

HERO GAME DESIGN

01 / 03 / 2022 FOR PC AGES: 18 AND UP

SHIP DATE: TBD





STORY AND NARRATIVE

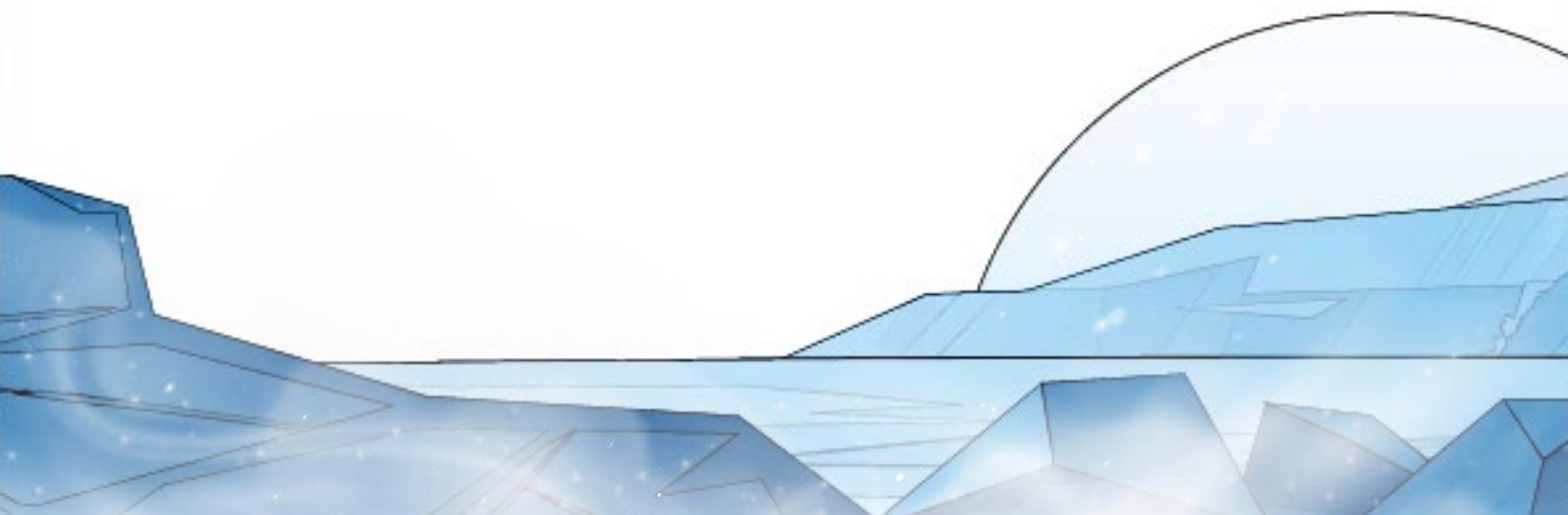
THE YEAR IS 3804, 57 YEARS AFTER THE FREEZE. THE WORLD IS STILL COLD AND ROBOTS AND HUMANS LIVE PEACEFULLY TOGETHER. ALMOST EVERY HUMAN DIED IN THE FREEZE OR LEFT EARTH, SO THERE ARE NOT MANY OF THEM STILL ON THE PLANET.

THE PLAYER CONTROLS A ROBOT THAT WAS CREATED BY ONE OF THE LAST HUMANS ON EARTH, WHO WAS FEELING LONELY AND DECIDED TO CREATE THEM.

HIS NAME IS TOWDO. HE CREATED ROBOTS TO BE A COMPANY, TO BE FAMILY AND A TEAM TO PROTECT EACH OTHER.

SOME ROBOTS GOT CORRUPTED AND BECAME EVIL ROBOTS. THERE ARE 2 DIFFERENT FACTIONS THAT ARE NOT ENEMIES BUT DIVERGED IN SOME MATTERS AND ARE SEPARATED AT THE MOMENT. THEY FIGHT THE SAME MAIN ENEMY: THE CORRUPTION AND THE EVIL ROBOTS.

THE MAIN SETTLEMENT IS ESPERO, THE CITY WHERE TOWDO LIVES. THE ROBOTS NEED TO CLEAR THE CORRUPTION FROM THE PLANET EARTH, SAVE THEIR CORRUPTED BROTHERS AND SISTERS AND DESTROY ALL EVIL.



GAMEPLAY AND GAME FLOW

FOR THE PLAYER TO HAVE ACCESS TO THE GAME HE HAS TO OWN A GAME HERO NFT OR PAY A CERTAIN AMOUNT OF \$HERO TO UNLOCK THE FIRST CHARACTER SLOT. AFTER THAT, THE PLAYER CAN CREATE A NEW CHARACTER. THE PLAYER CAN HAVE ADDITIONAL SLOTS FOR A CHARACTER BY PURCHASING MORE NFTS OR PAYING THE CRYPTO TOKEN \$HERO TO UNLOCK A SLOT.

WHEN CREATING THE CHARACTER, ALL PLAYERS START WITH THE SAME BASE ROBOT BUT WITH THE VISUALS OF THEIR NFT. THE PLAYER HAS TO CHOOSE BETWEEN TWO FACTIONS AND MULTIPLE CLASSES. EACH FACTION AND CLASS HAS DIFFERENT STATS AND SKILLS / ABILITIES.

THE BASIC VISUAL AND SHAPE OF THE ROBOT DEPENDS ON THE CLASS AND FACTION CHOSEN.



AFTER CREATING THE CHARACTER, THE PLAYER HAS TO COMPLETE A SMALL TUTORIAL INTRODUCING THE MAIN MECHANICS OF THE GAME LIKE MOVEMENT, COMBAT, LEVELLING AND SKILLS, QUESTING, ITEMS, TRAITS AND A FEW OTHER TOPICS. FINISHING THE TUTORIAL WOULD TELEPORT THE PLAYER TO THE MAIN HUB WHERE HE CAN START THE MAIN QUEST OR JUST EXPLORE THE WORLD. AS THE PLAYER IS LEVELLING UP HIS CHARACTER BY DOING QUESTS, EXPLORING AND BATTLING, HE CAN GET BETTER ITEMS, UPGRADE THE EXISTING ONES AND UNLOCK NEW SKILLS.

THE PLAYER CAN ALSO BUY MOUNTS TO TRAVEL FASTER BETWEEN AREAS, AND BUY HOUSES TO FAST TRAVEL, STORE AND CRAFT ITEMS.

THE PLAYER CAN ALSO GAIN EXPERIENCES BY FARMING RESOURCES IN THE GAME WORLD OR CRAFTING NEW ITEMS.

AFTER REACHING A CERTAIN LEVEL THE PLAYER CAN ENTER PVP AND SPECIAL PVE GAME MODES WITH SPECIAL REWARDS.



CHARACTERS / NPCS

THERE ARE MANY CHARACTERS / NPCS IN THE GAME WORLD
WITH DIFFERENT PURPOSES.

THE MAIN NPC IN THE GAME IS **TOWDO**, THE CREATOR OF THE ROBOTS. HE GIVES
THE MAIN QUESTS AND HE IS THE LEADER OF THE SETTLEMENT ESPERO.

SOME ROBOTS AND HUMANS FROM THE COMICS CAN ALSO BE PRESENT
IN THE GAME AND HAVE A GREAT IMPACT IN THE GAMEPLAY,
AS QUEST GIVERS OR EVEN ENEMIES.

THE MAIN ENEMIES ARE THE **FEMALE HOODED CHARACTER**
AND **THE WARMASTER TYRANO**.

THESE TWO ARE THE LEADERS OF THE CORRUPTION AND CONTROL
THE EVIL ROBOTS.

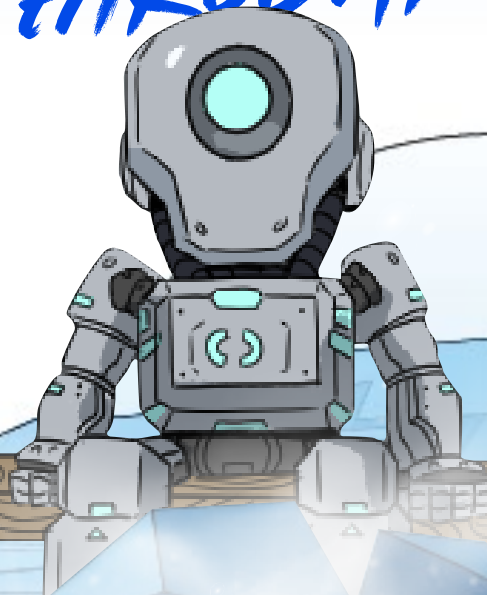
THERE ARE OTHER NPCS THAT ARE SPECIALISED IN CERTAIN AREAS LIKE
WEAPONS, EQUIPPABLE ITEMS, CLASSES, ETC. SOME OF THESE NPCS ARE PART
OF THE MAIN QUEST LINE AND OTHERS CAN HAVE SIDE QUESTS FOR THE PLAYER.

THE SPECIALISED NPCS ALSO CAN WORK AS VENDORS FOR THE PLAYER TO SELL
AND BUY UNIQUE ITEMS AND HAVE THEIR OWN WORKSTATIONS.

TOWDO



HROGAR



CONTROLS & KEYBINDS

SINCE A MMORPG HAS A LOT OF ACTIONS AND POSSIBLE CONTROLS, IT'S IMPORTANT FOR THE PLAYER TO BE ABLE TO CUSTOMISE THE KEYBINDS AS IT WANTS. ALL KEYS MENTIONED IN HERE CAN BE SWAPPED.

THE GAME IS 3RD PERSON SO THE CHARACTER MOVEMENT WILL BE USING **WASD** FOR MOVING AND THE MOUSE TO CHANGE THE DIRECTION.

JUMPING IS SPACE, SHIFT IS SPRINTING, AND DOUBLE TAP ON THE SHIFT IS A SMALL DASH.

FOR THE SKILLS, THE STANDARD KEYS ARE THE NUMBERS (1 TO 0), AND TO SWAP SKILL TOOLBARS IS TAB.

THERE ARE ALSO KEYS ASSIGNED TO OPEN THE INVENTORY (I), THE MAP (M), THE QUEST JOURNAL (J).

THE PLAYER CAN SELECT OBJECTS / CHARACTERS / ENEMIES IN GAME BY PRESSING LEFT MOUSE CLICK, AND CAN ATTACK BY RIGHT CLICKING.



MECHANICS

NFTS & TRAITS

TRAITS ARE VISUAL ITEMS THAT DROP IN THE ACCOUNTS THAT OWN HERO NFTS.

SHOULD EXIST EXCLUSIVE NFTS THAT GRANT THESE TRAITS CALLED **HERO GAME NFTS**. THERE ARE A LOT OF DIFFERENT ITEMS IN THE EXISTING NFTS, SO IT WOULD BE IMPOSSIBLE TO ACTUALLY MAKE AND BALANCE ALL THE ASSETS. TO MAKE IT FAIR FOR PEOPLE THAT ALREADY OWN EXISTING NFTS, THEY COULD GET A DROP OF **HERO GAME NFTS** FOR EACH THAT THEY ALREADY OWN. FOR EXAMPLE, IF SOMEONE HAS 3 NFTS, THEY COULD REDEEM 3 FREE DROPS OF **HERO GAME NFTS** WITH THE TRAITS.

THERE WILL BE 2 STAGES TO OBTAIN **THE HERO GAME NFTS**: FIRST THE EXISTING NFT OWNERS COULD REDEEM **HERO GAME NFTS** DEPENDING ON THE AMOUNT OF EXISTING NFTS THAT THEY OWN. FOR A LIMITED TIME ONLY.

THEN A SECOND STAGE WOULD BEGIN WHERE GAME NFTS WOULD BE AVAILABLE FOR PEOPLE TO BUY.

THE **HERO GAME NFTS** ONLY GRANT ACCESS TO THE GAME ONE TIME AND ONLY GRANT THE TRAITS ALSO ONE TIME. IF THE **HERO GAME NFT** IS SOLD TO SOMEONE, THE BUYER DOESN'T GET ACCESS TO THE GAME OR TRAITS. THIS CAUSES A PROBLEM WHERE OWNING AND HOLDING THE **HERO GAME NFTS** WOULD NOT HAVE A "GAMING" PURPOSE. THE PRICE OF THESE NFTS WOULD NEVER GO UP BECAUSE OF THE ONE TIME USE.

A SOLUTION TO THIS COULD BE TO GRANT MONTHLY OR WEEKLY DROPS TO PEOPLE THAT HOLD THESE NFTS. THESE DROPS CAN BE **\$HERO**, TRAITS OR SOMETHING ELSE. BUT IT CAN'T AFFECT THE GAMEPLAY TOO MUCH.

EACH **HERO GAME NFT** WILL BE A GROUP OF TRAITS, AND IF SOMEONE USES ALL OF THOSE TRAITS OF THE SAME SET GETS A BONUS VISUAL EFFECT, EMOTE, OR SPECIAL BALANCED SKILL. THIS SKILL WILL NOT BE GAME CHANGING BUT COULD BE MORE FOCUSED ON QUALITY OF LIFE CHANGES.

TRAITS CAN BE OBTAINABLE BY INGAME DROPS IF THE PLAYER HAS A **HERO GAME NFT**, AT THE ROBOSHOP, OR OBTAINABLE FROM SPECIAL QUESTS OR COMPETITIONS. TRAITS CAN BE SOLD IN THE ROBOSHOP TO OTHER PLAYERS FOR **\$HERO**.

MECHANICS

NFTS & TRAITS

CHEST

SAME AS HEAD, CAN BE ARMOUR, SHIRT, ETC.

HEAD

CAN BE ANYTHING SUCH AS HELMETS, HAIR, HALO, ETC

WEAPON

FEET



LEGS

PET

PETS ARE JUST VISUAL, NO IMPACT IN THE GAMEPLAY



BACK

CAN BE ANYTHING SUCH AS CAPE, WINGS, ETC.

WEAPON

THIS WEAPON IS JUST VISUAL. IT'S VISIBLE IN THE BACK / HOLSTER OF THE ROBOT. CAN BE SHOWN MORE IN DETAIL BY USING INSPECT OR CERTAIN EMOTES. IF THE WEAPON HELD MATCHES THE TYPE OF WEAPON THE ROBOT IS USING TO COMBAT, THE ROBOT SHOULD HOLD THE TRAIT WEAPON KIND OF LIKE A SKIN

MECHANICS

NFTS AND TRAITS



ALL THE TRAITS ARE JUST VISUAL TRAITS, AND HAVE NO IMPACT IN THE GAMEPLAY ITSELF. THIS SHOULD BE A FOCUS AND A UNIQUE SELLING POINT SO EVEN THOUGH SOME PEOPLE WILL NOT BE INCLINED TO SPEND EXTRA MONEY,

THEY STILL BE COMPETITIVE AGAINST OTHERS THAT SPEND MORE.

VISUAL TRAITS CAN BE UPGRADED AT THE ROBOSHOP BY SPENDING \$HERO. TO UPGRADE TO THE NEXT TIER THERE IS A CHANCE OF SUCCEEDING OR FAILING. THIS CHANCE DEPENDS ON THE TIER OF THE TRAIT AND POSSIBLY SOME PERKS FROM SKILL / CLASS TREES.

FOR UPGRADING, IT ALSO CAN BE USED A SYSTEM SIMILAR TO OTHER GAMES WHERE MULTIPLE TRIES WOULD INCREASE THE SUCCESS RATE.

BY UPGRADING THE TRAIT, IF SUCCESSFUL, THE PLAYER GETS A COMPLETELY NEW RANDOM TRAIT FOR THAT SLOT BUT ONE RARITY HIGHER.

FOR UPGRADING, THERE SHOULD ALSO EXIST A "BURN" SYSTEM, WHERE THE PLAYER CAN BURN LOW RARITY TRAITS TO HAVE A GUARANTEED (OR VERY GOOD ODDS) UPGRADE. THIS WOULD GIVE MORE MEANING TO THE LOWER RARITY TRAITS.

EQUIPABLE ITEMS

EQUIPABLE ITEMS ARE ITEMS THAT CHANGE STATS, SKILLS / ABILITIES AND OVERALL INTERACTIONS OF THE ROBOT.

THESE ITEMS ARE OBTAINABLE BY BUYING THEM FROM VENDORS, BUYING THEM AT THE AUCTION HOUSE, KILLING ENEMIES, REWARDS OF QUESTS OR OTHER SPECIAL EVENTS.

ITEMS ALSO HAVE A RARITY AND CAN BE UPGRADED WITH A SIMILAR SYSTEM OF TRAITS.

IN THIS CASE THE CURRENCY TO UPGRADE THEM IS THE INGAME CURRENCY.

FOR EXAMPLE, A CERTAIN SWORD CAN BE COMMON, RARE, EPIC, ETC... EACH ITEM HAS BASE STATS AND THEN IT DEPENDS ON THE RARITY OF THE ITEM. THERE ARE CERTAIN ITEMS THAT ONLY EXIST WITH A CERTAIN RARITY (CAN EXIST, FOR EXAMPLE, ONLY WITH EPIC RARITY OR HIGHER, OR HAVE A LIMIT WHERE A CERTAIN ITEM CAN ONLY REACH A CERTAIN RARITY).

ALSO NOT SURE IF ADDING REQUIRED LEVELS FOR ITEMS SHOULD EXIST. WOULD BE COOL TO HAVE A MORE DYNAMIC AND DIFFERENT SYSTEM.

SLOTS:

CPU (CORE PROCESSING UNIT) / MEMORY CELLS / POWER CORE / HAND 1 / HAND 2
SKELETON / OPTICS

ITEMS GIVE DIFFERENT ABILITIES DEPENDING ON THE TYPE OF WEAPON EQUIPPED.
FOR THE OTHER SLOTS THAT ARE NOT WEAPONS, EACH SLOT OR TYPE OF ITEM EQUIPPED CAN GIVE DIFFERENT PERKS OR ABILITIES AS WELL.

THERE IS NO HARD LOCK FOR ITEMS OR RARITY, BUT THE RARITY OF THE ITEM IS A SOFT LOCK.

EQUIPABLE ITEMS

THERE ARE 2 DIFFERENT APPROACHES TO THIS (OR A MIX OF BOTH):

1

FOR A PLAYER TO USE AN ITEM FROM A CERTAIN RARITY, HE WOULD NEED TO HAVE SOMETHING EQUIPPED FROM A TIER BELOW OR THE FULL SET FROM THE TIER BELOW.

2

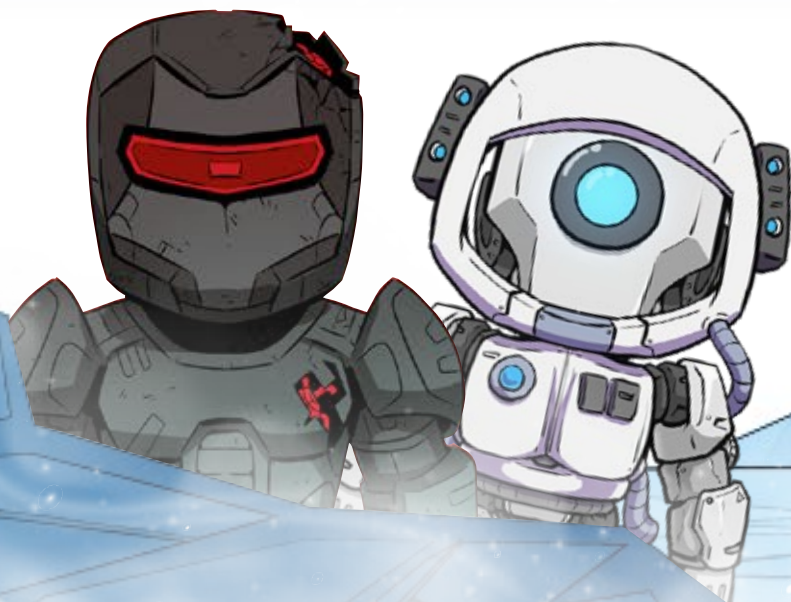
A PLAYER CAN EQUIP ANY ITEM FROM ANY RARITY BUT THE ITEM WOULD NOT GIVE FULL STATS OR THE SPECIAL ABILITIES AND WOULD BE WEAKER. TO HAVE THE FULL POWER OF THE ITEM THE PLAYER NEEDS TO HAVE EQUIPPED A FULL SET FROM THAT RARITY OR HIGHER.

THIS WOULD FORCE PLAYERS TO UPGRADE EXISTING ITEMS OR BUY HIGHER RARITY ONES. THIS WOULD ALSO HAVE A SCALING EFFECT SO PEOPLE WOULD HAVE TO GRIND FOR HIGHER RARITY AND NOT JUST USE TOP TIER ITEMS AT LOW LEVELS.

ITEMS CAN BE UPGRADED AT WORKSTATION BY SPENDING INGAME CURRENCY.

THESE WORKSTATIONS ARE LOCATED AT VENDORS AND HAVE A FEE TO USE.

THE PLAYER CAN CRAFT THESE WORKSTATIONS AT HIS HOUSE AND USE THEIR OWN WORKSTATIONS AT NO ADDITIONAL COST.



\$HERO TOKEN

THE \$HERO TOKEN IS THE TOKEN OF THE GAME THAT CAN BE USED FOR PREMIUM CONTENT BUT ONLY COSMETIC, NOTHING THAT GIVES AN ADDITIONAL ADVANTAGE OVER PLAYERS WHO DON'T SPEND EXTRA MONEY ON IT.

A KEY POINT IS THAT THE \$HERO TOKEN SHOULD NOT BE TRADABLE FOR THE INGAME CURRENCY. THAT WOULD GIVE AN UNFAIR ADVANTAGE. BUT INGAME CURRENCY SHOULD BE TRADABLE FOR \$HERO AT A REALLY LOW RATE. FOR EXAMPLE 1000 > 1 \$HERO. THIS WOULD TURN THE GAME MORE DYNAMIC, AND COULD ACTUALLY MAKE THE GAME PLAY TO EARN BECAUSE PEOPLE COULD THEN SELL OR TRADE \$HERO.



IF INGAME CURRENCY CAN BE TURNED INTO \$HERO BUT NOT THE OTHER WAY AROUND, WE NEED TO BALANCE EVERYTHING SO THE PRICE OF \$HERO DOESN'T JUST GO DOWN INFINITELY. \$HERO CAN ALSO BE USED TO ENTER SPECIAL COMPETITIONS WITH SPECIAL PRIZES SUCH AS TRAITS, ITEMS, MORE \$HERO OR INGAME CURRENCY.

THE \$HERO TOKEN CAN BE SPENT FOR PREMIUM CONTENT LIKE:

- MOUNTS OR SKIN FOR MOUNTS FOR THE PLAYER TO MOVE AROUND •
- TRAITS THAT CHANGE THE VISUAL OF THE ROBOT •
- HOUSING AND HOUSING UPGRADES •
- EMOTES TO INTERACT WITH OTHER PLAYERS OR JUST FOR FUN •
- ENTER SPECIAL EVENTS AND COMPETITIONS •
- UNLOCK ADDITIONAL CHARACTER SLOTS •

THE \$HERO TOKEN CAN BE EARNED BY COMPLETING QUESTS, PVP, SELLING VISUAL TRAITS AT THE ROBOSHOP, OTHER SPECIAL EVENTS AND TRADING INGAME CURRENCY FOR \$HERO AT A LOW RATE.

IT CAN ALSO BE BOUGHT WITH REAL MONEY.

THE \$HERO TOKEN CAN BE STACKED FOR REWARDS AND OTHER PERKS

INGAME CURRENCY

THE INGAME CURRENCY IS THE MAIN CURRENCY USED IN GAME FOR NORMAL TRANSACTIONS.

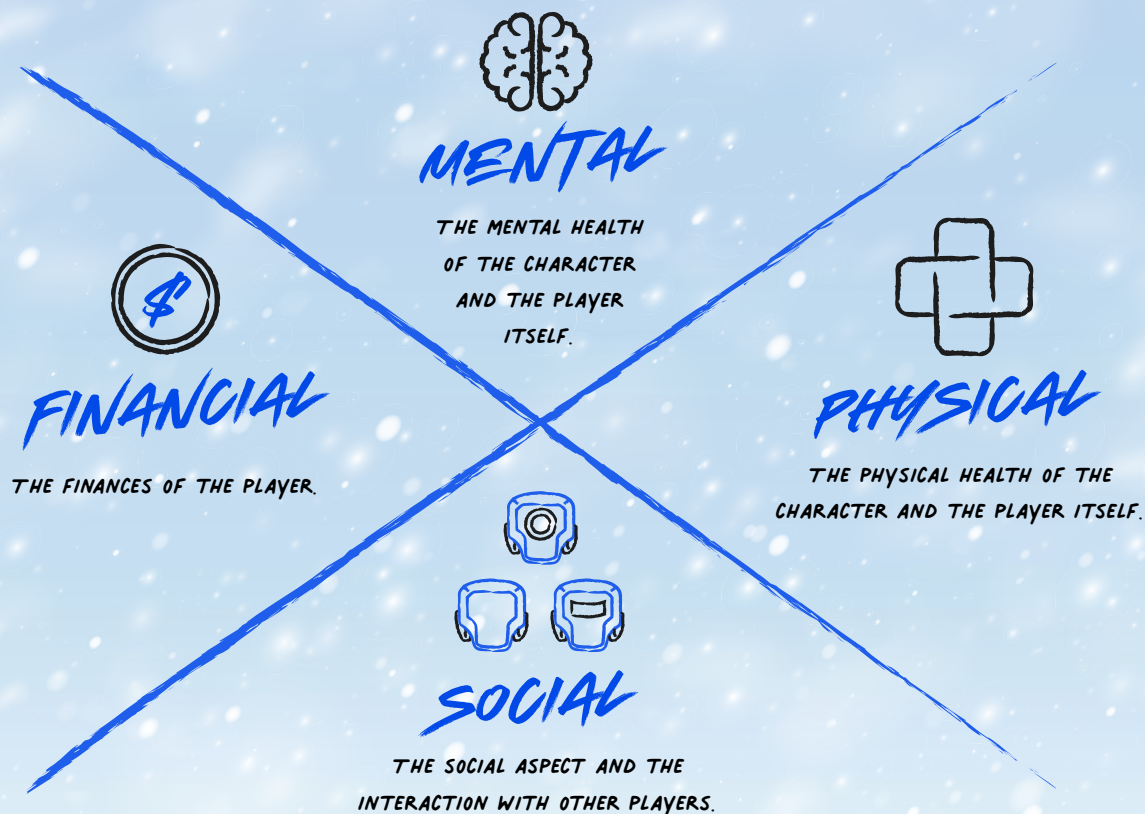
THIS CURRENCY CAN BE SPENT IN:

- BUY AND UPGRADE EQUIPABLE ITEMS •
- BUY AND UPGRADE BASIC MOUNTS •
- BUY AND UPGRADE BASIC HOUSES •
- TRADING INGAME CURRENCY FOR \$HERO •

THE INGAME CURRENCY CAN BE EARNED BY COMPLETING QUESTS, PVP, SELLING ITEMS AT VENDORS AND AT THE AUCTION HOUSE, KILLING ENEMIES, AND WITH OTHER SPECIAL EVENTS.

THE 4 PILLARS

THE HERO GAME IS FOCUSED IN FOUR PILLARS:



THESE PILLARS ARE REPRESENTED AS SUB-CLASSES AND GIVE THE ROBOT SPECIAL SKILL TREES THAT GRANT UNIQUE ABILITIES, PERKS AND IMPROVED STATS.

A PLAYER IS NOT LOCKED IN ONE SUB-CLASS, SHOULD BE ABLE TO GRIND ALL THESE PILLARS AND TRAIN ANY OF THESE SKILLS.

IN THE GAME AND IN REAL LIFE IT'S IMPORTANT TO BALANCE ALL THE PILLARS SO THE PLAYER SHOULD GET A BONUS STAT OR SPECIAL TRAITS / SKILLS IF THEY HAVE A BALANCE IN ALL PILLARS.

THESE PILLARS DECAY OVER TIME IF NOT STIMULATED.

A PLAYER GETS EXPERIENCE AND LEVELS A PILLAR BY DOING SOMETHING IN GAME RELATED TO THAT PILLAR. FOR EXAMPLE, INTERACTING WITH OTHER PLAYERS CAN GRANT SOCIAL AND MENTAL EXPERIENCE, BATTLING CAN GIVE PHYSICAL EXPERIENCE, HAVING A GOOD ECONOMY CAN GIVE FINANCIAL EXPERIENCE.

FACTIONS & CLASSES

THERE ARE 2 DIFFERENT FACTIONS:

THE ROBOTS FROM THE SETTLEMENT
ESPERO WHERE THE LEADER IS TOWDO.

OTHER FACTION
TBD

EACH FACTION HAS A UNIQUE SKILL TREE WITH DIFFERENT STATS AND ABILITIES.
THERE ARE 5 DIFFERENT TYPES OF SPECIALISATIONS THAT GRANT SKILLS AND SKILL TREES:



ATTACK

FOCUSED ON OFFENSIVE
SKILLS AND STATS.



DEFENCE

FOCUSED ON DEFENSIVE SKILLS
AND STATS. ALSO CROWD
CONTROL.



SUPPORT

FOCUSED ON SUPPORTING
OTHER CLASSES. BUFFS,
CROWD CONTROL AND HEALS.



MAGIC

FOCUSED ON MAGIC OVERALL
BUT MORE OFFENSIVE MAGIC.



STEALTH / ASSASSIN

FOCUSED ON STEALTH
ASSASSIN AND MOBILITY.

THERE ARE A FEW DIFFERENT CLASSES WITH SPECIALISED STATS AND ABILITIES.

EACH CLASS GETS ACCESS TO DIFFERENT TYPES OF ABILITIES AND SKILL TREES. EACH CLASS HAS 3 SPECIALISATIONS. FOR A CLASS TO FULLY UNLOCK A SKILL TREE SHOULD HAVE 2 OF THE SAME SPECIALISATION. FOR EXAMPLE, A CLASS TO UNLOCK ALL THE ATTACK SKILL TREE, NEEDS TO HAVE 2 OF THE SPECIALISATIONS IN ATTACK. THESE SPECIALISATIONS ARE LOCKED PER CLASS. THIS IS IMPORTANT SO PEOPLE ARE INCENTIVIZED TO START NEW CHARACTERS WITH DIFFERENT CLASSES AND EXPERIENCE THE GAME AGAIN BUT WITH DIFFERENT GAMEPLAY. THE 3RD SPECIALISATION IS ONLY UNLOCKED AFTER A CERTAIN LEVEL. EACH CLASS GAINS DIFFERENT STATS AFTER LEVELLING UP. THEN THESE STATS ARE ALSO INFLUENCED BY THE SPECIALISATIONS.

THE CLASSES ARE:

BERSERKER

OFFENSIVE CLASS



KNIGHT

DEFENSIVE CLASS



SOLDIER

OVERALL BALANCE CLASS



PALADIN

DEFENSIVE AND SUPPORT CLASS



GUNNER

OFFENSIVE RANGED CLASS



SHADOW

STEALTH CLASS



WIZARD

MAGIC CLASS



MONK

SUPPORT CLASS



LEVELLING, STATS & ABILITIES

FOR A PLAYER TO LEVEL HIS ROBOT THEY HAVE TO DO ACTIONS INGAME REGARDING A SKILL OR STAT, GAINING EXPERIENCE ON THAT SKILL TREE AND OVERALL LEVELLING BOTH THE SKILL AND THE LEVEL OF THE ROBOT.

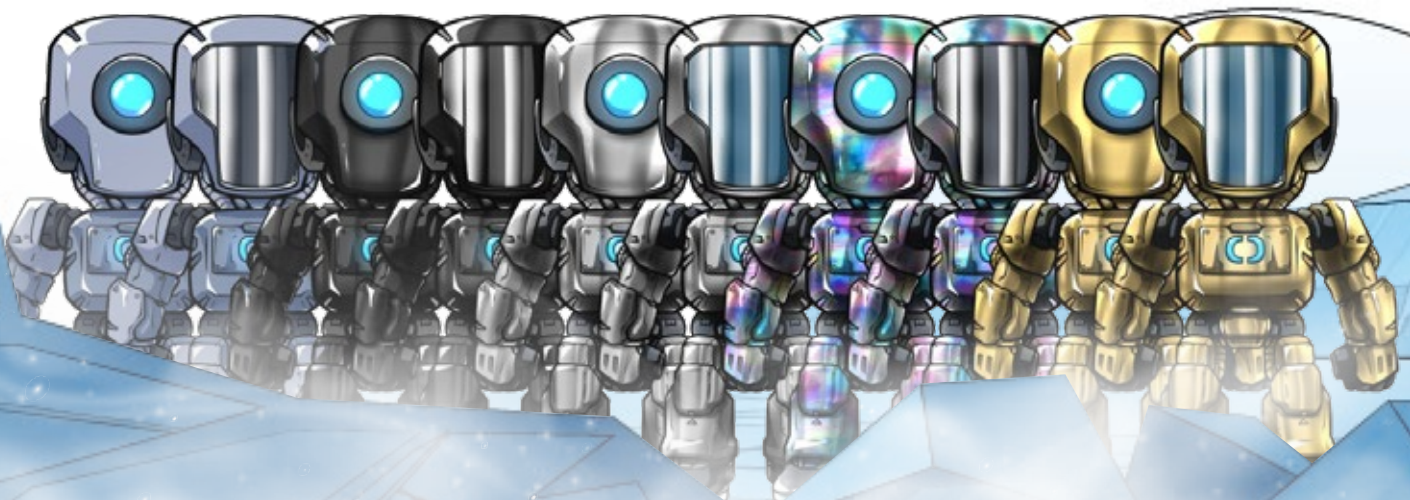
FOR EXAMPLE, IF A PLAYER KILLS AN ENEMY USING A WEAPON, HE EARNS WEAPON EXPERIENCE THAT ALSO COUNTS AS GLOBAL EXPERIENCE AND THAT GOES FOR THE CHARACTER'S GLOBAL LEVEL.

EACH SKILL TREE GRANTS DIFFERENT STATS, PERKS AND ABILITIES.

EACH SKILL TREE IS ALSO PRETTY STRAIGHT FORWARD, THE ONLY ONE THAT IS DIFFERENT IS THE SPECIALISATIONS SKILL TREE BECAUSE IT CAN ONLY BE FULLY UNLOCKED WHEN A PLAYER HAS 2 POINTS IN THE SAME SPECIALISATION, FOR EXAMPLE, ATTACK - ATTACK. IF A PLAYER ONLY HAS 1 POINT IN THAT SPECIALISATION, WOULD ONLY GET ACCESS TO CERTAIN PATHS OF THAT SKILL TREE. A PLAYER HAS LIMITED SLOTS FOR ABILITIES AND SHOULD NOT BE MORE THAN 6 / 8 TO KEEP THE OVERALL GAMEPLAY SIMPLE. A PLAYER CAN CHANGE THE ACTIVE ABILITIES AND THE ORDER OF EACH ONE WHENEVER HE WANTS. THESE ABILITIES CAN BE FROM ANY OF THE SKILL TREES.

THE PLAYER CAN HAVE MULTIPLE SKILL TOOLBARS TO QUICKLY SWAP BETWEEN TWO LOADOUTS.

THERE ARE ACTIVE ABILITIES AND PASSIVE ABILITIES.
MOST OF THE ABILITIES HAVE A COOLDOWN.



PVP

(PLAYER VS PLAYER)

THE PLAYER VERSUS PLAYER COMBAT IS THE PRIMARY FOCUS FOR EARLY STAGES OF THE HERO GAME.

EACH GAME MODE OF PVP IS UNLOCKED AFTER THE CHARACTER REACHES A CERTAIN LEVEL. THERE ARE MULTIPLE GAME MODES BUT THE FOCUS ARE:



TEAM DEATHMATCH

CLASSIC TEAM DEATHMATCH WITH A TIMER, EACH KILL IS A POINT, THE TEAM WITH MOST POINTS WIN.



FIGHTING ARENA

ONE TIME FIGHT (OR B03 / B05) AS 1V1 OR 2V2, THE ROBOT OR TEAM THAT SURVIVES WIN. THESE FIGHTING ARENAS CAN HAVE BETS IN \$HERO FROM OTHER PLAYERS THAT CAN WATCH THE COMBAT.



DESTROY & CONQUER

A DIFFERENT GAME MODE WITH MOBA AND TOWER DEFENCE COMPONENTS. PLAYERS ARE SPLITTED IN 2 TEAMS, THEY HAVE TO DEFEND THEIR TOWERS AND MAIN ZONE, AND ATTACK THE ENEMY TOWERS AND MAIN ZONE. MOBS FROM EACH TEAM WOULD SPAWN ON A PATH TO ATTACK ENEMY TOWERS IN ORDER TO WIN THE GAME, ONE TEAM HAS TO DESTROY THE TOWERS, AND THEN CONQUER THE ENEMY MAIN AREA, BY STANDING THERE FOR AN X AMOUNT OF TIME.

EACH GAME MODE HAS REWARDS AS EXPERIENCE, ITEMS AND INGAME CURRENCY, AND WOULD ALSO HAVE LEADERBOARDS WITH WEEKLY OR MONTHLY REWARDS.

PVE

(PLAYER VS ENVIRONMENT)

THE PLAYER VERSUS ENVIRONMENT APPEARS IN DIFFERENT WAYS. THE PLAYER HAS TO COMBAT ENEMIES AND BOSSES THROUGHOUT THE MAIN QUEST LINE AND SIDE QUESTS.

SINCE THE GAME IS OPEN WORLD, THE PLAYER CAN ALSO FIGHT ENEMIES WHILE ROAMING AROUND.

SOME EVENTS REQUIRE THE CHARACTER TO HAVE A CERTAIN LEVEL TO BE ABLE TO PARTICIPATE.

THERE ARE SPECIAL PVE EVENTS SUCH AS:

ZONE / AREA BOSS FIGHTS

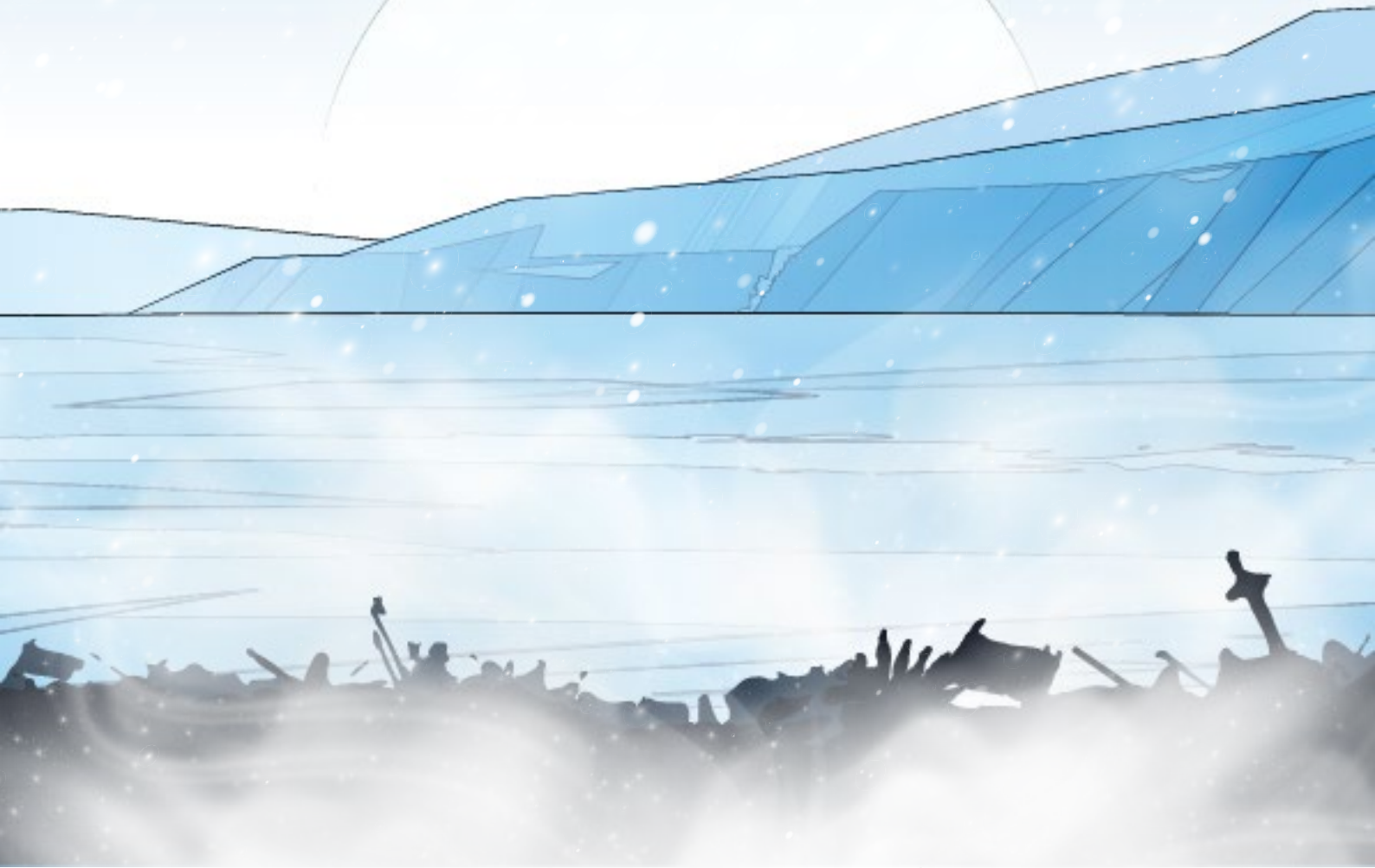
SPECIAL STRONGER ENEMIES THAT GRANT BETTER LOOT.

WORLD BOSS FIGHTS

A UNIQUE WORLD BOSS THAT REQUIRE A LARGE GROUP OF PLAYERS TO BE DEFEATED.

DUNGEONS

CLASSIC DUNGEONS WITH IMPROVED REWARDS BUT STRONGER ENEMIES.



FARMING & CRAFTING

FARMING IS ONE OF THE GRINDY ELEMENTS WHERE THE PLAYER CAN FARM CERTAIN MATERIALS TO IMPROVE HIS STATS ON THAT SUBJECT. FOR EXAMPLE:

WOODCUTTING / MINING / GATHERING / FISHING / ETC.

THE MATERIALS FARMED CAN BE SOLD AT VENDORS FOR INGAME CURRENCY OR BE USED TO CRAFT ITEMS.

TO CRAFT ITEMS THE PLAYER NEEDS TO USE WORKSTATIONS. THESE WORKSTATIONS CAN BE FOUND NEAR VENDORS BUT HAVE AN EXTRA FEE TO USE, IN INGAME CURRENCY. IT'S POSSIBLE FOR THE PLAYER TO CRAFT THEIR OWN WORKSTATIONS AT THEIR HOME USING MATERIALS AND INGAME CURRENCY.

EACH TYPE OF FARMING SKILL HAS ITS OWN STATS AND SKILL TREE THAT IS IMPROVED BY FARMING THAT TYPE OF FARM SKILL.

THERE IS A CRAFTING STAT WITH A SKILL TREE WITH MULTIPLE RAMIFICATIONS FOR EACH TYPE OF CRAFT. FOR EXAMPLE, SWORD CRAFT, STAFF CRAFT, SHIELD CRAFT, ETC..

IMPROVING A CERTAIN CRAFT SKILL UNLOCKS BETTER ITEMS TO CRAFT AND ALSO UNLOCKS CRAFTING BETTER RARITY ONES.

HOUSING, MOUNTS & EMOTES

IT'S POSSIBLE FOR PLAYERS TO OWN HOUSES IN THE HERO GAME.

FOR A PLAYER TO BUY A HOUSE, THEY HAVE TO PAY WITH INGAME CURRENCY OR **\$HERO**.

THERE ARE A FEW DIFFERENT TYPES OF HOUSES. ALL THE HOUSES ARE BUYABLE WITH **\$HERO** BUT ONLY A FEW ARE BUYABLE WITH **INGAME CURRENCY**. IT'S IMPORTANT TO INCENTIVIZE PLAYERS TO SPEND **\$HERO** BUT ALSO HAVE THE OPTION FOR OTHER PLAYERS TO OWN HOMES (EVEN IF SMALLER).

THE HOUSES CAN WORK LIKE WARP GATES FOR FAST TRAVELLING, CAN HAVE STORAGE AND ARE UPGRADABLE.

IT'S POSSIBLE TO UPGRADE SUCH THINGS AS STORAGE, BUILD CRAFTING STATIONS, OR EVEN PLANT OR FARM CERTAIN RESOURCES.

FOR THE MOUNTS, THEIR FUNCTIONALITY IS TO MAKE THE PLAYER TRAVEL FASTER BETWEEN PLACES, AND TO SHOW THEM OFF TO OTHER PLAYERS.

MOUNTS SHOULD BE BUYABLE WITH BOTH **INGAME CURRENCY** OR **\$HERO**.

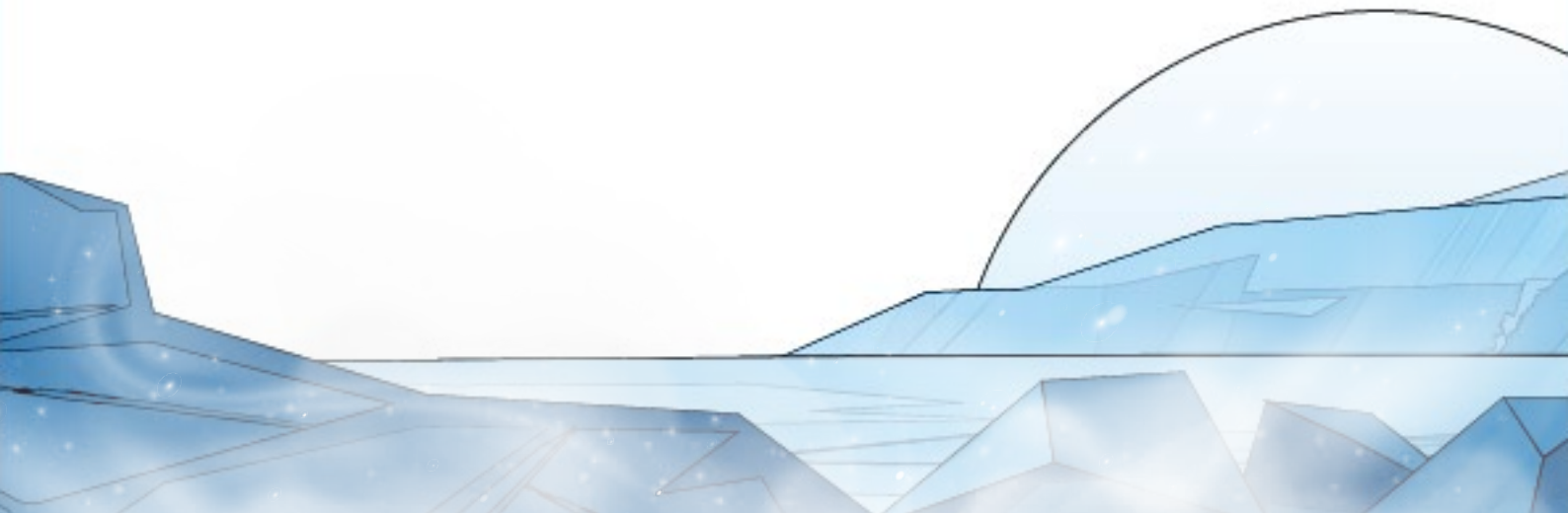
THE SPEED OF THE MOUNTS SHOULD BE UPGRADABLE BUT USING ONLY **INGAME CURRENCY**.

MOUNTS THAT ARE ONLY BUYABLE WITH **\$HERO** ARE JUST VISUALLY DIFFERENT.

REGARDING THE EMOTES, THEY ARE JUST VISUAL INTERACTIONS THAT PLAYERS CAN USE.

THERE ARE DEFAULT EMOTES WHICH ARE JUST SIMPLE GESTURES.

THE EMOTES HAVE THE SAME SYSTEM OF THE HOUSES AND MOUNTS: SOME ARE OBTAINABLE USING BOTH **INGAME CURRENCY** OR **\$HERO**. SOME ARE JUST AVAILABLE USING **\$HERO**.



EXPLORATION & PUZZLES

THE HERO GAME IS AN OPEN WORLD GAME SO PLAYERS CAN EXPLORE THE WORLD ITSELF ON THEIR OWN TIME. EACH TIME A PLAYER FINDS A NEW LOCATION IN THE WORLD THEY GAIN EXPLORATION POINTS.

SOME LOCATIONS HAVE PUZZLES AND PARKOUR THAT GRANT ACCESS TO A LOCATION. SOME PUZZLES AND PARKOUR MINIGAMES HAVE LOOT OR SPECIAL BUFFS AT THE END AS A REWARD.

QUESTS & WORLD EVENTS

THERE ARE MULTIPLE QUESTS AND QUEST TYPES ALL OVER THE GAME WORLD.

THESE QUESTS CAN BE SUCH AS:

MAIN STORY QUESTS

PVE QUESTS THAT FOLLOW THE MAIN STORY AND NARRATIVE OF THE WORLD.

SIDE QUESTS

PVE SMALLER QUESTS WITH DIFFERENT STORIES.

DAILY / WEEKLY / MONTHLY

PVE / PVP QUESTS TO FINISH WITHIN A TIME PERIOD.

COMMUNITY / FACTION QUESTS

BIGGER QUESTS THAT WORK BY OBJECTIVES WHERE ALL THE PLAYERS FROM THE COMMUNITY / FACTION NEED TO WORK ON.

WORLD EVENTS ARE SPECIAL EVENTS THAT OCCUR JUST FROM TIME TO TIME AND GRANT SPECIAL LOOT. THESE EVENTS CAN ALSO OCCUR WHEN THERE ARE SPECIAL OCCASIONS SUCH AS HOLIDAYS, REAL LIFE EVENTS AND OTHERS. THE MAIN FOCUS OF THE WORLD EVENTS IS TO GATHER ALL THE PLAYERS AND MAKE THEM INTERACT WITH EACH OTHER. THE WORLD EVENTS CAN ALSO BE CONNECTED AND HAVE COMMUNITY QUESTS. EACH QUEST AND EVENT HAS THEIR OWN REWARDS. THE REWARDS CAN BE ITEMS, IN **GAME CURRENCY**, **\$HERO** AND IN SOME SPECIAL OCCASIONS TRAITS.

ANTI BOT SYSTEMS

AS THE GAME WORKS WITH NFTS AND A CRYPTO TOKEN, THERE IS REAL LIFE MONEY INVOLVED SO THERE IS A NEED TO HAVE ANTI BOT SYSTEMS AND ANTI EXPLOIT SYSTEMS.

ONE OF THE MAJOR CONCERNS HERE IS PEOPLE OR BOTS FARMING **INGAME CURRENCY** AND TRADING IT FOR **\$HERO**, ABUSING THE SYSTEM AND PUSHING THE TOKEN PRICE ALL THE WAY DOWN.

TRADING **INGAME CURRENCY** FOR **\$HERO** WOULD BE AN IMPORTANT PART OF THE GAME FOR PEOPLE TO USE **\$HERO** IN OTHER ACTIONS OF THE GAME, AND NOT TO SELL.

ANOTHER BIG CONCERN IS WITH THE MINIGAMES, BETTING AND "CASINO". IF THERE ARE **\$HERO** REWARDS OR EVEN IN-GAME CURRENCY REWARDS (THAT CAN BE TRADED FOR **\$HERO**), WE NEED A REALLY GOOD BALANCE TO MAKE SURE THAT IS NOT EXPLOITED.



GAME WORLD

THE GAME WORLD IS SEPARATED INTO DIFFERENT AREAS AND ZONES. ALL THE WORLD IS SNOWY BECAUSE OF THE FREEZE BUT IS SLOWLY RECOVERING.

EACH AREA HAS DIFFERENT TYPES OF ENEMIES WITH DIFFERENT DIFFICULTIES.

THE MAIN CITY IS **ESPERO**, THE SETTLEMENT WHERE THE CREATOR OF THE ROBOTS AND HIS FAMILY LIVES.



THE MAIN LOCATION OF THE ENEMIES IS A MOUNTAIN TEMPLE THAT IS THE BASE OF THE **WARMASTER TYRANO**.

THE GAME WORLD IS SPLIT INTO DIFFERENT TYPES OF AREAS THAT CAN BE MORE DANGEROUS THAN OTHERS. SHOULD EXIST AN AREA WHERE PVP IS ALWAYS TURNED ON AND IT'S WHERE THE BEST RESOURCES AND STRONGER ENEMIES EXIST, FOCUSING MORE ON THE LATE GAME.

USER INTERFACE & USER EXPERIENCE

GAMES OF THIS GENRE USUALLY HAVE A LOT OF INFORMATION ON THE SCREEN BUT WE WANT TO KEEP IT CLEAN AND SIMPLE, SO THE PLAYER CAN ENJOY THE GAME ITSELF AND NOT HAVE ALL THE SCREEN COVERED WITH "JUNK TEXT".

FOR THE MORE hardcore PLAYERS, IT'S POSSIBLE FOR THEM TO ADD EXTRA INFORMATION IN THE SCREEN TO KEEP THEM INFORMED ABOUT NON-ESSENTIAL INFORMATIONS.



OLDSCHOOL UI EXAMPLE



NEW TARGET UI EXAMPLE

ENEMIES & HAZARDS

THE MAIN ENEMIES IN THE ENVIRONMENT PRESENT IN THE GAME ARE THE **EVIL ROBOTS** AND THE **CORRUPTION ITSELF**, WHICH CAN CORRUPT ALL TYPES OF CHARACTERS PRESENT IN THE GAME.

THE **EVIL ROBOTS** ARE ROBOTS THAT ARE CORRUPTED AND WANT TO DESTROY NORMAL ROBOTS AND THE REMAINING HUMANS.

THE **EVIL ROBOTS** CAN GET FREE FROM THE CORRUPTION BY GETTING DEFEATED AND CURED, UNLESS THEIR CORE GETS DESTROYED.

ENEMIES HAVE DIFFERENT DIFFICULTIES, ABILITIES AND UNIQUE MOVEMENTS THAT MAKES EACH ENEMY UNIQUE TO FIGHT.

THERE ARE EASIER ENEMIES, MINI BOSSES, BOSSES AND WORLD BOSSES.

SOME ENEMIES ARE THE FINAL BOSSES OF CERTAIN QUESTS, OTHERS JUST EXIST IN THE GAME WORLD AND CAN BE DEFEATED.

EACH ENEMY GIVES EXPERIENCE WHEN DEFEATED AND SOME DROP LOOT AS A REWARD.

OTHER TYPES OF ENEMIES ARE THE ROBOTS THEMSELVES IN THE PVP MODE.



CINEMATICS

THE CINEMATICS IN THE GAME HELPS CONNECT THE PLAYER WITH THE STORY AND NARRATIVE.

THE CORE CINEMATICS WILL BE CONNECTED WITH THE MAIN STORY LINE AND CAN EVEN BE USED SOME PARTS OF THE HERO COMIC OR SHOWN SOME IMAGES TO ILLUSTRATE THE STORY AND MOMENTS FROM THE PAST.

EXTRA CONTENT

THERE COULD EXIST SOME PAID OR FREE DLCs IN THE FUTURE WITH MORE CHARACTERS AND CLASSES, MORE STORYLINES AND MORE TRAITS.

ALSO COULD BE ADDED OTHER EXTRA CONTENT SUCH AS MORE MOUNTS, MORE HOUSING OPTIONS AND MORE EMOTES.



HERO

