

Project Lost House

V. 5

Last Update 9/08/2023

Game Design Document

Tawasol Group –

Tawasol Riyadh AVL is working to provide Automatic Vehicle Location and fleet management services.

supplying the market with Highest quality products and solutions distinctive software in its quality and technological level that helps Customers to take full control of vehicles, all within Suitable price with small, medium, and large business. We have come a long Way in achieving their goals Created for them, we are now striven to bring all the new in the AVL world.

The company was established in 2011 in Riyadh by a group of experts and specialists. The goals and strategies have been developed for Tawasol to become one of the leading companies in the Kingdom. All rights reserved 2011 - 2023.

Introduction: About this Document: This GDD Contains the complete design and development cycle of the game known as the Project Lost House.

The main documents outlined in this document would be the High Concept, Technical Design, and the Art Document. Before reaching the final version, this Document would have gone through many changes and may differ from the initial version of the document.

As such this document will act as a reference guide for the design, art, and development team. Everything present in this document past, present, or future; would at point “have” or “is” included within the final product of the game, apart from the design and development teams this document may be shown to publishers or investors.

Any information present in this document is subject to change*

Purpose of this document

Changelog

Changelog V.0

1. Added Basic information to GDD.
2. Added buildings.
3. Resources
4. Introduction
5. Pillars and concept

Changelog V.1 – 1.10

1. Added Resource buildings.
2. Added Utility Buildings
3. Special Buildings
4. Production Buildings
5. Base Level
6. Troop level
7. Vehicle and class level
8. Resource feature breakdown

9. List of resource in-game
10. Hero table update

Changelog V.2 – 2.8

1. Game Story
2. Heroes and early buffs
3. Heroes Buildings and powers
4. Camp system
5. Story narrative – first Quest
6. Interface pillars
7. UI
8. Updated Base buildings
9. Updated Hero table
10. Player XP count

Changelog V.3 – 3.5

1. Vehicle and troop Breakdown
2. Updated menu and UI flow
3. UI flow Description
4. Updated Interface goals
5. Updated Features

Changelog V.4 – 4.5

1. Added HCD
2. Added gameplay features mechanics and core Mechanics.
3. Updated Heroes
4. Updated System
5. Updated class categories

This document is the 5th version of the Game design document and is closer to the final version, this will include objectives, goals, plot lines, mechanics and information which is now close to the finalized version starting with the 5th version all in formation will be present in the changelog but not in the document itself to find older information and tables please check the last documentation which was document version number 4.5 updated on 30th June 2023.

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Game story:

2060, June 4

We were abandoned, left alone... the world had turned upon us. There was smoke fire and chaos I can still hear the screams today. It was the year 2060, the unrelenting clashes between nations over resources finally reached a catastrophic tipping point. The world's superpowers, driven by their never-ending hunger and thirst for dominance, unleashed the full fury of nuclear warfare upon the Earth. The devastating consequences were beyond comprehension, in the wake of their war we lost our most precious resource, our planet.

The world went dark Over 90% of humanity perished in the wars, with only fortunate few findings refuge in underground bunkers. We were forced to abandon all memories of the sun as days turned into weeks, weeks into months, and months into years. The war's lingering effects began to alter us, bestowing upon us abilities beyond our wildest dreams. The generations that followed were different - but this was not our destiny. We belonged on the surface; it was our fate to reclaim our land.

To those who discover this letter, know that you are not alone. You are a survivor, fighting for your beliefs and values in a world that has lost its way. My time has come to an end, but yours is just beginning. You are part of a story waiting to be written. You are one of the chosen few. If you are reading this, it means you seek answers that set you apart from the rest. Destiny awaits you on the surface - a choice that will change everything.

The world above has been transformed. It is a new Earth full of wonders and terrors, abundant resources and formidable foes, secrets and mysteries. You must survive and rebuild, scavenge, and construct, train and recruit, discover and create, strategize, and execute. There will be times when you must fight to defend all that you hold dear.

You must explore and discover. You must learn and decide. You will have to trust and deceive, sacrifice, and endure loss, win, and end.

You are one of the last hopes of humanity. You are one of the new heroes of this mega-formed Earth. You are one of the last legends.

So, I leave you with my last will and testament go! Reclaim what is yours! Take back your planet!

Truly

Thomas C. Jr, The Architect.

Reading those words, the unbreakable spirit of humanity refused to be silenced. A courageous few dared to venture forth into the unknown realm of the surface, defying the underground factions that ruthlessly ruled over them. Their courage sparked the Great Rebellion, a cataclysmic clash between the oppressed citizens and their tyrannical masters. The echoes of their resistance were heard through the underground caverns, awakening the silent spirit of freedom within the hearts of the survivors. Against all odds, humanity slowly emerged from the shadows.

It would be the first time in 200 years that humans would walk the surface world, A world new to them but a world unfamiliar.

Game Overview:

a catastrophic event in the year 2060 when the world's superpowers engaged in a nuclear war, resulting in over 90% of humanity perishing. The survivors were forced to live underground and developed new abilities. The letter's author, Thomas C. Jr., urges the survivors to reclaim the surface and rebuild their lives. The letter speaks of a destiny that awaits the survivors on the surface, which has been transformed into a new Earth with wonders and terrors, abundant resources, and formidable foes. The survivors must explore, learn, strategize, and fight to defend what they hold dear. They are humanity's last hope and the new heroes of the reborn Earth. The letter's message inspires the survivors 200 years later, who venture forth into the unknown surface world, defying their tyrannical overlords. They are filled with determination to reclaim their home, rebuild their lives, and create a new future for themselves and future generations.

1. The world was ravaged by nuclear warfare in 2060, leaving humanity to fend for themselves.
2. Over 90% of humanity perished in the wars, with only a few finding refuge in underground bunkers.
3. The war's aftermath began to alter survivors, giving them abilities beyond their wildest dreams.
4. The generations that followed were different, but they knew they belonged on the surface.
5. The world above has been transformed and is a new Earth full of wonders and terrors.
6. Survivors must survive, rebuild, scavenge, construct, train, recruit, discover, create, strategize, and execute.
7. They must explore, uncover, learn, decide, trust, deceive, sacrifice, endure loss, triumph, and bring closure.
8. Survivors are one of humanity's last hopes and the new heroes of a reborn Earth.
9. The architect's final wish was for survivors to reclaim what is rightfully theirs and take back the planet.
10. Survivors dared to venture forth into the unknown realm of the surface world, sparking the Great Rebellion.
11. Against all odds, humanity slowly emerged from the shadows to reclaim their home and rebuild their lives.

General Interface Design Concepts:

1. All user interfaces will be rendered in a high-res (1920 x 1080 x 256 color) resolution. This will be done for most of the devices that can simulate that resolution or higher.
2. Text used in all interfaces will be handled through programmatic map text overlays to allow for a simplified localization process.
3. Interfaces will make use of animated icons.
4. Users will not be able to customize interface settings at this point in time.
5. User interfaces will be combined and streamlined, allowing for quick, simple navigation and the most commands issued through the least number of screens.
6. Standardized size for all dialogs – (1280 x 185) and (300 x 36) for the name boxes.

game pillar concept:

1. Class Diversity: Emphasize the importance of class selection and the unique play styles associated with each class. Allow players to choose from a variety of classes, each with distinct abilities, strengths, and weaknesses. Encourage players to experiment with different combinations and strategies as they progress through the game.
2. Specialized Armies: Introduce specialized armies for each class, such as the "Blades of the ninja" army for assassins, "Knights of the lands" army for warriors, and so on. Make recruiting and utilizing these armies a core aspect of gameplay. Each army should have its own unique traits, abilities, and tactical advantages, reinforcing the strengths of their associated class.

3. Hero Progression: Provide a deep and rewarding progression system for players' legendary heroes. Allow them to level up, unlock new abilities, and customize their characters as they gain experience. Make sure the progression system complements the class system and encourages players to invest in their chosen class.
4. Strategic Combat: Design tactical combat encounters that require players to think strategically and make use of their class abilities and specialized armies. Encourage players to exploit synergies between their hero and their army and provide opportunities for creative and varied approaches to battles.
5. Multi-Class System: Implement a multi-class system that allows players to combine classes as they progress. Enable players to choose additional classes while maintaining a primary main class. Balance the system to ensure that the main class remains significant, while offering meaningful benefits from secondary classes.
6. Immersive World: Create a rich and immersive game world with compelling lore, diverse environments, and engaging quests or missions. Provide players with opportunities to explore, discover hidden treasures, and interact with NPCs who contribute to the overall narrative.
7. Player Agency and Choice: Incorporate meaningful player choices throughout the game, such as branching storylines, moral decisions, and impactful consequences. Give players the freedom to shape their hero's journey and influence the world around them.
8. Cooperative and Competitive Gameplay: Implement cooperative elements, allowing players to team up and tackle challenges together. Additionally, consider incorporating competitive aspects, such as PvP battles or leaderboards, to provide a competitive edge for players seeking a different experience.

These game pillars should help guide the development of your game and ensure a focused and engaging experience for players.

High Concept

Idea and Summary:

Idea: The idea is to create a post-apocalyptic city builder and war simulation game set in the year 2060 after a devastating nuclear war. Players will take on the role of survivors who must rebuild their lives on the transformed surface of the Earth. They will face various challenges, including resource management, exploration, strategic decision-making, combat, and a hero system inspired by games like Rise of Kingdoms and Age of Empires. The game will also feature a class system similar to Dragon Age and Dragon's Dogma: Dark Arisen, a store and

build feature like Sim City, and an era system like Rise of Kingdoms. The narrative will be rich, with choices that shape the story and various classes for players to choose from.

Summary: In this game, players will lead a group of survivors who have emerged from underground bunkers after a catastrophic nuclear war in 2060. They will navigate a transformed surface world, full of wonders, terrors, and abundant resources. The goal is to rebuild civilization by constructing and managing a thriving city, recruiting and training survivors with unique abilities, exploring the surroundings, engaging in strategic warfare with a hero system, and making choices that shape the narrative. The ultimate objective is to reclaim the planet and secure a future for humanity.

Technical Features:

1. City Building: Players can construct and manage their own post-apocalyptic city, including resource gathering, infrastructure development, and population management.
2. Resource Management: Players will need to manage scarce resources, such as food, water, and energy, to ensure the survival and growth of their city.
3. Exploration: The game will feature a vast and dynamic surface world that players can explore to uncover hidden treasures, valuable resources, and potential allies or enemies.
4. Hero System: Players can recruit and train heroes with unique abilities, similar to Rise of Kingdoms and Age of Empires, who can lead their forces in strategic warfare and perform special actions.
5. Class System: Players can choose from various classes for their survivors, like Dragon Age and Dragon's Dogma: Dark Arisen, each with its own strengths and abilities as well as many other rts games designed for Mobile devices.
6. Store and Build: Players can build and upgrade various structures in their city, like Sim City, to provide different benefits and unlock new gameplay elements.
7. Era System: The game will feature an era system, like Rise of Kingdoms, where players progress through different historical periods, unlocking new technologies, units, and challenges.
8. Rich Story with Choices: The game will have a compelling narrative with branching storylines and choices that shape the outcome, offering players a personalized experience.
9. Direct confrontation: The game has a direct confrontation system which allows PVP, PVE and PVNPC battles where the player can directly attack without a complete guidance system.
10. Migration: Player can migrate cities, servers and Location coordinates regarded they have the migrate server

Product Competition:

The game will face competition from other post-apocalyptic city builder and strategy games available on mobile and Apple devices, as well as games like Mafia City, Rise of Kingdoms, Vikings Rise, Kingdoms of Camelot, Age of Empires, Dragon Age, and Dragon's Dogma: Dark Arisen. However, the unique combination of city building, resource management, exploration, strategic warfare with a hero system, class system, store and build feature, era system, and a rich narrative with choices will set this game apart and attract its target audience.

Platform:

The game will be developed for mobile and Apple devices, including smartphones and tablets, and will be compatible with devices released from 2017 onwards. It will leverage the capabilities of these platforms to provide an immersive and engaging gaming experience.

Influences and Sources:

The game will draw inspiration from various sources and influences, including post-apocalyptic literature, movies, and games such as Fallout, Mad Max, This War of Mine, State of Decay, Mafia City, Rise of Kingdoms, Vikings Rise, Kingdoms of Camelot, Age of Empires, Rise of Kingdoms, Age of Empires, Dragon Age, Dragon's Dogma: Dark Arisen, and Sim City. It will combine elements of city building, resource management, exploration, strategic warfare with a hero system, and a class system to create a unique and compelling gameplay experience.

Target Market

The target market for this game includes players who enjoy city-building and strategy games, as well as those interested in post-apocalyptic settings and narratives. The game will appeal to fans of mobile games like Mafia City, Rise of Kingdoms, Vikings Rise, Kingdoms of Camelot, Age of Empires, Dragon Age, and Dragon's Dogma: Dark Arisen. The target audience will primarily consist of adult and young adult gamers who enjoy immersive gameplay experiences on their mobile and Apple devices.

Interface Goals

Good transition between type selection and game set-up.

- Make selections obvious and easy to navigate.
- Some screens use pictures to select (game settings / player preferences/ account setup/ premium store)
- Provide clear and intuitive navigation.

- Serve as a central hub for accessing different game sections and features.
- Enable effective management and development of cities.
- Offer a comprehensive and efficient interface.
- Provide a user-friendly interface for selecting and customizing character classes.
- Present player progression and resources clearly and organized.
- Enable seamless and secure account integration across platforms.
- Foster community and social engagement among players.
- Encourage interaction and competition through various features.
- Highlight limited-time events and motivate player participation.
- Reward players with exclusive items.
- Facilitate joining factions and engaging in faction-based gameplay.
- Provide tools for faction management and engagement.
- Deliver dynamic and immersive combat experience.
- Ensure intuitive controls and clear battle information.
- Provide visually appealing and interactive world map interface.
- Allow players to scout and undertake expeditions.
- Clearly communicate objectives and rewards to incentivize player engagement.
- Present a user-friendly store interface.
- Showcase available items and enable smooth transactions.
- Allow players to customize graphics, audio, and controls.
- Provide flexibility and control over game settings.
- Offer comprehensive support resources, FAQs, and tutorials.
- Assist players in navigating the game and resolving issues.
- Provide transparency and relevant game information.

- Offer a straightforward option to exit the game gracefully.

Interfaces

Overview

The in-game interface has three primary components; a general static UI (a set of controls always displayed) a specific conditional UI (a set space on the UI where various controls can be placed as conditions in the game demand) and a advanced dynamic UI that handles the evolves with the gameplay.

Static Menus:

- **Main Menu:** The central hub for accessing different sections of the game and managing various game features.
 - Interface Goal: Provide a clear and intuitive navigation system to help players easily access different game functionalities.

Dynamic Menus:

- **City Management:** Allows players to construct buildings, train troops, conduct research, engage in trade, and view the map.
 - Interface Goal: Provide a comprehensive and efficient interface for players to manage and develop their cities effectively.
- **Class Selection:** Enables players to choose their character class, upgrade class abilities, and manage skills.
 - Interface Goal: Provide a user-friendly interface for players to select and customize their character classes.

Situational Menus:

- **Resources and Progress:** Displays player progression, including level, experience points, currency, inventory, clan/brotherhood information, and daily login rewards.
 - Interface Goal: Present essential player progress information and resources in a clear and organized manner.
- **Account & Platform Integration:** Allows players to link their game account to various platforms and enable cross-platform play.
 - Interface Goal: Provide a seamless and secure account integration experience for players across multiple platforms.
- **Social Features:** Facilitates communication and interaction between players through global chat, private messaging, leaderboards, and friends list.
 - Interface Goal: Foster a sense of community and social engagement within the game, encouraging player interaction and competition.

- **Special Events:** Showcases limited-time and seasonal events, offering unique challenges and rewarding players with exclusive items.
 - Interface Goal: Highlight special events and motivate players to participate actively, enhancing their overall gameplay experience.
- **Faction System:** Enables players to join factions, participate in faction wars, and compete for territorial control.
 - Interface Goal: Foster faction-based gameplay and provide tools for faction management and engagement.
- **Combat and PvP:** Allows players to engage in battles, participate in PvP arenas, and launch raids.
 - Interface Goal: Deliver a dynamic and immersive combat experience with intuitive controls and clear battle information.
- **Exploration:** Provides a world map for players to explore, scout areas, and undertake expeditions.
 - Interface Goal: Offer a visually appealing and interactive map interface for players to navigate and discover new locations.
- **Rewards:** Offers daily objectives and event-based rewards to incentivize player engagement and progression.
 - Interface Goal: Clearly communicate the objectives and rewards, encouraging players to complete tasks and participate in events.
- **Store:** Provides in-game purchases for resources, boosts, cosmetics, and equipment.
 - Interface Goal: Present a user-friendly store interface that showcases available items and enables smooth transactions.
- **Game Settings:** Allows players to customize graphics, audio, and controls according to their preferences.
 - Interface Goal: Provide players with flexibility and control over their game settings, enhancing their overall gaming experience.
- **Help:** Offers FAQs, tutorials, and support options to assist players with any inquiries or issues.
 - Interface Goal: Provide comprehensive and accessible support resources to help players navigate the game and resolve any difficulties.
- **About:** Displays game information, credits, and version details.
 - Interface Goal: Provide transparency and relevant information about the game to enhance player understanding and appreciation.
- **Quit:** Allows players to exit the game.
 - Interface Goal: Provide a straightforward option to gracefully exit the game.

List of Interfaces and their descriptions:

Gameplay Menus:

1. **City Management:**

- Construction
- Troops
- Research
- Trade
- Map
- 2. **Class Selection:**
 - Choose Class
 - Class Upgrades
 - Skills
- 3. **Resources and Progress:**
 - Level
 - Experience (EXP)
 - Credits
 - Gems
 - Inventory
 - Clan/Brotherhood
 - Daily Login
- 4. **Social Features:**
 - Global Chat
 - Private Messaging
 - Leaderboards
 - Friends List
- 5. **Special Events:**
 - Limited-Time Events
 - Seasonal Events
- 6. **Faction System:**
 - Factions
 - Faction Wars
- 7. **Combat and PvP:**
 - Battle
 - PvP Arena
 - Raids
- 8. **Exploration:**
 - World Map
 - Scouting
 - Expeditions
- 9. **Rewards:**
 - Daily Objectives
 - Events
- 10. **Store:**
 - In-Game Purchases
 - Resources
 - Boosts
 - Cosmetics

- Equipment

Main Menus:

1. Main Menu:

- Home
- City Management
- Class Selection
- Resources and Progress
- Account & Platform Integration
- Social Features
- Special Events
- Faction System
- Combat and PvP
- Exploration
- Rewards
- Store
- Game Settings
- Help
- About
- Quit

In-Game Menus:

1. Account & Platform Integration:

- Account Linking
- Cross-Platform Play

2. Game Settings:

- Graphics
- Audio
- Controls

3. Help:

- FAQs
- Tutorials
- Support

4. About:

- Game Information
- Credits
- Version Details

5. Quit

Flow

Main Menu

[]

| — **Home**

| — **[City Management]**

| | — **Construction**

| | — **Troops**

| | — **Research**

| | — **Trade**

| | — **Map**

| — **[Class Selection]**

| | — **Choose Class**

| | — **Class Upgrades**

| | — **Skills**

| — **[Resources and Progress]**

| | — **Level**

| | — **Experience (EXP)**

| | — **Credits**

| | — **Gems**

| | — **Inventory**

| | — **Clan/Brotherhood**

| | — **Daily Login**

| — **[Account & Platform Integration]**

| | — **Account Linking**

| | — **Cross-Platform Play**

| — **[Social Features]**

| | — **Global Chat**

- | | — **Private Messaging**
- | | — **Leaderboards**
- | | — **Friends List**
- | — **[Special Events]**
- | | — **Limited-Time Events**
- | | — **Seasonal Events**
- | — **[Faction System]**
- | | — **Factions**
- | | — **Faction Wars**
- | — **[Combat and PvP]**
- | | — **Battle**
- | | — **PvP Arena**
- | | — **Raids**
- | — **[Exploration]**
- | | — **World Map**
- | | — **Scouting**
- | | — **Expeditions**
- | — **[Rewards]**
- | | — **Daily Objectives**
- | | — **Events**
- | — **[Store]**
- | | — **In-Game Purchases**
- | | — **Resources**
- | | — **Boosts**
- | | — **Cosmetics**
- | | — **Equipment**

- └─ [Game Settings]
 - | └─ Graphics
 - | └─ Audio
 - | └─ Controls
- └─ [Help]
 - | └─ FAQs
 - | └─ Tutorials
 - | └─ Support
- └─ [About]
 - | └─ Game Information
 - | └─ Credits
 - | └─ Version Detail
- [] ─ Quit.

Players can navigate from the Main Menu to various gameplay menus, and within each gameplay menu, they can access the specific sub-menus to perform different actions or access relevant information. The In-Game Menus are accessible from the Main Menu and provide options for account integration, game settings, help resources, and information about the game. Finally, players can choose to quit the game from the Main Menu.

| |
|---|
| Main Menu |
| Home |
| City Management |
| Class Selection |
| Resources and Progress |
| Account & Platform Integration |

| |
|-----------------|
| Social Features |
| Special Events |
| Faction System |
| Combat and PvP |
| Exploration |
| Rewards |
| Store |
| Game Settings |
| Help |
| About |
| Quit |

| City Management | Class Selection | Resources and Progress | Account & Platform Integration |
|-----------------|-----------------|------------------------|--------------------------------|
| Construction | Choose Class | Level | Account Linking |
| Troops | Class Upgrades | Experience (EXP) | Cross-Platform Play |
| Research | Skills | Credits | |
| Trade | | Gems | |

Map

Inventory

Clan/Brotherhood

Daily Login

Social Features

Special Events

Faction System

Combat and PvP

Global Chat

Limited-Time
Events

Factions

Battle

Private Messaging

Seasonal Events

Faction Wars

PvP Arena

Leaderboards

Raids

Friends List

Exploration

Rewards

Store

Game Settings

World Map

Daily Objectives

In-Game Purchases

Graphics

Scouting

Events

Resources

Audio

Expeditions

Boosts

Controls

Cosmetics

| | | | |
|--|--|-----------|--|
| | | Equipment | |
|--|--|-----------|--|

| Help | About | Quit |
|-----------|------------------|------|
| FAQs | Game Information | |
| Tutorials | Credits | |
| Support | Version Details | |

Gameplay Menus:

1. **City Management:** Manage and develop your post-apocalyptic city by constructing and upgrading buildings, training and managing troops, conducting research to unlock new technologies, engaging in trade with other players or NPCs, and viewing the map to strategize your city's expansion.
2. **Class Selection:** Choose your character class from a range of options that offer unique abilities and bonuses. Upgrade your class to unlock more powerful skills and enhance your gameplay style.
3. **Resources and Progress:** Monitor your in-game progress and resources. Check your current level, experience points (EXP) to track your advancement, credits and gems to manage your economy, inventory to view and manage your collected items, join or create a Clan/Brotherhood for cooperative gameplay, and claim daily login rewards for logging in regularly.

4. **Social Features:** Engage with other players through the global chat feature to interact, coordinate strategies, or seek assistance. Utilize private messaging to communicate with specific players. Compete for high rankings on the leaderboards and keep track of your friends' activities through the friends list.
5. **Special Events:** Participate in time-limited events that provide unique challenges, quests, and rewards. Engage in seasonal events that are themed around specific occasions or festivals, offering exclusive items and bonuses.
6. **Faction System:** Join or create a faction to collaborate with other players and form alliances. Engage in faction wars, strategize for territorial control, and contribute to the growth and dominance of your faction.
7. **Combat and PvP:** Engage in battles against NPCs or other players to defend your city or conquer territories. Test your skills in PvP arenas where you can challenge other players directly. Take part in raids to gather resources or disrupt enemy bases.
8. **Exploration:** Navigate the vast post-apocalyptic world map, uncover new territories, and scout areas of interest. Send expeditions to unexplored regions to collect valuable resources and discover hidden treasures.
9. **Rewards:** Complete daily objectives to earn rewards, such as resources, items, or in-game currency. Participate in special events to unlock exclusive rewards and gain an edge in the game.
10. **Store:** Visit the in-game store to make in-game purchases using real or in-game currency. Acquire resources, boosts to expedite progress, cosmetic items to customize your city or character's appearance, and equipment to enhance your gameplay abilities.

Main Menus:

1. **Main Menu:** The central hub of the game where you can access various sections and features. It provides a gateway to the different gameplay menus, settings, help resources, and information about the game.

In-Game Menus:

1. **Account & Platform Integration:** Link your game account with different platforms, such as social media or gaming platforms, to synchronize progress and enable cross-platform play, allowing you to access the game from multiple devices seamlessly.
2. **Game Settings:** Customize various game settings to tailor the gameplay experience to your preferences. Adjust graphics options for optimal visual quality and performance, fine-tune audio settings, and customize controls according to your comfort.
3. **Help:** Access a comprehensive FAQ section to find answers to commonly asked questions. Learn gameplay mechanics and strategies through tutorials. Get support for technical issues or inquiries related to the game.

4. **About:** Gain information about the game, including its background, features, and mechanics. Discover the credits for the development team behind the game. Check the version details to stay informed about updates and changes.
5. **Quit:** Safely exit the game when you are finished playing.

Gameplay and Features:

Core Mechanics:

1. Class System
2. Live Guided Battle System
3. Resource System
4. Multi-Class System
5. Social Profile System
6. Hero System

7. Tap and Swipe Mechanics

Mechanics:

1. Research System
2. Gear System
3. Guild System

Gameplay Features:

1. War Simulated Animations
2. Guided Story System with Player Choices
3. PvP Battle Events
4. Faction Events
5. Holiday Events
6. Reward System and Cosmetics
7. Special Resources and Magic System
8. Era System

Core Mechanics:

1. Class System:
 - Players choose a class from a selection of options, each offering unique abilities, skills, and buffs.
 - Different classes have distinct playstyles and strategic advantages.
 - Class choice determines the player's role in battles and interactions within the game world.
2. Live Guided Battle System:
 - Engage in real-time battles where players have direct control over their armies.
 - Players can guide their troops' movements, issue commands, and make strategic decisions apart from the usual one click gameplay.
 - Skillful tactics and decision-making are crucial for success in battles.
3. Resource System:
 - Players gather and manage various resources such as wood, stone, and food.
 - Resources are essential for constructing buildings, training troops, and upgrading structures.

- Strategic resource management and efficient allocation are crucial for city growth and development.
- 4. Multi-Class System:
 - Upon reaching a certain level, players unlock the ability to purchase and use additional classes.
 - This system allows players to switch between classes, providing flexibility and expanding gameplay options.
 - Strategic combinations of different classes enable diverse and adaptable playstyles.
- 5. Social Profile System:
 - Players have individual profiles that allow interaction with other players.
 - Features include making friends, chat functionality, teaming up, and forming factions or alliances.
 - The social profile system fosters social connections, cooperation, and competition among players.
- 6. Hero System:
 - Players can recruit heroes based on their chosen class.
 - Each hero possesses unique abilities and skills that provide advantages in battles.
 - Collecting and upgrading heroes strengthens the player's army and overall strategy.
- 7. Tap and Swipe Mechanics:
 - The game utilizes intuitive tap and swipe gestures as the primary control scheme.
 - Players can tap to select units, buildings, or options, and swipe to navigate menus and issue commands.
 - The tap and swipe mechanics provide a user-friendly and accessible control experience on mobile devices.

Mechanics:

1. Research System:
 - Players can allocate resources and time to research new buildings, technologies, and troop upgrades.
 - Research unlocks advanced features, improves efficiency, and expands the player's capabilities.
 - The research system offers strategic choices, progression opportunities, and long-term planning.
2. Gear System:
 - Players can acquire and equip gear items to enhance the combat abilities of units, heroes, and buildings.

- Gear items provide bonuses, special abilities, and strategic advantages.
- Careful selection and optimization of gear improve the overall power and effectiveness of the player's forces.
- 3. Guild System:
 - Once players reach a specific level, they can join merchant and job guilds.
 - Guilds facilitate trading of resources, cosmetics, and power-ups among players.
 - The guild system encourages social interaction, fosters a player-driven economy, and provides a sense of community.
 - Players have the option to hire stronger players for protection or post jobs for rewards.
 - Hiring provides additional defense or support against attacks from other players.
 - Posting jobs assigns tasks to other players, promoting cooperation, specialization, and a sense of community.

Gameplay Features:

1. War Simulated Animations:
 - Engaging animations depict battles and combat scenarios.
 - These animations showcase the scale, intensity, and excitement of warfare in the game.
 - High-quality animations enhance the visual experience and immerse players in the game world.
2. Guided Story System with Player Choices:
 - The game features a narrative-driven experience with a structured storyline.
 - Players make choices that impact the progression and outcome of the story.
 - The guided story system with player choices adds a sense of agency, personalization, and immersion to the gameplay.
3. PvP Battle Events:
 - Special events allow players to engage in player-versus-player battles.
 - These events feature specific objectives, rankings, and rewards.
 - PvP battle events encourage players to showcase their skills, strategies, and competitiveness.
4. Faction Events:
 - Cooperative events where players can team up to achieve common goals or objectives.
 - Players can form factions or alliances to collaborate and overcome challenges together.
 - Faction events promote teamwork, coordination, and a sense of community within the game.
5. Holiday Events:
 - Seasonal or special events tied to real-world holidays or celebrations.
 - These events introduce limited-time activities, rewards, and thematic aesthetics.
 - Holiday events add variety, excitement, and a festive atmosphere to the gameplay.
6. Reward System and Cosmetics:

- Players receive rewards for logging into the game, whether they are paying or non-paying users.
 - Rewards include exclusive cosmetics such as unique buildings, player cosmetics (skins), and menu backgrounds.
 - The reward system encourages player engagement, loyalty, and customization of their game experience.
7. Special Resources and Magic System:
- The game introduces special resources such as mana, which enables the use of magic.
 - Magic abilities provide advantages in battles and offer strategic options.
 - The inclusion of a magic system adds a fantasy element, diversifying gameplay mechanics and strategic choices.
8. Era System:
- The game features an era system that represents different time periods or technological advancements.
 - Advancing through eras unlocks new buildings, units, and technologies for the player.
 - The era system provides a sense of progression, historical development, and expanding possibilities within the game world.

Non-gameplay Special Mechanics

These contain a list of Mechanics that will affect gameplay but will not have a direct affect on the player or the game but will offer speedups, vip cartons, migrations

List of Buildings:

list of the buildings, categorized into main buildings, resource buildings, utility buildings, military buildings, special buildings, and production buildings:

Main Buildings:

1. Camp: Where it all starts where all the survivors can form their beginnings
2. Shelter: A place where survivors can find refuge, rest, and heal their wounds. It also serves as a storage facility for valuable items and resources.
3. Workshop: A dedicated space where survivors can utilize their skills to craft essential weapons, armor, and other useful items for their survival.

4. Farm: An area designated for cultivating crops and raising animals to produce food and vital resources necessary for sustenance.
5. Wall/barricade: A special structure used to provide defense and protection against outside forces.
6. Radio Tower: A tall structure equipped with communication devices to establish contact with other survivors, exchange information, and stay updated about the state of the world.
7. Bunker: An underground or fortified structure designed to provide shelter and protection against enemies, radiation, and other potential threats.
8. Garage: A facility equipped with tools and equipment for repairing, maintaining, and upgrading vehicles essential for transportation and exploration.
9. Laboratory: A specialized facility where survivors can engage in scientific research, conduct experiments, and develop new technologies to improve their chances of survival.
10. Power Plant: A centralized location where survivors generate electricity and fuel to meet the energy demands of their base and various activities.
11. Hospital: A medical facility staffed by trained professionals where survivors can receive treatment, undergo medical procedures, and recover from injuries and illnesses.
12. Market: A designated area or building where survivors can engage in trade and barter with other individuals and merchants to acquire necessary supplies and resources.
13. Guild Hall: A place where players can meet up and join clubs and clans based on their class and complete missions.
14. Government Building: A place where alliances between players are formed to team up against stronger foes.
15. Library: A repository of knowledge, containing books and information from the past that survivors can access to gain valuable insights and skills.
16. Museum: A space where artifacts and relics from the pre-apocalyptic world are preserved, offering a glimpse into humanity's history and culture.
17. Factory: A large-scale production facility where survivors can manufacture goods and materials necessary for their base's development and survival.
18. Warehouse: A storage facility where excess resources, items, and equipment can be kept organized and readily accessible.
19. Tavern: A social hub where survivors can unwind, share stories, and strengthen bonds through conversations, drinks, and camaraderie.

20. Faith Hall: A place of worship and solace, offering spiritual support, guidance, and a sense of community for survivors.

21. School: An educational facility where survivors can learn new skills, share knowledge, and teach others, fostering growth and progress within the community.

22. Club: An open space or building where survivors can engage in physical activities, training, and competitions to boost morale and maintain fitness.

23. Prison: A secure facility used to detain and rehabilitate criminals or enemies, ensuring the safety and security of the survivor community.

24. Mall: A large commercial complex or building with various shops and stores that can be repurposed for scavenging supplies, trading, and shelter.

Resource Buildings:

1. Water Collector: A device or structure designed to collect rainwater or dew, providing a crucial source of clean drinking water and irrigation for crops.
2. Quarries: Stones are used for building structures, roads, and fortifications. Quarrying and stone-cutting facilities can be established to provide a steady supply of stone.
3. Blacksmith/ metal works: A production house for breaking down metal and other resources to craft new machinery and weapons.
4. Solar Panel: A device that harnesses sunlight and converts it into electricity, ensuring a sustainable and renewable energy source for the base.
5. Wind Turbine: A tall structure equipped with turbines that convert wind energy into electricity, providing an alternative power source.
6. Generator: A machine that burns fuel, such as gasoline or diesel, to produce electricity when other renewable sources are unavailable.
7. Scavenger: An automated or manual device that helps convert waste materials and discarded items into useful resources.
8. Composter: A contraption or bin where organic matter can decompose and transform into nutrient-rich compost, serving as a natural fertilizer for the farm.
9. Greenhouse: A structure designed to shield plants from extreme weather conditions and pests, facilitating optimal growth and crop production.
10. Mana store: A store to purchase, collect and breakdown special radiated gems
11. Incinerator: A device that burns unwanted or hazardous items, producing heat that can be utilized for various purposes within the base.
12. Distiller: A device or apparatus used to purify water or extract alcohol, ensuring a safe and potable drinking source and facilitating crafting processes.
13. Smelter: A device capable of melting and purifying metal ores, transforming them into ingots that can be used for crafting weapons, tools, and other essential items.

Utility Buildings:

1. Lumber Mills: Upgrading lumber mills increases their production rate and allows you to gather wood at a faster pace.
2. Water Pumps: Upgrading water pumps improves their capacity to supply clean water to your base.
3. Banks: Upgrading banks increases their storage capacity and may unlock additional financial features.
4. Reactors: Upgrading reactors boosts their energy output, enabling you to support advanced technologies.
5. Workshops: Upgrading workshops unlocks new technologies, blueprints, and upgrades.
6. Farms: Upgrading farms increases food production, allowing you to feed a larger population and potentially export surplus food for additional resources.
7. Hospitals: Upgrading hospitals improves their healing capabilities, reducing the downtime for injured units.
8. Power Plants: Upgrading power plants increases their energy output, ensuring a stable power supply.
9. Markets: Upgrading markets expands your trading options and increases the availability of valuable resources.

Military Buildings:

1. Guard tower: A special building that keeps information when scouted and acts as protection against small forces, upgrading it will offer improved info on spies and scouts.
2. Barracks: Upgrading barracks unlocks new unit types, improves training speed, and enhances the combat abilities of infantry.
3. Stables: Upgrading stables grants access to powerful mounted units, increases training efficiency, and enhances the speed and mobility of cavalry forces.
4. Armories: Upgrading armories unlocks new weapon technologies, improves crafting speed, and enhances the combat effectiveness of units.
5. Garages: Upgrading garages unlocks advanced vehicle designs, improves crafting efficiency, and enhances the performance and durability of vehicles.
6. Hangars: Upgrading hangars allows you to unlock advanced aircraft technologies, increase aircraft production speed, and improve the combat capabilities of the air force.

Special Buildings:

1. Faith hall: Upgrading faith halls unlocks new powers, increases their potency and duration, and expands tactical options in combat.
2. Shrines: Upgrading shrines grants additional passive bonuses, boosts the effectiveness of class abilities, and may provide unique benefits tied to the lore or nature of the class.
3. Towers: Upgrading towers improves their range, accuracy, and defensive capabilities, allowing you to detect and repel enemy attacks more effectively.

4. Labs: Upgrading labs unlocks cutting-edge upgrades, allows you to delve into forbidden knowledge, and provides access to unique abilities and units tied to your class.

Production Buildings:

1. Lumber Mills: Lumber mills are used to process and harvest wood from nearby forests more efficiently.
2. Water Pumps: Water pumps extract and purify water from natural sources such as lakes and rivers.
3. Smelters: Smelters refine raw metal ore into usable metal resources.
4. Banks: Banks serve as centers for economic activity, allowing you to store and manage your silver resources.
5. Reactors: Reactors harness the power of rare ores to generate energy for your base.

List of buildings by level:

Please note that each category has a different starting point and buildings will be unlocked according to when the category gets unlocked.

| Building | Category | Unlocked at Level |
|----------------|----------|-------------------|
| | | |
| Camp | Main | 1 |
| Shelter | Main | 1 |
| Workshop | Main | 3 |
| Farm | Main | 5 |
| Wall/Barricade | Main | 6 |
| Radio Tower | Main | 7 |
| Bunker | Main | 7 |

| | | |
|---------------------------------------|----------|----|
| Garage | Main | 11 |
| Laboratory | Main | 13 |
| Power Plant | Main | 15 |
| Hospital /Medical tent/shelter | Main | 12 |
| Market | Main | 19 |
| Guild Hall | Main | 21 |
| Government Building | Main | 23 |
| Library | Main | 25 |
| Museum | Main | 27 |
| Factory | Main | 29 |
| Warehouse | Main | 31 |
| Tavern | Main | 33 |
| Faith Hall | Main | 35 |
| Water Collector | Resource | 1 |
| Quarry | Resource | 2 |
| Solar Panel | Resource | 5 |
| Wind Turbine | Resource | 9 |
| Generator | Resource | 13 |
| Scavenger | Resource | 17 |

| | | |
|---------------------------|----------|----|
| Composter | Resource | 21 |
| Black smith | Resource | 7 |
| Mana store | Resource | 12 |
| Greenhouse | Resource | 25 |
| Incinerator | Resource | 29 |
| Distiller | Resource | 33 |
| Smelter | Resource | 35 |
| School | Utility | 1 |
| Club | Utility | 3 |
| Prison | Utility | 5 |
| Mall | Utility | 7 |
| Guard Tower | Military | 4 |
| Garrisons/Barracks | Military | 4 |
| Stables | Military | 5 |
| Armories | Military | 9 |
| Garages | Military | 13 |
| Hangars | Military | 17 |
| Faith hall | Special | 1 |
| Shrines | Special | 5 |

| | | |
|-------------------------|------------|----|
| Towers | Special | 9 |
| Labs | Special | 13 |
| Lumber Mills | Production | 1 |
| Water Pumps | Production | 5 |
| Smelters | Production | 9 |
| Banks | Production | 13 |
| Reactors | Production | 17 |
| Armory | Military | 21 |
| Training Grounds | Military | 25 |
| Airfield | Military | 29 |
| War Room | Special | 33 |
| Research Center | Special | 35 |

Breakdown of the level system:

Base Level:

Base level represents the overall progression and development of your base. It determines the maximum number of buildings you can construct and upgrade, the number of workers you can assign to buildings, and the storage capacity for resources.

To increase your base level, you need to construct and upgrade buildings within your base. Each building you build or upgrade grants you a certain amount of experience points (XP) that contribute to your base level.

As you increase your base level, you unlock new building options, allowing you to expand your base's capabilities and access advanced features. Higher base levels may also grant additional benefits such as increased resource production rates or reduced construction times.

Troop Level:

Troop level represents the individual skill and power of each unit in your army. It directly affects their combat abilities, including damage output, health, movement speed, and special abilities.

You can increase the troop level by training units in your barracks or stables. Each time you train a unit, it grants you a certain amount of XP that contributes to the unit's level.

Higher troop levels unlock new unit upgrades, allowing you to improve their combat effectiveness and unlock additional skills or abilities. Training units to higher levels is essential for tackling stronger opponents and conquering more challenging missions or territories.

Vehicle Level:

Vehicle level represents the proficiency and strength of individual vehicles in your arsenal. It affects their combat performance, durability, speed, and any specialized abilities they possess.

You can increase the vehicle level by crafting and upgrading vehicles in your garages or hangars. Each time you craft a vehicle, it provides you with XP that contributes to the vehicle's level.

Advancing your vehicle level unlocks access to advanced vehicle technologies, enabling you to construct more advanced and powerful vehicles. Higher vehicle levels offer improved combat capabilities and versatility on the battlefield.

Class Level:

Class level represents your proficiency and mastery of your chosen class. It directly impacts the effectiveness and power of your special class-specific powers and abilities.

You can increase your class level by utilizing your powers and abilities during combat or exploration. Each time you use a power or ability, it grants you a certain amount of XP that contributes to your class level.

Advancing your class level unlocks new abilities, improves the potency and duration of existing abilities, and may provide additional benefits or bonuses tied to your class. Higher class levels allow you to unleash devastating attacks or utilize powerful supportive abilities, giving you a significant advantage in battles and challenges.

Leveling up in each category is essential for overall progress in the game. By increasing your base level, troop level, vehicle level, and class level, you unlock new features, improve combat capabilities, gain access to advanced technologies, and enhance your strategic options. Balancing your focus on leveling across different aspects of the game will be crucial for achieving success and becoming a formidable force.

Resource Feature Breakdown:

Usage of Resources

1. Scavenging and Exploration: Players can send out expeditions or scavenging teams to explore the surrounding area in search of valuable resources like food, water, building materials, and rare items. The success of these missions could depend on factors such as the team's skills, equipment, and the level of danger in the area.
2. Dynamic Resource Depletion: Resources in the game world could be finite and gradually deplete over time, encouraging players to plan ahead and manage their usage carefully. This could create a sense of urgency and force players to adapt their strategies as certain resources become scarce or extinct.
3. Trade and Bartering: Players can establish trade routes with nearby settlements or adding wandering traders can be a vital aspect of resource management. Players can negotiate deals, exchange surplus resources for needed ones, or even engage in bartering to acquire rare or unique items. The availability of trade partners and the prices of goods can vary, adding an element of unpredictability to the economy.
4. Seasonal Variation: seasonal cycles that impact resource availability. For example, during winter, food production may decrease, and energy consumption for heating could increase. Players must plan accordingly, stockpiling resources and implementing measures to mitigate the effects of harsh seasons.
5. Population Dynamics: Manage the population growth and migration patterns of the city. As the population expands, resource demands increase, putting strain on supplies. Balancing birth rates, immigration, and resource production becomes crucial to ensure the survival and well-being of the community.
6. Technology Research: A tech tree is something that allows players to research and unlock new technologies related to resource management. Advancements could include more efficient farming methods, renewable energy sources, improved water filtration systems, and resource recycling, among others. Technological progress can significantly impact the city's resource management capabilities.
7. Hazard Management: adding natural disasters and other hazards that require players to allocate resources and develop contingency plans. Events like earthquakes, floods, or disease outbreaks can damage infrastructure, disrupt resource production, and create additional challenges that players must overcome.

8. **Morale and Happiness:** implementing a morale or happiness system that influences resource management. The overall well-being of citizens could impact their productivity and resource consumption. Players must balance resource allocation to fulfil the needs of the population and maintain high morale, as unhappy citizens may protest, emigrate, or even rebel.

Evolution of resources:

Resources can deplete, evolve, refine and become a source of trade or a means of exploration.

1. **Resource Evolution:** As time progresses in the game, certain resources can evolve or become more refined. For example, players might start with basic ores that can be mined, but as civilization advances, they can discover new techniques and technologies to extract and refine higher-quality metals. This evolution could unlock more advanced buildings, technologies, and production chains.
2. **Resource Scarcity and Discoveries:** Over time, certain resources could become scarce or depleted, mirroring the progression of a restarting civilization. However, players may also have the chance to make significant resource discoveries by exploring new areas or investing in research. These discoveries could introduce previously unknown resources or reveal hidden deposits, providing a temporary influx of valuable materials.
3. **Technological Ages:** Implementing a system where civilization progresses through different technological ages, such as Stone Age, Bronze Age, Iron Age, Industrial Age, and so on. Each age could unlock new resources, technologies, and building options. Players would need to adapt their resource management strategies to match the requirements and opportunities of each age.
4. **Cultural Advancements:** Alongside technological progress, players can guide the cultural development of their civilization. Cultural advancements can provide unique benefits, such as improved resource gathering, increased production efficiency, or enhanced trade relations. Players can invest in cultural buildings, monuments, or research to unlock these advancements.
5. **Resource Conversion and Recycling:** Introduce mechanisms for resource conversion and recycling to optimize resource usage. For example, players could build smelting facilities to convert low-quality metals into higher-quality ones, or recycling centers to extract valuable materials from waste. This encourages players to manage their resources wisely and find innovative ways to minimize waste.
6. **Dynamic Climate and Resource Distribution:** Implementing a dynamic climate system that affects the availability and distribution of resources. For instance, as

the game progresses, climate change could cause certain regions to become inhospitable, leading to the migration of resources and the need for exploration to find new resource-rich areas. (this climate system is not like the one mentioned before in this system the land may become uninhabitable)

7. Research and Development: Allowing players to invest in research and development to unlock new technologies and resource management methods. This could involve establishing research facilities, allocating resources to specific research projects, and gaining access to advanced resource extraction techniques, sustainable practices, or alternative energy sources.
8. Environmental Impact: Emphasizing the environmental impact of resource extraction and consumption. Players may face consequences, such as resource depletion, pollution, or habitat destruction, which can negatively affect the well-being of the city and surrounding areas. Encourage players to implement sustainable practices, such as renewable energy sources, resource conservation, and environmental restoration projects.

Early Resources:

List of Resources present in the game:

Commonly Used Resources: In the game, various resources that are commonly used for city-building and survival. These could include food, water, wood, stone, ore, metals (such as bronze, iron, and steel), fuel, textiles, medicine, and rare materials like gems or magical artefacts. Each resource could serve specific purposes, such as food for feeding the population, wood for construction and fuel, metals for crafting weapons and tools, and so on.

Resources:

1. **Food:** Sustains the population and provides energy for labour and growth.
 - **Usage:** Players must allocate food resources to feed the population, maintain morale, and support the growth of heroes and their armies. Farms, hunting grounds, and fishing docks are used to produce food.
2. **Water:** Essential for survival and hygiene.
 - **Usage:** Players need to ensure a stable water supply for the population, agriculture, and industrial processes. Wells, reservoirs, and advanced water filtration systems can be constructed to provide clean water.
3. **Wood:** Used for construction, fuel, and crafting.
 - **Usage:** Wood is required for building structures, crafting equipment, and providing fuel for heating and cooking. Players can allocate resources for logging camps, tree plantations, and woodworking facilities.
4. **Stone:** Essential for construction and infrastructure.
 - **Usage:** Stones are used for building structures, roads, and fortifications. Quarrying and stone-cutting facilities can be established to provide a steady supply of stone.
5. **Ore:** Raw materials for metal production.

- **Usage:** Ore is extracted from mines and allocated to smelting facilities. Miners and mining expeditions play a crucial role in uncovering new ore deposits and ensuring a steady supply.
- 6. **Metals:** Used for crafting weapons, armour, and advanced machinery.
 - **Usage:** Metals obtained from smelting facilities are utilized for crafting advanced equipment, weapons, and machinery. Blacksmiths and metalworking workshops play a key role in producing high-quality metal goods.
- 7. **Mana Crystals:** Magical energy source.
 - **Usage:** Mana crystals are a rare and valuable resource used for magical research, enchantments, and spellcasting. Heroes like magic users can focus on enhancing their production and utilization.
- 8. **Other Resources after Level up or new ages:** Fuel, textiles, medicine, gems, and rare materials can also play important roles in the game. Players must allocate resources for fuel production, textile mills, medicinal herb gardens, and mining operations to obtain these unique materials.

Heroes and Resources:

Heroes and Abilities:

1. Aurelia Nightfang Shadowblade

- **Class:** Assassin
- **Resource Focus:** Rare Materials and Espionage
- **Role:** Aurelia is a master of stealth and assassination, adept at gathering vital intelligence and acquiring rare materials for the city's survival.
- **Resource Buff (Shadow's Bounty):** Aurelia's skills enable her to locate hidden caches of rare materials and secure valuable resources for the city's development.
- **Crafting Buff (Shadow Veil):** Aurelia's mastery of stealth allows her to craft specialized equipment and traps, providing espionage advantages and enhancing the city's defenses.
- **Military Buff (Assassin's Guild):** As Aurelia levels up, she unlocks the ability to train and command a group of deadly assassins, specialised in covert operations and eliminating high-value targets.

2. Maxima Ironsight

- **Class:** Elite Sniper

- **Resource Focus:** Long-range Reconnaissance and Marksmanship
- **Role:** Maxima is an expert marksman and scout, providing crucial intelligence and eliminating threats from a distance.
- **Resource Buff (Sharpshooter's Eye):** Maxima's unrivalled marksmanship improves the effectiveness of sniper units and enhances long-range reconnaissance, expanding the city's knowledge of the wasteland.
- **Crafting Buff (Precision Arsenal):** Maxima's expertise in weapon customization allows him to craft specialised sniper rifles and ammunition, providing significant combat advantages to snipers and enhancing their lethality.
- **Military Buff (Sniper Corps):** As Maxima gains experience, she unlocks the ability to recruit and train a specialised Sniper Corps, capable of taking down high-value targets and providing long-range support on the battlefield.

3. Elysia rootworthy

- **Class:** Nature's Sentinel (Druid)
- **Resource Focus:** Food and Agriculture
- **Role:** Elysia is a druidic healer and protector of nature, ensuring sustainable food production and utilising nature's power to defend the city.
- **Resource Buff (Bountiful Harvest):** Elysia's connection with nature enhances crop yields and introduces new plant-based resources, sustaining the population even in harsh conditions.
- **Crafting Buff (Herbal Remedies):** Elysia's knowledge of medicinal herbs allows her to craft potent potions and remedies, providing healing benefits to heroes and units.
- **Military Buff (Nature's Guardians):** As Elysia advances in her abilities, she gains the ability to summon and command Nature's Guardians, a group of powerful woodland creatures that provide support and protect the city from threats.

4. Valkan Firefly

- **Class:** Pyromancer
- **Resource Focus:** Fuel and Fire Manipulation
- **Role:** Valkan wields the destructive power of fire, controlling fuel production and utilising flames to safeguard the city and its resources.
- **Resource Buff (Inferno Mastery):** Valkan's fire manipulation skills improve fuel production and utilisation efficiency, providing a stable source of energy for the city.

- **Crafting Buff (Flameforged Arsenal):** Valkan's mastery over fire allows him to forge powerful weapons imbued with flame, providing significant combat advantages to heroes and units.
- **Military Buff (Fireborne Legion):** As Valkan progresses, he gains the ability to lead the Fireborne Legion, a group of elite warriors who harness the power of fire in combat, unleashing devastating attacks upon their enemies.

5. Serena Stormrider

- **Class:** Weather Mage
- **Role:** Serena is a weather manipulator, controlling the water cycle and protecting the city from droughts and devastating storms.
- **Resource Buff (Aquifer Mastery):** Serena's abilities optimise water collection and purification, ensuring a stable and clean water supply for the population and agricultural needs.
- **Crafting Buff (Tempest's Embrace):** Serena's mastery over weather patterns allows her to infuse items with elemental powers, granting unique bonuses to heroes and units.
- **Military Buff (Stormguard Battalion):** As Serena grows in power, she can assemble and lead the Stormguard Battalion, a formidable force skilled in water-based combat and capable of summoning storms to decimate enemy forces.

6. General Magnus Ironside

- **Class:** Force Commander
- **Resource Focus:** Military Strategy and Training
- **Role:** General Magnus is a seasoned leader, organising the city's defences and training a disciplined army to protect against external threats.

- **Resource Buff (Combat Efficiency):** General Magnus's military expertise maximises resource allocation for training and equipping soldiers, increasing combat effectiveness.
- **Combat Buff (Tactical Mastery):** General Magnus's strategic brilliance boosts the combat capabilities of archers, infantry, and cavalry units, providing tactical advantages on the battlefield.
- **Training Buff (War Academy):** General Magnus's leadership and experience allow him to train elite soldiers, including archers, assassins, wizards, and specialised military units, further strengthening the city's defences.
- **Unlockable Troops:** As General Magnus advances, he gains the ability to unlock and command new types of warriors and troops, such as heavily armoured knights, powerful wizards, or siege specialists, providing a diverse and versatile army to defend the city.

7. Lyra Manafuse

- **Class:** Enchantress
- **Resource Focus:** Mana Crystals and Spellcasting
- **Role:** Lyra is a master of arcane arts, harnessing the power of mana crystals to protect the city and unleash devastating magical spells.
- **Resource Buff (Arcane Resonance):** Lyra's presence amplifies the production of mana crystals, increasing the city's magical energy reserves.
- **Crafting Buff (Enchantment Forge):** Lyra's enchanting abilities allow her to infuse weapons, armour, and artefacts with powerful magical properties, providing significant combat advantages to heroes and units.
- **Military Buff (Order of Arcanum):** As Lyra's magical prowess grows, she establishes the Order of Arcanum, a group of skilled spellcasters who specialize in offensive and defensive magic, bolstering the city's magical forces.

8. Roderick Ironside

- **Class:** Engineer
- **Resource Focus:** Stone and Siege Weapons
- **Role:** Roderick is a skilled engineer specializing in constructing siege weapons and fortifications to defend the city and expand its influence.

- **Resource Buff (Stonework Expertise):** Roderick's knowledge of stonework enhances the production and efficiency of stone-based structures and fortifications.
- **Crafting Buff (Siege Arsenal):** Roderick's engineering skills allow him to craft powerful siege weapons and defensive structures, providing significant advantages in city defense and expansion.
- **Military Buff (Iron Legion):** Roderick forms the Iron Legion, a formidable force equipped with heavy siege weapons, capable of breaching enemy defenses and conducting large-scale assaults.

Heroes and early buff table:

| Hero | Level | Resource Buff | Crafting Buff | Military Buff |
|---------|-------|---------------------|---------------------------|-------------------------|
| Aurelia | 7 | +15% Rare Materials | +10% Espionage | +5% Assassin's Guild |
| Maxima | 7 | +10% Reconnaissance | +15% Marksmanship | +5% Sniper Corps |
| Elysia | 7 | +10% Food | +5% Herbal Remedies | +15% Nature's Guardians |
| Valkan | 7 | +5% Fuel | +10% Flame forged Arsenal | +15% Fire borne Legion |

| | | | | |
|----------|---|-----------------------|-------------------------|----------------------------|
| Serena | 7 | +5% Water | +15% Tempest's Embrace | +10% Storm guard Battalion |
| Magnus | 7 | +5% Military Strategy | +5% Training Efficiency | +15% Unlockable Troops |
| Lyra | 7 | +5% Mana Crystals | +15% Enchantment Forge | +10% Order of Arcanum |
| Roderick | 7 | +10% Stone | +10% Siege Arsenal | +5% Iron Legion |

The values mentioned are the starting buffs for each hero at level 7 which is the level 1 of the heroes. As the heroes' progress and level up in the game, these buffs can increase or be enhanced accordingly.

Class: Assassin (Aurelia Nightfang Shadowblade)

| | | | | | |
|----------|-----|--------|---------------------|-----------|-----------|
| ing Name | ory | ked at | id ng/Technology | k tion | Abilities |
|----------|-----|--------|---------------------|-----------|-----------|

Hall

| | | | | | |
|-----------|-------|-----------|---------|------------------------------|--|
| Collector | ction | .evel 2) | Level 2 | irce Buffs r) | |
| les | ction | .evel 3) | Level 3 | irce Buffs e) | |
| smith | ction | .evel 4) | Level 4 | ng Buffs ow Veil) | |
| Panel | ction | .evel 5) | Level 5 | y Buffs Power) | |
| Turbine | ction | .evel 6) | Level 6 | y Buffs Power) | |
| nger | ction | .evel 7) | Level 7 | irce Buffs enging ncy) | |
| oster | ction | .evel 8) | Level 8 | irce Buffs ost ction) | |
| house | ction | .evel 9) | Level 9 | irce Buffs Growth and | |
| 'ies | y | .evel 10) | Level | y Buffs ssin's Guild) | t Operations, alue Target iation |

Class: Elite Sniper (Maxima Ironsight)

| Name | Location | Technology | Level | Abilities |
|-----------|----------|------------|---------|---------------------|
| II | | | | |
| Collector | on | el 2) | Level 2 | Buff |
| | on | el 3) | Level 3 | Buff |
| ith | on | el 4) | Level 4 | Buff (n Arsenal) |
| nel | on | el 5) | Level 5 | buffs (Solar |
| bine | on | el 6) | Level 6 | buffs (Wind |
| er | on | el 7) | Level 7 | Buff ging y) |
| ter | on | el 8) | Level 8 | Buff it on) |
| use | on | el 9) | Level 9 | Buff owth and |

| | | | | |
|-----------|-----------|----------|--------------|------------------------------------|
| ing Range | Level 10) | Level 10 | 3uffs Corps) | age issance, ue Target on |
|-----------|-----------|----------|--------------|------------------------------------|

Class: Druid (Elysia Rootworthy)

| ing Name | jory | oked at | ed ing/Technology | ok ition | Abilities |
|----------|------|---------|----------------------|-------------|-----------|
| Hall | | | | | |

| | | | | |
|-----------|-------|----------|-----------|-------------------------|
| Collector | ction | Level 2) | n Level 2 | urce Buffs r) |
| ies | ction | Level 3) | n Level 3 | urce Buffs e) |
| smith | ction | Level 4) | n Level 4 | ng Buffs al dies) |
| Panel | ction | Level 5) | n Level 5 | gy Buffs r Power) |
| Turbine | ction | Level 6) | n Level 6 | gy Buffs l Power) |

| | | | | | |
|----------|--------|-----------|------------|-------------------------------|-----------------------------|
| anger | action | Level 7) | h Level 7 | urce Buffs enging ency) | |
| oster | action | Level 8) | h Level 8 | urce Buffs post action) | |
| house | action | Level 9) | h Level 9 | urce Buffs Growth ield) | |
| 's Grove | ry | Level 10) | h Level 10 | ry Buffs re's dians) | ng, non lland ures |

Class: Pyromancer (Valkan Firefly)

| Name | y | d at | /Technology | on | ilities |
|----------|-----|--------|-------------|----------|---------|
| ill | | | | | |
| ollector | ion | rel 2) | evel 2 | ie Buffs | |
| s | ion | rel 3) | evel 3 | ie Buffs | |

| | | | | | |
|---------|-----|---------|----------|------------------------|-------------------------|
| With | ion | rel 4) | level 4 | 3 Buffs oraged | |
| Intel | ion | rel 5) | level 5 | 3uffs (Solar | |
| rbine | ion | rel 6) | level 6 | 3uffs (Wind | |
| per | ion | rel 7) | level 7 | 3e Buffs ging y) | |
| ter | ion | rel 8) | level 8 | 3e Buffs st ion) | |
| ouse | ion | rel 9) | level 9 | 3e Buffs rowth and | |
| ancer's | | rel 10) | level 10 | 3uffs ne Legion) | ipulation, ed Combat |

Class: Weather Mage (Serena Stormrider)

| Name | y | d at | /Technology | on | 3uffs | ilities |
|------|---|------|-------------|----|-------|---------|
| ill | | | | | | |

| | | | | |
|-----------|-----|---------|----------|--|
| | | | | |
| Collector | ion | rel 2) | level 2 | ie Buffs |
| s | ion | rel 3) | level 3 | ie Buffs |
| lith | ion | rel 4) | level 4 | Buffs st's Embrace) |
| inel | ion | rel 5) | level 5 | Buffs (Solar |
| rbine | ion | rel 6) | level 6 | Buffs (Wind |
| ger | ion | rel 7) | level 7 | ie Buffs ging y) |
| ter | ion | rel 8) | level 8 | ie Buffs st Production) |
| ouse | ion | rel 9) | level 9 | ie Buffs (Crop and Yield) |
| Control | | rel 10) | level 10 | Buffs ardens) ation, ased Attacks ense |
| | | | | |

Class: Force Commander (General Magnus Ironside)

| ing Name | ory | ked at | ed ng/Technology | k tion | Abilities |
|-----------|-------|--------|------------------|----------|---|
| Hall | | | | | |
| Collector | ction | | .level 2) | Level 2 | irce Buffs r) |
| ies | ction | | .level 3) | Level 3 | irce Buffs e) |
| smith | ction | | .level 4) | Level 4 | ng Buffs Arsenal) |
| Panel | ction | | .level 5) | Level 5 | y Buffs Power) |
| Turbine | ction | | .level 6) | Level 6 | y Buffs Power) |
| nger | ction | | .level 7) | Level 7 | irce Buffs enging ncy) |
| oster | ction | | .level 8) | Level 8 | irce Buffs ost ction) |
| house | ction | | .level 9) | Level 9 | irce Buffs Growth and |
| hall | al | | .level 10) | Level 10 | k Divine s, Enhance es Powers, al Support |

| | | | | | |
|---------|-----------|----------|---------------------------|---------------------------|---------------------------|
| Academy | Level 11) | Level 11 | Level 11 Buffs (Level 11) | Level 11 Buffs (Level 11) | Level 11 Buffs (Level 11) |
|---------|-----------|----------|---------------------------|---------------------------|---------------------------|

Enchantress (Lyra Manafuse)

| Name | Level | Level | Level | Level | Level |
|-------------|-----------|----------|----------|----------|----------|
| Enchantress | Level 11) | Level 11 | Level 11 | Level 11 | Level 11 |
| Collector | Level 2) | Level 2 | Level 2 | Level 2 | Level 2 |
| Collector | Level 3) | Level 3 | Level 3 | Level 3 | Level 3 |
| Collector | Level 4) | Level 4 | Level 4 | Level 4 | Level 4 |
| Collector | Level 5) | Level 5 | Level 5 | Level 5 | Level 5 |
| Collector | Level 6) | Level 6 | Level 6 | Level 6 | Level 6 |
| Collector | Level 7) | Level 7 | Level 7 | Level 7 | Level 7 |
| Collector | Level 8) | Level 8 | Level 8 | Level 8 | Level 8 |

| | | | | |
|------------|-------|-----------|----------|--|
| nger | ction | Level 7) | Level 7 | orce Buffs nging ncy) |
| oster | ction | Level 8) | Level 8 | orce Buffs ost ction) |
| house | ction | Level 9) | Level 9 | orce Buffs Growth and |
| Workshop | il | Level 10) | Level 10 | Advanced Weapons, ce Abilities ced Siege ons, cation ise |
| gion ks | y | Level 11) | Level 11 | y Buffs egion) gion, Siege s |

Hero buildings and powers:

1. **Research Institute:** A dedicated facility where players can conduct research to unlock advanced technologies, upgrade troops, and enhance various aspects of their city's infrastructure and military capabilities. Research projects could include advancements in weapons, armor, tactics, and resource management.
2. **Assassin's Guild:** A building where players can train and deploy assassins for covert operations, gathering intelligence, sabotage, and assassinations during PvP wars. Upgrading the Assassin's Guild unlocks new assassination techniques, equipment, and stealth enhancements.
3. **Sniper's Nest:** A specialized building where players can train and station elite snipers. Snipers excel at long-range reconnaissance, eliminating key targets, and providing valuable intel during PvP wars. Upgrading the Sniper's Nest enhances sniper training, unlocks new sniper units, and improves their accuracy and range.

4. **Druid's Grove:** This building serves as a sanctuary for nature-based classes, such as Druids or Nature Sentinels. It allows players to research and harness the power of nature for defensive and offensive purposes during PvP wars. Upgrades to the Druid's Grove unlock powerful nature-based spells, summoning abilities, and defensive structures.
5. **Pyromancer's Forge:** A specialized building where players can research and develop fire-based spells, explosives, and weapons. Upgrading the Pyromancer's Forge unlocks new destructive abilities, fire-based siege weapons, and enhancements for fire-based units during PvP wars.
6. **Weather Control Center:** This building allows players to research and manipulate weather patterns to gain an advantage during PvP wars. Players can unleash storms, create fog, or control temperature to hinder enemy visibility or disrupt their strategies. Upgrades to the Weather Control Center unlock more powerful weather manipulation abilities.
7. **War Academy:** A crucial building where players can train and upgrade their troops across different classes, including archers, assassins, wizards, and specialized military units. Upgrading the War Academy improves training efficiency, unlocks new unit types, and provides various combat bonuses during PvP wars.
8. **Arcane Sanctum:** A mystical building dedicated to arcane research and spellcasting. Players can research and unlock powerful spells, enchantments, and magical artifacts to support their troops and influence the outcome of PvP wars. Upgrading the Arcane Sanctum enhances magical abilities, unlocks new spells, and provides defensive enchantments for the city.
9. **Siege Workshop:** A building focused on the research and production of siege weapons and fortifications. Players can develop advanced siege technologies, construct formidable defensive structures, and upgrade their siege units for PvP wars. Upgrades to the Siege Workshop unlock more powerful siege weapons and defensive upgrades.
10. **Tactical Command Center:** This building serves as the central hub for military strategy and coordination during PvP wars. Players can plan attacks, coordinate defenses, and strategize with their allies. Upgrading the Tactical Command Center unlocks new tactical formations, battlefield intelligence gathering capabilities, and strategic bonuses.

These buildings and their associated research projects and upgrades would provide players with a diverse range of options to enhance their PvP war capabilities and strengthen their city's defense and offensive abilities.

Updated Heroes and Base Tables

Table 1: Base Level, Player Level, XP Calculation, Unlocked Abilities, Unlocked Buildings, Research/Build Focus

| Base Level | Player Level | XP Calculation | Unlocked Abilities | Unlocked Buildings | Research/Build Focus |
|------------|--------------|----------------|-------------------------------------|---|---|
| 1 | 1 | 0 XP | Camp | Camp | Basic base establishment, water collection, education |
| 3 | 2 | 500 XP | Workshop | Workshop | Crafting and equipment development |
| 4 | 3 | 1,000 XP | Guard Tower, Garrisons/Barracks | Guard Tower, Garrisons/Barracks | Base defense, military training |
| 5 | 4 | 2,500 XP | Farm, Shelter, Stables, Water Pumps | Farm, Shelter, Stables, Water Pumps | Food production, shelter construction, mount training |
| 6 | 5 | 5,000 XP | Wall/Barricade | Wall/Barricade | Base defense enhancements |
| 7 | 6 | 10,000 XP | Assassin's Guild, Sniper's Nest | Research Institute, Assassin's Guild, Sniper's Nest | Covert operations, long-range reconnaissance |

| | | | | | |
|----|----|------------|---|---|--|
| 9 | 7 | 20,000 XP | Armories, Wind Turbine, Smelters | Armories, Wind Turbine, Smelters | Advanced weapons storage, renewable energy, refining |
| 11 | 8 | 30,000 XP | Garage, Lumber Mills | Garage, Lumber Mills | Vehicle maintenance, wood production |
| 12 | 9 | 40,000 XP | Hospital/Medical tent/shelter, Mana Store | Hospital/Medical tent/shelter, Mana Store | Medical facilities, mana storage and utilization |
| 13 | 10 | 50,000 XP | Laboratory, Blacksmith, Hangars | Laboratory, Blacksmith, Hangars | Advanced research, weapon forging, aircraft hangars |
| 15 | 11 | 75,000 XP | Power Plant | Power Plant | Electricity generation and distribution |
| 17 | 12 | 100,000 XP | Scavenger, Reactors | Scavenger, Reactors | Resource scavenging, advanced power generation |
| 19 | 13 | 150,000 XP | Market | Market | Trade and resource exchange |
| 21 | 14 | 200,000 XP | Communications Tower | Communications Tower | Improved communication and intelligence gathering |

| | | | | | |
|----|----|--------------|-----------------------------|-----------------------------|---|
| 23 | 15 | 300,000 XP | Radio Station, Trade Hub | Radio Station, Trade Hub | Broadcasting information, enhanced trade opportunities |
| 25 | 16 | 400,000 XP | Tavern, Club | Tavern, Club | Recreational and social facilities |
| 27 | 17 | 500,000 XP | Faith Hall, Research Center | Faith Hall, Research Center | Religious activities, advanced research and technology |
| 29 | 18 | 750,000 XP | Greenhouse, Mage Tower | Greenhouse, Mage Tower | Advanced food production, magical research and training |
| 31 | 19 | 1,000,000 XP | Trade Hub, Radio Station | Trade Hub, Radio Station | Enhanced trade opportunities, information broadcasting |
| 33 | 20 | 1,500,000 XP | Tavern, Club | Tavern, Club | Recreational and social facilities |
| 35 | 21 | 2,000,000 XP | Faith Hall, Research Center | Faith Hall, Research Center | Religious activities, advanced research and technology |
| 37 | 22 | 3,000,000 XP | Greenhouse, Mage Tower | Greenhouse, Mage Tower | Advanced food production, magical |

| | | | | | |
|--|--|--|--|--|-----------------------|
| | | | | | research and training |
|--|--|--|--|--|-----------------------|

Table 2: Troops, Vehicles, Heroes, Hero Buildings, Hero Buffs, Class Abilities

| Play er Leve l | Troops | Vehicles | Heroes | Hero Building s | Hero Buffs | Class Abilities |
|-------------------------|-----------|-------------------|--------|-----------------------|------------|--------------------|
| 1 | Survivors | Basic Vehicles | | | | |

| | | | | | | |
|----|--------------------|--|---------------------------------|--|--|--|
| 3 | Mechanics | Upgraded Vehicles | | | | |
| 4 | Infantry | Armored Vehicles | | | | |
| 5 | Cavalry | Scout Vehicles | | | | |
| 6 | Ranged Infantry | Off-road Vehicles | | | | |
| 7 | Assassins, Snipers | Reconnaissance Vehicles, Aurelia Nightfang, Maxima Ironsight | Assassin's Guild, Sniper's Nest | Military Buffs (Assassin's Guild), Military Buffs (Sniper Corps) | Covert Operations, High-Value Target Elimination, Long-range Reconnaissance, High-Value Target Elimination | |
| 9 | Special Forces | Light Tanks | | | | |
| 11 | Heavy Infantry | Armored Fighting Vehicles | | | | |
| 12 | Medics | Ambulance | | | | |
| 13 | Engineers | Helicopters | | | | |
| 15 | Snipers | APCs (Armored | | | | |

| | | | | | | |
|----|---------------------|---------------------------------|-----------------------------------|------------------------|---|--|
| | | Personnel Carriers) | | | | |
| 17 | Demolition Experts | Artillery Vehicles | | | | |
| 19 | Commandos | Supply Trucks | | | | |
| 21 | Heavy Infantry | Main Battle Tanks | | | | |
| 23 | Missile Specialists | Elite Sniper (Maxima Ironsight) | Radio Station, Trade Hub | Media Buff, Trade Buff | Long-range Reconnaissance, High-Value Target Elimination, Enhanced Trade Opportunities, High-Value Target Elimination | |
| 25 | Nature's Sentinels | Food Production Vehicles | Elysia Rootworthy, Valkan Firefly | Tavern, Club | Social Buff, Social Buff | Nature's Blessing, Herbal Remedies, Resource Gathering, Rapid Construction |

| | | | | | | |
|----|----------------------|------------------------------------|--|-----------------------------|---------------------------|---|
| 27 | Pyromancers | Fuel Production Vehicles | Serena Stormrider, General Magnus Ironside | Faith Hall, Research Center | Faith Buff, Research Buff | Divine Favor, Advanced Research, Master Strategist, Defensive Tactics |
| 29 | Arcane Enchantresses | Mana Crystal Refinery | Lyra Manafuse, Roderick Ironside | Greenhouse, Mage Tower | Nature Buff, Magic Buff | Nature's Embrace, Mana Infusion, Elemental Mastery, Mana Shield, Enhanced Agriculture, Enchanted Weapons |
| 31 | Elite Snipers | Long-range Reconnaissance Vehicles | Aurelia Nightfang, Maxima Ironsight | Trade Hub, Radio Station | Trade Buff, Media Buff | Covert Operations, High-Value Target Elimination, Enhanced Trade Opportunities, High-Value Target Elimination |

| | | | | | | |
|----|----------------------|--------------------------|--|-----------------------------|---------------------------|--|
| 33 | Nature's Sentinels | Food Production Vehicles | Elysia Rootworthy, Valkan Firefly | Tavern, Club | Social Buff, Social Buff | Nature's Blessing, Herbal Remedies, Resource Gathering, Rapid Construction |
| 35 | Pyromancers | Fuel Production Vehicles | Serena Stormrider, General Magnus Ironside | Faith Hall, Research Center | Faith Buff, Research Buff | Divine Favor, Advanced Research, Master Strategist, Defensive Tactics |
| 37 | Arcane Enchantresses | Mana Crystal Refinery | Lyra Manafuse, Roderick Ironside | Greenhouse, Mage Tower | Nature Buff, Magic Buff | Nature's Embrace, Mana Infusion, Elemental Mastery, Mana Shield, Enhanced Agriculture, Enchanted Weapons |

Early Camp Levels and Updates:

This is a list of buildings and features unlocking per camp level and its update this information is subject to updates.

Camp or HQ:

Camp Level 1-5:

- Basic Tents: Provides shelter for a small number of survivors.
- Gathering Area: Allows survivors to gather basic resources like food, water, and wood.
- Campfire: Provides warmth and a gathering spot for survivors to socialize and share stories.
- Medical Tent(Shelter): Provides basic medical care and healing for injured survivors.

Camp Level 5-10:

- Upgraded Tents: Improved shelters with better insulation and durability.
- Hunting Grounds: Unlocks hunting activities to gather additional food resources.
- Water Purification Station: Enables more efficient water purification for clean drinking water.
- Workshop: Basic facility for crafting simple tools and equipment.

Camp Level 10-15:

- Barracks: Provides improved sleeping quarters for survivors, boosting morale and rest.
- Farming Area: Unlocks farming activities to cultivate crops for sustainable food production.
- Resource Storage: Increases storage capacity for gathered resources.
- Training Grounds: Allows basic combat training for survivors to defend the camp.

Camp Level 15-20:

- Housing Complex: Spacious and comfortable housing for survivors, improving overall living conditions.
- Advanced Workshop: Upgraded facility for crafting more complex tools, weapons, and equipment.
- Infirmary: Provides better medical care and treatment for injured survivors.
- Guard Tower: Enhances camp security with a lookout tower for increased visibility and defense.

Camp Level 20-25:

- Advanced Barracks: Further improves sleeping quarters and amenities for survivors, boosting morale and rest even more.
- Advanced Farming Area: Advanced farming techniques increase crop yields for improved food production.
- Resource Stockpile: Expands storage capacity for larger quantities of resources.
- Armory: Establishes an armory for storing and distributing weapons and armor to trained survivors.

Resources:

This is a breakdown of each resource and features it will unlock per level information is subject to update

Food:

- Level 1: Basic foraging and hunting activities.
- Level 5: Introduction of farming for sustainable food production.
- Level 10: Advanced farming techniques and increased crop yields (+10% food production).
- Level 15: Efficient food storage and preservation methods (+20% food production).
- Level 25: Well-established farming area with maximum food production (+30% food production).

Water:

- Level 1: Basic water collection from nearby sources.
- Level 10: Introduction of water purification systems (+10% water production).

- Level 15: Improved water filtration and increased collection efficiency (+20% water production).
- Level 20: Rainwater harvesting and advanced purification methods (+30% water production).
- Level 25: High-capacity water purification station with maximum water production (+40% water production).

Wood:

- Level 1: Basic wood gathering from forests and salvage.
- Level 5: Improved tools and techniques for increased wood collection (+10% wood production).
- Level 10: Efficient wood storage and processing methods (+20% wood production).
- Level 20: Advanced logging techniques and machinery (+30% wood production).
- Level 25: Highly organized wood production area with maximum wood production (+40% wood production).

Stone:

- Level 1: Basic stone collection from quarries and dismantling structures.
- Level 5: Introduction of improved quarrying methods (+10% stone production).
- Level 12: Advanced quarrying techniques and machinery (+20% stone production).
- Level 20: Increased stone storage capacity and extraction efficiency (+30% stone production).
- Level 25: Large-scale quarry operations with maximum stone production (+40% stone production).

Metal:

- Level 1: Basic salvage and trading for metal resources.
- Level 10: Introduction of metal scavenging and increased trading opportunities (+10% metal production).
- Level 15: Advanced metal extraction methods and improved trade networks (+20% metal production).

- Level 20: Specialized metal workshops for crafting and recycling (+30% metal production).
- Level 25: Well-established metal acquisition and trading operations with maximum metal production (+40% metal production).

Rare Materials:

- Level 7: Occasional discovery of rare materials through expeditions.
- Level 12: Increased chance of finding rare materials and enhanced expedition capabilities (+10% rare materials production).
- Level 16: Advanced scouting and exploration techniques for increased rare material discoveries (+20% rare materials production).
- Level 22: Specialized teams and equipment for expeditions focused on rare materials (+30% rare materials production).
- Level 25: Comprehensive and efficient rare material acquisition with maximum production (+40% rare materials production).

Camp System:

This explains how to camp system functions adding each information per upgrade.

Buildings:

Tents:

Level 1: Basic shelters for survivors.

Level 5: Upgraded tents with improved insulation and durability.

Level 10: Reinforced tents with additional space and comfort.

Level 15: Advanced modular housing for better living conditions.

Level 20: Spacious and well-equipped housing complex.

Gathering Hut:

Level 5: Allows basic resource gathering.

Level 10: Increased gathering efficiency (+10% resource yield).

Level 15: Advanced tools and techniques for improved gathering (+20% resource yield).

Level 20: Specialized areas for different resource types (+30% resource yield).

Level 25: State-of-the-art facility with maximum resource yield (+40% resource yield).

Campfire:

Level 1: Basic campfire for warmth and light.

Level 10: Increased radius and morale boost.

Level 12: Cooking capabilities for improved food quality and morale.

Level 17: Gathering spot for storytelling and increased morale boost.

Level 20: Central meeting point with entertainment options and maximum morale boost.

Medical Tent/shelter:

Level 1: Basic medical care and healing.

Level 5: Improved healing speed (+10% faster healing).

Level 12: Additional capacity for treating more injured survivors.

Level 17: Advanced medical equipment and techniques (+20% faster healing).

Level 25: Fully equipped infirmary with maximum healing capacity.

Extra information:

In this game, each player can have a legendary hero with a specific class, such as an assassin. After winning a fight, players have the opportunity to recruit an army of that class such as assassins. However, players need to be at a certain level to be able to recruit the army.

If a player's legendary hero is an assassin, they will have an advantage in fighting and recruiting the assassin army because of a buff. Each legendary hero class will have unique bonuses related to resources, crafting, and military skills, specifically tailored to that class.

As players progress and reach higher levels, they can choose to be more than one class. Eventually, when a player reaches a very high level, close to the maximum level, their hero can combine up to eight classes, with four main classes. One class will always remain the main class, while the others will be secondary and not as powerful. They will grant some abilities but not buffs.

In this game concept, there would be a specialized army for each class. For example, let's consider the assassin class. Players would have the opportunity to recruit a unique army called "assno" after winning a fight. However, in order to recruit them, players would need to reach a certain level.

Here's where it gets interesting: if a player's legendary hero belongs to the assassin class, recruiting the "assno" army becomes easier. The player would have a buff specifically designed to enhance their ability to fight and recruit assassins. This means

that players who chose the assassin class as their main class will have an advantage when it comes to working with the "assno" army.

Additionally, each legendary hero class would have its own set of buffs that cater to different aspects of the game. These buffs would include resource bonuses, crafting advantages, and military strategies. The military buffs, in particular, would be tailored to each specific class, making them even more effective in battle.

As players progress and reach higher levels, they would have the opportunity to choose multiple classes. For instance, when a player reaches a very high level, close to the maximum, their hero can be a combination of up to 8 different classes, with 4 main classes. However, even though players can have multiple classes, one class will always be designated as the main class.

It's important to note that the non-main classes a player chooses would be comparatively weaker and would grant only certain abilities rather than buffs. This ensures that the main class remains the primary focus and provides the most significant benefits.

This idea is inspired by a game called Dragon's Dogma: Dark Arisen, which had a simpler version of this class system. However, our proposed system is more elaborate and intricate, offering players a greater variety of options and strategic possibilities.

Story and narrative – Anna intro text

[Game start – Pose 1] [Char left]

Quest: Settling Down and Establishing Order

Dialogue 1: Anna: "Hello, Commander! I am Anna, a proxy from the Rebel Alliance of Nations. I've been sent here to assist you in settling down and finding your way in this new world. It's best if we get you started right away."

[Quest instruction 1 – Pose 2] [Char right]

Task 1: Objective: Collect Basic Resources

Description: "To begin, venture into the forest nearby and gather some essential resources. You'll need wood and stone to get started."

[Hint: "The forest is teeming with valuable resources. Search for fallen trees and rocky formations to collect wood and stone."]

[Quest instruction 2 – Pose 3-2] [Char right]

Dialogue 2: Anna: "Congratulations, Commander, on obtaining your first resources! Now, let's put them to good use and build a main camp."

Task 2: Objective: Build a Main Camp

Description: "To construct a camp, you'll need a builder. Fortunately, we have provided one for you. Place your camp using the builder and start establishing your base of operations."

[Hint: "Upgrading your camp will allow you to unlock additional builders, reducing construction time by 5%. You can also acquire instant builds through events or by purchasing them in the item store."]

[Quest instruction 3 – Pose 2 -1] [Char right]

Dialogue 3: Anna: "Well done, Commander! You have successfully completed building your camp. Now, let us focus on providing shelter and sustenance for our citizens."

Task 3: Objective: Create Housing and Food Production

Description: "To ensure the well-being of your citizens, construct housing facilities and establish food production. Remember, higher food production leads to happier citizens."

[Hint: "Citizens require suitable housing to thrive. Construct shelters and allocate resources for food production to keep them well-fed and content."]

[Quest instruction 4 – Pose 1 -3] [Char left]

Dialogue 4: Anna: "Excellent progress, Commander! However, we must remain vigilant against nearby enemies. Build a garrison to arm and house troops, and a guard tower to monitor enemy movements."

Task 4: Objective: Establish Garrison and Guard Tower

Description: "Expand your defenses by constructing a garrison to accommodate and arm troops, and a guard tower to provide surveillance and support.

[Hint: "The larger the garrison and guard tower, the more troops they can hold. Strengthen your defenses to protect your citizens effectively."]

Dialogue 5: Anna: "Great job, Commander! You're almost there. The last task is to build a wall, ensuring the safety of your citizens within their fortified walls."

[Quest instruction 5 – Pose 3 -2] [Char right]

Task 5: Objective: Construct a Defensive Wall

Description: "To grant your citizens a sense of security, construct a defensive wall around your camp. However, make sure you have enough stone resources before proceeding."

[Hint: "Check your available resources. If you lack stones, collect them before continuing. Safety should be a priority for your citizens. Remember, you can also acquire instant builds from the store."]

[Quest Tutorial complete – Pose 1 -2-1] [Char left]

Dialogue 6: Anna: "Congratulations and welcome to the new world, Commander! The lives of your citizens and your burning ambition lie ahead. The world is yours to explore." " Your Next quest awaits."

Final Dialogue: General: "Hello, Commander! Your citizens and soldiers eagerly await your command."

Location migration:

is a feature that allows players to relocate their in-game city or base to a different location within the game world. This feature is typically offered to players to provide flexibility and strategic advantages.

But, this feature comes with certain amount of limitations so as not to be abused first it must either be unlocked or have a special device or scroll that allows a player to do it. It must be then come at a price such as gold or some resources along with a cool down period. Location migration is a strategic move and must come with its own balance as to not to be abused players will be given a confirmation about the risk they will be taking. Doing this can temporarily effect their gameplay as well.

Certainly, here's a feature description for the location migration feature in your mobile RTS game set in a post-apocalyptic world, 200 years after a nuclear war:

****Feature: City Relocation - Rebuilding Humanity's Future****

****Description:****

In our mobile RTS game set in a post-nuclear war world, players will have the ability to relocate their city, adapting to the harsh and ever-changing landscape. This feature, called "City Relocation," is a pivotal gameplay element that allows players to strategically manage their city's survival and growth.

****Key Points:****

1. ****Unlocking City Relocation:****

- Players can unlock the City Relocation feature after reaching a certain level or achieving specific milestones within the game.

2. ****Selecting a New Location:****

- Once unlocked, players can choose a new location on the game's post-apocalyptic map grid for their city. The map is divided into coordinates, each with its unique advantages and challenges.

3. **Resource Cost:**

- Relocating the city comes at a resource cost, representing the challenges of moving an entire settlement. This cost can include in-game currency, rare resources, or items.

4. **Cool-down Period:**

- To prevent frequent relocation, players may face a cool-down period between moves. This encourages careful planning and long-term strategy.

5. **Confirmation and Preparation:**

- Before initiating relocation, players will receive a confirmation prompt, ensuring they understand the consequences. They can also prepare by storing resources or troops for the move.

6. **Relocation Process:**

- Once confirmed, the city relocation process begins. The player's city is shown in transit, and during this period, it's vulnerable to attacks or events from the harsh environment.

7. **Settling In:**

- When the city arrives at its new location, players can begin rebuilding and managing it as before. All existing buildings, resources, and progress are retained, offering a fresh start in a new environment.

8. **Strategic Considerations:**

- City relocation should be a strategic decision. Players can move to locations with better access to resources, defensive advantages, or alliances with other players. Each relocation should involve a careful assessment of the risks and rewards.

9. ****Repercussions:****

- There may be consequences for relocating, such as temporary reductions in resource production, vulnerability to raids, or penalties on productivity. These challenges balance the advantages of moving.

10. ****User Experience:****

- The relocation feature should be designed with a user-friendly interface, making it intuitive and straightforward for players to understand and use.

****Narrative Context:****

In the game's narrative, City Relocation represents humanity's resilience in the face of adversity. It symbolizes the adaptability and survival instincts of post-apocalyptic survivors as they strive to rebuild civilization.

By implementing this feature, players will have the opportunity to experience the dynamic and strategic nature of your post-apocalyptic world, making critical decisions that shape their city's fate and the future of humanity. City Relocation adds depth to the gameplay, offering new challenges and opportunities for players to explore as they rebuild society from the ashes of the past.