot Fishing Shop	
Fishing Bait	
Fishing Rods	
Fishing Boats	
Fishing Boosts	
Fishing Upgrades	

NOTE* A Drop down menu to select options is needed for every item sold in all Shops

If the user selects **Fishing Bait**:

Critical Bot Fishing Bait Shop			
Fishing Bait	Cost in Dollars (\$)	Description	Number Owned
Worms	\$3	Increases the	x

		amount of fish caught by 10%.	
Leeches	\$15	Increases the amount of fish caught by 15% and slightly improves the quality of fish caught by 2%.	y
Magnets	\$30	Causes fewer fish to bite by -25% but significantly increases your chances of finding treasure by 35%.	z
Fish Eggs	\$45	Increases XP per fish caught by 10%.	a
Minnows	\$70	Increases your fish catch amount by 20%, the quality of fish by 5% and the XP per fish caught by 20%.	b

If the user selects **Fishing Rods**:

Critical Bot Fishing Rod Shop					
Fishing Rods	Cost in Dollars (\$)	Description	Owned or Not	Number of Fish Caught	Percent Chance to Catch Each Specie
Stick	\$0	A common starter fishing rod.	yes/no	1-2	Perch:90% Bass: 8% Rockfish: 0% Halibut: 0% YellowFin Tuna: 0% Treasure: 3%
Wood Rod	\$25,000	Increases the amount of fish caught by 10%.	yes/no	3-5	Perch:82% Bass: 15% Rockfish: 5% Halibut: 0% YellowFin Tuna: 0% Treasure: 3%
Plastic Rod	\$500,000	Increases the amount of fish	yes/no	6-11	Perch:61% Bass: 15%

		caught by 15% and slightly improves the quality of fish caught by 2%.			Rockfish: 15% Halibut: 5% YellowFin Tuna: 1% Treasure: 3%
Carbon Fibre Rod	\$2,000,000	Causes fewer fish to bite by -25% but significantly increases your chances of finding treasure by 35%.	yes/no	12-14	Perch:15% Bass: 27% Rockfish:15% Halibut: 23% YellowFin Tuna: 5% Treasure: 15%
Aluminium Rod	\$25,000,000	Increases XP per fish caught by 10%.	yes/no	15-20	Perch:10% Bass: 15% Rockfish:10% Halibut:40% YellowFin Tuna: 15% Treasure: 10%
Gold Plated Rod	\$40,000,000	Increases your fish catch amount by 20%, the quality of fish by 5% and the XP per fish caught by 20%.	yes/no	21-30	Perch:7% Bass: 8% Rockfish:10% Halibut: 25% YellowFin Tuna: 25% Treasure: 25%

Critical Bot Treasure		
Treasure Type	Treasure Reward	Treasure Percent Chance
Bronze Chest	\$1,000	50%
Silver Chest	\$5,000	35%
Gold Chest	\$10,000	15%

If the user selects **Fishing Boats**:

Critical Bot Fishing Boat Shop			
Fishing Boats	Cost in Dollars (\$)	Description	Owned or Not
Rowboat	\$100,000	A common starter boat.	yes/no
Dinghy	\$1,500,000	Increases the amount of fish caught by 10%.	yes/no
Sportboat	\$7,000,000	Increases the amount of fish caught by 15% and slightly improves the quality of fish caught by 2%.	yes/no
Flat Bed Pontoon	\$20,000,000	Causes fewer fish to bite by -25% but significantly increases your chances of finding treasure by 35%.	yes/no
Sailboat	\$45,000,000	Increases XP per fish caught by 10%.	yes/no
Yacht	\$60,000,000	Increases your fish catch amount by 20%, the quality of fish by 5% and the XP per fish caught by 20%.	yes/no

If the user selects **Fishing Boosts**:

Critical Bot Fishing Boosts Shop		
Fishing Boosts	Cost in Dollars (\$)	Description
Automatic Fishing 10	\$5,000	Hire a worker to automatically fish for you for 10 minutes.

Amount of Fish 10	\$10,000	Increase the amount of fish caught by 25% for 10 minutes.
Treasure Find 10	\$15,000	Increase treasure chance by 25% for 10 minutes.
Automatic Fishing 30	\$15,000	Hire a worker to fish for you for 30 minutes
Amount of Fish 30	\$30,000	Increase the amount of fish caught by 25% for 30 minutes.
Treasure Find 30	\$45,000	Increase treasure chance by 25% for 30 minutes.

A drop down menu should be displayed allowing the user to buy Fishing Boosts.

If the user selects **Fishing Upgrades**:

Critical Bot Fishing Upgrades Shop				
Fishing Upgrades	Number of Upgrades Bought/Total Number of Upgrades	Cost in Dollars (\$)	Cost Increase per Upgrade Level	Description
Quality of Fish	0/25	\$1,000	x4	Increase fish catch quality by 0.025% per upgrade
Market Increase	0/25	\$1,000	x4	Increase the sale price per fish by 4% per upgrade
Save Bait	0/10	\$1,250	x4	Adds a 4% chance to not consume bait per cast of rod per upgrade
Quantity of Chest	0/10	\$6,250	x4	Adds a 3% chance to find multiple Chests per upgrade
More Lottery Winnings	0/10	\$25,000	x2	Increases Money earned in Lottery Winnings by 3% per upgrade
Experience	0/6	\$75,000	x4	Increases XP earned whiles fishing by 5%

				per upgrade
Worker Incentive	0/11	\$100,000	x5	Increases the number of fish caught by the Automatic Worker by 9% per upgrade
Quality of Chests	0/11	\$100,000	x5	Increases the amount of gold received by Chests by 10% per upgrade

A Drop down menu should appear allowing users to buy Fishing Upgrades.

The fish found in the game. The user can access this menu by typing /cfspecies

Species of Fish found in Critical Bot						
Fish Species	Fish Sell Price in Dollars (\$)	Fish XP	Fish Sizes	Size XP Boost	Size Sell Price Boost in Dollars (\$)	Size Percent Chance of Being Caught
Perch	\$2	2	Small, Medium, Large	If Small: 2 If Medium: 4 If Large: 6	If Small: \$2 If Medium: \$4 If Large: \$6	Small: 50% Medium: 33% Large:17%
Bass	\$5	4	Small, Medium, Large	If Small: 4 If Medium: 6 If Large: 8	If Small: \$5 If Medium: \$7 If Large: \$9	Small: 50% Medium: 33% Large:17%
Rockfish	\$20	14	Small, Medium, Large	If Small: 14 If Medium: 16 If Large: 18	If Small: \$20 If Medium: \$22 If Large: \$24	Small: 50% Medium: 33% Large:17%
Halibut	\$50	20	Small, Medium, Large	If Small: 20 If Medium: 22 If Large:24	If Small: \$50 If Medium: \$52 If Large: \$54	Small: 50% Medium: 33% Large:17%
YellowFin Tuna	\$250	35	Small, Medium, Large	If Small: 35 If Medium: 37 If Large: 45	If Small: \$250 If Medium: \$260 If Large: \$300	Small: 50% Medium: 40% Large:10%

Lottery: There should be a daily, weekly and monthly Lottery consisting of 6 different numbers to be chosen ranging from 1 to 49. If the lottery is not won by the Draw Time the

Incremental reward should be added for the next draw. When the user wins the lottery they are given the total reward and DMed: Congratulations on your Daily/Weekly/Monthly Lottery WIN! Your winnings have been added to your inventory!

Critical Bot Lottery			
	Starting Reward	Incremental Reward	Draw Time
Daily	\$100,000	\$50,000	9 PM UTC daily
Weekly	\$1,000,000	\$500,000	9 PM UTC on Sunday
Monthly	\$10,000,000	\$5,000,000	9 PM UTC on the 28th of Each Month

/cflottery - a command to bring up the Critical Fishing Lottery

Critical Fishing Lottery			
Lottery Frequency	Current Amount	Number of Incremental Rewards	Your 6 Numbers
Daily	x	a	
Weekly	y	b	
Monthly	z	c	

A dropdown menu should appear allowing the user to pick Daily Weekly and Monthly 6 Numbers for the lottery.

Leaderboards: There should be both Global and Server Leaderboards

/cfLeaderboards - List all leaderboards

Critical Fishing Leaderboards	
Leaderboard Type	LeaderBoard Stats

Global Net Worth Leaderboard	list the top 25 players who have the most money in page view for all servers globally
Server Net Worth Leaderboard	list the top 25 players who have the most money in page view for the current server
Global Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for all servers globally
Server Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for the current server

A drop down menu to select a leaderboard should appear.

Fishing Blackjack: A blackjack card game the user can use their funds earned from fishing to play

/cfbj - Starts a standard blackjack game against a dealer

Mining

/cmine - this will mine for minerals (This command to mine can only be used every 5 seconds unless the user has the premium version of the bot then it is reduced to 1.5 seconds)

After the first mine buttons allowing the user to Mine, Sell and access the Shop and their Inventory will appear below an embedded message which will show the total minerals mined along with the users current balance, number of Drill Bits, Drill and Machine being used. Back and Forward Buttons should appear along with their total minerals mined embedded in a message when one those four buttons are pressed.

Sell button - this will sell all the minerals in the users inventory

Inventory button - shows all mineral types and sizes and quantities the user owns

Shop button - this will bring up the shop

Critical Bot Mining Shop
Mining Bits

Mining Drills
Mining Machinery
Mining Boosts
Mining Upgrades

NOTE* A Drop down menu to select options is needed for every item sold in all Shops

If the user selects **Mining Bits**:

Critical Bot Mining Bit Shop			
Mining Bit	Cost in Dollars (\$)	Description	Number Owned
Wood	\$3	Increases the amount of minerals mined by 10%.	x
Iron	\$15	Increases the amount of minerals mined by 15% and slightly improves the quality of minerals mined by 2%.	y
Steel	\$30	Causes fewer minerals mined to be found by -25% but significantly increases your chances of finding treasure by 35%.	z
Tungsten Carbide	\$45	Increases XP per minerals mined by 10%.	a
Diamond Tipped	\$70	Increases your minerals mined amount by 20%, the quality of minerals mined by 5% and the XP per minerals mined by 20%.	b

If the user selects **Mining Drills**:

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Critical Bot Mining Drills Shop					
Mining Drills	Cost in Dollars (\$)	Description	Owned or Not	Number of Fish Caught	Percent Chance to Catch Each Specie
Shovel	\$0	A common starter tool to dig minerals up	yes/no	1-2	Bronze:90% Silver: 8% Gold: 0% Rubies: 0% Diamonds: 0% Treasure: 3%
Auger Drill	\$25,000	Increases the amount of minerals mined by 10%.	yes/no	3-5	Bronze:82% Silver: 15% Gold: 5% Rubies: 0% Diamonds: 0% Treasure: 3%
Rotary Air Blasting Drill	\$500,000	Increases the amount of minerals mined by 15% and slightly improves the quality of minerals mined by 2%.	yes/no	6-11	Bronze:61% Silver: 15% Gold: 15% Rubies: 5% Diamonds: 1% Treasure: 3%
Reverse Circulation Drill	\$2,000,000	Causes fewer minerals mined to be found by -25% but significantly increases your chances of finding treasure by 35%.	yes/no	12-14	Bronze:15% Silver: 27% Gold:15% Rubies: 23% Diamonds: 5% Treasure: 15%
Blast Hole Drill	\$25,000,000	Increases XP per minerals mined by 10%.	yes/no	15-20	Bronze:10% Silver: 15% Gold:10% Rubies:40% Diamonds: 15% Treasure: 10%
Diamond Core Drill	\$40,000,000	Increases your minerals mined amount by 20%, the	yes/no	21-30	Bronze:7% Silver: 8% Gold:10% Rubies: 25%

		quality of minerals mined by 5% and the XP per minerals mined by 20%.			Diamonds: 25% Treasure: 25%
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Critical Bot Treasure		
Treasure Type	Treasure Reward	Treasure Percent Chance
Bronze Chest	\$1,000	50%
Silver Chest	\$5,000	35%
Gold Chest	\$10,000	15%

If the user selects **Mining Machinery**:

Critical Bot Mining Machinery Shop			
Mining Machinery	Cost in Dollars (\$)	Description	Owned or Not
Excavator	\$100,000	A common starter machine.	yes/no
Komatsu PC8000-6	\$1,500,000	Increases the amount of minerals mined by 10%.	yes/no
Liebherr R9800	\$7,000,000	Increases the amount of minerals mined by 15% and slightly improves the quality of minerals mined by 2%.	yes/no
Liebherr R9800	\$20,000,000	Causes fewer minerals mined to be found by -25% but significantly increases your chances of finding treasure by 35%.	yes/no

Hitachi EX8000-6	\$45,000,000	Increases XP per minerals mined by 10%.	yes/no
Bucyrus RH400	\$60,000,000	Increases your minerals mined amount by 20%, the quality of minerals mined by 5% and the XP per minerals mined by 20%.	yes/no

If the user selects **Mining Boosts**:

Critical Bot Mining Boosts Shop		
Mining Boosts	Cost in Dollars (\$)	Description
Automatic Mining 10	\$5,000	Hire a worker to automatically mine for you for 10 minutes.
Amount of Mineral 10	\$10,000	Increase the amount of minerals found by 25% for 10 minutes.
Treasure Find 10	\$15,000	Increase treasure chance by 25% for 10 minutes.
Automatic Mining 30	\$15,000	Hire a worker to mine for you for 30 minutes
Amount of Minerals 30	\$30,000	Increase the amount of minerals found by 25% for 30 minutes.
Treasure Find 30	\$45,000	Increase treasure chance by 25% for 30 minutes.

A drop down menu should appear allowing users to buy Mining Boosts.

If the user selects **Mining Upgrades**:

Critical Bot Fishing Upgrades Shop				
Mining Upgrades	Number of Upgrades Bought/Total Number of Upgrades	Cost in Dollars (\$)	Cost Increase per Upgrade Level	Description
Quality of Minerals	0/25	\$1,000	x4	Increase minerals mined quality by 0.025% per upgrade
Market Increase	0/25	\$1,000	x4	Increase the sale price per mineral by 4% per upgrade
Save Drill Bits	0/10	\$1,250	x4	Adds a 4% chance to not consume a Drill Bit whiles mining per

				upgrade
Quantity of Chest	0/10	\$6,250	x4	Adds a 3% chance to find multiple Chests per upgrade
More Lottery Winnings	0/10	\$25,000	x2	Increases Money earned in Lottery Winnings by 3% per upgrade
Experience	0/6	\$75,000	x4	Increases XP earned while mining by 5% per upgrade
Worker Incentive	0/11	\$100,000	x5	Increases the number of mineral mined by the Automatic Worker by 9% per upgrade
Quality of Chests	0/11	\$100,000	x5	Increases the amount of gold received by Chests by 10% per upgrade

A drop down menu should appear allowing users to buy Mining Upgrades.

The minerals found in the game. The user can access this menu by typing /cmminerals

Types of Minerals found in Critical Bot						
Mineral Type	Mineral Sell Price in Dollars (\$)	Mineral XP	Mineral Sizes	Size XP Boost	Size Sell Price Boost in Dollars (\$)	Size Percent Chance of Being Caught
Bronze	\$2	2	Small, Medium, Large	If Small: 2 If Medium: 4 If Large: 6	If Small: \$2 If Medium: \$4 If Large: \$6	Small: 50% Medium: 33% Large: 17%
Silver	\$5	4	Small, Medium, Large	If Small: 4 If Medium: 6 If Large: 8	If Small: \$5 If Medium: \$7 If Large: \$9	Small: 50% Medium: 33% Large: 17%
Gold	\$20	14	Small, Medium, Large	If Small: 14 If Medium: 16 If Large: 18	If Small: \$20 If Medium: \$22 If Large: \$24	Small: 50% Medium: 33% Large: 17%

Rubies	\$50	20	Small, Medium , Large	If Small: 20 If Medium: 22 If Large:24	If Small: \$50 If Medium: \$52 If Large: \$54	Small: 50% Medium: 33% Large:17%
Diamonds	\$250	35	Small, Medium , Large	If Small: 35 If Medium: 37 If Large: 45	If Small: \$250 If Medium: \$260 If Large: \$300	Small: 50% Medium: 40% Large:10%

Lottery: There should be a daily, weekly and monthly Lottery consisting of 6 different numbers to be chosen ranging from 1 to 49. If the lottery is not won by the Draw Time the Incremental reward should be added for the next draw. When the user wins the lottery they are given the total reward and DMed: Congratulations on your Daily/Weekly/Monthly Lottery WIN! Your winnings have been added to your inventory!

Critical Bot Lottery			
	Starting Reward	Incremental Reward	Draw Time
Daily	\$100,000	\$50,000	9 PM UTC daily
Weekly	\$1,000,000	\$500,000	9 PM UTC on Sunday
Monthly	\$10,000,000	\$5,000,000	9 PM UTC on the 28th of Each Month

/cmlottery - a command to bring up the Critical Mining Lottery

Critical Mining Lottery			
Lottery Frequency	Current Amount	Number of Incremental Rewards	Your 6 Numbers
Daily	x	a	
Weekly	y	b	
Monthly	z	c	

A dropdown menu should appear allowing the user to pick Daily Weekly and Monthly 6 Numbers for the lottery.

Leaderboards: There should be both Global and Server Leaderboards

/cmLeaderboards - List all leaderboards

Critical Mining Leaderboards	
Leaderboard Type	LeaderBoard Stats
Global Net Worth Leaderboard	list the top 25 players who have the most money in page view for all servers globally
Server Net Worth Leaderboard	list the top 25 players who have the most money in page view for the current server
Global Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for all servers globally
Server Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for the current server

A drop down menu to select a leaderboard should appear.

Mining Blackjack: A blackjack card game the user can use their funds earned from mining to play

/cmbj - Starts a standard blackjack game against a dealer

Hunting

/chunt - this will hunt for animals (This command to mine can only be used every 5 seconds unless the user has the premium version of the bot then it is reduced to 1.5 seconds)

After the first hunt buttons allowing the user to Hunt, Sell and access the Shop and their Inventory will appear below an embedded message which will show the total animals hunted along with the users current balance, number of Bullets, Gun and Vehicle being used. Back and Forward Buttons should appear along with their total minerals mined embedded in a message when one those four buttons are pressed.

Sell button - this will sell all the minerals in the users inventory

Inventory button - shows all mineral types and sizes and quantities the user owns

Shop button - this will bring up the shop

Critical Bot Hunting Shop	
Hunting Bullets	
Hunting Guns	
Hunting Vehicles	
Hunting Boosts	
Hunting Upgrades	

NOTE* A Drop down menu to select options is needed for every item sold in all Shops

If the user selects **Hunting Bullets**:

Critical Bot Fishing Bait Shop			
Hunting Bullets	Cost in Dollars (\$)	Description	Number Owned
Lead	\$3	Increases the amount of animals caught by 10%.	x
Iron	\$15	Increases the amount of animals caught by 15% and	y

		slightly improves the quality of fish caught by 2%.	
Steel	\$30	Causes fewer animals to bite by -25% but significantly increases your chances of finding treasure by 35%.	z
Hollow Points	\$45	Increases XP per animal caught by 10%.	a
Diamond Tipped	\$70	Increases your animals catch amount by 20%, the quality of animals by 5% and the XP per animal caught by 20%.	b

If the user selects **Hunting Guns**:

Critical Bot Hunting Guns Shop					
Hunting Guns	Cost in Dollars (\$)	Description	Owned or Not	Number of Fish Caught	Percent Chance to Catch Each Specie
Knife	\$0	A common starter hunting knife.	yes/no	1-2	Rabbit:90% Duck: 8% Fox: 0% Bear: 0% Lion: 0% Treasure: 3%
Hawken Rifle	\$25,000	Increases the amount of animals caught by 10%.	yes/no	3-5	Rabbit:82% Duck: 15% Fox: 5% Bear: 0% Lion: 0% Treasure: 3%
Smith & Wesson Model 29	\$500,000	Increases the amount of animals caught by 15% and slightly	yes/no	6-11	Rabbit:61% Duck: 15% Fox: 15% Bear: 5% Lion: 1%

		improves the quality of animals caught by 2%.			Treasure: 3%
Ruger No. 1	\$2,000,000	Causes fewer animals to bite by -25% but significantly increases your chances of finding treasure by 35%.	yes/no	12-14	Rabbit:15% Duck: 27% Fox:15% Bear: 23% Lion: 5% Treasure: 15%
Winchester Model 70	\$25,000,000	Increases XP per animal caught by 10%.	yes/no	15-20	Rabbit:10% Duck: 15% Fox:10% Bear:40% Lion: 15% Treasure: 10%
Remington Model 700	\$40,000,000	Increases your animals catch amount by 20%, the quality of animals by 5% and the XP per animal caught by 20%.	yes/no	21-30	Rabbit:7% Duck: 8% Fox:10% Bear: 25% Lion: 25% Treasure: 25%

Critical Bot Treasure		
Treasure Type	Treasure Reward	Treasure Percent Chance
Bronze Chest	\$1,000	50%
Silver Chest	\$5,000	35%
Gold Chest	\$10,000	15%

If the user selects **Hunting Vehicles**:

Critical Bot Hunting Vehicles Shop			
Hunting Vehicles	Cost in Dollars (\$)	Description	Owned or Not
Basic Pickup Truck	\$100,000	A common starter vehicle for hunting.	yes/no
Toyota Land Cruiser	\$1,500,000	Increases the amount of animals caught by 10%.	yes/no
Subaru Outback	\$7,000,000	Increases the amount of animals caught by 15% and slightly improves the quality of animals caught by 2%.	yes/no
Mercedes-Benz Gruma Hunter	\$20,000,000	Causes fewer animals to bite by -25% but significantly increases your chances of finding treasure by 35%.	yes/no
Ram Rebel 1500	\$45,000,000	Increases XP per animal caught by 10%.	yes/no
Jeep Wrangler	\$60,000,000	Increases your animals catch amount by 20%, the quality of animals by 5% and the XP per animal caught by 20%.	yes/no

If the user selects **Hunting Boosts**:

Critical Bot Hunting Boosts Shop		
Hunting Boosts	Cost in Dollars (\$)	Description
Automatic Hunting 10	\$5,000	Hire a worker to automatically hunt for you for 10 minutes.
Amount of Animals 10	\$10,000	Increase the amount of animals caught by 25% for 10 minutes.
Treasure Find 10	\$15,000	Increase treasure chance by 25% for 10 minutes.
Automatic Hunting 30	\$15,000	Hire a worker to hunt for you for 30 minutes
Amount of Animals 30	\$30,000	Increase the amount of animals caught by 25% for 30 minutes.
Treasure Find 30	\$45,000	Increase treasure chance by 25% for 30 minutes.

A drop down menu should appear allowing users to buy Hunting Boosts

If the user selects **Hunting Upgrades**:

Critical Bot Fishing Upgrades Shop				
Hunting Upgrades	Number of Upgrades Bought/Total Number of Upgrades	Cost in Dollars (\$)	Cost Increase per Upgrade Level	Description
Quality of Minerals	0/25	\$1,000	x4	Increase animal hunted quality by 0.025% per upgrade
Market Increase	0/25	\$1,000	x4	Increase the sale price per animal by 4% per upgrade
Save Bullets	0/10	\$1,250	x4	Adds a 4% chance to not consume a bullet whiles hunting per upgrade

Quantity of Chest	0/10	\$6,250	x4	Adds a 3% chance to find multiple Chests per upgrade
More Lottery Winnings	0/10	\$25,000	x2	Increases Money earned in Lottery Winnings by 3% per upgrade
Experience	0/6	\$75,000	x4	Increases XP earned whiles hunting by 5% per upgrade
Worker Incentive	0/11	\$100,000	x5	Increases the number of animals hunted by the Automatic Worker by 9% per upgrade
Quality of Chests	0/11	\$100,000	x5	Increases the amount of gold received by Chests by 10% per upgrade

A drop down menu should appear allowing users to buy Hunting Upgrades.

The animals found in the game. The user can access this menu by typing /chspecies

Species of Animals found in Critical Bot						
Animal Species	Animal Sell Price in Dollars (\$)	Animal XP	Animal Sizes	Size XP Boost	Size Sell Price Boost in Dollars (\$)	Size Percent Chance of Being Caught
Rabbit	\$2	2	Small, Medium, Large	If Small: 2 If Medium: 4 If Large: 6	If Small: \$2 If Medium: \$4 If Large: \$6	Small: 50% Medium: 33% Large:17%
Duck	\$5	4	Small, Medium, Large	If Small: 4 If Medium: 6 If Large: 8	If Small: \$5 If Medium: \$7 If Large: \$9	Small: 50% Medium: 33% Large:17%
Fox	\$20	14	Small, Medium, Large	If Small: 14 If Medium: 16 If Large: 18	If Small: \$20 If Medium: \$22 If Large: \$24	Small: 50% Medium: 33% Large:17%
Bear	\$50	20	Small, Medium, Large	If Small: 20 If Medium: 22 If Large:24	If Small: \$50 If Medium: \$52 If Large: \$54	Small: 50% Medium: 33% Large:17%
Lion	\$250	35	Small, Medium, Large	If Small: 35 If Medium: 37 If Large: 45	If Small: \$250 If Medium: \$260 If Large: \$300	Small: 50% Medium: 40% Large:10%

Lottery: There should be a daily, weekly and monthly Lottery consisting of 6 different numbers to be chosen ranging from 1 to 49. If the lottery is not won by the Draw Time the Incremental reward should be added for the next draw. When the user wins the lottery they are given the total reward and DMed: Congratulations on your Daily/Weekly/Monthly Lottery WIN! Your winnings have been added to your inventory!

Critical Bot Lottery			
	Starting Reward	Incremental Reward	Draw Time
Daily	\$100,000	\$50,000	9 PM UTC daily
Weekly	\$1,000,000	\$500,000	9 PM UTC on Sunday
Monthly	\$10,000,000	\$5,000,000	9 PM UTC on the 28th of Each Month

/chlotttery - a command to bring up the Critical Hunting Lottery

Critical Hunting Lottery			
Lottery Frequency	Current Amount	Number of Incremental Rewards	Your 6 Numbers
Daily	x	a	
Weekly	y	b	
Monthly	z	c	

A dropdown menu should appear allowing the user to pick Daily Weekly and Monthly 6 Numbers for the lottery.

Leaderboards: There should be both Global and Server Leaderboards

/chLeaderboards - List all leaderboards

Critical Hunting Leaderboards	
Leaderboard Type	LeaderBoard Stats
Global Net Worth Leaderboard	list the top 25 players who have the most money in page view for all servers globally
Server Net Worth Leaderboard	list the top 25 players who have the most money in page view for the current server
Global Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for all servers globally
Server Lottery Net Worth Leaderboard	list the top 25 players who have made the most from the lottery in page view for the current server

A drop down menu to select a leaderboard should appear.

Hunting Blackjack: A blackjack card game the user can use their funds earned from hunting to play

/chbj - Starts a standard blackjack game against a dealer

Critical Bot Premium

This Module will allow users to purchase the premium version of the bot for 30 days. The user should then be DMed letting them know their Premium version of Critical Bot has expired and given a link to resubscribe.

/premiumCritical - a DM is sent to the user listing these options:

Get Critical Bot Premium:	
Number of Features	Features to Unlock
1	No more Advertisements sent to your DMs!

2	No more time restriction for Critical Memes and Critical Gifs Commands!
3	Critical Bot Game command times reduced to 1.5 seconds instead of 5 seconds!
4	CHEAP PRICE of only \$2.99 USD a Month!

Drop Down Menu:

Option 1: Get Premium Now!

Option 2: Cancel!

If the user selects Option 1:

A paypal invoice should be created which will allow the user to donate through their discord DM:

When the user payment is confirmed the bot will give them premium services for 30 days.

The Bot will then send this message:

Thank you for getting the Premium Version of Critical Bot! Your unlocked features will last for 30 days!

If the user selects Option 2:

The bot will send this message:

Thank you! Maybe next time!

Documentation and Help Menu

A document with all commands should be created also a help menu should be added

/chelp - list all commands with info on what they do

/cserver - DM's the user the support server for Critical Bot
<https://discord.gg/criticalgaming>

When the bot games are played on the support server users will receive 25% more XP and Gold per capture or sale of Fish, Minerals and Animals!

Note* The Message above should be sent along with the support server link when /cserver is run.
