

THE PLAYABLE ANIMATION

# Epic 7 SEVEN



# DAS SPIEL

- Was ist Epic Seven?
  - Mobile Spiel für Android/iOS (2018 erschienen)
  - Eines der erfolgreichsten Spiele 2018 in Asien
- Was haben wir gemacht?
  - Equipment-Schaden-Rechner
- Motivation
  - „Zeit ist Geld, Geld ist Gold, und Gold haben wir nicht!“
  - Ressourcen sind knapp, wie in der realen Welt



# DAS SPIEL - ADD-PHASE



# DAS SPIEL - BOSS-PHASE





# HELDENINVENTAR - INGAME

◀ Sol ?

Fire Warrior Sagittarius

Sol ★★★★★

Friendship  
Good Friend

Lv. Max/60

CP 53,806

Attack 2293 ▲1116

Defense 694 ▲141

Health 8921 ▲3581

Speed 150 ▲31

Critical Hit Chance 70.0% ▲43.0%

Critical Hit Damage 253.0% ▲103.0%

Effectiveness 59.0% ▲59.0%

Effect Resistance 0.0%

Dual Attack Chance 5.0%

Critical Set

Destruction Set

No set effect

125/136

4,758,967

5,228

7

Star

+ 185/250

55 +15

55 +12

55 +15

70 +15

70 +9

55 +9

Hero Rating

Enhance

Awaken

Baiken  
54 ★★★★★ +13

Sol  
Max ★★★★★ +3

Sigret  
52 ★★★★★

Max ★★★★★ +11

54 ★★★★★ +3

Max ★★★★★ +9

Max ★★★★★ +6

Max ★★★★★ +9

Max ★★★★★ +6

5 ★★★★★

Max ★★★★★ +5

5 ★★★★★

# DIE .JSON DATEIEN

(QUELLE: [HTTPS://GITHUB.COM/EPICSEVENDB/GAMEDATABASE](https://github.com/epicsevendb/gamedatabase))

```
{
  "gameId": "c1038",
  "name": "Sez",
  "rarity": 5,
  "classType": "thief",
  "element": "ice",
  "zodiac": "scorpio",
  "specialtyChangeName": "",
  "selfSkillBarName": "",
  "background": "A cynical and quiet man, Sez Gaien is a livi",
  "relations": [ ...
],
  "stats": {
    "lv1BaseStarNoAwaken": { ...
    },
    "lv50FiveStarNoAwaken": { ...
    },
    "lv50FiveStarFullyAwakened": { ...
    },
    "lv60SixStarNoAwaken": { ...
    },
    "lv60SixStarFullyAwakened": {
      "cp": 16901,
      "atk": 1228,
      "hp": 6266,
      "spd": 113,
      "def": 473,
      "chc": 0.23,
      "chd": 1.5,
      "eff": 0.0,
      "efr": 0.0,
      "dac": 0.05
    }
  }
},
```

```
  "skills": [
    {
      "isPassive": false,
      "soulBurn": 0,
      "selfSkillBarValue": 0,
      "soulBurnEffect": "",
      "awakenUpgrade": true,
      "cooldown": 0,
      "name": "Dark Shadow",
      "soulAcquire": 1,
      "description": "Penetrates the enemy with dark energy, making the en",
      "enhancement": [ ...
    ],
      "buffs": [],
      "debuffs": [
        "stic_heal_impossible"
      ],
      "damageModifiers": [
        {
          "name": "pow",
          "section": "pow",
          "value": 0.95,
          "soulburn": 0.95
        },
        {
          "name": "statModifier",
          "description": "",
          "section": "additive",
          "stat": "atk",
          "type": "multiplier",
          "target": "self",
          "value": 1.0,
          "soulburn": 1.0
        }
      ]
    },
  ],
},
```

# DEMONSTRATION UND CODE