PATH OF SURVIVAL

Game Design Document

pathofsurvival.io

Intro

Table of Contents

Common Data

Concept

Path of Survival is an innovative 2D(with 3D elements) game, which will introduce PvP, PvE and character management systems. Players also will be able to find interesting Play-to-Earn mechanics, as well as NFT generation in the form of in-game assets and staking of currency.

Our main goal is to create a community-driven game, so you'll be able to play with a huge amount of opponents and find friends.

Platform: Web
Game genre: RPG
Audience: 30+
Age restrictions: 3+
Camera position: 2d
Device screen position: landscape
Multiplayer: yes
Gaming without network: no
Hardware: pc
**System monetization:** NFT trading, staking, crypto play-to-earn
Device advertising: no

Part II

Main Window

It is displayed after the Player logs into the game. The main window consists of:

1. **Battle panel.** Displays all combat modes.
2. **Global modes.** Divided into PvP and PvE. By pressing, subtabs with internal modes open.
3. **Player energy panel.** Designed to limit the character's non-stop grinding. Entering each duel expends a specific amount of energy. The panel displays a scale showing the current and maximum energy values.
4. **Character window.** Displays appearance, level, and equipped skills.
5. **Tokens.** The number of tokens available to the player.
6. **Inventory button.** Click to open the inventory window.
7. **Upgrade button.** By clicking, a window for upgrade items opens.
8. **Runes button.** Click to open the Runes crafting window.
9. **Map button.** Click to open the Global Map window.
10. **Friend list & Chat.** Click to open chat & friend list.
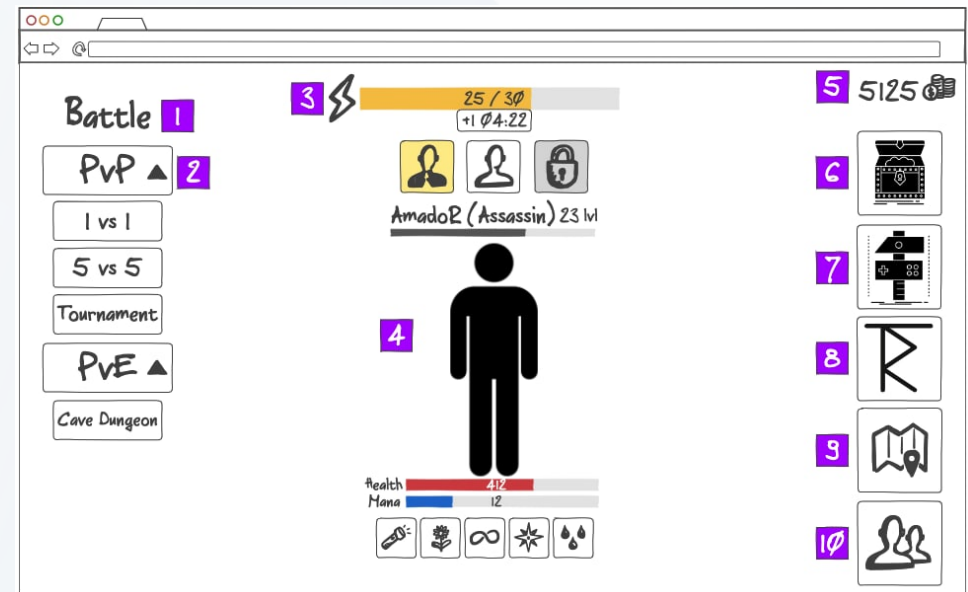
Battle Modes Window

1. **Battle panel.** Displays all combat modes
2. **Global modes.** Divided into PvP and PvE. By pressing, subtabs with internal modes open
3. **Selected battle mode.** Click to open the Battle window
4. **Battle window.**
5. **Window title.**
6. **Close Window button.**
7. **Mode Icon.**
8. **Description of the model.** Describe the type of battle, possible rewards, etc.
9. **Button Start battle mode.** The button displays the amount of energy required to start the battle. If there is not enough energy, the button is highlighted in a different color and is not clickable
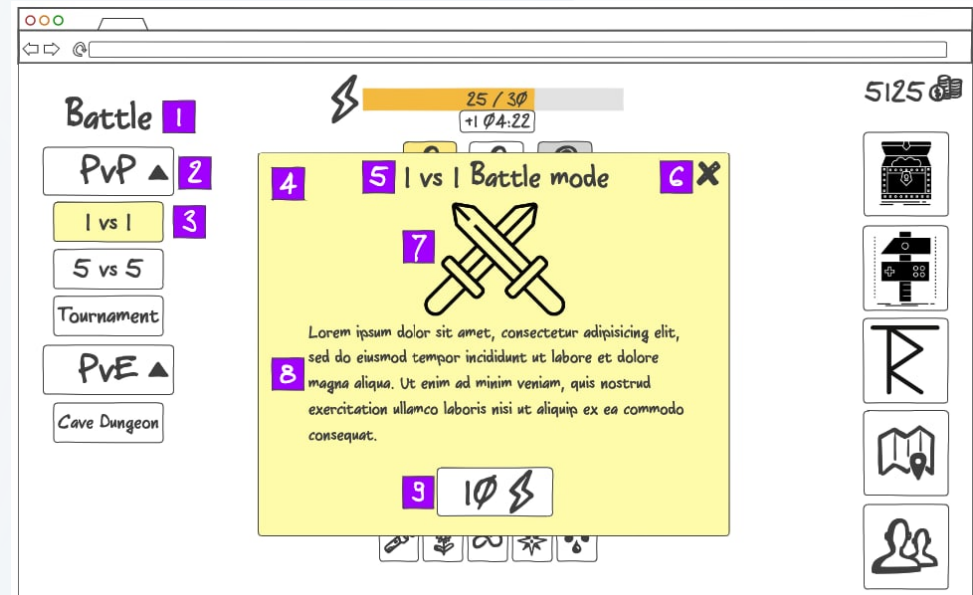
Energy

The Energy System is designed to limit constant grind in game.


The energy system has the following parameters:

- Initially, the player has 30 units of energy. The player cannot have more energy than the maximum value
- To participate in a PvP battle of any type, a player must have at least 5 units of energy
  - After entering a battle, the Player is deprived of 5 units of energy
- Energy recovers. 1 unit of energy is recovered in 8 minutes
  - Fully recovered energy in 4 hours
  - Energy recovers constantly, regardless of the player's actions

If a player tries to enter the battle, and he has less energy than is necessary to enter the battle, then he will receive a notification window

Energy

Not enough energy to enter the battle

Add 5 ⚡

500. 🪙

Full restore ⚡

2500 🪙
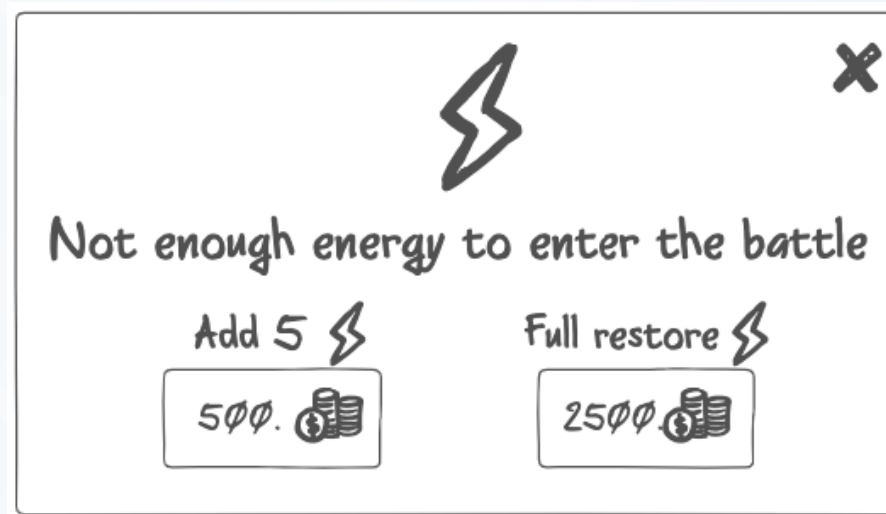
On the screen, the player will receive a message - "Not enough energy to enter the battle"

The Player is also invited to replenish the energy supply for Tokens
- Replenish 5 energy for N tokens
- Replenish energy in full for N tokens

Part V

Character Window

Description of the main sections of the Character window

1. Navigation panel in the Game. Consists of two tabs (the active tab is highlighted):
   a. Lobby - Meta Window (Pre-Core Gameplay)
   b. Characters - window for character equipment and skills management.
2. Information panel of the selected character (detailed below)
3. Equipment and skills management panel (detailed below)
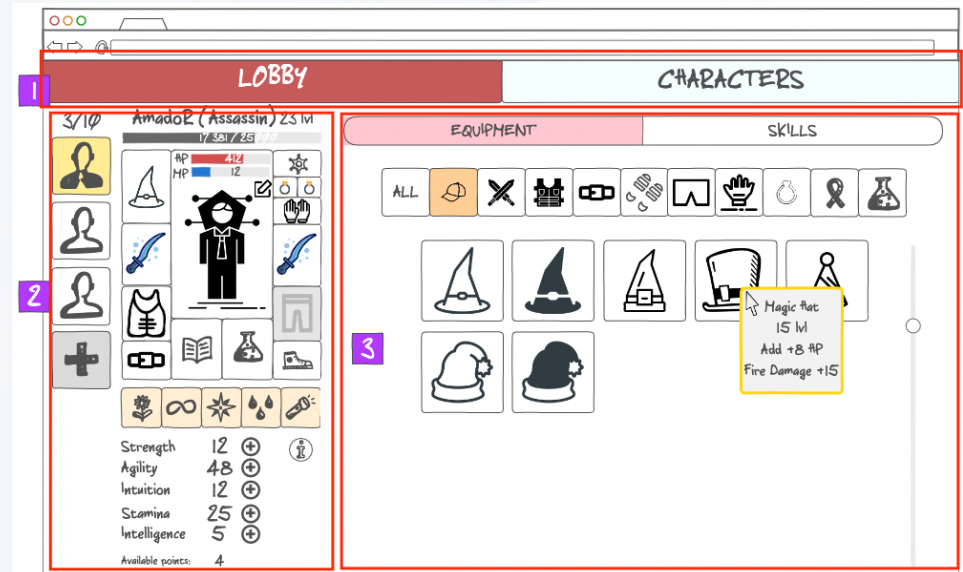
Character Window

Information panel of the selected character

1.Vertical bar for switching between available characters. The number of the current / maximum number of characters is displayed.

2.Selected Character Slot (Highlighted)

3.Unselected character slot. When you click on the slot, the active character changes

4.The slot for adding a new character. After creation, the character is added to the vertical panel.

5.Displays the name, class and level of the active character. Experience progress bar is displayed below the text. It indicates the current amount of experience of the character, and the required to reach the next level.

6.Character equipment slots. Display the equipped item in the slot. By double clicking on a slot with an item, the item is removed from the character, and moved to the Item's subtab, to the corresponding Section slot. The character has the equipment slots:

- Head
- Left hand
- Right hand
- Body
- Belt
- Legs
- Shoes
- Gloves
- Amulet
- Ring – 1
- Ring – 2
- Consumable – 1
- Consumable – 2
- Consumable – 3
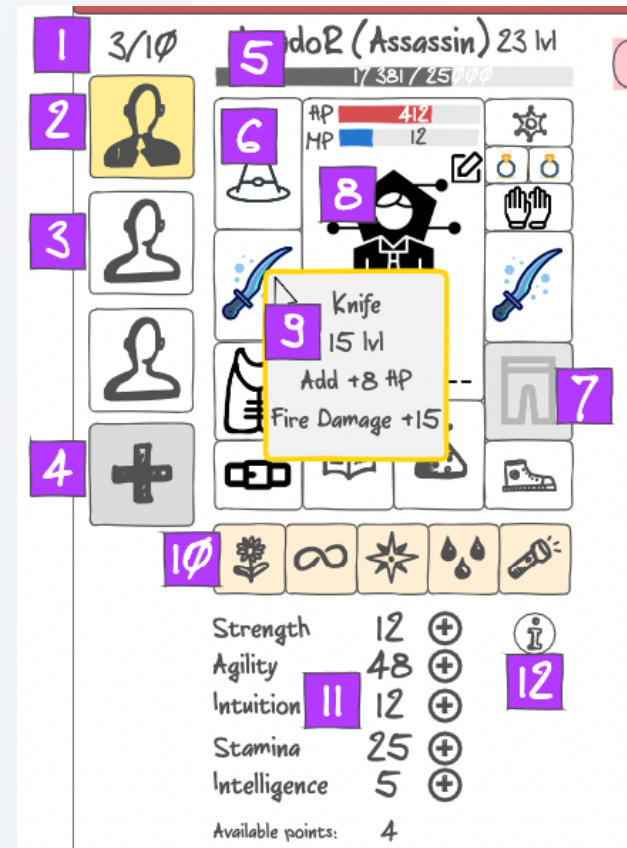
Character Window

7.Slot without item. Double-clicking to open the Item's Subtab corresponding to the slot of the section

8.Character visual display window. A 3D model is displayed with the display of the equipped weapon. The panel also displays Life / Mana. Displays the current Life / Mana indicators of the character. It is visualized in the form of two progress bars with the display of the name, numerical value, and the active scale.

9.Hovering. When you hover over a slot with an item, after 1 second, a tooltip opens with a description of the item (Adaptive to text) in the slot in the format:
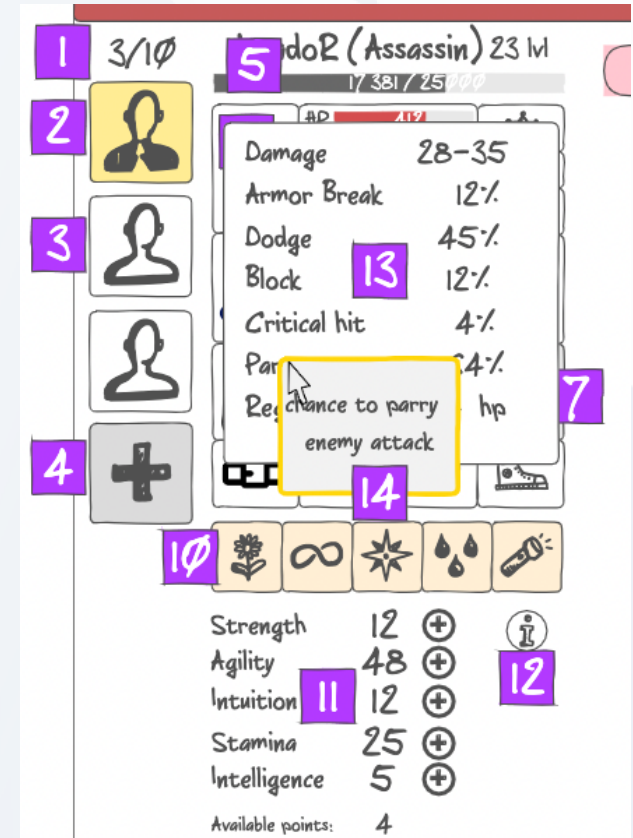
- Item Name
- Level
- Description

10.The panel for displaying the skills equipped on the character. Double click to open the skills panel

11. Character attributes. 5 - basic attributes. Displayed in the format - Name: Value.
Basic Attributes:

- Force
- Agility
- Intuition
- Stamina
- Intellect

12.Information button. Click to open a list of secondary attributes of the character

13.List of minor attributes of the character. By clicking on the list, it closes

14.Tooltip. Tooltip with a description of the Attributes and Characteristics of the character (Adaptive to the text). Displayed for 1 second after hovering over an Attribute or Abilities

Available points. Displays the number of Attributes available for distribution that the character receives after gaining a level. If the character has available Points, then buttons (+) are displayed next to the numerical values of the main attributes, by clicking on which 1 unit is credited to the selected attribute.

Equipment and skills management panel (Equipment)

The Subtab displays the Player's items and Skills. Consists of:

1.The control panel of the active character. The panel consists of two sub tabs: Equipment, Skills. The selected subtab is highlighted.

2.Equipment sections. Filter for displaying items by type and corresponding slot. There are 11 sections in total:

- All
- Head
- Weapon
- Body
- Belt
- Legs
- Shoes
- Gloves
- Rings
- Amulets
- Consumables

3.Items within a section. Items are put on the active character by double-clicking or dragging them into the appropriate slot

4.Tooltip. Tooltip with a description of the Item (Adaptive to text). Displayed for 1 second after hovering over the Item icon.

5.Scrollbar. Scrollbar of items inside the section (Situational, if necessary)

Part V

Character Window

Equipment and skills management panel (Skills: Basic, Class)

1.The control panel of the active character. The panel consists of two sub tabs: Equipment, Skills. The selected subtab is highlighted.

2.Deck of the active character. Consists of 5 slots. The Player can insert any available skill into the slot. Slots can be:

3.Filled. A skill is inserted into the slot. By double clicking on such a slot, the skill is removed from it to its section. The slot becomes Empty.

4.Blank (Light Gray). A slot into which it is possible to insert a skill. When pressed, nothing happens.

5.Locked (Dark Gray). A slot that is not yet available to the Character.

6.Skills section. Consists of three buttons, by clicking on which the corresponding section of skills opens:

- **Basic** - skills initially available to the Character
- **General** - player's NFT skills. Available for use by any character
- **Class** - skills available to the character when leveling up

7.Skill improvement scale. Skill opened in the scale can be put on the character. Consists of 5 stages

8.Upgrade button. By pressing, the skill improves (if the necessary resources are available)

9.Upgrades of skill. The next variant of the skill, which will be available after improvement

10.Closed stage of improvement. Displayed when the previous version of the skill is not available for improvement

11.Tooltip. Tooltip describing the Skill (Adaptive to text). Displays 1 for second after hovering over the skill icon.

12.Scrollbar. Scrollbar of Skills inside the section (Situational, if necessary)
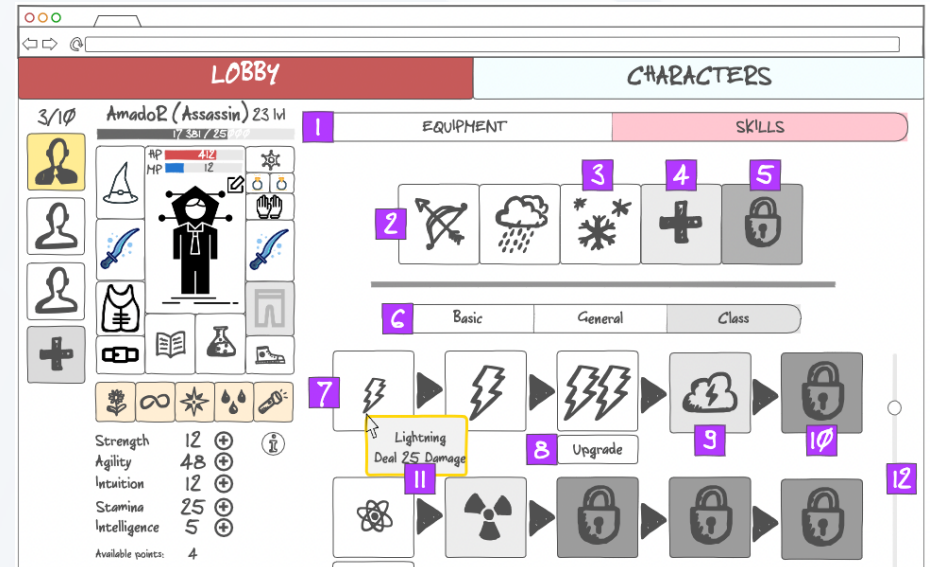
Part V

Character Window

Equipment and skills management panel (Skills: General)

1. The control panel of the active character. The panel consists of two sub tabs: Equipment, Skills. The selected subtab is highlighted.
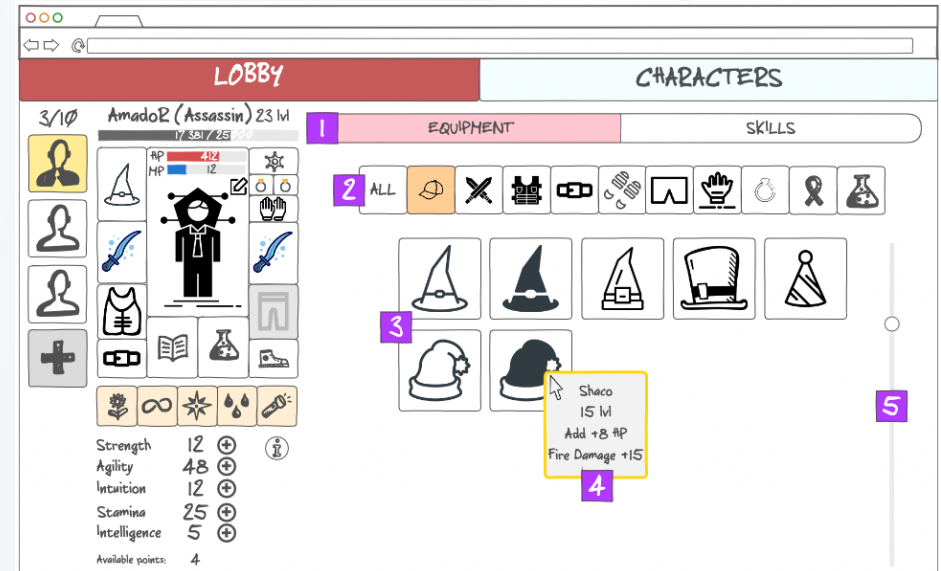
2. Deck of the active character. Consists of 5 slots. The Player can insert any available skill into the slot. Slots can be:

3. Filled. A skill is inserted into the slot. By double clicking on such a slot, the skill is removed from it to its section. The slot becomes Empty.

4. Blank (Light Gray). A slot into which it is possible to insert a skill. When pressed, nothing happens.

5. Locked (Dark Gray). A slot that is not yet available to the Character.

6. Skills section. Consists of three buttons, by clicking on which the corresponding section of skills opens:
- **Basic** - skills initially available to the Character
- **General** - player's NFT skills. Available for use by any character
- **Class** - skills available to the character when leveling up

7. Skills within a section.

8. Tooltip. Tooltip describing the Skill (Adaptive to text). Displays for 1 second after hovering over the skill icon.

9. Scrollbar. Scrollbar of Skills inside the section (Situational, if necessary)
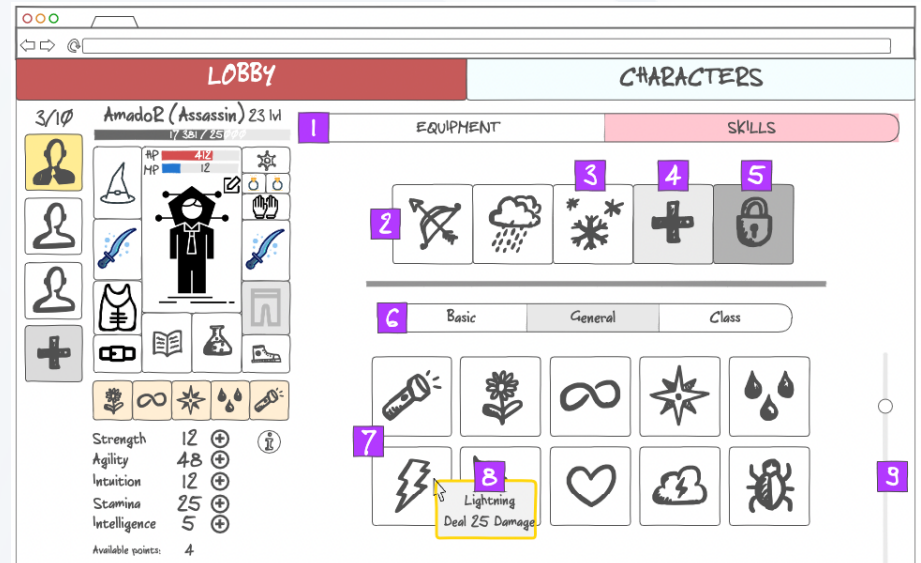
Combat System

COMBAT SYSTEM

General combat flow

1. Combat mechanic is round based
2. All players have a brief period of time to perform their actions
   a. Players perform action simultaneously
   b. Players need to make their action in this period of time
      i. Player can select to do no actions and finish his turn
   c. We can start with the round duration of N seconds
   d. The round will end when time expires or when player makes his actions
3. When player ends his round his selected actions will be performed - we see combat animations
4. Next round begins and the players make their actions
5. The process repeats until one opponent is defeated
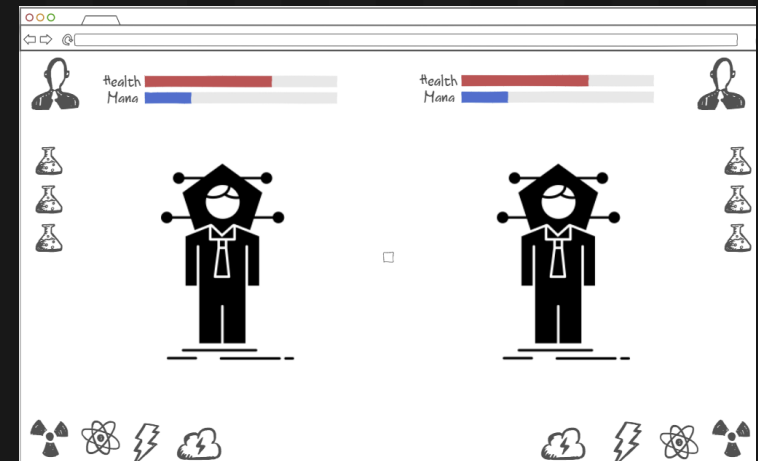
COMBAT SYSTEM

Group battles

1. We can have 5x5 opponents max (10 players in total)
2. An opponent will be selected for each combatant (selection will be random)
3. All opponents start combat as described above
   a. All fights take place simultaneously
4. When the first round ends the opponents get switched
5. The team who has at least one character alive at the end wins
6. There might be a situation when there are fewer opponents that there are players (5x4 for example or when someone get killed)
   a. A player who has no opponent will have to wait his turn
      i. He can simple skip a turn
      ii. He can use heals or buffs or debuffs
      iii. There are skills (buffs, debuffs and heals) that affect the whole team
   b. Such player can watch how his allies fight - he will basically switch to see his allies
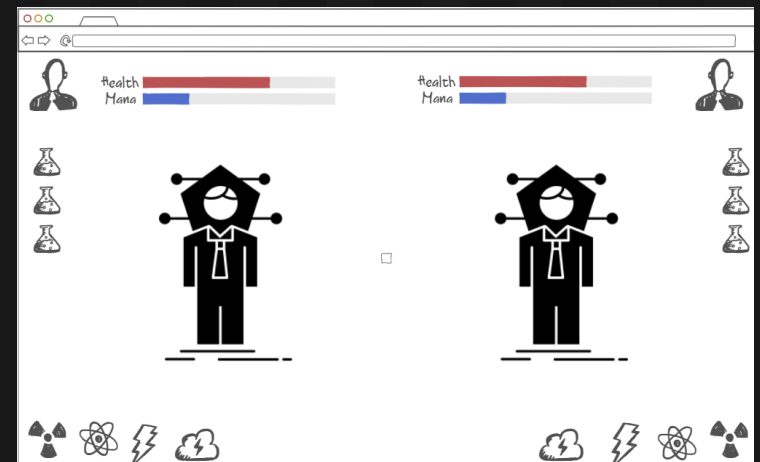
COMBAT SYSTEM

Basic combat skills

All characters have three basic attacking skills (Power Attack, Elegant Attack, Feint Attack).
- All three depend on the primary attribute of the class in terms of damage. The provide different modifiers however
  - Strength (Tank and Paladin), Agility (Assassin, Sharpshooter) and Intelligence (for Mage).
  - This is needed so that all classes have a basic attacks that depends on an attribute important for this particular class
- Power Attack:
  - Has high base damage
  - Has default critical rate (chance, no bonus)
  - Halves damage resistance of heavy armors
- Elegant attack
  - Has medium base damage
  - Has higher critical rate
  - Halves damage resistance of light armors
- Feint Attack
  - Has low base damage
  - Has high critical rate
  - Has improved critical modifier
- Basic attack skills are active (need to be activated) and do not cost any mana

COMBAT SYSTEM

All characters have two defense skills - Evasion and Defensive Stance, one passive and one active
Critical Hit - this is also a basic skill available to all classes.
- Crit provides a % chance for increased damage modifier.
- Critical Hit skill is passive (always active)
- Critical Hit applies to basic attack skills by default. Other skills (Class and General) might or might not score critical hits (this is shown in the skill description)

Characters also have hit points (provided by Constitution) and passive damage resistance (physical by Constitution, magical by Intelligence)
- In general skills inflict either physical or magical damage
- Evasion, Defensive Stance and Critical Hit skills works equally with both physical and magical damage

This concept provides a clear battle mechanic:
- Player only needs to choose what skills he wants to use
- There are elements of random in form of Defend and Critical Hit skills
- Basic attack skills (and Defensive Stance) do not require mana
- Class and general skills always use up mana
- Classes have quite balanced starting abilities that depend on primary attributes of each class. There will be no situation like a mage having nothing to attack with when there is no mana left and basic attack relies on brute force of a fighter

COMBAT SYSTEM

Actions in the round

1. Player has N actions to use in his round
2. Power Attack, Elegant Attack, Feint Attack and Defensive Stance use one action
3. Evasion is passive but can trigger one time only. So if character takes two attacks and Evasion was triggered for one of the attacks, the other one will not trigger Evasion
4. Defensive Stance lasts a round and will affect both incoming attacks (if they happen)
5. Defensive Stance block character from using any skill that deals damage (for his other action). This does not affect heals, debuffs and buffs
6. Taking a consumable requires N action. Character can only use one consumable in the round
7. Basic heals, buffs and debuffs typically require N action.
8. Most damage dealing class and general skills require N actions
9. How skills are organized:
   a. Any character has basic skills (Power, Elegant, Feint, Crit, Evasion, Defensive Stance)
   b. Character also has Class and General skills
   c. Class skills:
      i. They are unique to classes
      ii. They can be unlocked by leveling up characters
      iii. Class skills have upgrades
      iv. Player can add/upgrade N skill per level:
         1. The maximum level will allow to take and fully develop all class and basic skills available
         2. Player gets to select what skill he wants to upgrade or add on each levelup
         3. Basic skills can be upgraded like class skills

Combat System

COMBAT SYSTEM

General skills (spells)

1. These skills can be learned by any class in the game
2. Players will need to look for spells or purchase them on the market
3. Spells need to be connected to the character for him to be able to use it. All characters have a certain amount of 'slots' for spells
   a. Spells do not have any level requirement. Any spell of any rarity can be connected to any character provided he has a free slot
   b. Spells can be disconnected if required and be replaced by another one.
   c. Player can connect several general skills to one character
4. Spells come in rare, epic and legendery levels
   a. A rarer spell will have greater effect, greater price (and rarity) and use more mana. Action cost will remain the same
5. Character will need to select what skills he will use in battle:
   a. Basic, class and general skills (spells) need to be picked as used skills
   b. Players can pick used skills on the character screen.
6. Skills can be affected by equipment character uses

Combat Rewards

Rewards for completing battles

1. Players will receive a reward for winning of a battle
   a. This can be a PvP or PvE battle
   b. In group battles all members of the side who won gets the reward
2. Types of rewards:
   a. Currency - SRV tokens, players always receives currency for completing battles
   b. XP - players always receive XP for completing battles
   c. Items
      i. Equipment - player can receive an item
      ii. Consumables
      iii. Chests
         1. Player can get these in dungeons
3. If a player receives more than one item of the same type, a counter will appear beside it to tell how many of these items player got

Upgrade Window

The Upgrade Window allows the Player to upgrade the equipment of his choice once.

After improvement, you are getting an item of higher rarity(Rare/Epic/Legendary) with a new properties. If you want to increase your chance to create a better item - you need to use in-game currency. The cost of upgrade for each item will depend on level and rarity of item.

The upgrade window consists of
1. **Window title**
2. **Upgrade panel**
3. **Slot.** Item slot where you can drag an item from your inventory
4. **Information.** Description of the improvement mechanics and available rarity.
5. **Upgrade slidebar.** Active after adding an item to the slot. The slidebar displays the min and max cost of the upgrade
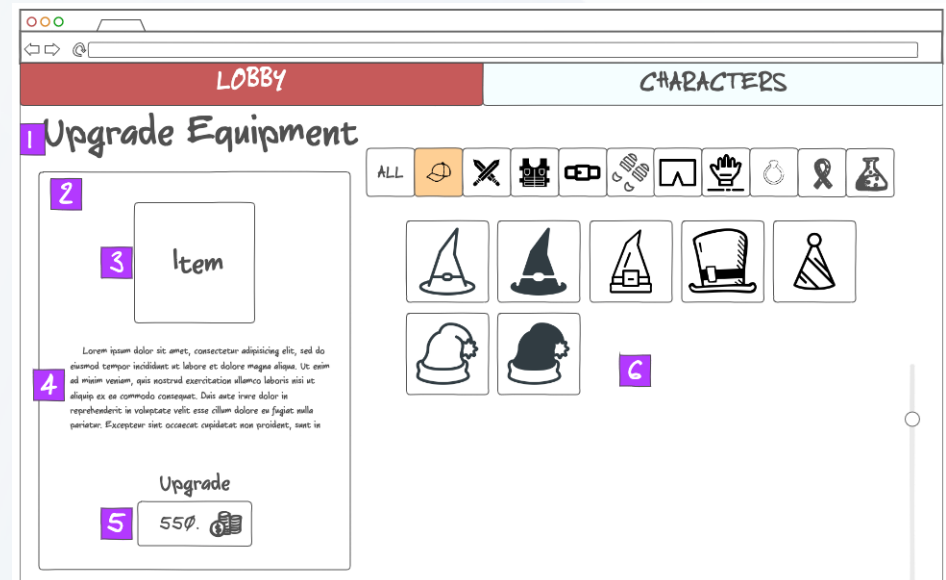6. **Inventory**. Standard inventory of items

Upgrade Window

The Upgrade Window allows the Player to upgrade the equipment of his choice once.

After improvement, you are getting an item of higher rarity(Rare/Epic/Legendary) with a new properties. If you want to increase your chance to create a better item - you need to use in-game currency. The cost of upgrade for each item will depend on level and rarity of item.

The upgrade window consists of

1. **Window title**
2. **Upgrade panel**
3. **Slot.** Item slot where you can drag an item from your inventory
4. **Information.** Description of the improvement mechanics and available rarity.
5. **Upgrade slidebar.** Active after adding an item to the slot. The slidebar displays the min and max cost of the upgrade
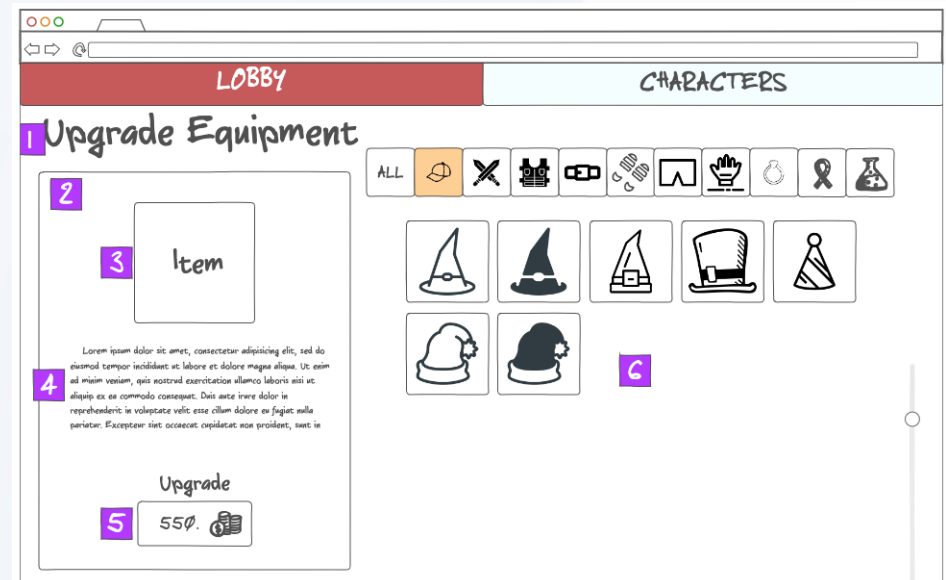6. **Inventory**. Standard inventory of items

Runes Window

Runes are magic items that can be obtained from smelting equipment, and then inserted into other items of equipment.

- Runes can be of 4 classes. The class of the rune depends on the quality of the item from which the rune was melted
- The rune receives one of the parameters of the equipment from which it was smelted
- It is possible to insert any one rune into equipment.

The rune window consists of:

1. Window title

2. Window sections. Click to open a sub-tab

    a. Create a rune (Described below)

    b. Insert rune

3. Item slots. An item slot is displayed where you can drag an item from your inventory. After dragging, it is displayed which quality of rune will be obtained from it.

4. Description. Description of the mechanics of melting equipment items

5. Remelt button. It is active only after an item is inserted into the slot. The button displays the cost of melting. When pressed, the item disappears, and the Player receives a new rune in the inventory in the Consumables section

6. Inventory. Standard inventory of items
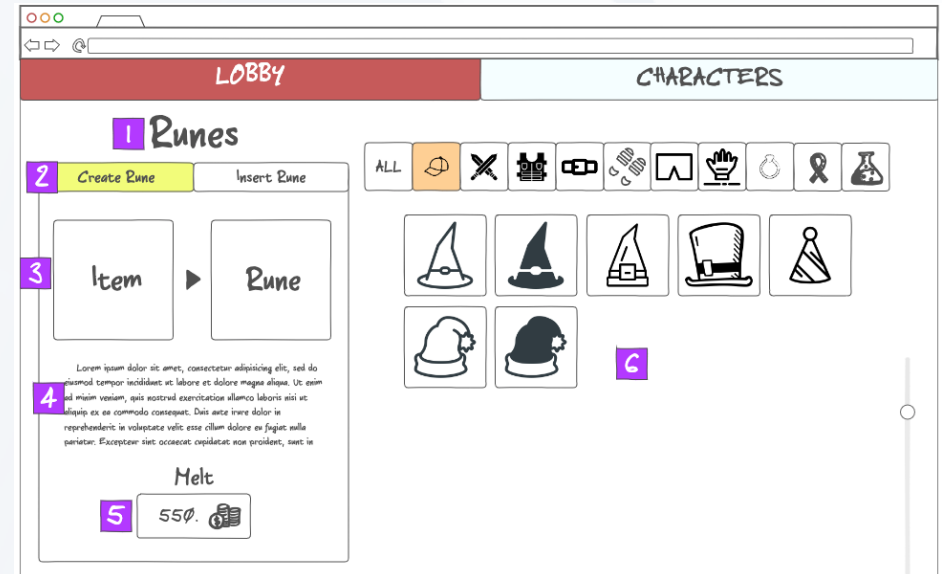
Runes Window

Rune Merge window

1. Players can merge 3 runes of the same type to get one rune of advanced type
2. The merge process has a cost (just like smelting or enchanting)
3. The merge button is active only after all runes are inserted into the slots. The button displays the cost of merging the runes. When pressed, the inserted runes disappear and the Player receives a new rune if the advanced type

Runes Window

Runes are magic items that can be obtained from smelting equipment, and then inserted into other items of equipment.

- Runes can be of 4 classes. The class of the rune depends on the quality of the item from which the rune was melted
- The rune receives one of the parameters of the equipment from which it was smelted
- It is possible to insert any one rune into equipment.

The rune window consists of:
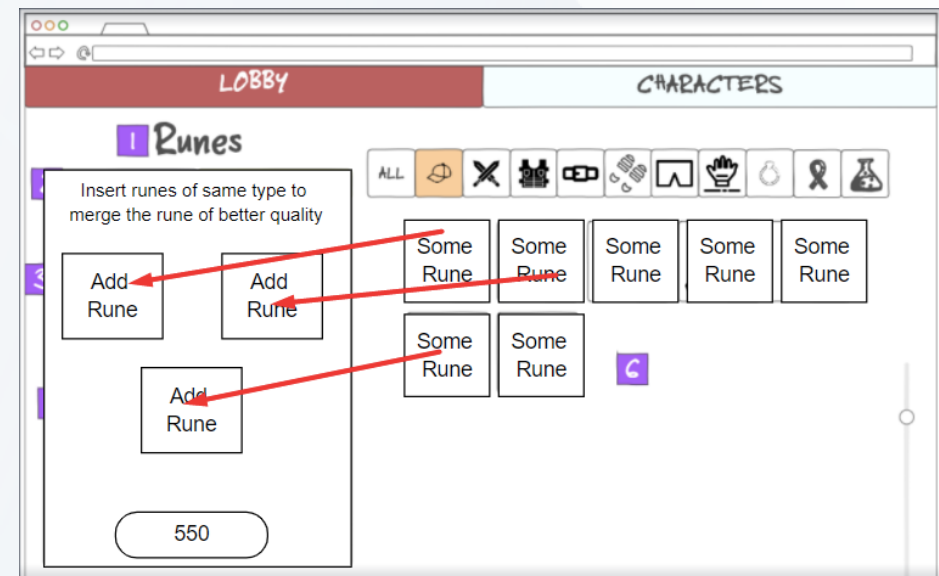
1. Window title

2. Window sections. Click to open a sub-tab

    a. Create a rune

    b. Insert rune

3. Item slots. An item slot is displayed where you can drag an item from your inventory. After dragging, it is displayed which quality of rune will be obtained from it.

4. Description. Description of the mechanics of melting equipment items

5. Insert button. It is active only after an item and a rune are inserted into the slots. The button displays the cost of inserting the rune. When pressed, the item disappears, and the Player receives a new item with the inserted rune in the inventory in the item type section

6. Inventory. Standard inventory of items
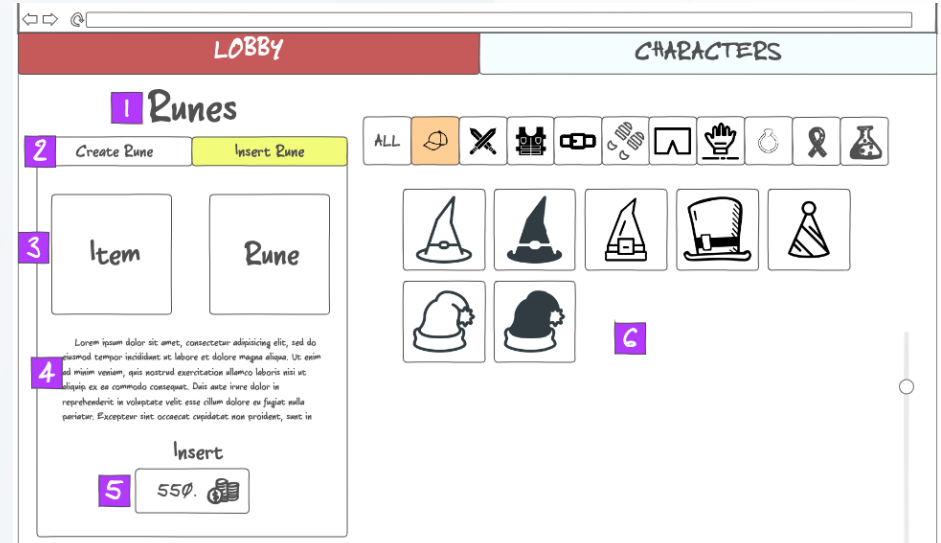
Global Map

Global map description

1. Global map shows the location of player's clans
2. Players can choose one of four factions - Air, Water, Ground, Forest
3. Clan lands are sold on the auction
   a. Lands on the auction are pre-determined in terms of faction and quality, the players will know of this before the puchase
4. Players will be able to see their own clan grounds on the global map
   a. Other clans are also shown so that players will be able to see other clans
5. When Clan Wars mechanic will be implemented, players will be able to see and engage the contested territories on the global map
   a. This mechanic will be implemented later after the initial game launch
6. Clan grounds will have a separate 'tactical' map or grounds' view
   a. This map will show what buildings the clan has and how upgraded they are
   b. All factions have their own distinct visual styles so clans of different factions will have different look
7. Clan mechanics are described in the next paragraph
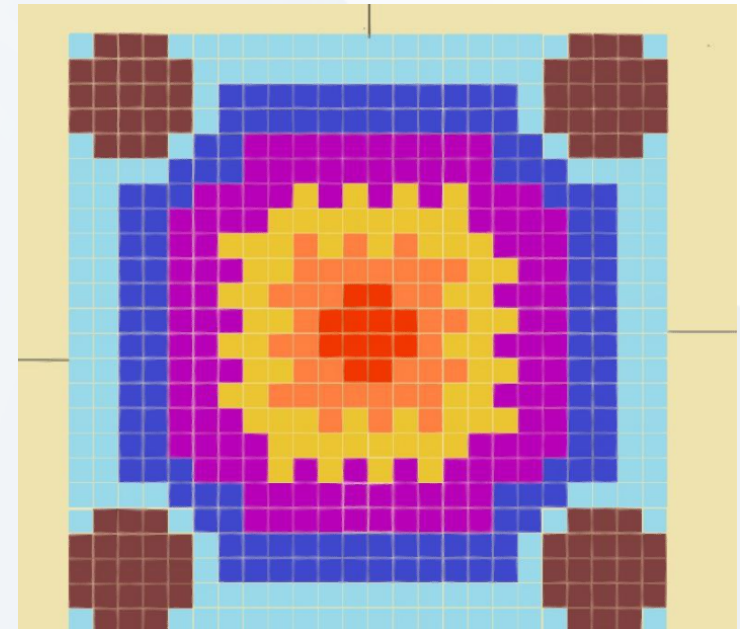
CLAN MECHANICS DEVELOPMENT

Clan mechanics development

Clan mechanics will comprise of 2 main parts:
- Base Clan functionality
- Clan Wars

Base Clan functionality
- Base clan functionality will include:
  - Creation and managing of clans
  - Inviting and managing of clan members
  - Clan grounds
  - Clan buildings and their upgrade system
- This is an initial clan functionality that is required for game launch

Clan Wars
- Clan wars functionalty will include:
  - Raid mechanics that allows raiding clan grounds or other clan properties
  - Provisions for battles of larger groups of players (other than 1x1)
- This functionality is not included in initial release
- It will be developed later in a separate document

CLAN CREATION

Clan needs to be created first in order to be of any use to anyone

- **The clan creator will need to determine the following:**
  - **Clan name**
    - Check is required to see if the clan name is unique
    - Check is required to determine if clan name includes any explicit words or language
      - This is a filter that will check if there if an F word (or something like that) in the name for example
  - **Clan tag**
    - This is a three symbol tag that can be attached to a player's name
      - It can switched on or off if player desires so
      - Example: we have a clan called 'Destroyers'. It can have a tag of DST or something like that
    - Tag is set by clan creator
  - **Clan emblem**
    - This is the symbol of the clan
    - It is used to show the clan grounds on the map along with full name
      - It can be used to basically show that this particular clan owns something. This will come in use later when clan wars are added
    - Players can add clan emblem (as with a tag) to be displayed with player's name
  - Clan name can be selected only when creating the clan. It will be impossible to rename the clan later. Clan tag and emblem can be changed however

CLAN CREATION

Clan creation procedure:

- **Player will need to purchase the clan grounds for his new clan**
  - One user can make one clan only
    - This means that one user will be able to purchase one clan ground
  - If a user is on the clan, he cannot create his own one, he will need to leave first
- **The clan grounds can be purchased on the auction:**
  - Clan land auctions will be made for BNB on-chain on the marketplace
  - The price determines the quality of the clan grounds, how much of a bonus the clan grounds will give
    - We should strart with three tiers:
      - Rare
      - Epic
      - Legendary
    - The rarer the grounds type, the greater bonus it will give
  - Player must choose one of the four factions in the game: Air, Land, Sea and Forest
    - Lands on the auction are pre-determined in terms of faction and quality, the players will see this
    - This determines the type of bonus the clan will recieve while clan grounds rarity will determine how large it will be
    - Player can select the geographical location of his new clan lands. This has no effect rather than appearance
- **When player completes the purchase he will go through the clan creation (name, tag, symbol)**
- **When this is done, the clan will be ready for use**
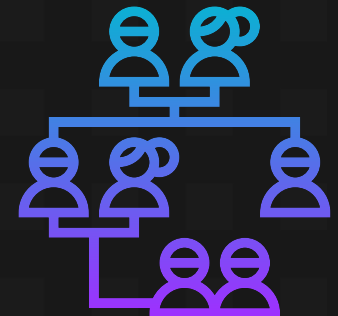
Clan Mechanics

CLAN ACTIONS

Clan leader (this is a clan creator by default) will be able to do the following:

- **Manage clan members:**
  - Clanmembers need to pay a fixed price to enter a clan, leader will determine what it will be
  - Alternatevily clanmembers can buy a subscription (paying relatevily small sums on per months basis)
    - Leader will need to decide which one to use
    - A player will automatically leave the clan if he (or creator) cancels the subscription
      - He will remain a clanmember for whatever time there remains if he already payed for it. Leader will not be able to force such a player to leave too
      - Such a player can force leave quitting the caln immediately and not waiting for subscription to end
- **Hold a clan treasury:**
  - Type of currency used in treasury is SRV
  - This treasury is meant to serve the clan's needs and money from it can be spent on a certain number of actions
    - Upgrading buildings - this is the base function available on the game launch. More will be added later
  - Funds that clanmember pay go to the clan treasury
  - Any clan member can deposit a certain amount of funds in the clan treasury+
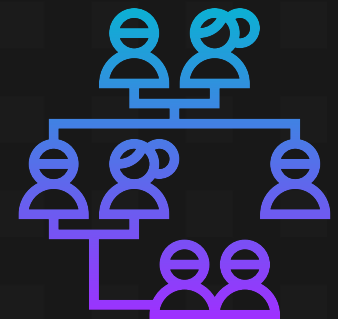
Clan Mechanics

CLAN ACTIONS

Clan leader (this is a clan creator by default) will be able to do the following:

- **Appoint roles:**
  - The main role is being the clan leader itself
    - The clan creator is the default clan leader
    - Clan leader position is permanent
    - Can change clan tag, emblem
    - Can invite new members, fire existing clan members, set entry fees and type of admission (fixed or subscription)
    - Can appoint roles
    - Can upgrade buildings using funds from the treasury
  - **Administrator**
    - Appointed by the clan leader
    - Can invite new members and set entry fees
    - Can upgrade buildings using funds from the treasury
  - **Recruiter**
    - Appointed by clan leader or administrators
    - Can invite new players but invitation needs to be approved by administrator or clan leader
  - **Clansman**
    - A default position, cannot do anything pretty much (in managing the clan that is)
  - All clan members have the effects of the clan grounds and buildings applied to them
  - All clan members can leave the clan
- **Upgrade buildings on the clan grounds:**
  - This function can be delegated to the administators
 - This will use funds of the treasury

BENEFITS OF BEING A CLAN LEADER

1. **A clan leader will receive a fee - a portion of sums of transaction occuring on the marketplace**
   a. This fee should depend on the quality of the clan grounds and how developed the clan is (how many building upgrades there are)
   b. This is a personal income of the clan leader, not a shared treasury of a clan
2. **At a later stage (after the initial game lauch) a clan leader will be granted two seats in the council**
   a. **Council:**
      i. This is governing body comprised of influential players and developers
      ii. The function of the Council is to govern the development of the game - the goal is to create a community driven game
      iii. The details concerning the Council will be described in a separate document at a later stage
   b. **Clan leader can select any other clan member to the Council**
      i. If this player leaves the clan, he will lose his Council position
   c. **If a player disbands the clan, he will lose the Council position**
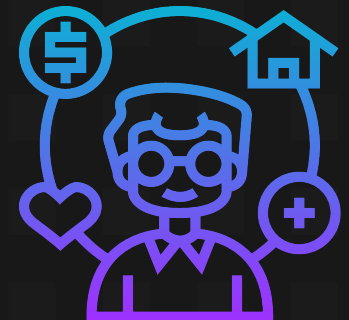
Clan Mechanics

CLAN BUILDINGS

Clanland:

1. Clan grounds come with a preset number of buildings present already
2. It is possible to upgrade the buildings
   a. There are a total of 10 upgrades available (excluding the base building)
3. The visuals (the design of the buildings and view of the clan grounds) depend on the fraction player selected previously

Buildings:

1. **Temple.** Provides a place for the people to rest from daily activities and replenish their energy.
2. **Training grounds.** Provides a place for warriors to practice their skills
3. **Vault.** A hardy vault to store and exchange various items
4. **Forum.** A place for people to meet and discuss their business
5. **Sanctuary.** This is a place where healers live an practice their trade
6. **Marketplace.** A place for traders to sell their wares
7. **Bank.** Provides banking services and holds clan's treasury

Part XII

Inbox

Inbox system consists of two tabs:
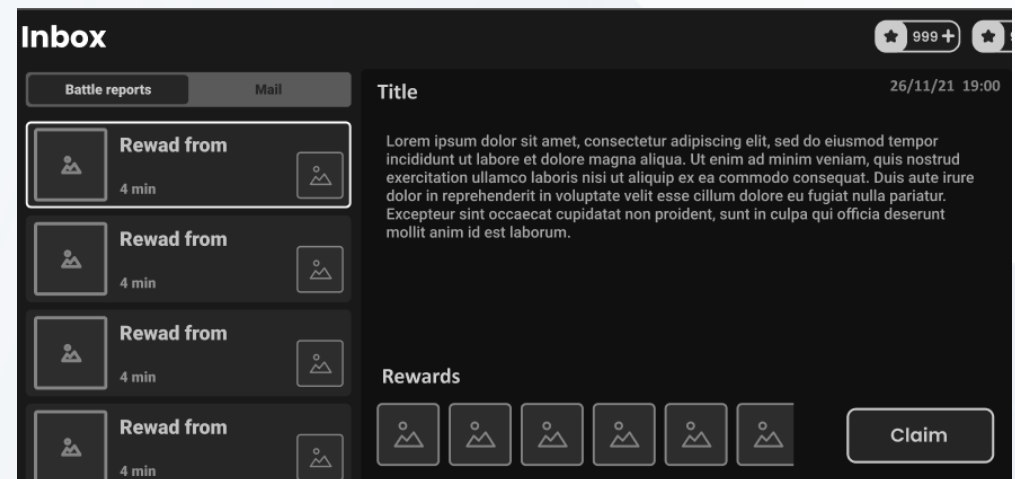
Battle reports

Information about your recent battles is displayed here:
1. Your character and the character of the enemy
2. The result of the duel (Victory or Defeat)
3. Date and time of the fight
4. Rewards received during the battle

Mail

Information about your actions with the community is displayed here:
1. Clan Actions
2. Adding friends
3. Game updates

Marketplace

Marketplace description:

1. Marketplace is available to all players for trade
2. Players can trade all their equipment
   a. Various items also come in different grades, from common to legendary
3. All transaction are made in the SRV/BNB currency
4. All transactions are subject to 2% buyer's fee or 4% seller's fee

The main elements of the marketplace screen are:

- Item table – this is the list of items to see what can be sold or purchased
- Filter – select item types to narrow the search
  - It is possible to search items by name and input the desired price range
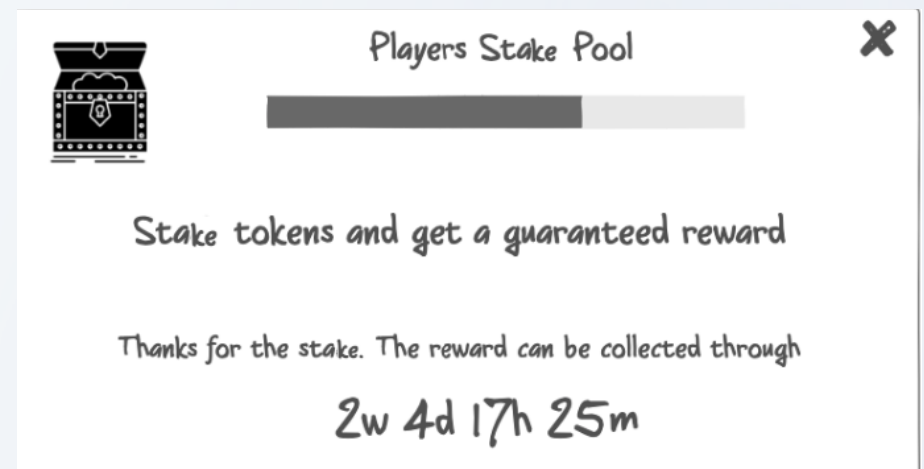
Players have the opportunity to drain tokens into the general pool to receive a reward (Keeping a player's tokens in the stack - 1 month)

The staking pool is working like this:
- If the Player drains coins, then he receives a reward - a chest with rewards
- Depending on the amount of coins deposited, the time for receiving the chest changes. There are 4 options
  - N tokens - in a month
  - 2N tokens - in 3 weeks
  - 3N tokens - in 2 weeks
  - 4N tokens - after 1 week
- After the end of the holding time of tokens in the stake, the player receives his tokens back + percent of the whole pull.

The main menu displays the Mechanics icon. Clicking to open the mechanics window

After adding tokens to the Pool, the player is shown a timer until the reward is received

Players Stake Pool

Stake tokens and get a guaranteed reward

4 weeks	3 weeks	2 weeks	1 week
500.	1000.	1500.	2000.

Players Stake Pool

Stake tokens and get a guaranteed reward

Thanks for the stake. The reward can be collected through

2w 4d 17h 25m

DUNGEONS

Dungeons overview:

1. Dungeons are one of the PvE combat encounters in the game
2. Dungeons allow players to familiarize themselves with the combat mechanics and to farm better equipment and consumables.
3. Dungeons allow characters to start leveling
4. Dungeons (as a PvE mechanic) have several differences to PvP combat.
5. Dungeons consist of several tiers (basically different dungeon levels)
6. Each tier has several combat encounters
   a. These encounters become more difficult with each tier and as player goes through the encounters deeper in the tier
   b. Player cannot enter next tier until he completes the current one
   c. Monsters in the dungeon will respawn after dungeon is completed
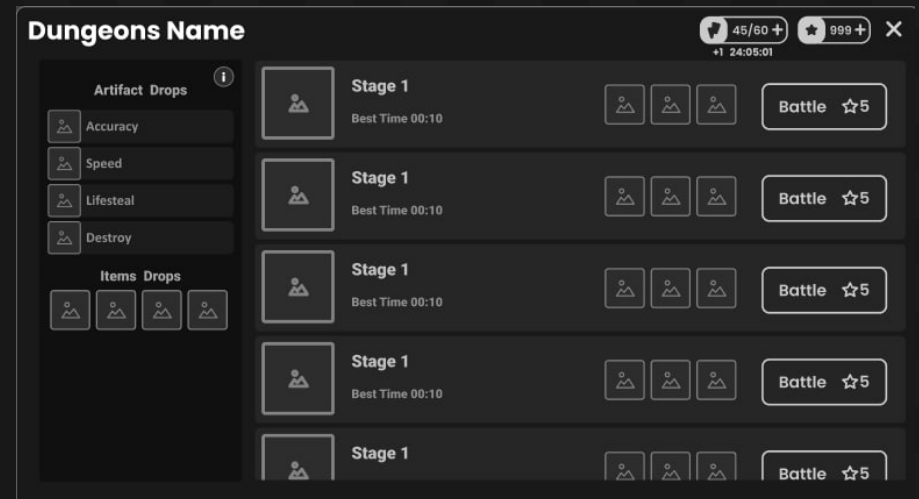
Dungeons

DUNGEONS

This section describes general guidelines of what rewards in the dungeon should be

1. Consumables
   a. Health Potion
   b. Mana Potion
2. Simple Rune
3. Common equipment
4. SRV tokens
5. Reward chest with loot
6. Player always receive SRV and XP rewards for completing encouters and tiers

Dungeons visuals

1. Dungeons screen can be opened from a lobby
2. This example (it is just a mockup) shows the separate tiers of the dungeon, the various encounters and info about monsters.
3. It is also visible if the chest is received or not
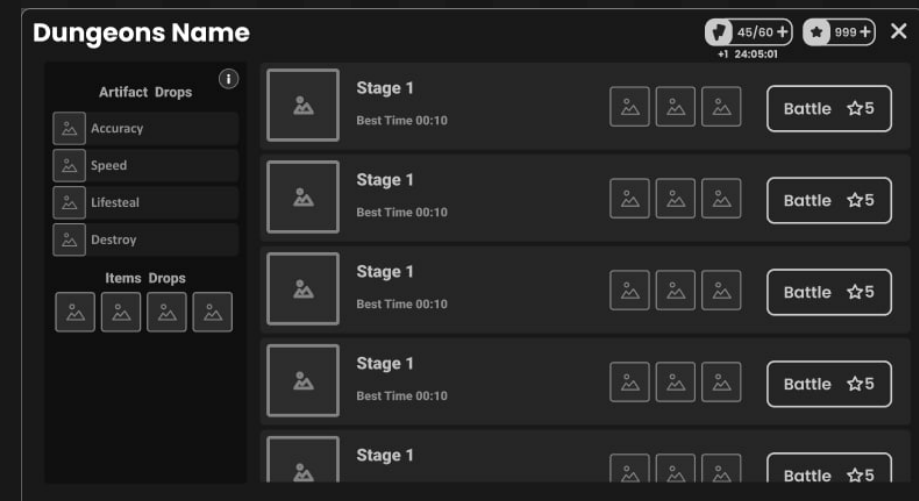
Chat & Friends

Game chat & Friends

Game chat is designed for communication between players.

The chat also displays a list of player's friends.

To open a chat, click the Chat icon in the lower left corner of the main window.

Chat window description (Main Window)

1. Chat Window Open / Close Button
2. Message input field
3. Main Chat window button
4. Friends button (Clicking to open a tab with a list of friends)
5. Private messages tab with Friend
6. Chat room
7. Scroll chat bar

Chat Window Description (Friends Window)

1. Chat Window Open / Close Button
2. Message input field
3. Main Chat window button
4. Friends button (Clicking to open a tab with a list of friends)
5. Private messages tab with Friend
6. Player in the Player's friends list
7. Chat button. Private messages with this Player
8. Remove friend button.
9. Add friend button. Clicking to open the window for adding a friend
10. Friends list scrollbar
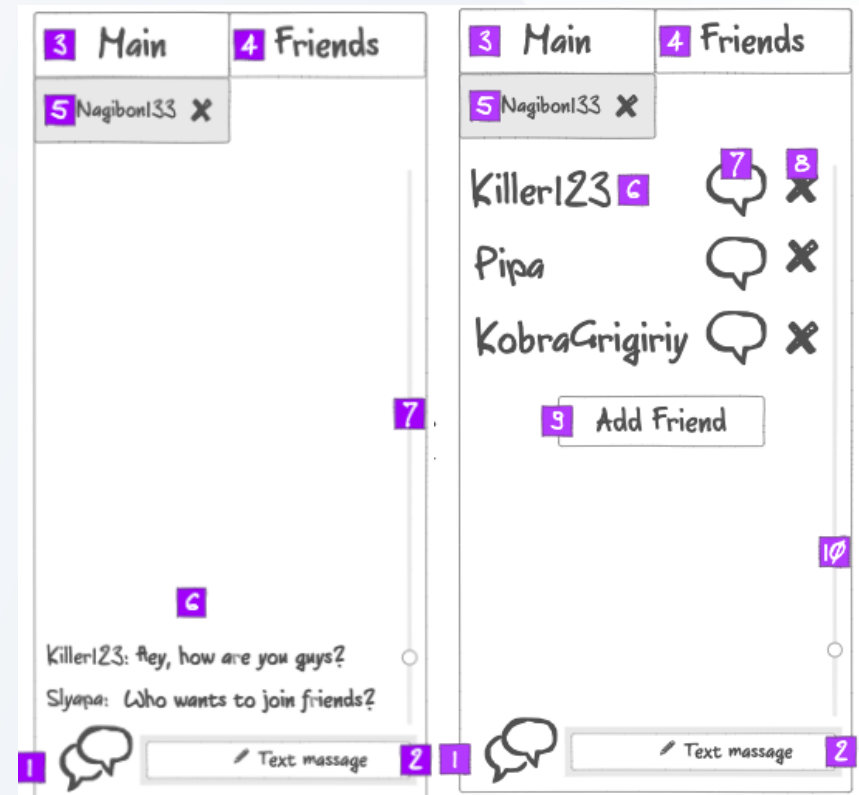
Profile

In the game, clicking on the Player's Icon opens his Game Profile.

The profile displays the following parameters:
- Player Icon
- Player Name
- Registration Date (Birthday)
- Player Level
- Number of Characters on Account - All characters are displayed in the format Name / Class / Level
- Total number of Wins / Losses / Draws - displayed in the format Event - Number
- Clan
- About me

Voltron ✏
Players Level: 55

Date of Regestration: 25/1/2020

Characters:

Sola (Tank) 23 level
Giblers (Mage) 13 level
Panton (Assassin) 19 level

Wins — 1723
Loses — 109
Draws — 14

Clan: Nagibistics

About: Ya horosho igrayu ✏

CLASSES

Classes of charaters:

1. **Tank.** Features of the class: Possesses increased survivability in battles. Has a large number of HP and high damage resistance.
2. **Paladin.** Features of the class: Possesses incredible strength. Deals great physical damage.
3. **Assassin.** Features of the class: A born assassin endowed with a natural intuition, which helps to find the weaknesses of the enemy, and inflict critical damage on them.
4. **Sharpshooter.** Features of the class: Sharp marksman, perfectly wielding small arms.
5. **Magician.** Features of the class: Owns the magic of all elements. Deals magic damage.

The main characteristics of the characters:

- **Strength** - increases the damage done by the character
- **Agility** - increases the chance to dodge an enemy hit
- **Intuition** - Increases Critical Hit Chance
- **Stamina** - increases the number of HP and Protection of the character
- **Intellect** - increases the power of magic

Equipment

EQUIPMENT

Equipment is divided into classes:

Tank
- Heavy equipment.

Paladin
- Heavy equipment.
- Medium equipment.

Assassin
- Medium equipment.
- Lightweight equipment.

Sharpshooter
- Lightweight equipment.

Magician
- Lightweight equipment.
- Robe.

Rarity of equipment:

- **Simple**
- **Rare**
- **Epic**
- **Legendary**

Additional properties:

Simple equipment
- Simple equipment properties

Rare equipment
- Simple + rare properties

Epic equipment
- Simple + rare + epic properties

Legendery equipment
- Simple + rare + epic + legendery properties

Types of armor:

- **Heavy**
- **Medium**
- **Lightweight**
- **Robe**

Equipment

EQUIPMENT

Property types:

- **Simple (N property is selected)**
  - additional physical damage
  - extra magic damage
  - additional protection
  - extra critical strike chance
  - additional critical damage
  - extra dodge
- **Rare (N mod selectable)**
  - additional HP
  - extra manna
- **Epic (N mod selectable)**
  - Additional attributes
    - Force
    - Agility
    - Intuition
    - Endurance
    - Intellect

- **Legendary (N property selectable)**
  - additional physical damage
  - additional magic damage
    - Fire
    - ice
    - Earth
    - Water
    - Poison
 - additional parameter from all available

Rating

Rating & Matchmaking system

1. The rating system is used to evaluate players for matchmaking and to determine what place do they take on the leaderboard
2. Rating system considers how players fare in battle - it views how a player wins or loses
   a. Dungeons do not affect player's rating
3. The primary way to increase rating is to take place in PvP battles
4. All players start with a rating of 0
   a. All player characters share rating - it determines the success of the player rather than one of his characters
   b. Rating will not go below zero
   c. When a player receives a rating (positive or negative) it is simply added to the current rating
5. When you are starting to search - the game looks for another player with a rating within +10-30…-10-30 range of the player's own rating
6. For group battles - the search process is basically the same, but with some differences in creating a lobby
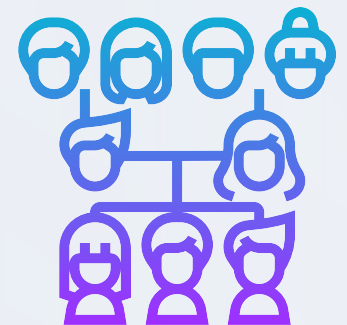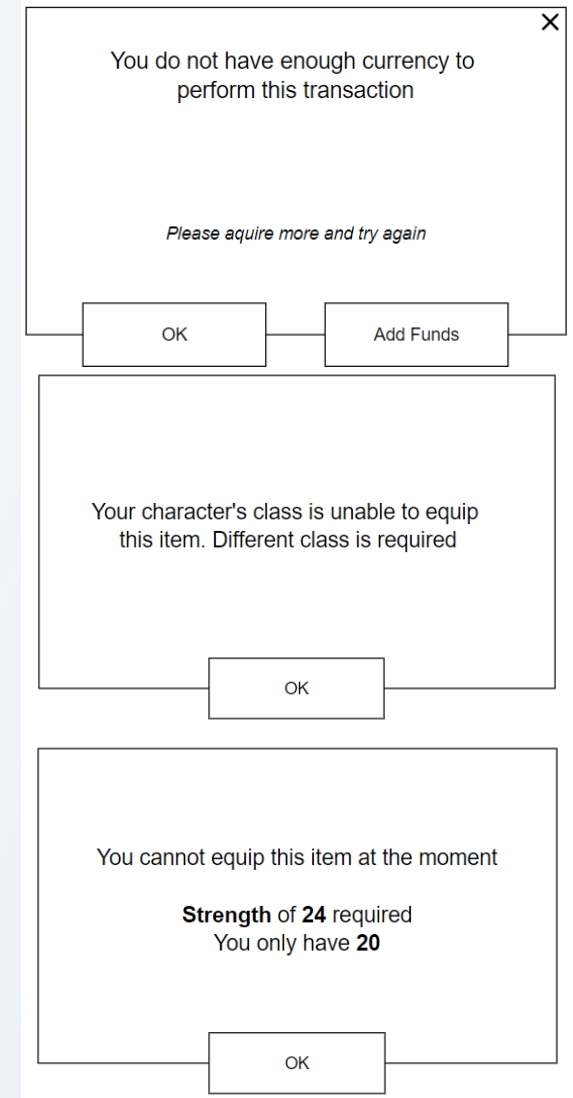
Lack of Funds popup

- Lack of Funds popup will appear if the player does not have enough SRV to make a purchase
- The popup will notify the player that there are no funds left and will redirect him to the wallet
  - It will appear every time when a player is unable to purchase something due to a lack of funds
- OK button
- Add Funds button
  - Will redirect to the wallet
  - If a player gets enough currency (in the wallet) to do the purchase he will be redirected back

The character cannot equip this item type

1. Appears when a character is unable to equip this item due to class restrictions

Character does not meet attribute requirement

1. Appears when a character cannot equip an item due to failing to meet an attribute requirement of an item
2. Will also tell what attribute is lacking, what number is needed, and what character currently has

---

You do not have enough currency to perform this transaction

Please aquire more and try again

| OK | Add Funds |

Your character's class is unable to equip this item. Different class is required

| OK |

You cannot equip this item at the moment

Strength of **24** required
You only have **20**

| OK |

THANK YOU FOR WATCHING!

pathofsurvival.io