MMO Game Flow

Start up Screen

Game will start with a start up screen that will have the following options.

1. Sign up
2. Login

We can use the same API and backend for the authentication module which are there in native applications. This way it will make it possible to access wallet information of the user.

Main Menu Screen

Once authentication completed user will see main menu screen whereas there will be different option for them to select.

1. Play
2. Game Settings
3. Profile
4. Shop
5. My Space
6. Friend’s Room

Play : When a user clicks on this option they will be redirected to the character selection and customisation screen.

Game Settings : This option will enable user to turn on/off music and sound.

Profile : Here users will see their profile data such as profile image,user name,name,email address and can logout.

Shop : Here users will see purchasable objects like vehicles,lives,buildings,weapons,advertisement banners. All these can be bought using real money. App will use Stripe Payment Gateway for payment integration.

My Space : Here user will see list of all spaces they have created while playing game. Spaces can be bank,food places, gang stash house,clothing store,weapon store and casino club.

Friend’s Room. When user clicks on this option they will see the list of friends and when user clicks on any friend from list they will see the list of room the friend passages. Friend will be those who have registered in the game and have created any room. Room will be similar to My Space but the owner of that space will be a friend who has created it.User can visit any room by paying some amount of currency set by the owner.

Character Customisation Screen

There will be two types of characters Male and Female with various outfits option for the character. Users can select as their preferences. Selected character will then appear in the game play screen.

Game Mode Selection

There will be two types of mode. Solo and Team Death Match.

Solo Death Match : Here user will create one room and challenge other users to join and fight against him. Player will kill opponents and will get fund.If Player killed by other player session will destroy and all connected players will be removed. Similarly player can join other user’s challenge and kill him to get coins.

Team Death Match : When user selects this option he will be asked to select team mates from team list.If user does not have any team yet,he will first create team by requesting other user to be part of team. User can see the list of team mates and teams and mange them. Once Captain (the user who has created the team) will go to the next screen where he will see a list of locations to select. There will be three options

1. Warehouse heist
2. Armored Truck heist
3. Wyrr Bank Heist
4. Money truck heist

Once he selected a particular location all team members will enter into the selected location and will shoot other team.

When user clicks online he will see the list of available rooms. User can join any room and when he enters the room he will see other players who are already there to kill them.You have to kill other player before you get killed by other player.If you kill opponent

Environment Selection Screen

Once user has selected a character he can choose the environment where he wants to go. There will be 3 different options to select from.

1. City
2. Slum
3. Suburban

Each environment will be predefined and will have some unique items to pick based on the environment.

Game Play Screen

Once a user has selected the environment he will enter into that scene and will find himself somewhere in the scene.He will also see the other players who are already there in the scene. Player has to shoot other player and kill them before they kill you. If you are killed by other player you will lose some amount of money and drop one object. If other player picks up that object then they will get money which will be the same value which deducted from your account. Same concept will apply for all other players.

Game play will be always open for every user so everyone can enter into any environment at any time. This scene will have multiplayer functionality so every player can see where the other players are. Users can chat with other players when they are in game. For chatting functionality, the app will use Photon Chat server for unity.

For multiplayer and chat functionality we will use Photon Server

<https://www.photonengine.com/en-US/PUN>

<https://www.photonengine.com/en-us/Chat>

As you said, the main application developed in native platform is based on cryptocurrency and has a user profile which you want to use in this game. We can use the same backend for login and registration purposes. If native applications are based on api for bitcoin integration we can also use the same API. For that we will need backend and front end code for implementing wallet features in Unity Game.

Android <https://play.google.com/store/apps/details?id=com.wyrrpenpal&hl=en>

iOS : <https://apps.apple.com/in/app/wyrr-dapp/id1350388381>