Game System structure For

# Path of the Crystals

* Terra dosette the hero of our story
* Target🡺 is to take her father out and meet her mother just to let her know how much she despises her

The Mana Well

Target

control

control

* Units have six parameters
* ID number that is used for sorting them in unit lists
* These parameters are plugged into their class’s stat multipliers to give the unit’s stats.

**Unit(Character)<Stats>**

D

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**Unit Classes <Character Type>**

* The unit’s class determines what kinds of armor and accessories they can use
* movement type (Walk, Fly, Swim, Hover, Teleport)
* and their physical resistances (slash, crush, pierce).
* Calculations of classes multipliers <Character Values> (stat \* multiplier)
* Example : Archers have very low defense, with a multiplier of only 0.5. Terra’s defense is then half of her strength value, or 35
* Movement and item slots are determined completely by the class, but can be increased or decreased with skills or accessories.

**Unity Styles**

* It gives additional bonuses and penalties to the class’s stat multipliers
* There are two kinds of styles: Basic and Advanced. Once a unit completes a Basic Style, they will gain the ability to use an Advanced one

## **Resistances and Status Ailments**

* There are three physical resistances (Slash, Crush, and Pierce)
* eight elemental resistances (Light, Wind, Ice, Water, Earth, Fire, Thunder, Dark)
* each on a sliding scale of -100 to 100
* 0 being neutral
* Any negative value indicates a weakness to that damage type
* any positive value indicates a resistance to it
* If a unit is hit with an attack they are weak to, they will suffer a status effect along with it

list of ailments per damage type:

* -Slash: Bleed. Unit becomes more susceptible to ailments (-25% to all ailment resistances), and loses a small amount of hp and mp at the start of their turn.
* -Pierce: Clipped. Unit’s movement type is changed to Walk. Also, movement speed is reduced by 20 and evasion and deftness are reduced by 10% each (These can become negative values).
* -Crush: Rend. The unit’s equipment becomes broken, halving the resistances received and negating any extra bonuses.
* -Sound: Stun. Unit is unable to act until their next turn. The condition does not restore until they receive their next action, so that it cannot be permanently looped. Any move listed as a sound-based attack will apply this status to any unit with a Sensitive Passive skill. While all Sound-based spells except for silence will have this trait, there are also other active skills which may induce Stun as well.
* Status ailments are broken up into five categories (Health, Mind, Time, Sound, Soul)
* work on the same scale as resistances
* Units with a value of -100 will always be afflicted with the corresponding ailments if targeted by one
* units with a value of 100 are completely immune to those ailments.
* All moves that deal ailment damage have a value from 1 to 100 applied to them
* That value is then subtracted from the unit’s ailment resistance to determine the chance they will be hit by the status.
* Resistances can be altered with equipment or spells.

**Skills**

* Skills fall into four categories: Passive, Active, Reactive, and Limit
* Units have four slots to equip active skills to

**Affinity && Race**

* Traits: Every unit has two traits. One elemental trait, known as their affinity, and one physical trait, known as their race.
* units have a weakness of 0 to every element
* The element that matches their affinity, they have a resistance of 50 to
* the element that relates to their element, they have a resistance of 25 to
* The element they are weak to, they have a resistance of -50 to
* When hit with an element the unit is weak to, in addition to taking extra damage, they also are afflicted with a status ailment
* eight possible affinities: Light, Wind, Ice, Water, Earth, Fire, Thunder, and Dark
* eight possible races: Human, Dyvan, Altair, Ferrough, Dryad, Eidolon, Devil, and Material
* If a Skill or weapon targets a unit’s race weakness, the selected Skill’s power rating will be increased by 50%
* Some units also have a third trait, that comes with a skill or some other benefit. Armored, Flying, Sensitive, and Undead are all examples of these. If this trait is targeted, the attack is treated as a critical hit, which doubles its damage

Explanation request :

1. Light, wind, ice, water, earth, fire, thunder, dark , those eight are Affinity or Resistence?

* What I understood is there is resistences that show how much unit can fight other unity
* So we have 2 kind of resistences Physical and elemental
* But I found the same elements in Affinity what I understood is Affinity means the relations between characters so if character has affinity of fire and face a character with water type
* He will lose
* So I misunderstand this point



This is Terra

1. Terra is a Unit among lot of units in the game
2. Terra has six Main parameters and stats multipliers
3. Parameters \* stats multipliers = Unity Stats
4. Six main parameters and stats multipliers are constant we will add their values in Game database Before Runtime
5. Terra class is Archer
6. There are 10 Classes in the game
7. Every class determine kind of Armor , movement and physical resistances