

# Increasing Shadow Forge Levels from 20 to 30 Brief

Document Status	DRAFT
Release	4.X
Sprints	TBD
Target Date	TBD
Dashboard	
Jira Release Tag	

## Changelog

Date	Editor	Change
7/31/24	JW	Added Spec to Confluence
8/2/24	JW	Split out into It's own Feature Brief
9/16/24	RS	On hold

### ❌ NOTE:

This feature is on hold until UniForge and ShadowForge features are aligned with TWT2 design. New levels will need to be balanced against the Unicorn economy, and leverage rewards/materials from TWT and UniForge.

Related Shadow Forge Docs:

[Ritual Recycling Feature Brief](#)

[New Shadow Forge Ritual Pools](#)

[Changing Shadow Forge Daily Reward Points to be on a Logarithmic Curve](#)

## Goals

Currently, husk gathering capacity is causing Players to come in and stake/restake Shadowcorns too frequently. We want the changes made to the Shadow Forge to address these problems. We want to have Shadow Forge Levels give Players enough storage so that they only will need to come back once every few days instead of the current frequency of Shadow Forge reap/restake.

## Philosophy

The original ask was to have batch reap/restaking. Given the work involved with that, Product/Design decided to increase Husk Storage so that Players won't need to come back as often.

We know a lot of our whales value quality of life when playing our game. It was one of the cornerstones of our 3.0 launch, or "Make Farming Great Again." The quality of life aspects of 3.0 were well-celebrated by players, and so we feel like adding more Husk Storage to all levels of the Shadow Forge so that players don't need to come back as often to reap/restake will be well-received by our Shadow Forge Players.

## Requirements

- Minimize Dev Work by working with existing framework

## User Stories

### As a Player

I don't want to have to come back to the Shadow Forge to collect my Husks as often

I want to increase my husk storage by leveling up the Shadow Forge

As a Designer

I want to increase Husk Storage for for existing levels

I want to add 10 more levels to the Shadow Forge

Design

Existing Content Rebalancing: Adding Husk Storage to Levels 1-20

Shadow Forge Level	Current Husk Storage Bonus	Proposed Husk Storage Bonus
1	0	0
2	1	10
3	1	10
4	1	10
5	10	50
6	2	15
7	2	15
8	2	15
9	2	15
10	20	75
11	3	20
12	3	20
13	3	20
14	3	20
15	30	100
16	4	25
17	4	25
18	4	25
19	4	25
20	50	125

Design would like to change the Husk Supply bonus of Shadow Forge Levels 1-20 to be the above. This increases Husk storage by a little more than 4x in Levels 1-20.

New Content: Add Levels 21-30 to the Shadow Forge

Shadow Forge Level	Base Husk Production	Base Husk Storage Bonus	Shadow Forge Keys	Dark Marks
21	0.1	30	110	7200
22	0.1	30	120	8000
23	0.1	30	130	8800
24	0.1	30	140	9600
25	1	150	150	10400

26	0.1	35	160	11400
27	0.1	35	170	12400
28	0.1	35	180	13400
29	0.1	35	190	14400
30	1.2	175	200	15400

Here are the Production Bonuses, Storage Bonuses, Shadow Key Costs and Dark Mark Costs for Shadow Forge Levels 21-30.

## Analytics Needed

- Number of Reap/Restake Transactions per Day/Week
- We already should be tracking Shadow Forge Levels, Shadow Forge Keys, Dark Marks spent

## Feature Tools Needed

- QA Tools
  - Make Shadow Forge Level X
  - Give QA Wallets Shadow Forge Keys and Dark Marks