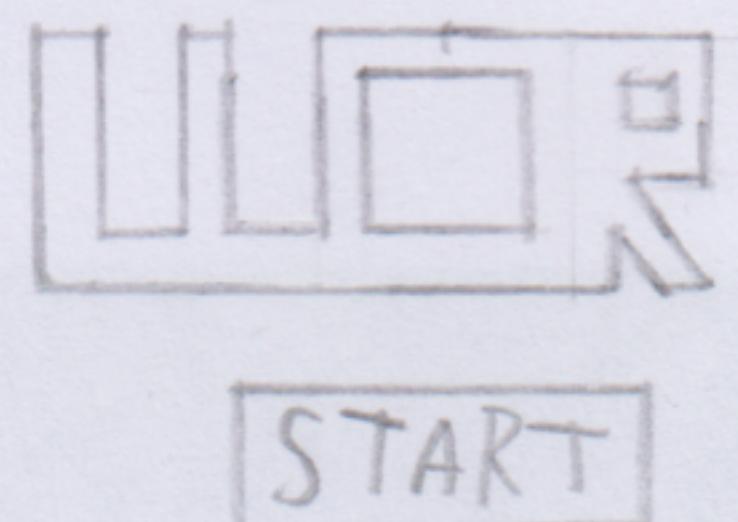


World of raids

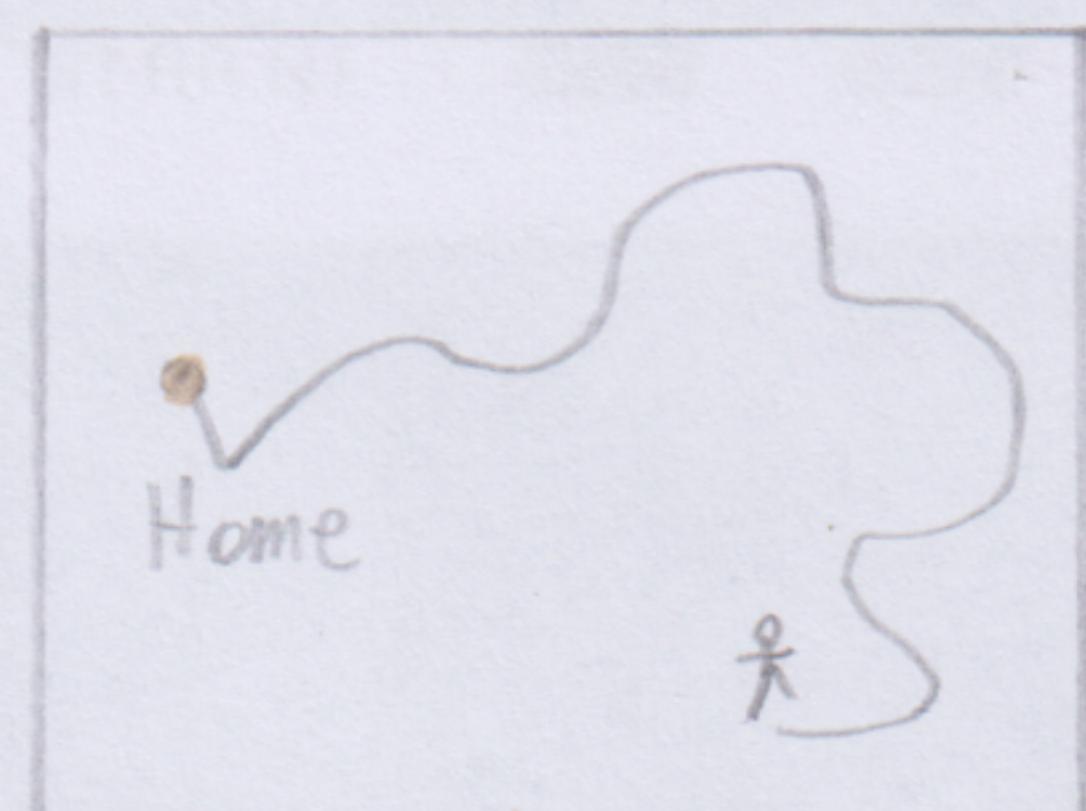
like eine Ahnung wie viele, vielleicht
public static final int ~~NUM_OF_SKILLS~~
~~3~~
NUM_OF_SKILLS,



Choose class

warrior	archer
mage	healer
tank	assassin
...	

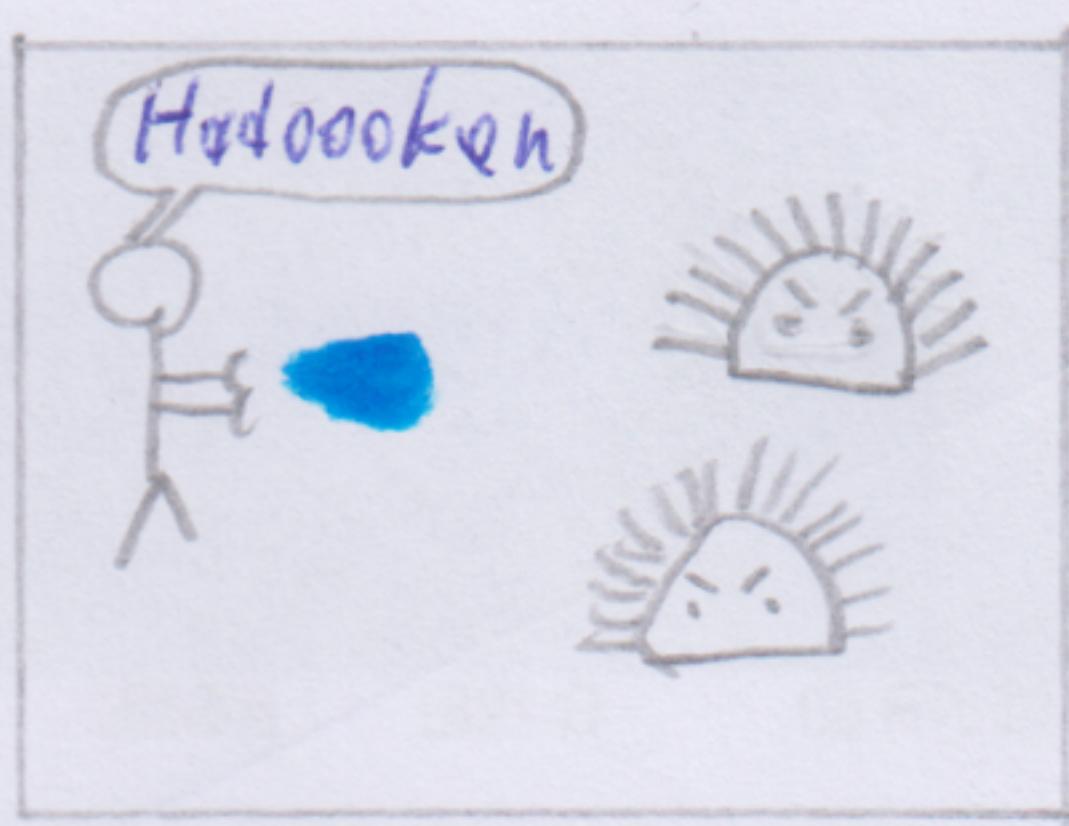
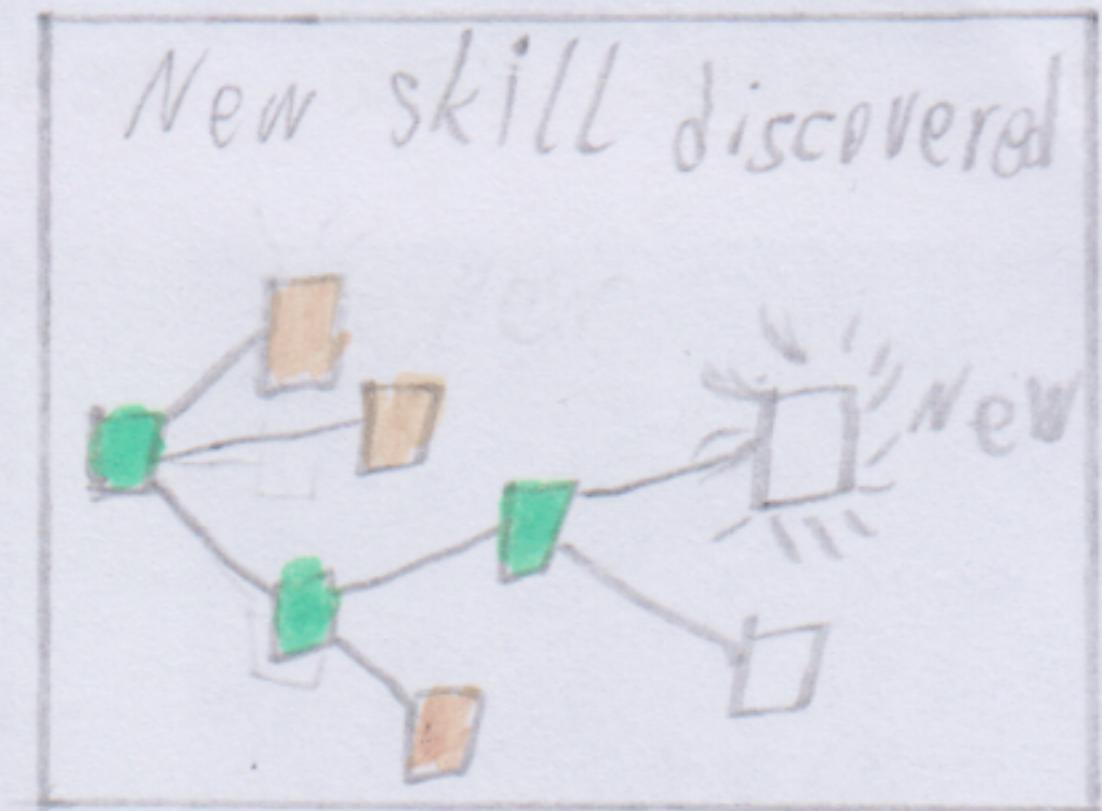
(Permanent choice)



Travel far to discover new skill upgrades

Learned

Not Learnable



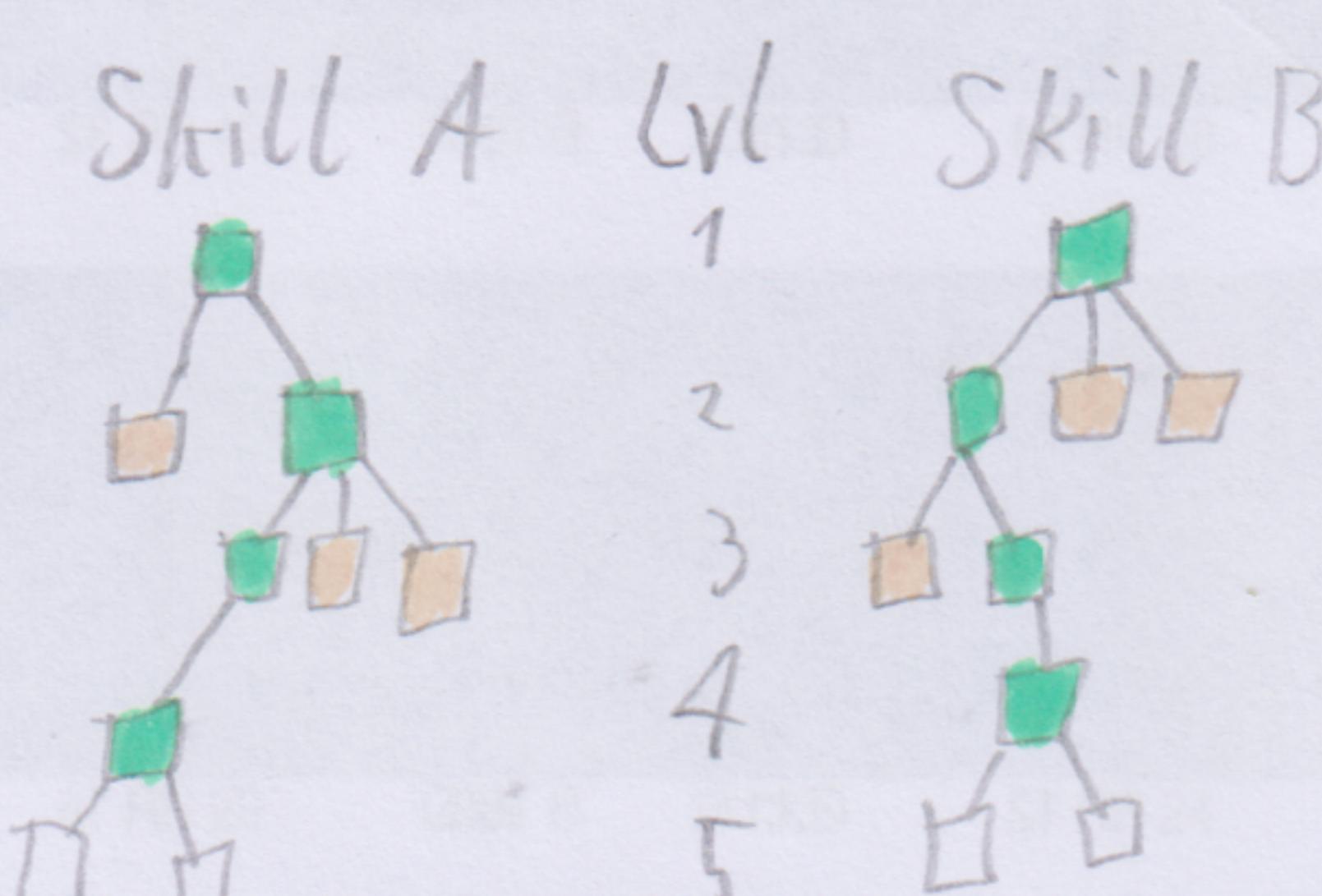
Battle small enemies for XP;
They appear at random intervals

Level up! 5	
Atk	32 → 38
Def	18 → 21
HP	357 → 389

XP grants your character level ups, that increase general combat stats



Join raids with other players for more XP and to learn already discovered skills



... Each character has NUM_OF_SKILLS skills that he can upgrade by traversing the skill tree downwards.

Only one of the discovered upgrades per skill level can be chosen

Warrior 4→5

Atk 56 → 65

Def 23 → 27

Hp 474 → 525

Tank 4→5

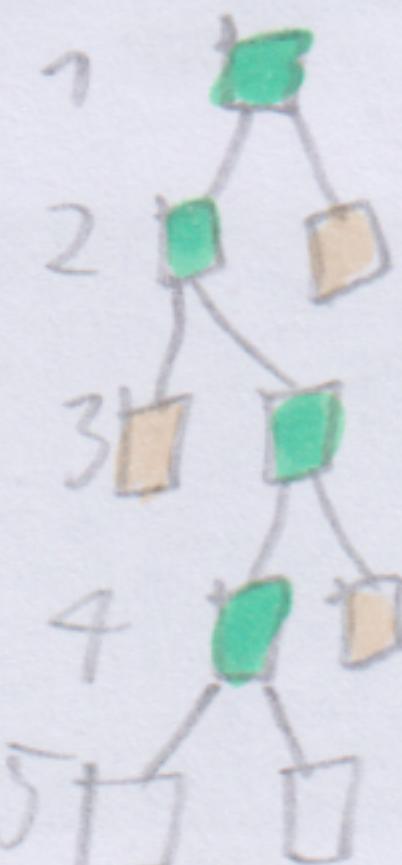
Atk 16 → 18

Def 55 → 64

Hp 602 → 653

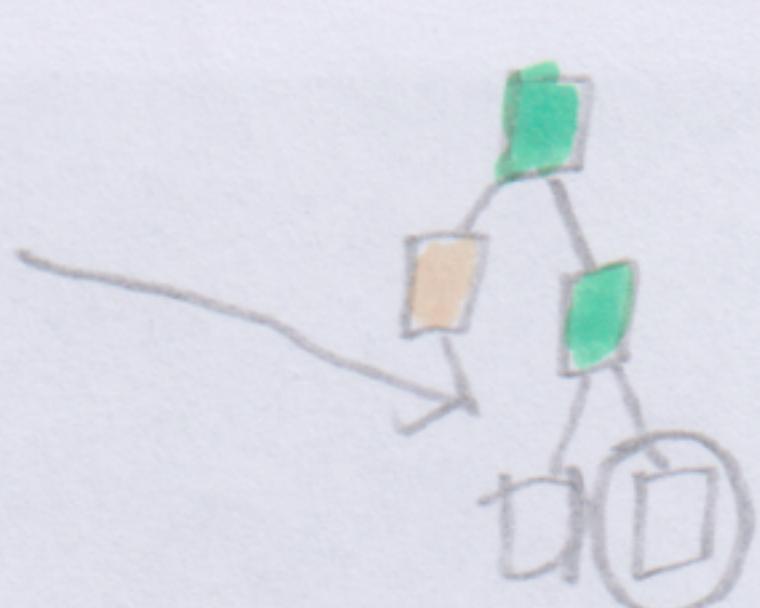
Skill trees are unique to each class, combat stats also depend on the original class

RAID Lvl 3

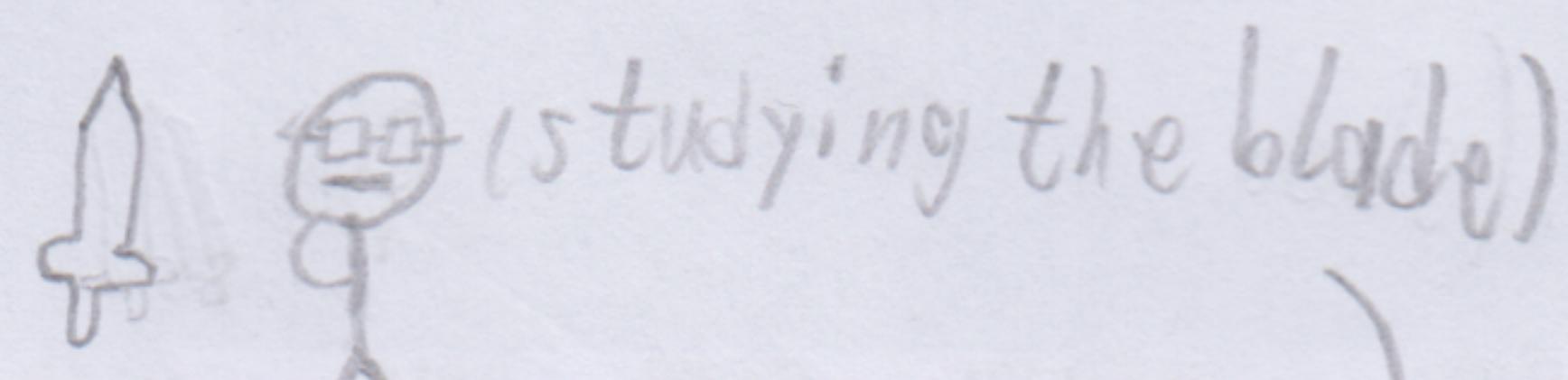


A Raid of Lvl n is ~~enough~~ only enough to upgrade a skill to Lvl $k \leq n$

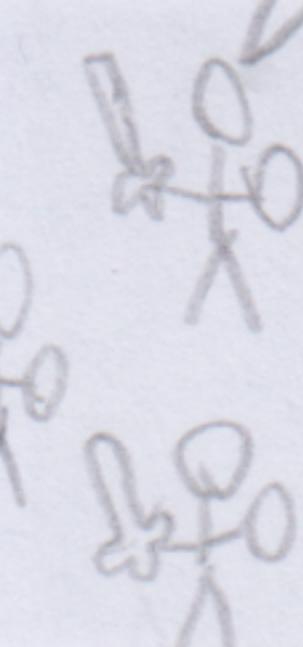
Choose desired upgrade



Your character prepares for the raid

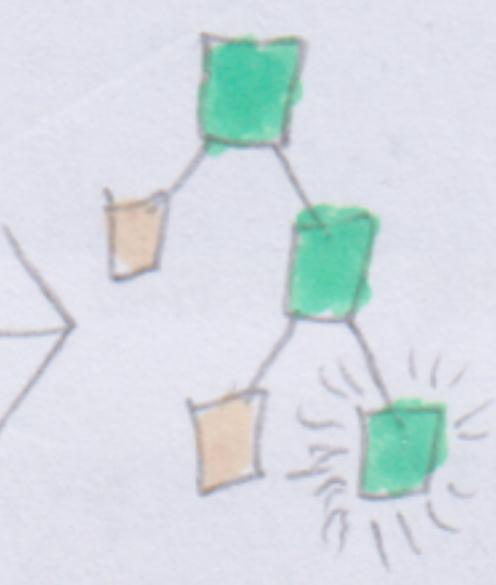


Face the Wind



Fight the raid boss

Finish him ~~to death~~ with your newly upgraded skill (and fancy animations)



Skill upgrade learned

Higher level raids require good team compositions to beat

↳ Specialize your characters skills and find other players who synergize with your characters skills



Form the dream team!