

(Note: This is a text dump of the wiki currently under development at [https://github.com/JakeAO/UAT\\_MS539/wiki](https://github.com/JakeAO/UAT_MS539/wiki))

# Cryptid Corral

Create monsters by scanning .exe files on your computer, train and feed them to increase their statistics, battle them against randomly generated opponents in the coliseum, and combine them to create even more powerful monsters.

Cryptid Corral is an homage to classic games like Monster Rancher and Dragon Seeds built entirely in C# and WPF.

## Core Gameplay Loop

The core gameplay of Cryptid Corral is focused around spending time during in-game weekdays raising your monster by controlling their diet and training regimen, so that on Saturday's your monster can compete in coliseum battles against other monsters and earn items, money, and renown. This process repeats week after week with your monster growing more powerful and successful until enough weeks pass that they eventually need to retire due to old age.

### Daily Diet

Each day you'll need to choose a food item for your monster to enjoy throughout the day. Foods come in various types which each affect your monster differently, from increasing their Morale to boosting the effectiveness of specific types of training regimen. You'll always have basic food available at your Corral, but food with property-boosting effects will need to be purchased in the Town or won from the Coliseum.

### Rest

Each day you'll have the option of letting your monster rest. This will prevent them from taking part in a training regimen, but will increase their Morale and afford you the time to visit the Town or Coliseum with that time.

### Train

Each day you'll have the option to set your monster onto one or more training regimens to boost their statistics. Training regimens take a varied amount of time and can have varied results based on the regimen's quality, your monster's current statistics, and your monster's Morale and Luck. Certain food items can also boost the success rate of a day's regimens or increase their affect on your monster's statistics.

### Go To Town

On days when you decide to let your monster Rest, you'll be able to visit the Town which offers various services.

- **Market**—Buy and sell Items, Foods, and monster DNA Samples.
- **Laboratory**—Freeze a monster companion for later use, Thaw a frozen monster to bring it back to the Corral with you, Retire a monster to extract their DNA Sample, or Fuse DNA samples to create a new lab-grown monster.

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- **Nursery**—Adopt a monster companion by filling out the appropriate forms. Monsters you adopt will be unique entities that have statistics based on ranges unique to their species. (Adoption involves selecting an .exe file from your computer which is scanned for various values to create a unique ID that can only be used once.)

## Go To Coliseum (Saturday Only)

On Saturdays you can decide to go to the Coliseum instead of training, which will take the entire day regardless of outcome. The Coliseum lets your monster compete against other monsters split up into various tiers of competition. Your monster's Renown determines the maximum tier of monster that they can fight, but higher tier fights result in more and better rewards. Your monster can take part in as many battles as you'd like in a single Saturday, but if your monster faints in a battle (from their Health falling to 0) they will be forced to go back to the Corral and suffer a severe Morale penalty. The Coliseum can have a wide variety of potential rewards including Food, DNA Samples, and Frozen Monsters. Each battle in the Coliseum will also increase your monster's Renown and statistics, as well as Morale if they are victorious.

# Monster Statistics

## Primary Statistics

- **Strength**—Your monster's physical attack power and damage output. Determines the total damage-per-hit of an individual attack in combat.
- **Speed**—Your monster's quickness and mobility. Determines the frequency of attacks and likelihood of dodging incoming attacks in combat.
- **Vitality**—Your monster's physical toughness and bulk. Determines the total health pool of your monster. Smarts - Your monster's intelligence and cunning. Determines the likelihood of an attack failing during combat.
- **Skill**—Your monster's combat aptitude and prowess. Determines the likelihood of an attack successfully landing on an opponent in combat.
- **Luck**—Your monster's uncanny ability. Determines critical hit rate in combat and has a subtle effect on many other checks.

## Secondary Statistics

- **Health**—Based primarily on Vitality (with a side of Strength and Luck). Is the total amount of damage your monster can take in the coliseum before fainting and needing to return to the corral.
- **Renown**—Value that increases as your monster grows in power and achieves greater feats in the coliseum. Determines if new coliseum ranks are available, as well as available shop items, training regimes, etc. Normally starts at 0, but a monster fused from retired monsters can retain some of its ancestors' renown.
- **Morale**—Your monster's overall happiness value. Has a subtle effect on training regimen success, combat success, and other results. Range is from 0-100. All monsters start with 100 Morale, which is reduced through failure in training or combat, and increased through food, rest, or overwhelming success. If a monster's Morale ever hits 0 it will disappear the next night and you'll be forced to find a new monster.

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- **Lifespan**—[HIDDEN STAT] Your monster's overall lifespan in weeks. Once the end of a monster's lifespan is reached, they will be automatically Retired.

## Food Categories

One type of food can be given to your Cryptid each day. Each food type has a different effect on your Cryptid's training results.

- **Meat**—Meat-type foods increase your monster's **Strength** training rate for the day.
- **Fish**—Fish-type foods increase your monster's **Speed** training rate for the day.
- **Fruit**—Fruit-type foods increase your monster's **Vitality** training rate for the day.
- **Vegetables**—Vegetables-type foods increase your monster's **Smarts** training rate for the day.
- **Dairy**—Dairy-type foods increase your monster's **Skill** training rate for the day.
- **Grains**—Grain-type foods increase your monster's **Luck** training rate for the day.
- **Treat**—Treat-type foods increase your monster's **Morale** recovery rate for the day.

## Monster Generation

New monsters are generated by constructing a 128-bit MD5 hash and then converting it to a 14 digit, base24 number encoded in the Runic Alphabet. Each 2 digits of the monster hash correspond, in order, to: Species, Variant/Color, Power, Speed, Vitality, Skill, & Luck. Two base24 digits allow encoding of 576 distinct values, which can be used by the monster generation system to construct cryptids based on higher resolution probabilities instead of just from equally-probable options.

## Monster Fusion
























Monsters that have been Retired in order to create DNA Samples can be fused together to create a new, more powerful cryptid. When a monster is retired, its final stat values are permanently recorded in a new 14 digit base24 Runic string.

Two combined DNA Samples result in a cryptid that begins with: (Statistic calculations TBD)

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## Runic Alphabet

The runic alphabet of Cryptid Corral is made of 24 characters and is used to encode .exe data into a readable format to generate unique monster spawns.

<b>0</b> 	<b>1</b> 	<b>2</b> 	<b>3</b> 	<b>4</b> 	<b>5</b> 
<b>6</b> 	<b>7</b> 	<b>8</b> 	<b>9</b> 	<b>A</b> 	<b>B</b> 
<b>C</b> 	<b>D</b> 	<b>E</b> 	<b>F</b> 	<b>G</b> 	<b>H</b> 
<b>I</b> 	<b>J</b> 	<b>K</b> 	<b>L</b> 	<b>M</b> 	<b>N</b> 