



# NAUGHTY DRAGON





# Introduction



Naughty Dragon is a Blockchain-based game, released by the game development team with many popular games.



With the involvement in the Naughty Dragon, players will encounter hatching dragon eggs, feeding dragons, and creating new dragons to go for the battles then get the valuable rewards.



Players, therefore, will create a collection of dragons breeds on their own that helps to bring enjoyable experiences and huge earnings while playing.





# Introduction



The game is built with a 3D character system, giving players a lot of new experiences thanks to the fact that players can directly interact with the game characters they own.



As well as increasing the player's experience, the use of 3D technology in character design combined with NFT attributes will help increase the player's connection to the game.

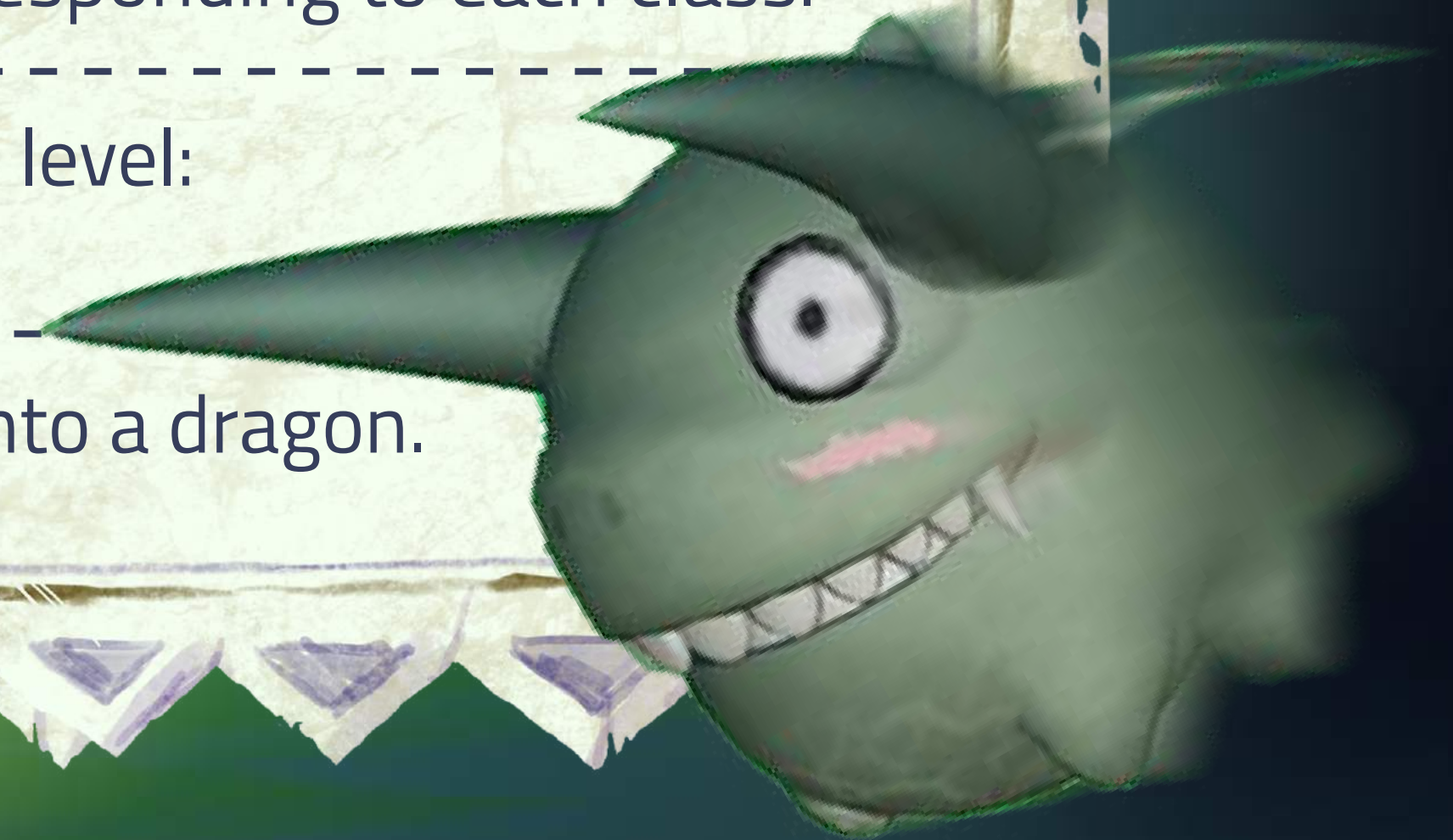






# Gameplay

- ✦ To start playing the game, players need to create an account and link to the Metamask wallet, player data will be stored on Naughty Dragon's server system.
- ✦ Players need to topup tokens to buy dragon on the marketplace.
- ✦ Dragons will be divided into 6 classes: Metal - Wood - Water - Fire - Earth - Cyber. The dragon hatched will have different strength indicators corresponding to each class.
- ✦ The hatched dragons will also be divided into 4 groups by rarity level: Common - Great - Rare – Epic.
- ✦ Stats will be randomly distributed as soon as the egg hatches into a dragon.







# Dragon Info



The Metal Dragon has the ability to emit lightning to defeat the opponent. Immense assault power and plentiful blood give them benefits during the battle. However, the attack speed is sometimes quite sluggish, probably being a disadvantage in case the opponent is having a good amount of blood and still plateaued after the attacks of the Metal dragons. Thanks to the lightning, Metal dragons are capable of staggering the opponent and increasing their own assault capacity.



The Wood Dragon has excellent safeguard capacity and can endure many opponents' strikings. Yet, the attack power is additionally not so strong and the speed isn't high, so now and then it has its own soft spot. With the capacity to splash haze, The Wood Dragon can wallow and disorient opponents then increase the miss rate in the opponent's attack.



The Water Dragon is such a class of dragons with balanced stats that both attack and defend well. In case they encounter dragons that are incompatible, those stats will be significantly controlled causing a specific disadvantage. Due to the capacity of shooting ice, they can easily paralyze the opponent which is such a great advantage for them during the battle.

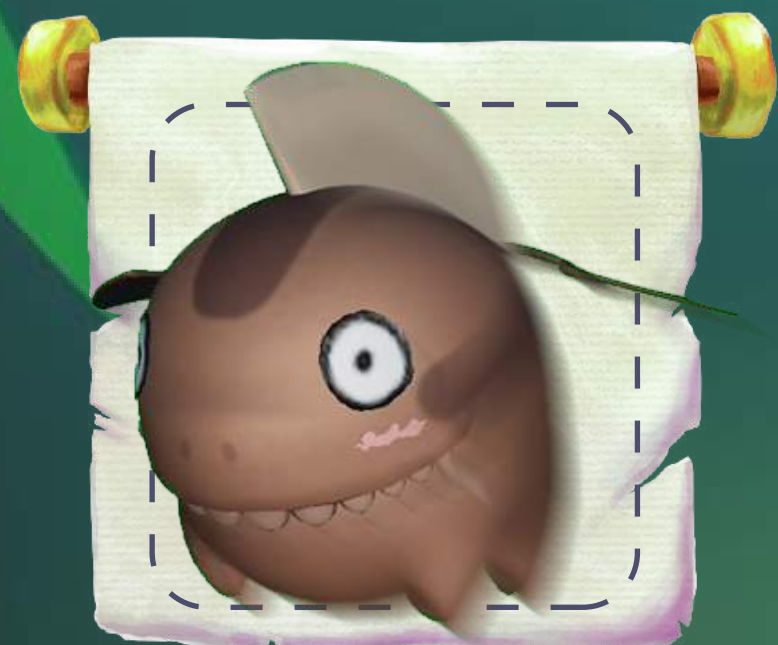




# Dragon Info



The Fire Dragon has superior attack stats, easy to injure opponents, along with good defense, and will also create an advantage for themselves if they encounter dragons that are incompatible with them. However, because of the low attack speed, the opponent easily takes opportunities to attack back.



The Earth Dragon has a lightning-quick attack speed which compensates for his low attack force. Assuming the player controls the dragon well, it will likewise make many advantages while battling with the opponents.



The Cyber Dragon is a strong dragon in every respect, a formidable opponent to all other players. When there is an opportunity to attack, the Cyber dragon will leverage them to create his own advantages. But once encounter the special skills of other dragons, they will become slow and disoriented, which will be a soft spot that opponents can exploit.





# Dragon Stats

- ◆ Each dragon is created from different parts, each part has its own Idle Coin index.
- ◆ The Idle coin index helps the dragon to receive a certain amount of in-game coins during the dragon's life.
- ◆ Game coins are used to buy food that the players feed the dragons to get them evolved to a higher level.

## ◆ Idle Coin by dragon's part ◆

Part	Metal	Wood	Water	Fire	Earth	Cyber
Body	0.2	0.2	0.3	0.2	0.3	0.7
Back	0.5	0.2	0.2	0.2	0.3	0.2
Tail	0.2	0.5	0.2	0.2	0.2	0.3
Tooth	0.2	0.2	0.5	0.2	0.2	0.3
Horn	0.2	0.2	N/A	0.5	N/A	0.3
Face	0.2	0.2	0.3	0.2	0.5	0.2





# Dragon Evolution

## Dragon's combat stats change over evolution

### Increase Attack when level up

Common	N/A	1.3	1.6	1.9	2.2	2.5	2.8	3.1	3.4	3.7	4	4.3	4.6	4.9	5.2
Great	N/A	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5
Rare	N/A	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Epic	N/A	5	7	9	11	13	15	17	19	21	23	25	27	29	31

### Increase Health when level up

Common	N/A	1.3	1.6	1.9	2.2	2.5	2.8	3.1	3.4	3.7	4	4.3	4.6	4.9	5.2
Great	N/A	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5
Rare	N/A	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Epic	N/A	5	7	9	11	13	15	17	19	21	23	25	27	29	31

### Increase Speed when level up

Common	N/A	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1	1.1	1.2	1.3	1.4
Great	N/A	0.3	0.5	0.7	0.9	1.1	1.3	1.5	1.7	1.9	2.1	2.3	2.5	2.7	2.9
Rare	N/A	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7
Epic	N/A	1	2	3	4	5	6	7	8	9	10	11	12	13	14





# Dragon Evolution

## Idle Coin index changes by Dragon's level

Level Rarity	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	MAX
Common	2	2.20	2.42	2.66	2.93	3.22	3.54	3.90	4.29	4.75	5.19	5.71	6.28	6.90	7.59	10,936.80
Great	3	3.30	3.63	3.99	4.39	4.83	5.31	5.85	6.43	7.07	7.78	8.56	9.42	10.36	11.39	16,405.19
Rare	4	4.40	4.84	5.32	5.86	6.44	7.09	7.79	8.57	9.43	10.37	11.41	12.55	13.81	15.19	21,873.59
Epic	6	6.60	7.26	7.99	8.78	9.66	10.63	10.69	12.86	14.15	15.56	17.12	18.83	20.71	22.78	32,810.39

Maximum coins after exit game: 10.000





# Gameplay



Players need to enter the game to feed their dragons every day, once the turns of feeding are enough, the dragon will evolve to the next level. Once the dragon reaches level No.15 which is the highest level of evolution, the process of crossbreeding can now take place.

The food to feed dragons can be purchased by tokens at the shop.

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Energy is used to feed the dragon to keep them healthy and awake and produce much more Idle Coin.

Energy can be purchased in the Marketplace.





# Breed Dragon

Breeding



Success : 60%

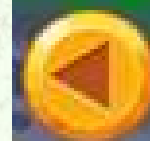




Success : 60%

**BREED**  
20000

Common : 10%  
Great : 15%  
Rare : 70%  
Epic : 5%



Activision Windows









# Breeding

## Eggs

- While owning dragon eggs, users
  - ◆ proceed to hatch eggs into new baby dragons.
- Dragons hatched will have
  - ◆ random attributes and a corresponding Idle coin ratio.
- The dragon born will have unique
  - ◆ attributes, depending on the category of the dragon egg.

## Dragons

- Feed the dragon every day to get them evolved to a higher level.
  - ◆ Their appearance will also change over evolution.
- When evolution reaches
  - ◆ maximum level, breed among dragons to create new dragons.
- Each dragon will earn a specific
  - ◆ amount of tokens after each feeding based on Idle coin index.

## Breeding

- ◆ - 2 opposite-sex adult dragons will be able to breed with each other.
  - New baby dragons will randomly inherit dragon stats from their
- ◆ parents. Also, stats of the parent dragon will decrease after each breeding.
- ◆ - Each adult dragon can only crossbreed a maximum of 7 times.





# Game Economy

