The goal Is for each mechanic to be simple, flexible, and useful in multiple aspects.

**Rpg mechanics:**

EXP System:

Players earn EXP from multiple sources.

* Picking up wood found on the water.
* Killing enemy players.

When dying, players lose EXP.

Players lose half of their levels, and drop 40% of the exp they had for other

players to pick up.

When a player respawns, their stat-points are reset.

Level system:

Players gain levels from EXP. EXP required is exponential.

Each level grants one stat point which can be used in the following:

* + Wave width
  + Wave length
  + Movement speed
  + Turn speed
  + Turn angle increase.

Stat math:

Wave Width – Each level increases width by 10% of original value

Wave Length – Each level increases length by 50% of original value

Movement speed – Each level increases move speed by 2 percent of OV

Turn speed – Each level increases turn speed by 2 percent of OV

Turn angle increase – Each level increases angle by 1 degree.

Max values:

Wave width – 100%

Wave length – 500%

Movement speed – 20%

Turn speed – 20%

Turn angle – 10 degree increase.

Max points per stat = 10.

Every 5 levels (up to level 15) players can choose one of the following:

Level 5:

5% increased movement speed (Overall speed. I.E 5% of 500%.)

5% increased wave size (Overall wave size.)

Level 10:

10% increased EXP gain

5% increased wave width (overall wave width)

Level 15:

5% turn speed (overall speed)

2 degree increase to turn angle.

Every 10 levels, players can choose one of the following (Choices override):

Level 10:

Wave splits into 2.

Wave width shortens by 10%, length increases by 10%.

Level 20:

Wave splits into 3.

Going over your own wave allows you to jump slightly, by-passing

An enemies wave if not too wide.

Level 30:

Wave splits into 2, and slow down nearby player turn speed by 10%.

Single wave. 20% thinner, 10% longer. Drags players into, forcing them to move at 10\*MoveSpd% towards it. (Enemy Movspd lv 10 = 100%.)