GDD Chaos

Table des matières

[Core Game Loop 3](#_Toc515550858)

[Making Money 3](#_Toc515550859)

[Mini Games 3](#_Toc515550860)

[Daily Rewards 3](#_Toc515550861)

[Buying Things 3](#_Toc515550862)

[Items 3](#_Toc515550863)

[Food 3](#_Toc515550864)

[Taking care of Creatures 3](#_Toc515550865)

[Feed a Creature 3](#_Toc515550866)

[Training Creatures 4](#_Toc515550867)

[Creatures 4](#_Toc515550868)

[Stats 4](#_Toc515550869)

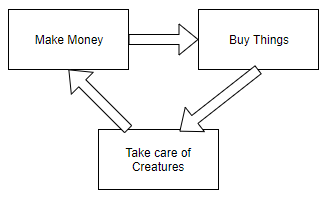
[Level 4](#_Toc515550870)

[Hunger 4](#_Toc515550871)

[Leveling up 4](#_Toc515550872)

[The Player 4](#_Toc515550873)

# Core Game Loop



# Making Money

## Mini Games

Todo

## Daily Rewards

Todo

# Buying Things

## Items

Todo

## Food

Food are items which the Creatures can eat.

# Taking care of Creatures

See **Creatures** before.

## Feed a Creature

Drag and drop food from **Inventory** over a creature to feed it.

## Training Creatures

Todo

# Creatures

Creatures are the core aspect of the game. The entire game is based on buying/upgrading creatures.

## Stats

### Level

The creature’s level. Generally starting at 1.

### Hunger

The creature’s hunger. If at 0 for too long, the creature die. The hunger is replenish using **Food**.

Happiness

The creature’s happiness level. If at 0 for too long, the creature flew away. Other players can then find abandoned creatures.

## Leveling up

Todo

# The Player

The Player is the entity that own Creatures, Money(Inventory) and Items (Inventory).