**GAMEPLAY DOCUMENT**

**FOR KERA-PART 04**

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# **A-BOXX**

A-Boxx (this name sucks) is the mobile shop of the game. The player will use it to buy items, boost them and repair them for credits (name of the game's currency).

## **1-Booster kit**

Booster kit is a item that boosts weapons, shields and special abilities. It can be either purchased from the A-Boxx or picked up on the battlefield. It can not be exchanged between users.

The user can not possess more than two (02) booster kits in his bag. And, he only has access to two (02) booster kits with different prices to the A-Boxx.

The A-Boxx only allows the use of a Boost Kit within five (5) minutes. We mean that the player will have to wait 5 minutes between the improvements because the A-Boxx must replace the missing elements every 5 minutes. This is only valid per user.

***Example****: The 5 users come to A-Boxx to buy items. We know only two booster kits are available per user. So, if user 01 buys one booster kit which costs 50.000 credits, he must wait 5 minutes before A-Boxx will bring back this particular booster kit.This is not mean that others users can not buy booster kit as well. They could buy the kit which costs 50.000 too. Only who buys have to wait if he wanna buy another kit. After all, he can decide to buy the second one. But, i twill be more 3 or 4 more expensive than the first. The power will change a little bit of course.*

* The Boost Kit works differently depending on the item being developed. The booster kit reacts differently on a shield, on a weapon than on a special ability. And of course the results differ depending on the financial. More expensive it is, more the benefits it confers are different.

### **On the guns**

The booster kit improves precise characteristics of the weapon in order to make it more efficient according to the desired result. Of course, not all weapons will be improved. Characteristics of the weapon that can be improved are : resistance, accuracy, damage, rate of fire, stability.

Some improved features will render other features less effective in some cases but improved, they will make other features more effective even if the user does not improve it at all. And the number of weapons will be limited to allow the user to customize his weapons according to the class he is playing and according to the weapons that he would have chosen beforehand. Weapons can not be modified directly.

\* The weapons that will be modifiable and the precise statistics that booster kit does on the weapons will be present in the index of the weapons and the items.

### **On the shields**

Shields protect the character from damage for some time. And it has 3 main characteristics:

**The protective capacity (PC):** represents a value that determines the power of the shield. The higher the value, the more the shield can withstand damage. When the value reaches zero (0), it is the player's PV that takes the damage.

**The recharge time (RT):** represents the time in seconds after which the shield begins to recharge after being completely discharged. As soon as it misses 1 point to the total value of the capacity, the shield is unloaded. So the recharge time takes over to put the value back in its place.

***Example****: Suppose the user has a shield of 5000 points and has a recharge time of 7 seconds. This will mean that if the capacity drops to 4700 points for example, it will take 7 seconds for the 300 points to return.*

**Recharge rate per second (RR/S**): The shield recharges per second, this is a fact. But, the recharge rate per second is another data that informs the user about the value that will be restored to its shield per second.

***Example****: Let's go back to the old example. The shield lost 300 points and must be restored within 7 seconds. So set the recharge rate at 30 points per second. This means that as soon as the 7 seconds have passed, the shield will begin to regain 30 points every 1 second. This means that the 300 points will be restored after 10 seconds.*

These data are random but we hope they would have served to understand the expressions.

So the user will begin the game with a basic shield that he will have to improve and every time he will apply a booster kit. The protection capacity will increase depending on the price of the kit. But he will have to make a choice between improving the RR/S and the RT.

### **On the specials abilities**

The Boost Kit improves special skills by:

* Decreasing or increasing their destructive or curative power.
* Lowering or increasing their recharging time or the amount of items needed at / during their use.

\* Special abilities will be modifiable and the specific statistics that booster kit does on these special abilities will be present in the weapons and item index.

### **d- On the inventory**

The basic inventory at a value that can be upgraded to the A-BOXX with a kit. This will allow the user to be able to take more items with him in his inventory. The user can connect his inventory to the A-BOXX to buy or sell rare items.

## **2- Repair Kit**

It’s a kit that allows the repair of weapons. It is only usable on weapons. It can be either purchased from the A-Boxx or picked up on the battlefield. It cannot be exchanged between users.

The user can not possess more than two (02) repair kits in his inventory. And, he only has access to two (02) different repair kits at the A-Boxx. The same rules are applied here as you have read for the booster kit.

### **On the guns**

The repair kit works by refurbishing the weapon on which it is used. Each weapon in the game has statistics related to the different parts. And these statistics decline over time. There is, however, a threshold below which, if used, it is no longer effective and the user exposes his character to certain death. It is for this reason that the repair kit returns the weapon on which it is used to a new condition in order to allow the user to remain in combat.

There are only two (02) types of repair kit present at the A-Boxx and the same limitations of the A-Boxx as compared to the boost kit apply also to the repair kit.

The repair kit has points that the user must apply to the weapon during the repair process. The weapon could never be completely repaired. It must always have a small defect so that the game can retain its realism. But, this fault will not be a problem for the user because he will not feel it, or almost.

The different parts of a weapon that may be affected by a repair kit will be listed in the weapons and item index.

Keep in mind that the booster kit and the repair kit should be used in close cooperation when dealing with weapons.