

Game Name: Web3.0 Pet Game

Essential Elements:

1. Farm planting and stealing vegetables:

- Players can have their own farm and grow a variety of vegetables, fruits and plants.
- Players need to plough, sow, water, fertilise and harvest crops.
- Also, other players can come and steal your crops, and players need to set up defences to protect their farms.

2. Pet Adventure:

- Players can explore with their pets, exploring various mysterious places and finding precious treasures.
- During the adventure, you will encounter various monsters and traps, and need to fight and solve puzzles with your pet.

3. Guard the farm:

- Pets can be assigned as farm guards to protect the farm from invasions that steal vegetables.
- Each pet has different guarding skills and characteristics that can be upgraded and trained to improve guarding abilities.

4. Pet breeding:

- Players can breed their pets to produce more powerful offspring.
- Pet quality, health and base attributes affect the breeding results, with pets of high quality and excellent base attributes breeding stronger offspring.

5. Pet base attributes:

- Attack Power: The pet's ability to attack physically or magically.
- Defence: the pet's physical or magical defence.
- Lifesteal: the pet's maximum lifesteal.
- Speed: The pet's attack speed or action speed.
- Skill Effect: Extra effect from the pet's special skill.

6. Pet quality:

- Pet quality is divided into ordinary, rare, epic, legendary and other levels, the higher the quality of the pet attributes the more excellent.
- Players can obtain higher quality pets through breeding.

Combine pet breeds and design appropriate personalities, skills and traits:

1. Dogs:

- Personality: Loyal
- Skills: searching for hidden treasure, keen sense of smell, combat vigilance.
- What: Dogs have a keen sense of smell that can be used to track and search for hidden treasure. They can also fight and police the farm, protecting the player's property from invasion.

2. Guinea pigs:

- Personality: Curious
- Skills: digging for treasure, swift harvesting, spiritual healing.
- What: Guinea pigs specialise in digging for underground treasure, helping players to discover and acquire precious resources. They can harvest crops quickly and have the skill of healing the mind to help restore mental states.

3. Cats:

- Personality: Quick-witted
- Skills: hunting small animals, high jumping, stealthy sneaking.
- What: Cats specialise in hunting small animals to bring back food and resources for the player. They can jump high in the air, explore hard-to-reach places, and use stealthy sneaking skills to sneak up on targets.

4. parrots:

- Personality: Flexible
- Skills: aerial reconnaissance, sky delivery, singing reply.
- What: Parrots can perform aerial reconnaissance, providing players with long range intelligence and treasure locations. They are adept at quickly passing items and information around the farm and can provide lifesteal restoration to teammates through the Singing Replies skill.

Basic settings

1. Basic props:

- Pet Blind Box: Open it to get a random pet (the pet's attributes are randomly generated).
- Pet Backpack: Chance to get double treasure chests when venturing out. (Treasure chests can be opened with random props)
- Pet food: Replenishes your pet's stamina.
- Treasure Chests: Open treasure chests to get other functional props; medicines, toys, gems, wood, etc. Treasure chests are the only source to get game props. The quality of the pet will affect the quality of the treasure chest, the higher the quality of the treasure chest the more props you get.

2 Basic Game Settings:

- Farm planting and stealing vegetables:
 - Players enter the game with access to a basic farm where they can grow a variety of vegetables, fruits and plants.
 - Players need to sow, water, fertilise and harvest crops. Crops can be sold for in-game currency, which can be spent to expand the planting area.
 - Other players can also come and steal your ripe crops, players need to set up defences to protect their farms and also steal ripe crops from other players.
- Defensive measures:

Only one pet can be set to guard at a time.

 - Dogs: There is a chance that you can catch a player stealing food, and the captured player will have to pay a small amount of in-game currency as compensation.
 - Guinea Pig: Can dig traps, which have a chance to control the player stealing the food, the controlled player will take 10 minutes to break free from the trap and will not be able to steal crops from that farm again for 24 hours.
 - Cat: Can sneak up on a target with the Stealth Sneak skill and gain a small amount of in-game currency from the target.
 - Parrot: can be spotted and warned to stop him stealing ripe crops.
- Adventure:
 - Players can only arrange for one pet to go on one expedition per day, and the expeditions can result in treasure chests.
 - Players can equip their pets with: backpacks, lucky gems, and functional drinks.
 - a) Equip a backpack with a chance to get a double treasure chest
 - b) Lucky Gems increase the amount of coins you get
 - c) Functional drinks can extend the adventure
 - The characteristics of your pet will have an impact on the adventure.
- Walking:

Human-Pet Interaction Mode (GPS + Step Detection needs to be invoked), you can take a walk with your pet every day, and the walks can be rewarded with in-game coins. Initial one pet gets 10 minutes of walk time, and each additional pet gets an additional 5 minutes.

You need to designate a main pet, and will be rewarded with corresponding walks based on the interactive attributes of the main pet. Every time you walk your pet will consume stamina and need rations to recover.

Walking speed: 1-6 kilometres/hour.
- Pet Interaction Attributes:

A pet's initial attributes are randomly generated, and free attribute points can be gained as the pet levels up.

Players can assign free attribute points to either Mood or Stamina values.

 - Mood: the higher the mood value, the higher the benefit gained from the walk; you can

raise the value by adding points.

- Stamina: the higher the stamina value, the less rations are consumed; the value can be increased by adding points.
 - Health: 100 points maximum, will slowly decrease over time, health will affect the quality of breeding offspring, can be restored through medicines
- Pet Level:
 - Pet's initial level is 0
 - Can be upgraded through training (requires toys and time).
 - Maximum pet level is 30 (preliminary setting).
 - Levelling up your pet improves your pet's basic attributes
 - Market transactions.
 - Players can buy and sell pets, props and mature crops through the marketplace.
 - Pet Cottage.
 - Each account has a separate pet hut, and the initial pet hut can hold up to 3 pets.
 - Pet huts can be upgraded with gems, wood, and in-game coins, which increase the number of pets.
 - Pet vs:

Players can pay a certain amount of in-game coins to arrange for their pets to attack or defend the ring, and the victorious player receives all the in-game coins as a reward.
 - Pet Breeding:

Causality				
	Common	Rare	Epic	Legendary
Mood	$1 < x < 10$	$10 < x < 20$	$20 < x < 50$	$50 < x < 100$
Stamina	$1 < x < 10$	$10 < x < 20$	$20 < x < 50$	$50 < x < 100$
Attack	$1 < x < 10$	$10 < x < 20$	$20 < x < 50$	$50 < x < 100$
Defence	$1 < x < 10$	$10 < x < 20$	$20 < x < 50$	$50 < x < 100$
Life	$1 < x < 100$	$100 < x < 200$	$200 < x < 500$	$500 < x < 1000$
speed	$1 < x < 10$	$10 < x < 20$	$20 < x < 50$	$50 < x < 100$

Reproduction results				
<i>Quality</i>	Common	Rare	Epic	Legendary
Common	100.00 %	50.00 %	30.00 %	1.00%
Rare	50.00 %	100.00 %	70.00 %	30.00 %
Epic	30.00%	70.00 %	100.00 %	70.00 %
Legendary	1.00 %	30.00%	70.00 %	100.00 %

3 Wallet Settings

Each wallet corresponds to a game account, through which players can complete the exchange of MNOs and game coins.