

## VERİLMESİ GEREKEN TEKNİK BİLGİLER / *Information to be Submitted*

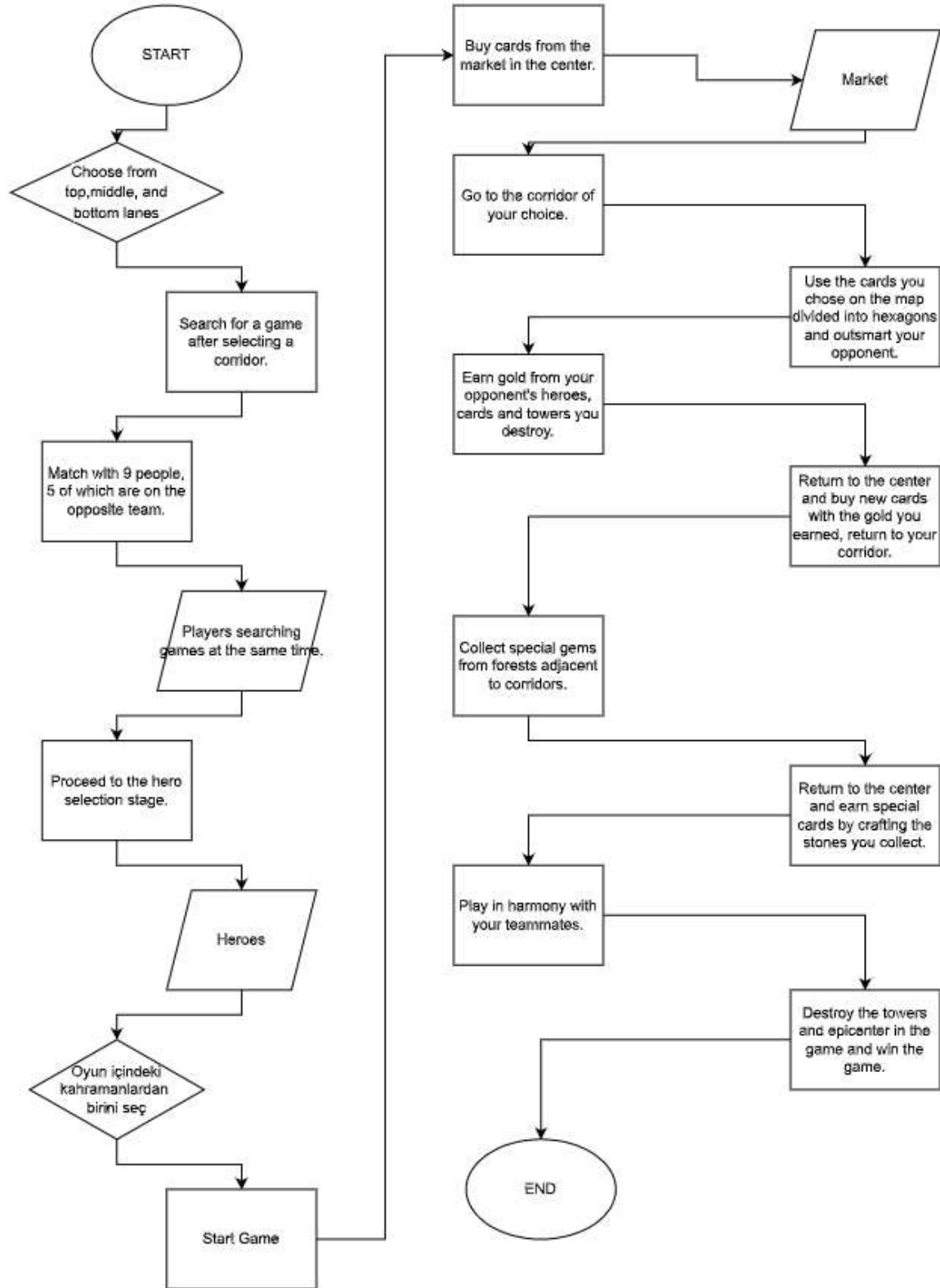
TITLE:

Path Of Cards

METHOD:

detailed description of the game:

To start the game, the player will first choose one of the top, middle or bottom lanes on a selection screen, and then they will be matched with other players who want to enter the game at the same time. There will be a ranked system for this. After matching with the players, 10 people will be divided into 2 teams, with 5 on one team and 5 on the other team. Then players will be directed to the hero selection screen. On this screen, a player will be able to choose one of the heroes added to the game. Each player can only choose 1 hero. Heroes will be divided into 3 as tank, mage, and attack power carrier. From here the game will start. There will be 2 epicenters in the game. There will be markets in the centers. Players will buy cards from these markets according to their playing style. Cards will be divided according to 3 powers and 1 additional power, just like heroes. The special power to the cards will be the power to dig. Certain cards can be used to dig mining areas located in the jungle zone on the game map. After using these cards, heroes will be summoned according to the powers determined on the cards. The area where the cards will be used will be a classic MOBA map divided into hexagons. Cards can be used as drag and drop to hexagons. After purchasing the cards, you will apply your own strategy in the corridor you selected at the beginning of the game. Minions that have been added to the game at a certain minute of the game will start to progress to all 3 corridors by spawning from the center. After dragging and dropping your cards into the hexagons in your lane, the heroes in the cards will be summoned there and will slay both minions from the lane and heroes summoned by your opponents, and earn gold. While all this is happening, he will drag and drop excavation cards to designated areas in the forest, and summoned heroes will collect mineral goods from there. The stones to be collected from here will be of 3 types. These three types of stones can be crafted in different combinations and quantities. After these crafts, the player will be able to obtain special cards that he cannot buy with the gold he earns in the game. After the players do these in-game and play in communication with other teammates, whichever team has done them more successfully will win the game by destroying the added towers and epicenter in the game.



1. Buluşunuzun ait olduğu **teknik alan hakkında genel bilgileri** yazınız. Varsa, bu konuda bilgiler içeren internet sitelerini vb yazınız. Ya da katalog, video, resim vb leri bize veriniz.

*Please provide **general information regarding the technical area** to which your invention belongs. If possible, provide the webpages etc. that contain information about this topic. Or provide us with your catalogs, videos, pictures and so on.*

Video Game Industry

2. Buluşunuzdan önceki uygulamalardaki **dezavantaj, sorun ve yetersizlikleri teknik nedenlerini belirterek yazınız.**

State *the technical reasons of disadvantages, problems and deficiencies* in the previous applications prior to your invention.

The general problem in text base games is that they consist of one-man teams. That's why e-sports teams have few TBG players. Therefore, TBG players cannot turn this into a business and they have to leave the game they love because of their livelihood concerns. This causes a decrease in good players, and therefore TBG games cannot attract players.

3. Buluşunuza ait teknik alandaki **üretim yapan yerli/yabancı firmalar- rakipler** kimlerdir?

Who are the *foreign and domestic competitors* that manufacture the products of your invention?

Tencent, Valve Corporation, Hirez Studios Inc

4. Sizinle olan iletişimimizde kullanmak üzere **buluşunuza verdiğiniz ismi ve buluşunuzun uygulandığı ya da uygulanabileceğini alanları** belirtiniz?

State the *name of your invention* and *the possible application areas of your invention*, to be used in our communication with you.

Path Of Cards

5. Buluşunuzun **emsallerine göre sağladığı diğer avantajlar** nelerdir? Özellikle hemen farkedilemeyecek ancak bir teknik analiz sonucu anlaşılacak avantajlar varsa bunları da belirtiniz.

State the *other advantages provided by your inventions precedents*. Indicate them especially if there are advantages that may not immediately be noticed but might come across after a technical analysis.

The e-sports aspect will be more advanced. There will be 10 people in a game.

6. Buluşunuza ilişkin görselleri (**çizim, algoritma, blok şema, devre şeması, fotoğraf, video kaydı vb**) **sağlayınız?** Görseller en azından buluşun uygulandığı sistemin geneline ve varsa alt bileşenlerin detaylarına ilişkin olmalı ve mümkünse dolgunuz, siyah çizgilerden oluşacak şekilde hazırlanmalıdır.

Provide visuals (drawing, algorithm, block diagram, photo, video, recording, etc.) for your invention. The visuals to be provided shall be related to details of the system, which the invention is applied and shall be made out of black lines.

-

7. Buluşunuzdaki özellikle **yeni ve kritik olduğuna inandığınız**, belirttiğiniz faydaların ortaya çıkmasını sağlayan **teknik unsurlar-işlevler** nelerdir, bunları belirtiniz.

State the *technical elements / functions* that make you believe that your invention is *new and important*.

-

8. Buluşunuzun çalışma şeklini ve bahsedilen avantajları teknik olarak nasıl gerçekleştirdiğini mümkünse bir **örnek kullanım senaryosu** şeklinde anlatınız ya da bir video kaydı ile gösteriniz.

Describe how your invention works and how it technically accomplishes the benefits described in a *sample usage scenario*, if possible, or by video recording.

E-sports aspect of Text Base games has not developed much in the world because Text Base games are games that are played one-on-one and do not have much action. Since this game will be 5 on 5, there will be more action. So it will attract more players and viewers. In this way, it will attract more viewers (as in moba games) and the e-sports aspect will develop.

9. Mümkinse buluşunuzun ilgili olduğu alandaki <b>İngilizce terimleri</b> belirtiniz. <i>If possible please indicate the <b>terms in English</b> in the field where the invention is relevant.</i>
-
10. Buluşunuz sözlü anlatım, yazılı anlatım, tanıtım ya da kullanım yoluyla <b>başvuru öncesinde dışarıya ifşa edildi mi?</b> Edildiyse ifşa yerini, şeklini ve tarihini belirtiniz <i>Have you <b>disclosed</b> your invention via written, oral, or other means of <b>communication prior to this application</b>? If so please provide the location, date and the means of disclosure.</i>
-
11. Buluşunuz <b>geliştirme evrelerinden</b> hangisindedir? (Konsept-Taslak, Prototip, Ticarileşmek üzere, Ticarileşti) <b>Ticarileşmesi</b> için planlanan bir tarih var mıdır? <i>Provide the <b>development phase</b> your invention belongs to. ( Concept- Draft, Prototype, Commercialization, Commercialized ) If planned, please disclose the planned date of <b>commercialization</b>.</i>
Consept- Draft
12. Buluşunuzun sizin düşündüğünüz ve/veya <b>rakipler tarafından üretilbilecek alternatif yapılanmalarını</b> belirtiniz. <i>Indicate any <b>possible alternative configurations</b> that you think your invention can be produced by <b>competitors</b>.</i>
-
13. Varsa buluşunuza ilişkin makalenizi ya da makaleleri ve <b>bildiğiniz patent başvurularını</b> belirtiniz. <i>Provide any articles (written by you or others) and other patent applications that you know of.</i>
-
14. Varsa, <b>vurgulamak istediğiniz diğer konuları</b> , bilgileri lütfen yazınız. <i>Please state any other <b>topics that you would like to highlight</b>.</i>
<p>Text Base Moba Games like MOBA and Battleground generally require more skill and reflexes than intelligence, and their E-sports aspects are more developed. This game will be more of a game based on intelligence. Thus, it will create a new area for players playing intelligence-based games. Why I say a new field because Text Base games are 1-on-1 games and this game will be 5-on-5. Thus, it will be different from Text Base games that are played one-on-one and do not experience much action, and will contain more action.</p> <p>Thanks to this game, players who like to use their intelligence in games will be able to catch their chance to be in the E-sports arena more easily, since the teams are 5 to 5, and will not have to limit what they enjoy because of things like livelihood. Actually, this game wants to offer Text Base players the opportunities available to</p>

MOBA and Battleground players. This is not just a game, it will be a community uprising.

15. **Buluşu oluşturan tüm unsurları-işlevleri** Ek 1'deki "Unsur Listesi" dokümanını doldurmak suretiyle belirtiniz. Mümkünse bu unsurları-işlevleri referans numaraları kullanarak sağladığınız eşleştiriniz.

*Fill out **all the elements-functions that make up your invention** in the "Fragment List" document in Annex 1. If possible please match said elements to the ones you provide using reference numbers.*

-

16. Buluşunuzu başlangıçtan son haline getirme sürecinde yaşadığınız **ana teknik zorluklar neler oldu ve bunları nasıl aştınız**, lütfen kısaca açıklayınız.

*State the **main technical difficulties** that you've experienced in the process of initializing your invention and explain **how you have overcome** said difficulties.*

-

17. Buluşa ilişkin herhangi **bir planlı yayın** (tezler, raporlar, ön baskıları, yeni basımları, özetler, vb.) var mı? Lütfen beklenen yayın tarihi ve ekli kopyalarıyla listeleyiniz.

*Provide and **planned publication(s)** (Theses, reports, pre-presses, new editions, abstracts, etc.) regarding your invention. List expected release dates and attach copies of publication(s).*

-

