Introduction

## **🔨 What is The Forge?**

**The Forge** is the web-based core management platform for *Aura Forge*, an IP-integrated, RPG-focused ecosystem that connects traditional progression systems with a player-driven economy and eventually, blockchain integration.

The Forge acts as a **central hub** where players:

* Craft and fuse Auras
* Farm and complete dungeon runs
* Progress their characters and buildings
* Earn materials, complete quests, and grow their account
* Trade assets via a structured in-game marketplace
* Interact with AI companions who guide progression and provide strategic insight

It is tightly connected to the *Aura Forge* 4v4 turn-based RPG (mobile/PC), enabling a shared inventory, unified character development, and event progression between platforms.

## **🚀 Development Vision**

The Forge is being developed in **staged releases** with a strong focus on **player utility before blockchain complexity**, so that meaningful gameplay and feedback can occur **without needing on-chain integration right away**.

### **🎯 Alpha Goals (Pre-chain, MVP scope)**

To deliver an operational platform where players can:

* Log in and build their account (Discord login)
* Assign characters to **Farming** or **Dungeon** tasks
* **Craft Auras**, fuse them, and upgrade their team
* Use a **limited Black Market** to acquire time-limited items (non-tradable)
* Level up characters and buildings with restricted progression gates
* Follow an early **onboarding story arc** with AI companion guidance
* Complete **quests** and unlock **rewards** tied to early actions
* Begin forming **play habits**, team structures, and crafting goals

The Alpha avoids blockchain entirely, using a traditional backend to store and manage assets, balances, cooldowns, and reward logic.

### **🧱 Why This Approach**

1. **Cost Control** Early development avoids gas fees, chain complexity, and integration overhead — keeping burn rates low while features are validated.
2. **Community Feedback** Real gameplay loops can be tested and balanced before monetization or asset deployment. This ensures that NFT/Token designs serve *function*, not hype.
3. **Modular Architecture** Every major feature (Black Market, Fusion, Soul Shards, etc.) is designed to be **chain-compatible**, so once funding or grant support is secured, you can toggle smart contract integrations into proven systems.
4. **Partnership Ready** Early gameplay gives partner IPs, guilds, and KOLs something concrete to experience and promote — not just tokenomics.

### **🔮 Post-Alpha Vision**

Once the core loop is live and stable:

* Introduce **Player Trading** in the Black Market (Forge Token / NFTs)
* Migrate characters and auras to **on-chain asset models**
* Enable **staking mechanics**, leaderboard incentives, and guild systems
* Support **interoperable characters** from partner IPs with custom aura paths
* Launch **event-driven campaigns**, world bosses, and rare crafting trees

Development Stages

Alpha v0.1

* **Discord Login** - Allow users to log in with Discord which also grants access to the chat feature linked to #discussion
* **UI/UX** - John to help design
* **Inventory** - for Characters, Auras, Resources & Materials
* **Characters** - 7 stats and possible passive skills.Level from 1 to 49
* **Auras** - including stat multipliers and skills
* **Farm** - Multiple difficulties and timers
* **Dungeon** - Text based autoplay using Attack, Vitality and Speed stats from Characters (after Aura stat multipliers). Also uses character’s passive skills and active skills provided by Auras
* **Black Market** - Players can make purchases with Rogue Credits (No p2p transfers yet)

Alpha v0.2

* **Forge** - Level of the Forge determines max level for characters.
* **Forge** - Forge Level 1 Auras
* **Townhall** - Level determines quantity of active tasks and building levels
* **Bounty Board** - Daily quests. Level of the Bounty Board determines how many quests available and what quality.
* **Leaderboards** - Ranked based on quantity of dungeon stages completed per week
* **Tavern** - Provides various trade options each week such as trading 3 specific characters for 1 exclusive character or trade 5 basic soul shards for 1 rare soul shard.
* **Tavern** - Provides energy/tickets to participate in Dungeons and Arena PvP (Mobile game)

Beta

* **Forge** - allows users to Fuse auras up to level 14 (Blockchain)
* **Aura Fusion** - skill transfer system (Each fusion has a chance for a skill to be transferred from the secondary Aura to the Primary Aura)
* **Soul Shards** - allows duplicate character dismantling for Soul Shards (Blockchain)
* **Forge Token** - development and smart contracts (Blockchain)
* **Black Market** - Special Offers - Microtransactions using Forge Tokens - Resets every 24 hours (Blockchain)
* **Black Market** - player listings - higher level Black Market allow more slots to list items for sale (like Shop Titans) (Blockchain)
* **Black Market** - Trade Auras and materials (Blockchain)

Full Release

* Character NFTs
* Buildings Upgrade Blueprints NFTs
* Campaign / Journey / Storymode / Tutorial
* Guilds (2 to 5 players)
* Black Market enable listings for Characters, Shards, Building Blueprints
* AI Companion - Unique LLM with skill tree upgrades

Discord Login

## **Feature: Discord Login**

### **Brief Explainer Summary:**

Discord Login allows players to access The Forge web portal using their Discord credentials. This simplifies account creation, ties players to their community identity, and grants immediate access to linked features such as in-game chat via the connected Discord channel.

### **Comprehensive Description:**

The Discord Login system authenticates users through Discord’s OAuth2 protocol. When a player logs in, they are redirected to Discord’s authorization screen. Once authenticated, the system retrieves the user’s Discord ID, username, and optionally their avatar and roles. This identity is stored in the database and used to associate progress, inventory, and social interactions within The Forge.

The integration also includes an automatic bridge to the #discussion channel in the official Discord server. Once logged in, players can participate in a live chat embedded in the web portal, which relays messages between the game and Discord in real-time.

This login method also lays the foundation for permissions management (e.g. moderators, testers, guild leaders) based on Discord roles.

### **Technical Requirements:**

#### **Frontend:**

* Login button with Discord branding.
* Status indicator (logged in / not logged in).
* Profile display (e.g. avatar, username).
* Embedded chat UI (connected to Discord channel).

#### **Backend:**

* **OAuth2 Flow Integration:**
  + Redirect to Discord authorization endpoint.
  + Callback endpoint to handle Discord’s access token response.
  + Use token to fetch user info via Discord API (/users/@me).
* **User Session Management:**
  + Create or update user profile in database (MongoDB/PostgreSQL).
  + Issue JWT for client session tracking.

#### **Database Schema (example):**

{

"discord\_id": "1234567890",

"username": "PlayerOne#1234",

"avatar\_url": "https://cdn.discordapp.com/avatars/...",

"roles": ["member", "tester"],

"last\_login": "2025-04-04T12:34:56Z"

}

#### **Security:**

* Store tokens securely (if needed) or avoid long-term token storage altogether.
* Use HTTPS for all requests.
* Enforce rate limits on login attempts.

#### **Discord Integration:**

* Discord bot with necessary permissions to read/send messages in #discussion.
* WebSocket or REST-based relayer to sync messages between the portal and Discord.

#### **Dependencies:**

* Discord Developer Portal (for setting up the app & getting Client ID/Secret).
* Libraries: passport-discord (Node.js), discord.js, or similar OAuth clients.

### **Optional Enhancements:**

* Link Discord roles to in-game permissions (e.g., special avatars for holders of certain Discord roles).
* Account linking prompt if user has played before without logging in via Discord.
* Multi-account safeguards to prevent abuse.

UI/UX

## **Feature: UI/UX**

### **Brief Explainer Summary:**

The UI/UX defines the visual and interactive structure of The Forge web portal. It determines how players view information, interact with features, and navigate between systems like the Inventory, Farm, Forge, and Black Market. A clean, responsive, and intuitive interface ensures users can engage with the platform efficiently, whether they’re new or experienced players.

### **Comprehensive Description:**

The UI/UX layer ties together the visual design, player experience, and front-end functionality. It encompasses layout, navigation, theming, feedback systems, screen responsiveness, and animation.

The base UI will be designed with reusable components for:

* Page templates (Dashboard, Inventory, Building views)
* Modals (e.g. pop-ups for item details or confirmations)
* Tabs and collapsible menus
* Buttons with active/inactive states
* Tooltips and hover-over feedback for stats, skills, etc.
* Mobile-friendly structure

### **Design Process:**

* Your in-house designer will provide initial layout guidance and assets.
* Community-submitted mockups will be reviewed and slotted into the backlog once a specific feature is nearing frontend development.
* Developer placeholders will be used until final artwork is available.
* Character avatars and any provided visual assets will be incorporated as they are delivered.

### **Design Guidelines:**

* Consistent layout language across features
* Easy-to-read fonts, accessible color contrast
* Priority on clarity over flash (e.g. tooltips for skill descriptions, stats breakdowns)
* Dark mode baseline with room for future theming
* Scalable components built in a component framework (like React or Vue)

### **Technical Requirements:**

#### **Frontend Stack:**

* **Framework:** React (recommended for reusability and performance)
* **Styling:** Tailwind CSS or Styled Components
* **State Management:** React Context / Zustand / Redux
* **Animations:** Framer Motion or CSS transitions
* **Routing:** React Router or Next.js (if using SSR)

#### **Assets Pipeline:**

* Support for:  
  + Placeholder images (from in-house or generic packs)
  + Final artwork drop-ins without needing layout rewrites
  + SVGs or Lottie for lightweight animation

#### **Integration Notes:**

* Placeholder UI components will be used for alpha features until production assets arrive.
* Final assets should follow agreed sizing and format specs (e.g. 512x512 WebP or SVG for avatars).
* A Figma-to-Component pipeline (optional) can be created to convert designs into styled components more efficiently.

#### **Design Delivery Workflow:**

* Designer delivers components in Figma (with variants for hover, disabled, etc.)
* Developers create matching components in the codebase
* QA verifies layout/function against the source design
* Community designs may be voted on or submitted via a structured form (e.g., Google Form → Notion → Trello)

### **Future Considerations:**

* A lightweight style guide (font, color palette, spacing, component usage)
* Theme system for seasonal events or partner branding
* Localization support (LTR/RTL switching and language toggles)
* Accessibility (screen reader-friendly structure, ARIA labels)

Inventory

Perfect — I’ve expanded the **Inventory** section to reflect your additional requirements around sorting, duplicates, and character task states.

## **Feature: Inventory**

### **Brief Explainer Summary:**

The Inventory is the central management interface for all player-owned assets including characters, auras, resources, soul shards, upgrade materials, and equipment. It supports filtering, sorting, and mobile-friendly navigation. It’s also where players manage Aura equips and inspect full character details.

### **Comprehensive Description:**

The Inventory is structured into multiple sections but defaults to **Character Inventory** as the main view. The design emphasizes quick access to the most-used actions: viewing a character, equipping or unequipping Auras, and sorting or managing items.

Key functional components:

* **Character Inventory View:**
  + Show all owned characters in a scrollable grid
  + Tag characters who are actively engaged (farming/dungeon) with a lock icon and countdown timer
  + Indicate duplicate characters and allow users to switch one out with another if available
  + Disallow equipping or unequipping Auras from locked characters
* **Aura Management View:**
  + Show all owned Auras, sortable by Tier, Class, Rarity, Stat Type, Fusion Potential, etc.
  + Show which Auras are currently equipped and by which character
* **Resources / Materials / Shards / Equipment:**
  + Compact sortable views of materials, upgrade items, and currencies
  + Categorized by type and use-case, filterable by tier or rarity

### **Sorting and Filtering Capabilities:**

* **Characters:**
  + By level, tier, duplicates, availability (active/inactive), class, role
* **Auras:**
  + By rarity, class, tier, equipped status, Fusion tags, stats modified
* **Resources & Upgrade Materials:**
  + By name, tier, quantity, use-case (e.g. crafting, upgrading, forging)
* **Soul Shards:**
  + By type and rarity
* **Equipment (when added):**
  + By slot, rarity, character compatibility, stat type

### **Technical Requirements:**

#### **Frontend:**

* **Layout:**
  + Main tabbed or segmented interface with swappable views (Characters, Auras, Materials, Shards, Equipment)
  + Real-time timers for active characters using client-side interval (with server sync check)
* **Interactions:**
  + Equip/unequip Aura modals with stat previews
  + Duplicate character tagging and replacement prompt
  + Disabled state visuals and tooltips for locked characters
  + Filter/sort menus for each category
  + Dynamic tooltips with stat explanations, synergy indicators, or locked state reasons

#### **Backend:**

* **APIs:**
  + GET /inventory
  + POST /equip-aura
  + POST /unequip-aura
  + GET /character/:id
  + GET /character-duplicates
  + POST /character/switch-duplicate
* **Task Lock Handling:**
  + When a character is engaged in a time-gated task (e.g. Dungeon, Farm), their inventory status is set to locked with task\_type and available\_at timestamp.
  + The system will refuse any action (equip/unequip, switch) on these characters until the task ends.

#### **Database Schema Additions:**

{

"characters": [

{

"id": "char001",

"engaged": true,

"task\_type": "dungeon",

"available\_at": "2025-04-04T17:35:00Z",

"duplicate\_of": "char004"

}

]

}

### **Mobile Considerations:**

* Mobile-first interface with tabs and dropdowns
* Stackable filters to save space
* Long-press or swipe for quick actions (like viewing duplicates or equipping Auras)
* Countdown timer badges for locked characters

### **Optional Add-ons:**

* Auto-equip suggestions based on stat synergy
* “Show Only Available” toggle to hide locked characters
* "Switch with Duplicate" confirmation prompt with stat comparison
* Sorting presets (e.g. “Most Powerful,” “Unused,” “By Class”)

Ready to move on to **Characters** or do you want to add anything else to Inventory first?

Characters

Great — this is a rich and well-defined system. Here’s the **Characters** section for your technical document, structured to capture everything you've described, with room for future extensibility.

## **Feature: Characters**

### **Brief Explainer Summary:**

Characters are core units in both The Forge and the mobile RPG. Each character NFT is generated with a unique stat profile, racial tag, and passive skills. Their stats influence their performance in activities like farming and dungeon runs, and they must be equipped with an Aura to be used. Characters can also be dismantled to generate Soul Shards based on their total stat value.

### **Comprehensive Description:**

Each Character NFT includes:

* **Seven Stats**, determined at mint and used for combat and game activities
* **Passive Skills**, drawn from a character-specific skill pool
* **Race Tag**, for future synergy systems (e.g., buffs for all “Undead”)
* **Aura Slots**, which allow customization and enhancement of combat roles

#### **Stat System:**

Each character has seven base stats:

* **Attack** – Determines damage dealt
* **Accuracy** – Determines critical strike chance
* **Vitality** – Governs maximum health
* **Defense** – Reduces incoming damage
* **Speed** – Influences turn frequency
* **Focus** – Affects chance of applying control effects (e.g., stun, silence)
* **Resilience** – Affects chance of resisting control effects

At mint, each character starts with a **base stat total of 100**. Each stat is randomly modified between **-25 to +25**, with values calculated server-side. This makes balance updates possible through tuning multipliers seasonally without needing to reissue or modify NFTs.

Only **Attack, Speed, and Vitality** are currently used within The Forge activities (e.g., farming, dungeons), but all seven stats will be active in the mobile PvP RPG. The remaining stats may be activated for Forge activities in the future.

#### **Passives:**

* Characters can have 2–3 unique passive abilities.
* These are drawn randomly from a race or class-based pool at the time of NFT mint.
* For alpha, characters will use placeholder or default passives until the full system is implemented.

#### **Aura Requirement:**

* Characters must be equipped with an Aura to be eligible for activity.
* Auras add **stat multipliers** and **active combat skills**:  
  + **Basic**, **Advanced**, and **Ultimate**
* The synergy between a character’s passives and an Aura’s actives creates room for strategy and experimentation.

#### **Engagement Locking:**

* Characters cannot be reassigned, modified, or dismantled if they are currently engaged in a task (farming, dungeon).
* Locked characters display a visible **task badge** and **countdown timer** in the Inventory UI.

#### **Duplicates & Account Constraints:**

* Accounts may hold multiple NFTs of the same character type.
* However, only **one instance of a character type** can be **active** in an account at a time.
* Extras may be swapped in manually or dismantled for Soul Shards.

#### **Dismantling:**

* Characters can be dismantled to create Soul Shards.
* A character’s **total base stat value** influences the odds of receiving **higher rarity Soul Shards**.
* When dismantled:  
  + Ten rolls are made for Soul Shards tied to that character’s identity.
  + Each roll has a weighted chance based on stat total (e.g., 650+ score increases chance of Epic/Legendary shards).

### **Technical Requirements:**

#### **Frontend:**

* Character detail view displaying:  
  + All 7 base stats with multipliers from Auras
  + Equipped Aura slot and passive skills
  + Race, Level, Engagement Status, and Lock Timer (if active)
  + “Dismantle” button with confirmation and shard preview
* UI to show and switch duplicate characters
* Filters for race, tier, availability, and stat type
* Sort options for stat totals, level, or rarity

#### **Backend:**

* **Stat Calculation:**
  + On mint: assign +/- modifiers to base stats via controlled RNG
  + Apply balance modifiers seasonally (stored in config)
* **Engagement Locking Logic:**
  + character.engaged: true/false
  + engaged\_task: 'farm' | 'dungeon'
  + available\_at: timestamp
* **Dismantle Logic:**
  + Weighted random generator for shard rarity based on stat total
  + Track shard history for economy balancing
* **Passive Assignment:**
  + Lookup pools based on character ID or race
  + Store passives as unique IDs per character

#### **Database Sample:**

{

"id": "char025",

"type": "Celestial",

"stats": {

"atk": 122,

"acc": 98,

"vit": 103,

"def": 88,

"spd": 115,

"foc": 108,

"res": 96

},

"passive\_skills": ["psk101", "psk203"],

"engaged": true,

"engaged\_task": "dungeon",

"available\_at": "2025-04-04T22:15:00Z",

"aura\_equipped": "aura056",

"duplicates": ["char025\_b", "char025\_c"]

}

### **Future Considerations:**

* Class & Race synergy buffs (e.g., Beasts gain bonus crit when grouped)
* Passive reroll system or passive upgrades
* Battle logs to track performance of different character builds

Let me know if you'd like to expand anything (like the minting process, passive rarity tiers, or dismantling odds), or if we’re ready to move on to **Auras**.

Level Progression

Perfect — here’s the final addition to the **Characters** section with the leveling system fully integrated:

### **Leveling System:**

Characters level from **1 to 49**, gaining incremental stat improvements and unlocking **passive skill enhancements** at key milestones. This system increases a character's strength and value, and is a requirement for higher-tier game activities.

#### **Level Progression:**

* Each level requires **Essence** and **Soul Shards** to upgrade.
* The required amount increases as the level rises, with milestones at every 10 levels.
* Leveling does **not** change the base stats, but may apply small scaling bonuses (e.g., +2% per 5 levels) depending on design.

#### **Passive Skill Upgrades:**

* Passive skills increase in power at these levels: **9, 19, 29, 39, and 49**
* Each upgrade improves the effectiveness of the passive (e.g., higher proc rate, stronger buff).
* Maximum level for each passive is currently **Level 6**.
* In future, the cap may be increased or augmented with specialized upgrades (e.g. Prestige system, Soul Imbuement).

#### **Level Gating for Activities (Optional Design Layer):**

* Some future activities or Fusion requirements may demand a minimum character level.
* High-level passives may also synergize more effectively with rare Auras.

### **Technical Requirements (Leveling):**

#### **Frontend:**

* “Level Up” button in the character detail view
* Display of required resources (Essence, Soul Shards)
* XP or level bar with passive upgrade indicator
* Visual effects or animations on level milestones

#### **Backend:**

* POST /character/level-up
* Level-up validation (check resources, cooldowns if any)
* Track passive level separately from character level
* Formula for required resources per level (curve stored server-side)

#### **Sample Character Object (Updated):**

{

"id": "char025",

"level": 27,

"passive\_skills": [

{ "id": "psk101", "level": 3 },

{ "id": "psk203", "level": 2 }

],

"stats": { ... },

"resources\_required\_for\_next\_level": {

"essence": 150,

"soul\_shards": 3

}

}

Soul Shards (unfinished)

Thanks — here's the updated **Dismantling** section within the **Characters** entry, incorporating your shard rarity roll table based on stat ranges:

### **Dismantling & Soul Shard Generation:**

When a character is dismantled, their total base stat value (sum of all 7 stats) determines the odds of receiving higher rarity Soul Shards. Each dismantle triggers **10 individual shard rolls**, and each roll uses the stat range below to determine rarity odds:

#### **Shard Rarity Odds by Stat Range:**

| **Stat Total** | **Basic** | **Rare** | **Epic** | **Mythic** | **Legendary** |
| --- | --- | --- | --- | --- | --- |
| 525–599 | 90% | 8% | 2% | 0% | 0% |
| 600–699 | 80% | 15% | 4% | 1% | 0% |
| 700–749 | 70% | 20% | 7% | 2.5% | 0.5% |
| 750–799 | 55% | 25% | 12% | 6% | 2% |
| 800–875 | 40% | 25% | 18% | 10% | 7% |

* The total stat value must be between 525 and 875 (characters will always be within this range based on ±25 RNG per stat).
* Each roll is **independent** and uses the full rarity distribution for its range.
* Shards are generated specific to that character’s identity (i.e., “Shard of Raz’reth”).

#### **Dismantle Flow:**

1. Confirm dismantle action in UI (with base stat total displayed).
2. Backend calculates 10 rolls using the relevant row from the table.
3. Shards are added to inventory and displayed to the player.
4. Character NFT is burned or marked inactive.

Let me know if you want to adjust roll volume (e.g., more/less than 10 rolls) or if you'd like to move on to **Auras**.

Auras

## **Feature: Auras**

### **Brief Explainer Summary:**

Auras are equippable items that modify character stats and grant active combat skills. They are fused to level up and unlock additional skill types. Auras provide core customization options and significantly affect battle performance and strategy in both The Forge and the mobile RPG.

### **Comprehensive Description:**

Each Aura includes:

* Up to **3 Active Skills**:  
  + **Basic Skill**: Always present (Tier 1 and up)
  + **Advanced Skill**: Unlocked at Tier 2
  + **Ultimate Skill**: Unlocked at Tier 3
* **Stat Multipliers** for all 7 character stats (e.g. Attack x1.12, Speed x0.97)

#### **Skill & Tier Structure:**

| **Tier** | **Max Level** | **Skills Unlocked** |
| --- | --- | --- |
| Tier 1 | 2 | Basic |
| Tier 2 | 4 | Basic, Advanced |
| Tier 3 | 6 | Basic, Advanced, Ultimate |
| Tier 4 | 8 | Full skill scaling, may unlock new future features |

* Skill levels affect potency, cooldowns, or bonus effects.
* Skills can increase in level during Aura fusion with a **30% chance** per fusion.
* Auras start with **x1.00 multipliers** to all stats, but each multiplier may vary by **±0.15** during mint.

#### **Fusion System:**

* Fuse a **primary Aura** with a **secondary Aura of the same tier** to increase level.
* Secondary Aura is consumed during the process.
* Each successful fusion grants +1 level to the primary Aura, up to its tier’s maximum.

##### **Skill Transfer Chances (from secondary to primary Aura):**

| **Skill Type** | **Transfer Chance** |
| --- | --- |
| Basic | 50% |
| Advanced | 40% |
| Ultimate | 30% |

* Auras may gain new skills if transfer is successful.
* **Special items** can be used to block skill transfers if desired.

##### **Fusion Effects:**

* On each level-up, two random stat multipliers are increased by **+0.1x**.
* Skill transfers and skill level-up rolls occur during each fusion.

#### **Tier Upgrades:**

* At **Level 5**, an Aura is eligible to be **upgraded to Tier 2** via a Tier Upgrade process.  
  + This unlocks a new class tag, Advanced skill, and skill modifier pool.
* Tier Upgrades may require resources, special items, or quest milestones.
* Higher-tier Auras are required to access advanced battle modes in the mobile game.

### **Technical Requirements:**

#### **Frontend:**

* Aura inventory grid with filter/sort (Tier, Class, Equipped, Skill Count)
* Detailed Aura view:  
  + Stat multipliers
  + Skill slots and skill details (name, type, level)
  + Tier, current level, max level
* Fusion UI:  
  + Select Primary + Secondary Aura (same tier)
  + Display possible skill transfer chances
  + Use item to block skill transfer (optional toggle)
  + Show stat changes and skill level-up results post-fusion

#### **Backend:**

* **Minting logic** for initial multipliers and skill assignment  
  + base\_multiplier = x1.00 ± random(0.00–0.15) per stat
  + Skills assigned based on Tier and class pool
* **Fusion endpoint**:  
  + Validate tier match
  + Destroy secondary Aura
  + Increase primary Aura level (+1)
  + 30% chance to increase skill levels
  + Run transfer chances per skill type
  + Apply +0.1x boost to two random stat multipliers
* **Tier Upgrade logic**:  
  + Gate behind Level 5
  + Unlock new skill type and class assignment

#### **Database Schema Sample:**

{

"id": "aura056",

"tier": 2,

"level": 3,

"max\_level": 4,

"stat\_multipliers": {

"atk": 1.12,

"acc": 1.00,

"vit": 0.98,

"def": 1.07,

"spd": 1.03,

"foc": 0.95,

"res": 1.08

},

"skills": [

{ "type": "Basic", "id": "skill101", "level": 1 },

{ "type": "Advanced", "id": "skill205", "level": 1 }

],

"equipped\_by": "char025"

}

### **Optional Features for Future Updates:**

* Aura renaming or customization
* Skill reroll items or skill targeting during transfer
* Auto-fuse system to consume duplicates
* Multi-skill synergies (e.g., bonuses if all three skills are the same element)

[**Official Auras**](https://docs.google.com/document/d/1gEr1LKwHUq4dxsfWmrcrW2UIUYTdftbTelo9Xodu3Vw/edit?usp=sharing)

Forging Auras

## **Feature: Forging New Auras**

### **Brief Explainer Summary:**

Forging a new Aura is the process of converting collected materials into a **brand new Level 1 Aura**, which includes randomized stat multipliers and elemental alignment. This system forms the foundation of Aura progression and character customization in The Forge.

### **Comprehensive Description:**

Aura Forging allows players to **create new Auras** from scratch using materials collected from:

* **Farming tasks**
* **Dungeon completions**
* **Quest rewards**

This is a **time-based crafting process**, initiated in the **Forge Building**. Players select an **element**, provide the required materials, and after a **1-hour timer**, receive a Level 1 Aura with randomized stat characteristics.

### **1. Stat Multiplier System:**

* Each Aura begins with **base multipliers** of x1.00 for all 7 stats:  
  + Attack
  + Accuracy
  + Vitality
  + Defense
  + Speed
  + Focus
  + Resilience
* On creation, each stat multiplier is modified by **±10% RNG**, resulting in possible starting values between **x0.90 and x1.10** per stat.
* For every **level increase**, **two random stat multipliers** are boosted by +0.10x:  
  + This happens during **Fusion**, not forging.

### **2. Element Selection:**

Players can choose the **elemental alignment** of the Aura being forged:

* **Fire**
* **Water**
* **Wind**
* **Earth**

The element may affect:

* The skill pool the Aura draws from
* Future elemental synergies
* Dungeon or PvP performance

### **3. Materials Required:**

Forging an Aura requires a combination of:

* **Essences**
* **Elemental Fragments** (based on selected element)
* **Crafting Materials** (from Farming or Dungeon drops)

These materials scale with demand and can be rebalanced dynamically for seasonal tuning.

### **4. Optional Modifiers:**

Players can optionally use **special items** to influence the result:

* **Potential UP** – May improve stat rolls
* **Element Boosters** – Raise chance for high-tier Auras (future use)
* **Time Reduction Item** – Cuts or removes the 1-hour wait time

### **5. Crafting Time:**

* **Standard Forge Time**: 1 hour per Aura
* Multiple Auras can be forged simultaneously, depending on how many **Forge crafting slots** a player has unlocked via **Forge Building level**.

### **Technical Requirements:**

#### **Frontend:**

* **Forge UI:**
  + Element selector (Fire, Water, Wind, Earth)
  + Material input checklist
  + Optional item slots for boosters
  + Start Crafting button and timer display
  + Result screen showing generated Aura with all stat multipliers and assigned skills

#### **Backend:**

* **Endpoints:**
  + POST /forge/craft-aura – Begin crafting process
  + GET /forge/crafting-status – Poll crafting progress
  + POST /forge/claim-aura – Finalize and deliver forged Aura
* **Logic:**
  + RNG roll for each stat multiplier (±0.10 of base x1.00)
  + Link element to available skill pool (handled during Aura assignment)
  + Handle special item modifiers (e.g. stat range shift, time reduction)
  + Timer enforcement per slot, using server time

#### **Database Sample – Pending Craft:**

{

"user\_id": "user\_123",

"element": "Fire",

"start\_time": "2025-04-04T12:00:00Z",

"end\_time": "2025-04-04T13:00:00Z",

"status": "in\_progress",

"modifiers": ["potential\_up", "speed\_boost"]

}

#### **Database Sample – Resulting Aura:**

{

"aura\_id": "aura\_987",

"tier": 1,

"level": 1,

"element": "Fire",

"stat\_multipliers": {

"atk": 1.08,

"acc": 1.02,

"vit": 0.95,

"def": 1.03,

"spd": 0.91,

"foc": 1.07,

"res": 0.99

},

"skills": ["basic\_flame\_strike"]

}

### **Future Considerations:**

* Higher-tier Aura crafting (Tier 2+) via blueprint or upgrade path
* Community-limited elemental forges (e.g. “Fire Week” with boosted odds)
* Crafting quests or collection milestones tied to element types

Fusing Auras

## **Feature: Aura Fusion**

### **Brief Explainer Summary:**

Aura Fusion is the process of combining two Auras of the same **tier** to level up a **primary Aura**, improve its **stat multipliers**, and potentially **inherit or upgrade skills**. Fusion unlocks new **tiers, classes**, and **skills** as Auras reach higher levels, creating long-term progression and strategic customization.

### **Comprehensive Description:**

Fusion is a key mechanic in Aura Forge that:

* Increases the **level** of an Aura
* Unlocks new **classes** and **skill types** at higher tiers
* Has chances to **transfer** and **upgrade skills**
* Improves **stat multipliers**

#### **Fusion Requirements:**

* Both Auras must be of the **same tier**
* Fusion within Tier 1 allows same-class fusions
* **Tier upgrade fusion (e.g. Level 4 → 5)** requires two **different classes**
  + Used to determine the new class for the Tier 2 Aura

### **Aura Tier Structure:**

| **Tier** | **Level Range** | **Unlocked Features** |
| --- | --- | --- |
| Tier 1 | Levels 1–4 | Basic Skill |
| Tier 2 | Levels 5–9 | Advanced Skill + New Class |
| Tier 3 | Levels 10–14 | Ultimate Skill + New Class |
| Tier 4 | Levels 15–19 | Full synergy / max skill growth |

### **Fusion Outcomes:**

#### **📌 1. Level Up Primary Aura**

* Primary Aura gains **+1 level**
* Secondary Aura is **burned**
* Aura metadata is updated on-chain or in the backend

#### **📌 2. Stat Multiplier Gains**

* Every level-up boosts **3 random stat multipliers**
* Each gain is **+0.05x to +0.10x**, applied individually per stat

#### **📌 3. Skill Transfer (from Secondary to Primary)**

Chance to copy each skill type:

| **Skill Type** | **Base Transfer Chance** |
| --- | --- |
| Basic | 50% |
| Advanced | 40% |
| Ultimate | 30% |

* Skills not already present may be added
* **Special items** can:  
  + Prevent transfers
  + Increase chances of skill transfer

### **4. Skill Level Upgrade System**

Each skill has a chance to **level up during fusion**.

#### **Base Upgrade Chances (per skill level):**

| **Current Skill Level** | **Base Upgrade Chance** |
| --- | --- |
| 1 | 60% |
| 2 | 40% |
| 3 | 20% |
| 4 | 0% |
| 5 | -10% |
| 6 | -15% |
| 7 | -20% |

*Note: Negative values reflect that upgrades are no longer possible unless overridden by buffs or special events.*

#### **Skill Max Levels by Forge Building Level:**

| **Forge Level** | **Max Level / Bonus** |
| --- | --- |
| 7 | Basic Max = 3 |
| 11 | Basic Max = 4, Advanced Max = 3 |
| 17 | Basic Max = 5, Advanced Max = 4 |
| 21 | Basic Max = 6, Ultimate Max = 3 |
| 27 | Basic Max = 7, Advanced Max = 5 |
| 31 | Basic Max = 8, Advanced Max = 6 |
| 37 | Basic Max = 9, Ultimate Max = 4 |
| 41 | Basic Max = 10, Advanced Max = 7 |
| 47 | Advanced Max = 8, Ultimate Max = 5 |

#### **Skill Upgrade Bonus by Forge Level:**

| **Forge Level** | **Skill Upgrade Bonus** |
| --- | --- |
| 3 | +10% Basic Skill Upgrade |
| 9 | +20% Basic Skill Upgrade |
| 13 | +10% Advanced Skill Upgrade |
| 19 | +30% Basic Skill Upgrade |
| 23 | +20% Advanced Skill Upgrade |
| 29 | +10% Ultimate Skill Upgrade |
| 33 | +40% Basic Skill Upgrade |
| 39 | +30% Advanced Skill Upgrade |
| 43 | +20% Ultimate Skill Upgrade |
| 49 | +50% Basic, +40% Advanced, +30% Ultimate |

*All bonuses are additive to the base upgrade chance.*

#### **🔧 Balance Flexibility:**

* All base skill upgrade chances, tier unlock triggers, and stat gain ranges are **configurable via backend** to support:  
  + Seasonal adjustments
  + Special events
  + Emergency tuning

### **Tier Advancement Logic:**

To fuse an Aura to a **new tier**, the fusion must meet these conditions:

* **Primary Aura is at its tier’s max level**
* **Secondary Aura is of a different class**, same tier

#### **Class Outcomes When Tiering Up:**

* A fusion between two classes will either:  
  + Result in a **known Tier 2 class**
  + Trigger a **hidden class** outcome (e.g., rare unlocks)

#### **Tier 2 Example:**

* Fusion: **Level 4 Wind** + **Level 3 Earth**
  + 50% chance to result in **“Growth” class**
  + 50% chance to result in **hidden Aura class**
* These odds can be **adjusted for events** (e.g., “Growth Week” = 80% chance)

### **Technical Requirements:**

#### **Frontend:**

* Fusion UI:  
  + Primary/secondary Aura selection
  + Skill transfer preview
  + Stat preview before/after fusion
  + Optional item slots (prevent transfer, boost upgrade)
  + Outcome summary with updated metadata

#### **Backend:**

* Fusion validator:  
  + Check class compatibility, tier match, level status
* Stat roll:  
  + Choose 3 random stats, apply +0.05x to +0.10x
* Skill transfer + upgrade roll:  
  + Run roll per skill type with bonuses from items and Forge level
* Tier advancement logic:  
  + Determine resulting class
  + Unlock new skill slot(s) if tier advanced
* Config file for:  
  + Base skill upgrade rates
  + Stat gain values
  + Class outcome odds per combination
  + Skill max level caps by Forge level

#### **Sample Fusion Response:**

{

"resulting\_level": 5,

"tier\_upgraded": true,

"new\_class": "Growth",

"stat\_gains": {

"atk": 0.10,

"def": 0.07,

"spd": 0.05

},

"skill\_transfer": {

"basic": true,

"advanced": false,

"ultimate": false

},

"skill\_upgrades": {

"basic": 1,

"advanced": 0,

"ultimate": 0

}

}

Leaderboards

## **Feature: Leaderboards (The Forge Web Portal Only)**

### **Brief Explainer Summary:**

The Forge features **weekly rotating leaderboards** that track a variety of player activities. These leaderboards drive engagement by recognizing top performers in crafting, progression, and resource collection — with the potential to award exclusive rewards or profile honors.

### **Comprehensive Description:**

Leaderboard tracking is limited to **The Forge** and refreshes on a **weekly basis**. Each leaderboard is based on a specific in-game action or progression metric. Players can compete across multiple boards simultaneously.

### **1. Weekly Leaderboard Categories**

Leaderboard types may rotate weekly, but examples include:

* **Auras Forged**
* **Dungeon Stages Completed** (specific to selected difficulty)
* **Soul Shards Collected** (total or for a featured character)
* **Character Fusions**
* **Essence Spent**
* **Tasks Completed** (from Bounty Board)
* **Crafting Queue Time Used**
* **Exclusive Trades Completed** (Tavern)

New categories may be added to reflect seasonal goals, limited-time events, or newly added features.

### **2. Structure & Visibility**

* **Top 100 players** displayed for each category
* Each player can place on **multiple boards**
* Shows:  
  + **Rank**
  + **Player name**
  + **Value tracked** (e.g., “38 Auras Forged”)
* Players see their personal rank even if outside top 100
* Resets occur on a fixed **weekly timer** (e.g., every Monday UTC)

### **3. Potential Rewards (Optional / Configurable)**

Rewards may include:

* Cosmetic badges or icons
* Special material bundles
* Limited crafting tokens
* Event or collection challenge progress boosts

These can be toggled on/off depending on season or event.

### **Technical Requirements:**

#### **Frontend:**

* Leaderboard screen with:  
  + Category dropdown or tab selector
  + Current leaderboard with top 100 entries
  + Player’s own rank shown at the top or bottom
  + Previous week’s placement (optional display on login)

#### **Backend:**

* Event tracking:  
  + Log relevant activity (e.g., aura\_forged, dungeon\_stage\_completed)
  + Update leaderboard values in real-time or near-real-time
* Weekly reset system:  
  + Snapshot final standings at reset
  + Archive historical data for profile use
  + Wipe leaderboard values and begin tracking for new week

#### **Sample Leaderboard Entry:**

{

"category": "auras\_forged",

"week\_start": "2025-04-01",

"entries": [

{ "player\_id": "user\_021", "username": "ChronoSmith", "value": 47 },

{ "player\_id": "user\_005", "username": "RedFox", "value": 42 }

]

}

### **Future Considerations:**

* Add **leaderboard filters** (e.g. global, friends, guilds)
* Display **lifetime stats** alongside weekly rankings
* Incorporate leaderboard challenges into **Collection Challenges**
* Time-limited competitive events tied to leaderboard categories

Soul Shards

Here’s the updated **Soul Shards** section, now fully integrated with the **stat-based scaling formula** for reward odds:

## **Feature: Soul Shards**

### **Brief Explainer Summary:**

**Soul Shards** are character-specific resources earned through dismantling characters and participating in game activities. They're essential for leveling up characters, crafting, and unlocking collection milestones. A dynamic stat-based formula determines shard rarity distribution, offering precise control and balance across all character dismantles.

### **Comprehensive Description:**

Soul Shards play a central role in character progression. They’re used in:

* **Character leveling**
* **Summoning systems (future)**
* **Crafting & trade features (planned)**
* **Event and collection challenge goals**

### **1. How Soul Shards Are Acquired**

#### **A. Dismantling Characters**

When dismantling a character, players receive **10 Soul Shards** tied to that character’s identity. Each of the 10 rolls uses the **character's total base stats** to determine the rarity of the shard.

### **2. Soul Shard Usage**

#### **A. Leveling Characters**

Characters require **Essence** and **character-specific Soul Shards** to level up from 1 to 49. Shard rarity does **not affect leveling** but may tie into prestige systems in the future.

#### **B. Future Uses**

* Combine excess shards to unlock **limited-time crafting recipes**
* Use high-rarity shards in **Black Market trades**
* Complete **shard-related collection challenges** for rewards

### **3. Storage & Management**

Players can view and manage their shard inventory:

"soul\_shards": {

"kleos": {

"basic": 12,

"rare": 4,

"epic": 1

},

"g-wolf": {

"basic": 22,

"rare": 7

}

}

* Interface supports filtering by **character**, **rarity**, and **usage type**
* Buttons to **apply shards to leveling** or **convert shards** (planned)

### **Technical Requirements:**

#### **Frontend:**

* Dismantle UI preview:  
  + Show stat total
  + Preview rarity probabilities (live calculation)
* Inventory interface:  
  + Character tabs
  + Rarity sort
  + “Use for level up” flow

#### **Backend:**

* Shard roll system:  
  + Normalize stat total
  + Apply rarity formula
  + Perform 10 weighted rolls per dismantle
* Store shard inventory per player
* Deduct shards on character level-up
* Admin panel or config file to adjust formula weights (event tuning)

#### **Sample Dismantle Result:**

{

"character": "brawler\_frank",

"total\_stat": 735,

"shard\_result": {

"basic": 5,

"rare": 3,

"epic": 2

},

"roll\_summary": {

"normalized\_score": 0.6,

"drop\_rates": {

"basic": 43.5,

"rare": 34.8,

"epic": 21.7

}

}

}

### **Future Considerations:**

* Enable **shard-to-token exchange**
* Build **prestige mechanics** using high-rarity shards
* Add **shard crafting**, conversions, or enhancements

Roll Chances

### **🔁 Adjusted Rarity Weights**

We'll modify the multipliers and rarity activation points to make Epic, Mythic, and Legendary rarities appear a bit later and less frequently:

* basic\_weight = 1.0 - normalized # still dominant early
* rare\_weight = normalized \* 0.7 # slightly lower slope
* epic\_weight = max(0, normalized - 0.35) \* 1.0 # starts around 648 stats
* mythic\_weight = max(0, normalized - 0.65) \* 1.5 # starts around 752 stats
* legendary\_weight = max(0, normalized - 0.875) \* 2.25 # starts around 859 stats

This change:

* Reduces early access to rare+ shards
* Requires very high base stats to start seeing Mythic or Legendary in decent numbers
* Makes Legendary quite exclusive without completely removing it from top-end dismantles

### **2. Dynamic Stat-Based Rarity Formula**

Aura Forge uses a **stat-driven system** to determine Soul Shard rarity when dismantling characters. Rarity probabilities scale smoothly based on the total base stats of the dismantled character.

#### **Step 1: Normalize Stat Total**

* normalized = (total\_stat - 525) / (875 - 525)

#### **Step 2: Assign Weighted Values**

Rarer tiers activate later and are more difficult to acquire:

* basic\_weight = 1.0 - normalized
* rare\_weight = normalized \* 0.7
* epic\_weight = max(0, normalized - 0.35) \* 1.0
* mythic\_weight = max(0, normalized - 0.65) \* 1.5
* legendary\_weight = max(0, normalized - 0.875) \* 2.25

#### **Step 3: Normalize to Percentages**

* total = basic + rare + epic + mythic + legendary
* basic = (basic\_weight / total\_weight) \* 100
* rare = (rare\_weight / total\_weight) \* 100
* epic = (epic\_weight / total\_weight) \* 100
* mythic = (mythic\_weight / total\_weight) \* 100
* legendary = (legendary\_weight / total\_weight) \* 100

### **🧪 Sample Results with Adjusted Weights**

#### **Stat Total: 700 (Normalized = 0.5)**

* basic ≈ 50.6%
* rare ≈ 35.4%
* epic ≈ 14%

#### **Stat Total: 825 (Normalized = 0.857)**

* basic ≈ 19.6%
* rare ≈ 26.4%
* epic ≈ 28.1%
* mythic ≈ 20.4%
* legendary ≈ 5.5%

#### **Stat Total: 875 (Normalized = 1.0)**

* basic ≈ 14.4%
* rare ≈ 23.6%
* epic ≈ 26.9%
* mythic ≈ 24.2%
* legendary ≈ 10.9%

Buildings

## **Feature: Buildings Upgrade Materials**

### **Brief Explainer Summary:**

Buildings in Aura Forge require **upgrade materials** to progress through levels. These materials are used alongside Essence and time to unlock new features, crafting slots, efficiency bonuses, and other benefits tied to each building. Upgrade materials are obtained through gameplay, events, and player trading.

### **Comprehensive Description:**

All upgradeable buildings (such as the Forge, Black Market, Townhall, Dungeon, etc.) require **specific materials** to level up. These materials are essential to progression and are earned through **resource generation, quests, dungeon completions, trading, and social campaigns**.

Each building has its own **unique material type** to reinforce long-term engagement and player goals.

### **1. Material Types (Examples)**

| **Building** | **Upgrade Material** |
| --- | --- |
| Forge | Forge Core Fragments |
| Black Market | Contraband Tokens |
| Townhall | Unity Emblems |
| Bounty Board | Inscribed Slates |
| Dungeon | Abyssal Stones |
| Farm | Fertile Soil |
| Tavern | Stamped Deeds |
| Leaderboard/Meta | Champion Seals *(event only)* |

Each material:

* Is **bound to a building type**
* Comes in **tiers** (T1, T2, T3...) depending on upgrade level
* Can be found in loot crates, dungeons, and quest rewards
* Is **tradable via the Black Market** (material category)

### **2. Upgrade Flow**

To level up a building, the player must have:

* Enough **Essence**
* A specified quantity of **upgrade materials**
* Meet the **Townhall level requirement**

Some buildings may require **multiple types** of materials beyond a certain level, such as:

* 3x Tier II Forge Core Fragments
* 2x Tier I Unity Emblems

Higher building levels (e.g. 30+) may also require **event-limited upgrade tokens** or crafted composites.

### **3. How to Acquire Upgrade Materials**

* **Dungeons** (based on elemental rotation and difficulty)
* **Farming Tasks** (slow but steady generation)
* **Bounty Board Quests**
* **Event Drops**
* **Rogue Credit or Forge Token Shops**
* **Black Market Player Listings**

Optional:

* **Special Collection Challenges** for crafting rare upgrade materials
* **Fusion of low-tier upgrade items** into higher-tier variants

### **4. Inventory and Sorting**

Upgrade materials appear in the **Inventory under Materials tab**, sortable by:

* Tier
* Building type
* Quantity owned

Previewing a building upgrade shows required materials and current inventory amounts.

### **5. Technical Requirements**

#### **Frontend:**

* **Upgrade Prompt UI:**
  + Displays all required materials with quantities
  + "Add Missing" button (if purchasing from store or using marketplace)
* **Inventory UI:**
  + Material tab with filter by building
  + Tooltip: material type, rarity, drop source

#### **Backend:**

* Store per-player inventory of materials
* Validate material ownership on upgrade attempt
* Allow conversion recipes for crafting (e.g. 5x Tier I → 1x Tier II)
* Support multiple material sources (quests, drops, purchases)
* Handle tradability via Black Market (bounded by slot and cap)

#### **Sample Material Inventory:**

{

"forge\_core\_fragment\_t1": 14,

"forge\_core\_fragment\_t2": 4,

"unity\_emblem\_t1": 9

}

### **6. Rarity & Tier System**

Materials may follow a **common → rare → epic** system:

* Tier 1: Common (frequent, low requirement)
* Tier 2: Rare (used for mid-tier upgrades)
* Tier 3+: Epic (high-end upgrades, drops from elite dungeons or events)

Crafting upgrades (optional):

* Convert lower-tier items into higher ones (5 → 1)
* Earn rare materials from **World Bosses**, **Seasonal Challenges**, or **Top 10 Leaderboards**

### **Future Considerations:**

* Introduce **building-specific augments** that improve passive bonuses
* Allow **material crafting buildings** or task assignments to produce materials
* Seasonal **blueprint sets** to temporarily replace default material requirements
* Display progress toward upgrade goals from the HUD

## **Building Upgrade Material Requirements (All Buildings)**

### **📐 Structure:**

* Materials begin being required at **Level 2**
* Materials increase in **tiers** and **quantity** as levels rise
* Every **10 levels**, the **tier increases**
* Higher levels may require **multiple types** (e.g., main + Unity Emblems for Townhall)

### **🧱 Core Material Curve (per Building)**

| **Level Range** | **Tier** | **Quantity per Level** |
| --- | --- | --- |
| 2–9 | Tier I | 5 → 20 (scales +2 per level) |
| 10–19 | Tier II | 25 → 60 (scales +4 per level) |
| 20–29 | Tier III | 65 → 120 (scales +6 per level) |
| 30–39 | Tier IV | 130 → 200 (scales +7 per level) |
| 40–49 | Tier V | 210 → 300 (scales +10 per level) |
| 50 | Tier VI | 400 |

You can also make Level 50 require **Tier VI + Bonus Material** if desired (e.g., 400 Forge Core Fragments + 50 Unity Emblems).

### **🧮 Sample: Forge Core Fragment Requirements (Forge Building)**

| **Forge Level** | **Material Tier** | **Fragments Required** |
| --- | --- | --- |
| 2 | Tier I | 5 |
| 3 | Tier I | 7 |
| 4 | Tier I | 9 |
| 5 | Tier I | 11 |
| 6 | Tier I | 13 |
| 7 | Tier I | 15 |
| 8 | Tier I | 17 |
| 9 | Tier I | 20 |
| 10 | Tier II | 25 |
| 11 | Tier II | 29 |
| 12 | Tier II | 33 |
| 13 | Tier II | 37 |
| 14 | Tier II | 41 |
| 15 | Tier II | 45 |
| 16 | Tier II | 49 |
| 17 | Tier II | 53 |
| 18 | Tier II | 57 |
| 19 | Tier II | 60 |
| 20 | Tier III | 65 |
| 21 | Tier III | 71 |
| 22 | Tier III | 77 |
| 23 | Tier III | 83 |
| 24 | Tier III | 89 |
| 25 | Tier III | 95 |
| 26 | Tier III | 101 |
| 27 | Tier III | 107 |
| 28 | Tier III | 113 |
| 29 | Tier III | 120 |
| 30 | Tier IV | 130 |
| 31 | Tier IV | 137 |
| 32 | Tier IV | 144 |
| 33 | Tier IV | 151 |
| 34 | Tier IV | 158 |
| 35 | Tier IV | 165 |
| 36 | Tier IV | 172 |
| 37 | Tier IV | 179 |
| 38 | Tier IV | 186 |
| 39 | Tier IV | 193 |
| 40 | Tier V | 210 |
| 41 | Tier V | 220 |
| 42 | Tier V | 230 |
| 43 | Tier V | 240 |
| 44 | Tier V | 250 |
| 45 | Tier V | 260 |
| 46 | Tier V | 270 |
| 47 | Tier V | 280 |
| 48 | Tier V | 290 |
| 49 | Tier V | 300 |
| 50 | Tier VI | 400 |

Farm

## **Feature: Farm Building**

### **Brief Explainer Summary:**

The Farm Building lets players send characters on timed tasks to earn crafting materials, Rogue Credits, and other valuable items. These tasks use the character’s stats to influence reward outcomes. Characters must be equipped with an Aura and not already assigned elsewhere.

### **Comprehensive Description:**

The Farm is a **passive, timer-based activity** where players dispatch characters to complete missions of varying difficulties. The character’s performance is based on a combination of:

* **Attack**
* **Vitality**
* **Speed**
* And their equipped Aura’s multipliers

Tasks are not guaranteed to yield high-tier rewards — stats determine the **probability** of receiving better rewards, not certainty.

#### **Core Elements:**

* **Difficulty Levels:**
  + Easy, Medium, Hard, Elite
  + Each level has higher stat requirements and better reward pools
* **Timers:**
  + Duration varies from short (~30 mins) to long (~8+ hours)
* **Reward System:**
  + Tasks have **tiered loot pools** (Basic, Rare, Epic, etc.)
  + Character stats determine the **probability** for each reward tier  
    - E.g. A character with **maxed relevant stats** may have a **25% chance** to receive a Rare reward, not a guarantee
    - Poorly suited characters may still earn Basic rewards

Sample formula:  
  
 EffectiveScore = (ATK x Weight) + (VIT x Weight) + (SPD x Weight)

Roll tier based on EffectiveScore vs task-defined probability curve

#### **Assignment Rules:**

* Must be equipped with an Aura
* Cannot be on another task or activity
* Players start with one task slot; more can be unlocked via **Townhall level**

#### **Locked State:**

Characters assigned to a Farm task are:

* Marked as **engaged**
* Cannot be dismantled, fused, or modified
* Display a **countdown timer** and task type in the Inventory UI

### **Technical Requirements:**

#### **Frontend:**

* Farm overview screen with:  
  + Available tasks and requirements
  + Current assignments with progress bar/timer
  + Character picker with filtering for available/eligible characters
* Task result screen:  
  + Display reward items
  + Show reward tier and stat contribution summary
* Inventory and character UI:  
  + Engagement tag: “Farming – Ends in 2h 17m”

#### **Backend:**

* **Endpoints:**
  + GET /farm-tasks
  + POST /assign-farm-task
  + GET /active-farm-tasks
  + POST /claim-farm-task
* **Stat-based Reward Roll System:**
  + Each task has internal thresholds and weightings for ATK, VIT, SPD
  + Calculate an EffectiveScore
  + Run a weighted roll against the task’s reward tiers

Example result breakdown:  
  
 {

"base\_reward": "Crafting Dust",

"reward\_tier": "Rare",

"chance\_roll": 22,

"effective\_score": 310,

"chance\_table": {

"Basic": 75%, "Rare": 20%, "Epic": 5%

}

}

* **Engagement Handling:**
  + Add character lock flag and available\_at timestamp
  + Track farm task progress and status

### **Future Development Options:**

* Expand stat weighting formulas by task type (e.g., "Heavy Haul" tasks may favor Vitality)
* Introduce failure states or “partial success” results for low-stat characters
* Add farm-specific characters or Auras for enhanced reward chances

Dungeon

**Feature: Dungeon Building**

### **Brief Explainer Summary:**

Dungeons in **The Forge** are combat-based missions where players send their characters to engage in auto-battles across multiple stages. The mission’s outcome is determined by the characters' stats, Aura multipliers, and battle mechanics. Each dungeon features a reward curve based on the number of stages completed, with specific loot drops tied to difficulty and elemental themes.

### **Comprehensive Description:**

The Dungeon Building allows players to form a team of **up to 4 characters** to participate in auto-battle dungeons. Each dungeon is composed of **8 stages**, with a mini-boss at stage 4 and a final boss at stage 8. The difficulty increases progressively as players advance through the dungeon stages.

#### **Key Dungeon Features:**

* **Auto-battle Mechanics:**
  + **Attack Frequency** is determined by **Speed**.
  + **Attack Damage** is calculated using:  
     Attack Damage = Attack Stat \* Aura Multiplier \* Skill Damage
  + **Hitpoints (HP)** are calculated using:  
     Hitpoints = Vitality \* 8 (adjustable multiplier for future fine-tuning)
  + **Server-Side Tuning:** Ability to adjust stat multipliers for each character’s NFT, ensuring balance flexibility (e.g., Kleos may have a 150% Attack multiplier, while Brawler Frank has a 180% multiplier).
* **Dungeon Mechanics:**
  + Characters continue in the dungeon until all stages are completed or the team is defeated.
  + **Timers** for each stage are required in case of extended battles (e.g., due to healing mechanics).
  + **Healing Mechanics:** Characters with healing skills may prolong fights, resulting in a timer that counts down until one team defeats the other.

#### **Reward System:**

* Dungeon rewards are determined by the **number of stages completed**:  
  + **Tier-based loot rolls** depend on the total stages completed:  
    - **0 Stages** = Roll 0 to 0
    - **1 Stage** = Roll 1 to 20
    - **2 Stages** = Roll 10 to 30
    - **3 Stages** = Roll 15 to 40
    - **4 Stages** = Roll 25 to 60
    - **5 Stages** = Roll 30 to 70
    - **6 Stages** = Roll 35 to 80
    - **7 Stages** = Roll 40 to 90
    - **8 Stages** = Roll 50 to 100
  + Rewards are tiered based on the final roll:  
    - **Tier 1:** Roll a 1+
    - **Tier 2:** Roll a 15+
    - **Tier 3:** Roll a 25+
    - **Tier 4:** Roll a 35+
    - **Tier 5:** Roll a 45+
    - **Tier 6:** Roll a 55+
    - **Tier 7:** Roll a 65+
    - **Tier 8:** Roll a 75+
    - **Tier 9:** Roll a 85+
    - **Tier 10:** Roll a 95+
* **Dungeon Lootcrate Rewards:**
  + Lootcrate rewards will be added based on tier, difficulty, and elemental themes.
* **Elemental Dungeon Themes:**
  + Dungeons will have elemental themes: **Fire, Water, Wind, Earth**.
  + Each theme offers different **crafting materials** and potentially **Auras** linked to those themes.
* **Team Rest Period:**
  + Characters require a **rest period** after completing a dungeon.
  + If characters are defeated, they require **longer rest times**.
  + **Forge Tokens** or special items can speed up the rest period.

#### **Dungeon Missions:**

* Dungeons refresh every **15 minutes**.
* Players can participate in a maximum of **one dungeon mission of each difficulty** at any given time (e.g., two Hard difficulty dungeons cannot run concurrently).
* **Dungeon Building Level**:  
  + Higher levels of the Dungeon Building unlock additional dungeon missions.
  + The **Dungeon Building Level** determines the maximum number of active missions and the available difficulty tiers.

#### **Battle Summary & Log:**

* Upon completing a dungeon, players receive:  
  + **Summary:** Total damage dealt, damage received, healing done, and contributions of each team member.
  + **Possible Rewards:** A breakdown of the rewards the player could have earned had they completed all stages or gotten luckier with the rolls.
  + **Battle Log:** A detailed text-based log showing each attack, healing, buffs, debuffs, status effects, etc., for full transparency.

### **Technical Requirements:**

#### **Frontend:**

* **Dungeon Screen Layout:**
  + Dungeon mission list with available difficulties and required level
  + Team setup interface (4-member party)
  + Dungeon progress bar and timer for each stage
  + Display of rewards and missed rewards at the end
  + Battle log viewer with interactive links to damage/healing events
* **Resting UI:**
  + Progress bar for rest time with option to speed up using Forge Tokens or special items
  + Indicators for available characters and rest state

#### **Backend:**

* **Endpoints:**
  + GET /dungeons – Fetch available dungeon missions
  + POST /assign-dungeon – Assign characters to a dungeon
  + GET /dungeon-progress – Fetch current progress and battle state
  + POST /complete-dungeon – Finalize dungeon result, calculate rewards
  + POST /character-rest – Track and manage character resting periods
* **Battle Logic:**
  + Calculate damage based on Attack \* Aura Multiplier \* Skill
  + Apply **Vitality multiplier** to HP calculation (customizable on server-side)
  + Track character health, status effects, healing, and buffs during dungeon
  + Handle timers for battle stages (max stage duration before default resolution)
  + Use **roll tables** to determine loot based on stage completion and difficulty
* **Reward System:**
  + Calculate final loot rolls based on completed stages and difficulty
  + Store and display potential loot that was missed

#### **Database Schema Sample:**

{

"dungeon\_id": "dungeon\_001",

"elemental\_theme": "Fire",

"stages": [

{ "stage\_number": 1, "status": "completed", "damage\_dealt": 320, "damage\_received": 45 },

{ "stage\_number": 4, "status": "completed", "boss\_type": "mini\_boss", "damage\_dealt": 450 }

],

"rewards": [

{ "type": "Crafting Material", "name": "Fire Essence", "tier": 2 },

{ "type": "Aura", "name": "Flame Chain", "tier": 3 }

],

"battle\_summary": {

"total\_damage\_dealt": 1200,

"total\_healing\_done": 300,

"battle\_log": [

{ "time": "00:05", "event": "Kleos attacked with Flame Strike, dealt 120 damage" },

{ "time": "01:00", "event": "Frank healed with Heal Aura, restored 50 HP" }

]

}

}

### **Future Considerations:**

* **World Boss Events:** Special events with 10+ team members against large bosses (requires expanding Dungeon Building system)
* **Advanced Dungeon Effects:** Introduce status effects like terrain advantages (e.g., Fire dungeon deals burn damage)
* **Guild-specific Dungeons:** Guilds may unlock special dungeons with unique rewards.

Black Market

## **Feature: Black Market Building**

### **Brief Explainer Summary:**

The Black Market serves as a hybrid system for both **microtransactions** and **player-to-player trading**. Its level controls the availability and quantity of special offers, shop refresh size, and the number of items a player can list for sale. Purchases can be made using **Rogue Credits** (non-premium) or **Forge Tokens** (premium).

### **Comprehensive Description:**

The Black Market includes two major components:

### **1. Microtransaction Shop**

* Offers consumables, crafting materials, or rare items for **Rogue Credits** (non-premium).
* The **quantity of items** available increases with the building’s level.
* Refreshes frequently (e.g. every 12–24 hours).
* Unlock milestones:  
  + Levels **2, 4, 6, 8, 12, 14, 16, 18, 22, 24, 26, 28, 32, 34, 36, 38, 42, 44, 46, 48**
  + Each milestone adds **1 extra item slot** to the Rogue Credit shop.

### **2. Special Offers Shop**

* Offers valuable, time-limited deals in exchange for **Forge Tokens**.
* Includes items like fusion blocks, rest time skips, rare crafting materials, auras, characters or soul shards.
* Refreshes less frequently (e.g. every 24–48 hours).
* Unlock milestones:  
  + Levels **1, 10, 20, 30, 40, 50**
  + Each milestone adds **1 extra item slot** to the Forge Token shop.

### **3. Player Listings & P2P Marketplace**

* Players can **list Auras and Characters** for sale in exchange for **Forge Tokens**.
* The number of listings is capped based on Black Market level:  
  + Levels **5, 15, 25, 35, 45** unlock **1 additional listing slot** each (up to 5)
* Other players can **search**, **filter**, and **purchase** from these listings.

#### **Listing Rules:**

* Only one item per slot.
* Items are delisted automatically after a fixed duration (e.g. 72 hours) if unsold.
* Seller sets price in Forge Tokens.
* A small fee (e.g. 5%) is deducted from successful transactions.
* Items must not be locked or engaged in activities.

### **Technical Requirements:**

#### **Frontend:**

* **Tabbed Black Market Interface:**
  + Microtransactions (Rogue Credits)
  + Special Offers (Forge Tokens)
  + My Listings
  + Market Listings (search/purchase)
* **Features:**
  + Real-time timer for shop refreshes
  + Quantity indicators for available slots
  + Price display and purchase buttons
  + Item listing form with filters and validation (available status, price range)
  + "Claim Earnings" feature for completed sales

#### **Backend:**

* **Endpoints:**
  + GET /shop/rogue – Fetch current Rogue Credit shop items
  + GET /shop/forge – Fetch current Forge Token offers
  + GET /marketplace/listings – Fetch searchable P2P listings
  + POST /marketplace/list – Submit item for sale
  + POST /marketplace/purchase – Buy listed item
  + POST /marketplace/claim – Claim sold item revenue
  + POST /shop/purchase – Buy item from either shop
* **Listing Logic:**
  + Track seller ID, item ID, price, creation time, expiry
  + Lock listed item in inventory
  + Return item to inventory if unsold
  + Apply Forge Token deduction and sale fee
* **Building Level Logic:**
  + Each level stores unlocked shop slots and listing caps
  + Used in permission checks when viewing shop or creating listings

#### **Database Sample (Listing Entry):**

{

"listing\_id": "LMKT\_0314",

"item\_type": "Aura",

"item\_id": "aura089",

"seller\_id": "user\_123",

"price": 85,

"currency": "ForgeToken",

"created\_at": "2025-04-04T12:00:00Z",

"expires\_at": "2025-04-07T12:00:00Z",

"status": "active"

}

### **Future Considerations:**

* Add category filters for Auras (by class, skill type, tier) and Characters (by race, stat role)
* Enable bundle listings or auction-style pricing
* Time-limited “blackout” sales or event-based limited items
* Integration of player stats to show highest-sold items, market trends

Premium Shop

## **Feature: Black Market – Forge Token Purchases**

### **Brief Explainer Summary:**

The Black Market’s Forge Token Shop features a rotating set of **premium offers** that can be purchased using Forge Tokens. This includes exclusive characters, limited Auras, powerful crafting items, and time-saving utilities. Offer availability scales with the **Black Market level** and resets on a daily cycle.

### **Comprehensive Description:**

The **Forge Token Shop** is a high-value section of the Black Market, offering rotating items that impact gameplay, accelerate progression, or reward collectors. These offers are time-limited and player-specific, encouraging daily check-ins and strategic spending.

### **1. Access & Rotation**

* Available through the **Black Market interface**
* **Refreshes every 24 hours**
* Quantity of available offers depends on **Black Market level**

| **Black Market Level** | **Forge Token Offers Unlocked** |
| --- | --- |
| 1 | 1 offer |
| 10 | +1 offer (total: 2) |
| 20 | +1 offer (total: 3) |
| 30 | +1 offer (total: 4) |
| 40 | +1 offer (total: 5) |
| 50 | +1 offer (total: 6) |

### **2. Possible Item Types**

| **Category** | **Examples** |
| --- | --- |
| Fusion Modifiers | Skill Blockers, Transfer Boosters, Upgrade Boosters |
| Crafting Utilities | Potential UP, Time Reduction, Stat Reroll Scrolls |
| Resource Packs | Essence Boosts, Dungeon Rest Tokens, Material Bundles |
| Limited Exclusives | **Unique Auras**, **Time-Limited Characters**, Event-only heroes |
| Cosmetic Items | Future placeholder for visual collectibles |

#### **Exclusive Characters and Auras**

* Select **Characters and Auras** will be available **only** through the Forge Token Shop for limited durations
* May rotate weekly or seasonally, with variants like:  
  + “Dark G-Wolf” (exclusive version of G-Wolf)
  + “Frostshard Kleos” Aura (variant with unique visual & altered skill set)
* These units:  
  + May have cosmetic or alternate skill loadouts
  + Can be **time-gated**, **limited quantity**, or **account-bound**
  + **Are not available through normal crafting, fusions, or drops**

Offers like these will be marked with a banner: **EXCLUSIVE – Limited Time Only**

### **3. Purchase Rules**

* Requires **Forge Tokens** (premium currency)
* Some offers may include:  
  + **Purchase limits** (e.g. “1 per player”)
  + **Timer before refresh**
  + **Power warning** (for high-tier exclusives)

Purchasing:

* Deducts tokens immediately
* Delivers the item or unit to the player’s inventory
* Units are **bound** (non-tradeable), unless otherwise noted

### **Technical Requirements:**

#### **Frontend:**

* Exclusive Offer Banners (e.g. “LIMITED,” “NEW,” “EXCLUSIVE”)
* Display offer timer, limit per player, price in Forge Tokens
* Character/Aura previews with stat/skill breakdown
* Tooltip or modal explaining exclusivity and availability

#### **Backend:**

* Define rotating **offer pools** per category (Fusion, Utility, Exclusive, etc.)
* Logic for randomizing offers per refresh cycle, weighted by rarity
* Timed entry/exit for exclusive characters and auras
* Flags for:  
  + exclusive = true
  + available\_from / available\_to
  + limited\_purchase = 1

#### **Sample Exclusive Offer (JSON):**

{

"item\_id": "frostshard\_kleos",

"name": "Frostshard Kleos",

"type": "exclusive\_character",

"price": 120,

"rarity": "Epic",

"exclusive": true,

"limited\_purchase": 1,

"available\_until": "2025-04-10T00:00:00Z",

"description": "An alternate Kleos from the Ice Citadel. Bound. Limited-time only."

}

### **Future Considerations:**

* Exclusive Characters could evolve into **founder-series NFTs** with alternate voice lines or idle animations
* Weekly rotation for “Featured Aura” with enhanced skills and event synergy
* Introduce **event-based loyalty meters** (e.g. buy 3 token items, unlock bonus)

Rogue Credits Shop

## **Feature: Black Market – Rogue Credit Purchases**

### **Brief Explainer Summary:**

The **Rogue Credit Shop** is a non-premium reward store within the Black Market. It offers consumables, progression materials, and rotating lower-tier characters and Auras. **Rogue Credits** are earned **exclusively through social engagement and event participation**, making them a key tool for community growth and influencer marketing.

### **Comprehensive Description:**

The Rogue Credit Shop encourages daily visits and engagement while rewarding players for helping promote Aura Forge. Unlike other in-game currencies, Rogue Credits are **not earned through gameplay loops**. They’re instead tied to **brand growth**, social missions, and community events.

### **1. How to Earn Rogue Credits**

Rogue Credits are earned by completing **external engagement tasks**, such as:

* Watching videos or trailers
* Retweeting or reposting official content
* Tagging friends in event posts
* Joining or referring others to Discord
* Participating in whitelist or airdrop campaigns
* Completing KOL-led promotions or quests

These activities will be tracked through integrated platforms (e.g. Zealy, Galxe, custom dashboard) and may include cooldowns or weekly limits.

KOLs and influencers can be directly rewarded with **Rogue Credit drops** to distribute to their communities, incentivizing active promotion.

### **2. Access & Rotation**

* The shop is part of the **Black Market interface**
* Refreshes **every 24 hours**
* Quantity of available items increases with **Black Market level**

| **Black Market Level** | **Rogue Credit Offers Unlocked** |
| --- | --- |
| 2, 4, 6, 8 | +1 item slot each |
| 12–48 (every 2 levels) | +1 item slot (up to 20 total) |

### **3. Shop Item Categories**

| **Category** | **Examples** |
| --- | --- |
| Crafting Materials | Elemental Fragments, Mid-Tier Resources |
| Time Savers | Small Crafting Boosters, Dungeon Rest Reducers |
| Fusion Utilities | Entry-level Transfer Boosters |
| Progression Items | Minor Essence Packs, Generic Soul Shards |
| Entry-Level Units | Random Tier 1 Auras or Common Characters (rotation-based) |

These items are designed to be helpful but **not game-breaking**, ensuring free participants gain value without upsetting balance.

### **4. Purchase Rules**

* Only spendable using **Rogue Credits**
* Items are typically:  
  + **Bound to the account**
  + **Limited per refresh cycle** (e.g., 3x per item/day)
* Sold-out items refresh daily

### **5. Strategic Use for Brand Growth**

Rogue Credits function as a **viral growth tool**, with planned integration into:

* **Referral campaigns** (“Earn 100 Rogue Credits for every verified sign-up”)
* **Influencer drops** (“KOL-X is giving away 5,000 Rogue Credits on Twitter”)
* **Content quests** (“Watch the teaser trailer + like + repost to earn 300 RC”)
* **Whitelist & Prelaunch incentives** (“Top 10 participants earn bonus RC + titles”)

These campaigns may be supported via Zealy, Galxe, or a proprietary rewards dashboard.

### **Technical Requirements:**

#### **Frontend:**

* Rogue Credit Shop UI:  
  + Daily refresh system
  + Purchase limit per item
  + Rogue Credit balance display
* Integration with:  
  + Dashboard or external quest platform (optional)
  + KOL/reward claim interface

#### **Backend:**

* Shop rotation logic (based on rarity weights and item pool)
* Purchase tracking and Rogue Credit deduction
* Reward claims from verified event completions
* KOL tracking: assign and distribute Rogue Credit codes or claims

### **Sample Offer:**

{

"item\_id": "dungeon\_rest\_token",

"price": 150,

"type": "utility",

"limit": 3,

"description": "Speeds up dungeon recovery for one character by 15 minutes."

}

### **Future Considerations:**

* Add **weekly RC-exclusive bundles** tied to Discord activity or social streaks
* Support **RC claim codes** for KOLs to distribute directly
* Allow players to **gift Rogue Credits** during community giveaways
* RC shop “themes” based on current marketing campaigns

Player Sell Slots

## **Feature: Black Market – Player Sell Slots**

### **Brief Explainer Summary:**

Player Sell Slots allow users to list their own Auras, Characters, or materials for sale in the Black Market. These slots unlock gradually as the **Black Market building** levels up. All sales incur a **5% marketplace fee**, and listings can be **cancelled**, but doing so triggers a **slot cooldown** to limit spam, undercutting, and abuse.

### **Comprehensive Description:**

The **Sell Slots system** gives players a secure and structured way to participate in a controlled player-to-player marketplace. To prevent bypassing intended progression or abusing listings, all transfers must occur **within the Black Market**, and the system includes cooldown and timing mechanics to preserve fairness.

### **1. Slot Unlock Progression**

Sell Slots are unlocked at key Black Market levels:

| **Black Market Level** | **Total Sell Slots Available** |
| --- | --- |
| 1 | 1 |
| 5 | 2 |
| 15 | 3 |
| 25 | 4 |
| 35 | 5 |
| 45 | 6 |

Slots are permanent unlocks and persist through all gameplay modes.

### **2. What Can Be Listed**

Each slot can hold one **active listing** of:

* **1 Aura** *(bound on listing)*
* **1 Character** *(bound on listing)*
* **10–50 units** of eligible materials (Soul Shards, Upgrade Materials, Building Blueprints)

#### **Rules:**

* Items **cannot be locked**, assigned to a building, or engaged in an activity
* **No other form of trading or transferring is allowed** (no gifting, no external trades)
* **One item per slot**, even for stackable items

### **3. Listing Time Limits**

Maximum duration of listings increases with Black Market level:

| **Black Market Level Range** | **Max Listing Duration** |
| --- | --- |
| 1–4 | 12 hours |
| 5–14 | 24 hours |
| 15–24 | 36 hours |
| 25–34 | 48 hours |
| 35–50 | 72 hours |

Listings that expire without being sold are returned to the player’s inventory.

### **4. Cancelling Listings**

Players can **cancel listings at any time**, but the affected Sell Slot will go on **cooldown**:

| **Cooldown Duration After Cancel** | **6 hours** (base, configurable) |

* During cooldown, the slot is unusable
* Helps prevent **listing sniping**, **price wars**, and **bot rotation abuse**

*Note: Cooldown timers are visible in the Sell Slot panel.*

### **5. Transaction Rules**

* All sales are made in **Forge Tokens**
* A **5% marketplace fee** is deducted automatically from the seller’s proceeds
* Items are **delivered immediately** to the buyer
* Sales are final — no refunds, reversals, or disputes

### **6. Player & Buyer Views**

* Buyers can browse listings via:  
  + Category filters (Auras, Characters, Materials)
  + Price sorting
  + Time remaining
  + Element, class, rarity, etc.
* Sellers can manage:  
  + Active listings (with time remaining)
  + Cancel option (with cooldown preview)
  + Earnings from completed sales

### **Technical Requirements:**

#### **Frontend:**

* Sell interface:  
  + Select item, set quantity and price
  + See current fee and net payout
* Listings view:  
  + "My Listings" tab with cancel/cooldown UI
* Browse interface:  
  + Filters, search, sort
  + Expiring Soon & Recent Listings highlights

#### **Backend:**

* Track slot availability and cooldown per player
* Enforce listing rules (valid item, not locked, quantity in range)
* Store:  
  + Listing ID, Item ID, Price, Duration, Seller ID, Expiry Timestamp
* Apply 5% fee and credit seller upon successful sale
* Auto-return expired listings
* Enforce cooldown when cancelled

#### **Sample Cancelled Slot Cooldown:**

{

"slot\_id": 2,

"status": "cooldown",

"available\_at": "2025-04-07T14:00:00Z"

}

### **Future Considerations:**

* Let players unlock extra temporary slots with consumables
* Add optional auto-relist toggle (with new cooldown and increased market fee %)
* Introduce dynamic slot skins or effects for leaderboard sellers
* Integrate KOL-exclusive player sales or featured slot banners

Buyer Interface

## **Feature: Black Market – Purchases Interface**

### **Brief Explainer Summary:**

The **Purchase Interface** of the Black Market allows players to browse and buy items listed by other players using Forge Tokens. It includes advanced filters, sorting options, and key info at a glance. All purchases are immediate, and buyers pay no fees — only sellers are charged a marketplace fee.

### **Comprehensive Description:**

The Purchase Interface is where players interact with the **player-driven economy**. All listings are pulled from the Black Market's Sell Slot system. Buyers use this interface to browse **Auras**, **Characters**, and **Materials** available for sale. Purchases are finalized instantly, with the item delivered directly to the buyer’s inventory.

### **1. Item Categories**

All listings are divided into three core types:

| **Category** | **Examples** |
| --- | --- |
| Characters | Named units (e.g. Kleos, G-Wolf) |
| Auras | Element-based with skill previews |
| Materials | Soul Shards, Blueprints, Upgrades |

Each listing includes:

* Seller’s chosen price (Forge Tokens)
* Time remaining until expiration
* Item metadata (rarity, stats, class, etc.)

### **2. Buyer Experience & UI Features**

Players can:

* **Search** by name or keyword
* **Filter** by:  
  + Category (Aura, Character, Material)
  + Element, Rarity, Class, or Stat Thresholds
  + Price range
  + Time remaining
* **Sort** by:  
  + Price (Low → High / High → Low)
  + Rarity
  + Time Remaining
  + Newest Listed

#### **Listing Cards Show:**

* Item image (aura/character/art/icon)
* Name, tier, rarity
* Seller's asking price
* Time left before expiration
* "Buy Now" button

Clicking a listing opens a **preview modal** showing:

* Stat multipliers or shard quantity
* Skills for Auras
* Character race, level, passives
* Confirmation to finalize the purchase

### **3. Purchase Rules**

* All purchases are made using **Forge Tokens**
* Buyer must have **sufficient balance** to complete the transaction
* Once purchased:  
  + The item is delivered to the buyer’s inventory
  + The listing is removed from the market
  + The seller receives **95%** of the sale price (5% fee retained by the system)
* **Purchases are final** — no returns or tradebacks

### **4. Technical Requirements**

#### **Frontend:**

* **Shop UI:**
  + Grid view for listings
  + Tabs or dropdowns for category browsing
  + Filters (rarity, element, class, price, time)
  + Search bar with autocomplete
* **Item Preview Modal:**
  + Detailed stats
  + Purchase confirmation prompt
  + Total cost + remaining token balance

#### **Backend:**

* Fetch filtered listing data with pagination
* Validate token balance on purchase
* On success:  
  + Deduct buyer's Forge Tokens
  + Remove listing
  + Add item to buyer inventory
  + Send payout (minus 5%) to seller

#### **Sample Listing (UI Data):**

{

"listing\_id": "aura\_4891",

"item\_type": "aura",

"price": 75,

"tier": 2,

"element": "Water",

"skills": ["Aqua Burst", "Hydro Lance"],

"expires\_at": "2025-04-08T12:00:00Z"

}

### **5. Security and Anti-Abuse Measures**

* Cooldowns on rapid relisting (seller side)
* Max listing cap per item type
* Optional price floors / ceilings for event tuning
* Future: audit log of suspicious buyer/seller volume

### **Future Considerations:**

* Add **Wish List** feature (get notified when a specific item is listed)
* Allow **direct KOL sales** through exclusive slots
* Daily “Hot Item” feed for trending purchases
* Profile badge for **Top Buyer** achievements

Forge

Got it — here’s the revised **Forge Building** section, focused strictly on the building itself, with only brief mentions of Aura forging and fusion.

## **Feature: Forge Building**

### **Brief Explainer Summary:**

The Forge Building is the core upgrade facility that determines crafting capacity and progression limits. Its level controls how many simultaneous crafting actions can be performed and sets the maximum level caps for Characters and Auras.

### **Comprehensive Description:**

The Forge Building serves as the technical and structural backbone for crafting and progression. It governs:

### **1. Crafting Slots:**

* The Forge provides a queue system for crafting-related actions (such as forging new Auras or fusing Auras).
* Additional crafting slots unlock at key levels:  
  + **Levels 5, 10, 15, 20, 25, 30, 35, 40, 45, 50**
  + Each milestone unlocks **1 additional slot**, allowing players to run multiple processes at once.

### **2. Level Cap System:**

* The level of the Forge determines:  
  + **Maximum Character Level** a player can upgrade to
  + **Maximum Aura Level** that can be achieved through fusion
* Players must upgrade the Forge Building to raise these level caps and progress further in combat, crafting, and PvP readiness.

### **3. Crafting Location:**

* The Forge is the location where:  
  + **New Auras are forged** from raw materials
  + **Aura fusion** takes place to level up and transfer skills
* *(Note: Full details for forging and fusion are covered in separate sections.)*

### **4. Future Functionality:**

* The Forge will also serve as the crafting station for **equipment** in a future update.  
  + Equipment crafting will use materials from farming, dungeons, and totem-based systems.

### **Technical Requirements:**

#### **Frontend:**

* Display Forge Level, current caps (Character and Aura), and active crafting slots
* Crafting Queue view with individual timers
* Upgrade button with level preview and unlocks

#### **Backend:**

* Store Forge level per user
* Enforce level caps for characters and auras
* Limit number of concurrent crafting processes based on level
* Handle building upgrades and slot unlocks

Let me know if you want to define the specific level cap unlocks per Forge level, or if we’re ready to continue with the **Townhall Building**.

Townhall

## **Feature: Townhall**

### **Brief Explainer Summary:**

The Townhall is the central structure in Aura Forge, acting as the master control hub for account progression. It sets the maximum level cap for all other buildings, provides passive global bonuses, unlocks key systems like collection challenges, and controls how many characters may be assigned to tasks at any given time.

### **Comprehensive Description:**

The Townhall serves as the backbone of progression in The Forge. Without upgrading the Townhall, no other building can advance beyond certain breakpoints. It is also responsible for scaling player efficiency and task participation.

#### **Core Functions:**

* **Level Gatekeeping:**
  + Buildings cannot be upgraded past levels 9, 19, 29, 39, or 49 unless the Townhall has reached the same level or higher.
* **Global Activity Bonuses:**
  + The Townhall provides permanent account-wide speed boosts to Farming, Dungeons, and Forging as it levels up.
* **Active Task Limit:**
  + The Townhall determines how many characters can be assigned to active tasks (farming, crafting, dungeons). This prevents players from running dozens of characters simultaneously without upgrading their infrastructure.
* **Collection Challenge Unlocks:**
  + As players reach specific Townhall levels, they unlock the ability to complete long-term collection challenges tied to achievements, crafting, quests, and community events.

#### **Active Character Task Caps by Townhall Level:**

| **Townhall Level** | **Max Active Characters on Tasks** |
| --- | --- |
| 1 | 2 |
| 5 | 3 |
| 8 | 4 |
| 11 | 5 |
| 14 | 6 |
| 17 | 7 |
| 20 | 8 |

Characters assigned to tasks are locked and:

* Cannot be used in other missions
* Cannot be equipped, unequipped, dismantled, fused, or listed for sale

### **Townhall Level Progression Table:**

| **Level** | **Effect** |
| --- | --- |
| 1 | Active Characters = 2 & Max building level = 9 |
| 2 | Forge Speed +2% |
| 3 | Farming Speed +3% |
| 4 | Dungeon Speed +2% |
| 5 | Active Characters = 3 |
| 6 | Forge Speed +4% |
| 7 | Farming Speed +6% |
| 8 | Active Characters = 4 |
| 9 | Dungeon Speed +4% |
| 10 | Forge Speed +6% & Max building level = 19 |
| 11 | Active Characters = 5 |
| 12 | Farming Speed +9% |
| 13 | Dungeon Speed +6% |
| 14 | Active Characters = 6 |
| 15 | Forge Speed +8% |
| 16 | Farming Speed +12% |
| 17 | Active Characters = 7 |
| 18 | Dungeon Speed +8% |
| 19 | Forge Speed +10% |
| 20 | Active Characters = 8 & Max building level = 29 |

### **Future Considerations:**

* Extend character cap scaling beyond level 20 for late-game activity depth
* Add Townhall-specific cosmetic upgrades or title unlocks
* Enable passive auto-completion of low-tier tasks based on Townhall level
* Visual upgrades to Townhall exterior based on level milestones

Bounty Board

## **Feature: Bounty Board Building**

### **Brief Explainer Summary:**

The Bounty Board provides **daily and weekly quests** that reward players for completing a variety of in-game tasks. The level of this building determines how many quests are available each day, their reward scaling, and the chance for upgraded rewards or rarer quest types.

### **Comprehensive Description:**

The Bounty Board adds daily engagement, rewarding players for consistent activity across multiple systems within Aura Forge — from crafting to battling to upgrading. As players level up the Bounty Board, they unlock additional quests and gain passive boosts to quest rewards and rarity.

### **1. Quest Availability**

* **Daily Quests** are refreshed every 24 hours
* **Weekly Quests** are refreshed every 7 days
* Players can complete quests for:  
  + **Essence**
  + **Materials**
  + **Soul Shards**
  + **Rogue Credits**
  + **Special items or tokens**

#### **Quest Unlocks by Level:**

| **Level** | **Unlocks** |
| --- | --- |
| 1 | Unlock 1st and 2nd Daily Quests |
| 5 | Unlock 1st Weekly Quest |
| 11 | Unlock 3rd Daily Quest |
| 15 | Unlock 2nd Weekly Quest |
| 16 | Unlock 4th Daily Quest |

### **2. Reward Scaling Bonuses**

As the Bounty Board levels up, players gain permanent reward bonuses that apply to all quest completions.

#### **Essence Bonus**

* Level 2: +5%
* Level 6: +10%
* Level 10: +15%
* Level 12: +20%
* Level 17: +25%

#### **Chance to Double Rewards**

* Level 3: 5%
* Level 7: 10%
* Level 13: 15%
* Level 19: 20%

#### **Chance to Upgrade Reward Tier**

* Level 4: 2.5%
* Level 8: 5%
* Level 14: 7.5%
* Level 20: 10%

#### **Rarity Improvements**

* Level 9: 1st Daily Quest is always Rare
* Level 18: 2nd Daily Quest is always Rare

### **3. Quest Types**

#### **Forge-Based**

* Forge a specific Aura
* Fuse a specific Aura

#### **Progression-Based**

* Upgrade a character’s level
* Upgrade 5 character levels
* Get your [Building] to Level [X]
* Reach stage [X] of Endless Tower

#### **Store-Based**

* Purchase any item from the store
* Purchase a special offer with Forge Tokens

#### **Dungeon-Based**

* Complete an Easy/Hard dungeon
* Complete a dungeon without any character knockouts
* Complete an elemental dungeon (e.g., Fire dungeon)

#### **Farming-Based**

* Begin an intense farming task
* Earn 300 Rogue Credits

#### **Mobile Game-Linked**

(Requires linked account)

* Win 5 or 20 Arena battles
* Win 4 battles without knockouts
* Win 4 consecutive Arena battles
* Win with only 1 character
* Complete stage [X] of the campaign
* Complete 5 more campaign stages

### **4. Quest Rarity Tiers**

Each quest is assigned a rarity tier that affects the **difficulty** and **reward quality**. Higher rarity quests offer significantly better rewards but often require more involved tasks or stronger characters/resources.

| **Rarity** | **Description** | **Examples** |
| --- | --- | --- |
| **Common** | Basic progression tasks with low material or stat requirements. | - Win 1 Arena Battle - Forge any Aura - Complete an Easy Dungeon |
| **Rare** | Mid-tier challenges requiring specific Auras, characters, or conditions. | - Fuse a Tier 2 Aura - Win 3 Arena Battles with no knockouts - Complete a dungeon without taking damage |
| **Epic** | High-level objectives that often require strategic builds or deeper progress. | - Complete stage 6+ of a Hard Dungeon - Reach campaign milestone X - Win 4 consecutive Arena battles |
| **Legendary** *(Future)* | Endgame quests tied to world events, PvP streaks, or community-wide challenges. | - Defeat a World Boss - Earn 5 Legendary Soul Shards - Reach Top 100 in Arena |

#### **How Rarity Is Assigned:**

* Default daily and weekly quests are **Common** unless upgraded by:  
  + Bounty Board level milestones (e.g., Level 9 or 18 for guaranteed Rare quests)
  + RNG upgrades (affected by your upgrade chance stat)
* Upgraded quests visually stand out and yield bonus rewards (e.g., extra Essence, Forge Tokens, better shard odds)

### **Technical Requirements:**

#### **Frontend:**

* **Quest Dashboard:**
  + List of active daily and weekly quests
  + Progress tracking
  + Claim reward buttons with animation
  + Indicators for quest rarity (Common, Rare, etc.)
* Display of bonuses: essence %, double reward %, upgrade chance
* Time to next refresh countdown (for daily/weekly sets)

#### **Backend:**

* **Endpoints:**
  + GET /bounties – List of active quests for the user
  + POST /bounty/progress – Update quest progress based on activity
  + POST /bounty/claim – Mark as complete and distribute rewards
* Quest assignment logic per user (weighted random with priority rules based on level)
* Reward modifier logic based on player’s Bounty Board level
* Daily and weekly refresh timers
* Special flag for mobile-linked accounts to enable PvP and campaign quests

#### **Database Sample (Quest Entry):**

{

"quest\_id": "bnty\_0341",

"type": "ForgeAura",

"rarity": "Rare",

"goal": 1,

"progress": 1,

"status": "complete",

"base\_reward": {

"essence": 300,

"materials": ["fusion\_dust"]

},

"bonuses\_applied": {

"essence\_bonus": 15,

"doubled": false,

"upgraded": true

}

}

### **Future Considerations:**

* Community-driven bounties (e.g., “As a group, forge 5,000 Auras”)
* Tiered bounty seasons with exclusive cosmetic rewards
* PvE and PvP bounty toggles
* Bonus quests unlocked through Collection Challenges (linked to Townhall)

Tavern

## **Feature: Tavern Building**

### **Brief Explainer Summary:**

The Tavern passively generates **Tickets** used for PvP, campaign, and dungeon activities. It also enables access to **exclusive trades**, where players can exchange specific characters or resources for limited characters or Auras. Upgrading the Tavern improves both ticket generation and the odds of accessing rare trades.

### **Comprehensive Description:**

The Tavern supports **combat readiness** and **roster growth** by managing two systems:

### **1. Ticket Generation System**

**Tickets** are required for:

* **Dungeon Entries**
* **Aura Forge Mobile/PC PvP**
* **Aura Forge Mobile/PC Campaign Missions**

The Tavern:

* **Generates tickets over time** (passively, even while offline)
* **Caps ticket storage** — unused tickets will stop accumulating once the cap is reached
* Upgrading the Tavern improves both:  
  + **Production Speed**
  + **Ticket Capacity**

#### **Ticket Progression Table:**

| **Level** | **Production Speed Bonus** | **Capacity Bonus** |
| --- | --- | --- |
| 1 | +10% | – |
| 2 | +20% | – |
| 3 | – | +20% |
| 4 | +30% | – |
| 5 | +40% | – |
| 6 | – | +40% |
| 7 | +50% | – |
| 8 | +60% | – |
| 9 | – | +60% |
| 10 | – | – (Unlock Exclusive Trade Chance: 10%) |
| 11 | +70% | – |
| 12 | +80% | – |
| 13 | – | +80% |
| 14 | +90% | – |
| 15 | +100% | – |
| 16 | – | +100% |
| 17 | +110% | – |
| 18 | +120% | – |
| 19 | – | +120% |
| 20 | – | – (Exclusive Trade Chance: 20%) |

### **2. Exclusive Trades**

At **Level 10 and beyond**, players unlock a daily chance for **exclusive trade offers**. These offers may include:

* Trading **specific high-level characters** for a limited-time exclusive character
* Trading **event-based characters** for rare alternate versions
* Unique **cross-character fusion-style trades**

#### **Examples:**

* Trade Kleos Lv10, Albus Dumbleboom Lv10, and Brawler Frank Lv10  
   → Receive Llort Warforge Lv1 (Exclusive character)
* Trade G-Wolf Lv30  
   → Receive Dark G-Wolf Lv1 (Alternate form)

These trades:

* Rotate daily (or periodically)
* Are not guaranteed — chance to appear increases with Tavern level
* May include visual indicators for rarity, expiration timers, and “must-have” banners

### **Technical Requirements:**

#### **Frontend:**

* **Ticket Display UI:**
  + Current ticket count and cap
  + Progress bar for next ticket
  + Timer for full cap warning
* **Exclusive Trades Interface:**
  + Carousel or grid of current offers (if available)
  + Character requirement preview with validation
  + Trade confirmation screen with optional animation

#### **Backend:**

* **Endpoints:**
  + GET /tavern/tickets – Current ticket count and regen rate
  + POST /tavern/use-ticket – Deduct on PvP/campaign/dungeon entry
  + GET /tavern/trades – Check current exclusive trades (if unlocked)
  + POST /tavern/trade – Submit exclusive trade
  + POST /tavern/upgrade – Upgrade Tavern level, apply bonuses
* **Ticket System Logic:**
  + Regen calculation:  
     BaseRate \* (1 + Bonus%)
  + Cap tracking based on Tavern level
  + Regen persists offline (time-based catch-up on login)
* **Trade Offer Logic:**
  + Daily roll chance for trade offer:  
    - Level 10: 10%
    - Level 20: 20%
  + Trade templates pulled from backend table of structured deals
  + Check required characters, validate levels, remove and replace on success

### **Future Considerations:**

* Add **community-exclusive trade rotations**
* Introduce **PvP win streak rewards** tied to ticket spending
* Allow players to **reroll or preview** trade offers with a token
* Limited-event tickets with boosted rewards or loot chances

Referral System

Campaign / Onboarding Tutorial

## **Feature: Campaign, Journey, Story, & Onboarding Tutorial**

### **Brief Explainer Summary:**

Aura Forge introduces a **story-driven onboarding system** led by an interactive **AI Companion**, who guides new players through the game's core systems while offering real-time support. After the onboarding, the campaign evolves into a **narrative-based progression track** with quests, rewards, and key milestones that align with standard gameplay goals.

### **Comprehensive Description:**

This feature combines **tutorial, progression support, and narrative storytelling**. The goal is to:

* Make onboarding smooth and interactive
* Teach players each feature step-by-step
* Provide helpful context and small rewards during early progression
* Encourage long-term engagement through story hooks and exclusive incentives

### **1. AI Companion Onboarding**

At account creation or first login, players are introduced to a **voice-enabled (or text-based) AI Avatar** — a central NPC who:

* Acts as a **guide through early gameplay systems**
* Presents buildings and their functions (Forge, Black Market, Bounty Board, etc.)
* Explains how to earn and use Auras, Characters, Resources
* Provides the **first batch of quests** tied to using each feature

#### **Key Features:**

* Interactive dialogue tree
* Custom name/avatar visual
* Optional: Use LLM-based backend to handle custom player questions  
  + E.g. “How do I level up my characters faster?”
* Can trigger UI highlights or focus states (e.g. “Click this Forge button to begin…”)

### **2. Transition to Campaign Story**

Once onboarding is complete (e.g. Townhall reaches Level 3), the AI Companion shifts roles:

* Moves from “guide” to “story narrator”
* Begins introducing **chapter-based quests** themed around a core storyline (e.g. the return of a sealed faction, discovery of hidden aura types, etc.)
* These chapters mirror real-world player progression:  
  + Craft your first Aura
  + Complete your first dungeon
  + Unlock Tier 2 Fusion
  + Collect your first exclusive item
  + Reach Level 20 Townhall

### **3. Progression via Campaign Chapters**

Each campaign chapter contains:

* **Narrative intro**
* **3–5 quests** (auto-tracked)
* **Thematic rewards** (Soul Shards, Upgrade Materials, Unique Cosmetics)
* **Branching paths or dialogue choices** (cosmetic, not gameplay-impacting)

Later chapters may:

* Unlock **special dungeons or story-only battles**
* Reveal **event-limited lore**
* Tie into **seasonal game expansions**

### **4. Late Game Story & Reward Hooks**

To maintain long-term interest:

* Chapters 8–10+ introduce **hidden class lore**, **mystery buildings**, or **legacy factions**
* Progress may require players to:  
  + Reach max Forge level
  + Unlock a Tier IV Aura
  + Craft legendary upgrade materials
* Final rewards include:  
  + Title unlocks
  + Rare exclusive Auras
  + Campaign-only visual items

### **5. Technical Requirements**

#### **Frontend:**

* **AI Avatar UI:**
  + Custom dialog window (head, expression, name)
  + Speech bubble or narration area
  + Response options for interactive onboarding or questions
* **Campaign Screen:**
  + Chapter selector (locked/unlocked)
  + Quest tracker per chapter
  + Claim rewards button
  + Optional lore or image background panels
* **Integration into main UI:**
  + Highlight building buttons
  + Trigger on-screen prompts
  + Display chapter completion on HUD

#### **Backend:**

* Track player chapter progress
* Store:  
  + Completed quests
  + Dialogue states
  + Claimed rewards
* Trigger chapter unlocks based on player milestones
* Optional: LLM microservice to respond to player questions contextually

### **Sample Chapter Structure**

**Chapter 3: Echoes of the Forgotten Forge**

* **Narrative:** “The AI Companion reveals an ancient forge buried beneath the ruins of the Earth Temple…”
* **Quests:**
  1. Fuse your first Tier 2 Aura
  2. Defeat Stage 5 of any Earth Dungeon
  3. Reach Level 10 Forge
* **Reward:** 500 Essence, 2 Rare Soul Shards, +1 Craft Boost
* **Unlocks:** Chapter 4, visual banner for “Earth Unsealed”

### **Future Considerations:**

* Seasonal campaign arcs (e.g. “The Fall of Celestials”)
* Campaigns tied to community progression or leaderboard unlocks
* Custom AI responses based on a player’s building focus or fusion trends
* Potential voice integration for AI narration
* Weekly lore quests alongside standard campaign chapters

Guilds

## **Feature: Guilds**

### **Brief Explainer Summary:**

**Guilds** allow small groups of 2–5 players to form private, shared communities that unlock unique gameplay features, social perks, and cooperative progression systems. Guild members support each other, access exclusive content, and gain passive benefits tied to collective performance.

### **Comprehensive Description:**

Guilds in Aura Forge are designed for **tight-knit teams**, community-led squads, or friends who want to coordinate progress. While not massive in scale, they’re built for **impact and progression**, giving players meaningful incentives to form and grow a group.

### **1. Guild Size & Structure**

* Max size: **5 members**
* Minimum to form: **2 members**
* **One guild leader** (creator)
* Each member slot is unlocked as the **Guild Level increases**

| **Guild Level** | **Max Members** |
| --- | --- |
| 1 | 2 |
| 2 | 3 |
| 3 | 4 |
| 4+ | 5 |

Guilds can rename, invite members, and optionally display **custom icons, emblems, or banners**.

### **2. Guild Features & Benefits**

| **Feature** | **Description** |
| --- | --- |
| Shared Guild Chat | Private channel for all members |
| Guild Challenges | Weekly quests where members contribute progress (e.g. “Fuse 20 Auras”) |
| Contribution-Based Rewards | Tiered rewards based on participation |
| Passive Boosts (optional) | % boost to dungeon speed, crafting time, farming rewards |
| Exclusive Dungeon Access | Event-based, co-op style world boss raids or trials |
| Guild Leaderboards (future) | Rankings for most active, fastest progression, etc. |

### **3. Guild Challenges**

Weekly rotating goals where **each member contributes** to shared objectives:

* Fuse Auras
* Win Dungeon Stages
* Collect X Soul Shards
* Spend Y Rogue Credits
* Upgrade Z Building Levels

Each challenge includes:

* **Milestone tiers** (e.g. 100 total fusions → rare reward)
* **Personal contribution tracking**
* **Claimable rewards** for participation (no freeloading)

### **4. Guild Progression**

Guilds gain **XP** through:

* Member activity
* Challenge completions
* Unique milestones (first Tier 4 Aura, etc.)

Leveling the Guild unlocks:

* More member slots
* New challenge difficulty tiers
* Access to exclusive Guild content

### **5. Joining & Managing**

* Guilds are **invite-only** (private by design)
* Founders can:  
  + Kick/invite members
  + Promote to co-leader
  + Customize emblem/name
* Members can leave and request to join others (cooldown applies after leaving)

Optional:

* Add **invite links** (Discord, in-game chat, referral)

### **6. Technical Requirements**

#### **Frontend:**

* Guild Dashboard:  
  + Members list, roles, activity
  + Chat panel
  + Challenge tab with live progress bars
  + Weekly reset timer + claim buttons
* Create/Manage Guild UI:  
  + Name, emblem, invite options
  + Role assignments (leader, co-leader)

#### **Backend:**

* Store Guild metadata:  
  + Guild ID, name, level, emblem, members, XP
* Weekly reset for challenges
* Validate contribution amounts per player
* Deliver rewards based on milestone + participation
* Enforce cooldown timers for guild switching

#### **Sample Guild Record:**

{

"guild\_id": "guild\_8271",

"name": "The Emberforge",

"level": 3,

"members": [

{ "user\_id": "u\_001", "role": "leader" },

{ "user\_id": "u\_014", "role": "member" },

{ "user\_id": "u\_097", "role": "member" }

],

"current\_challenge": {

"type": "fuse\_auras",

"goal": 50,

"progress": 37

}

}

### **Future Considerations:**

* Guild-based **PVP or leaderboard tournaments**
* Seasonal Guild Badges or cosmetics
* Guild-specific base building (shared project)
* Guild-vs-World Events (e.g. “Defend the Crystal Forge”)
* Support for **KOL-led guilds** with referral bonuses

AI Companions

## **Feature: AI Companions**

### **Brief Explainer Summary:**

AI Companions are customizable, character-based guides that evolve with the player’s journey. Once unlocked, players can assign one of their own characters to take over the role of their personal assistant. These AI avatars retain the core progression knowledge of the game but adopt unique personalities, offer strategic advice, and can be specialized through a unique upgrade tree.

### **Comprehensive Description:**

After a specific milestone in the **onboarding campaign**, players gain the ability to switch from the default AI guide to a **character-based AI Companion**. This introduces player personalization, deeper lore connection, and gameplay utility through unlockable features and progression trees.

### **1. Companion Unlock System**

* Default AI Companion is used during onboarding (e.g. up to Chapter 2 or Townhall Level 5)
* Upon reaching the unlock point:  
  + Players may choose **one of their owned characters** as their new AI guide
  + Not all characters are eligible — only specific ones are **voice-enabled / AI-compatible**
* Players can **change their companion** at any time (with cooldown), but skill progress stays tied to the **assigned character**

### **2. Personality System**

Each AI companion uses the **same knowledgebase** (based on the player’s progress), but their **tone and language** reflects their character:

| **Example Character** | **Personality Style** |
| --- | --- |
| Kleos (Noble) | Encouraging, strategic, formal |
| Brawler Frank | Blunt, sarcastic, slightly rude |
| Whisper (Shy Beast) | Hesitant, quiet, loyal |
| Albus Dumbleboom | Wise, eccentric, long-winded |

This provides flavor to all advice and quest narration, improving immersion and emotional attachment.

### **3. AI Skill Tree System**

Each AI Companion has a **three-path upgrade tree**, powered by **special items** earned through gameplay, campaign milestones, or special offers. Companions can:

* Specialize in **one tree fully**
* Be **moderately skilled in a second**
* **Cannot allocate skill points** to all three simultaneously

Resetting skills is possible but **expensive** to discourage frequent switching.

### **4. Specialization Trees**

#### **A. Tactical Support (PvP/Mobile Focused)**

Offers AI-driven insights for mobile/PC battle modes:

* Predict enemy strategy based on team comp
* Recommend optimal counters from your roster
* Suggest ideal stat targets for specific battles
* Simulate battle outcomes at higher levels of investment

#### **B. Squad Master (Team Development Focus)**

Focuses on squad growth and strategic improvement:

* Identifies weakest links in your team
* Suggests characters to upgrade or replace
* Recommends stat targets based on your Auras
* Highlights crafting, farming, and upgrade goals

#### **C. Black Market Insider (Economy Focused)**

Focuses on economic analysis and trade intelligence:

* Notifies you of **underpriced listings**
* Recommends **items to list** from your inventory
* Suggests **optimal pricing ranges**
* Scans market trends for "hot" items or rare posts

### **5. Tree Mechanics & Crossover**

* Each tree has **5–7 upgrade nodes**
* Some late nodes **intersect trees** with cross-function benefits  
  + E.g., Squad Master + Black Market = “Optimize Value-to-Team” node
  + Tactical + Squad = “Combat Simulation Based on Current Team”

Only the **main tree** reaches full potential. The **secondary tree** is capped at mid-tier.

### **6. AI Companion Progression**

* Skill upgrades require **AI Tokens** (or equivalent item), earned through:  
  + Campaign chapters
  + Guild quests
  + Marketplace achievements
  + Direct purchase (limited)
* Skill points are **bound to the AI character**, not the player. Changing to a new AI will require new progression.

### **7. Technical Requirements**

#### **Frontend:**

* **AI Settings UI:**
  + Choose current AI Companion
  + View and upgrade skill tree
  + Preview personalities and sample dialogues
* **Overlay & Dialogue System:**
  + Avatar expression changes based on dialogue
  + Tone system with optional visual cues

#### **Backend:**

* Store:  
  + Companion character ID
  + Allocated skill points
  + Specialization flags (primary/secondary tree)
* Track dialogue variables (e.g. progression state, response tone)
* AI tree backend config (skill effects, unlocks, gating)

#### **Sample Companion State:**

{

"companion\_id": "kleos",

"primary\_tree": "tactical\_support",

"secondary\_tree": "squad\_master",

"skills": {

"tactical\_1": true,

"tactical\_2": true,

"tactical\_3": true,

"squad\_1": true,

"squad\_2": true

},

"reset\_available": false

}

### **Future Considerations:**

* Add **voice lines** tied to major in-game milestones
* **Companion banter** during idle screens or Forge interactions
* Enable **custom AI names** or nicknames
* Introduce **Companion Cosmetics** (unlockable through story or performance)
* Add **AI bonding level** that builds over time with interaction

## **⚔️ Tactical Support Tree**

**Focus:** PvP prep, enemy analysis, battle forecasting

| **Tier** | **Skill Node** | **Effect** |
| --- | --- | --- |
| 1 | Combat Profile Scan | AI can identify enemy comp’s strengths/weaknesses pre-battle |
| 2 | Optimal Counter Suggestion | Recommends 2–3 of your characters as ideal counters |
| 3 | Stat Focus Advisor | Recommends target stats to build for specific matchups |
| 4 | Battle Report Tracking | Highlights win/loss trends and enemy skill patterns |
| 5 | Simulated Outcome Preview | Runs simplified sim for projected result of team matchup |
| 6 | Tactical Memory | Remembers past PvP losses and flags repeated problems |
| 7 | **Crossover: Smart Auto-Lineup** *(Squad Master link)* | Auto-generates team based on AI’s comp knowledge |

## **🧠 Squad Master Tree**

**Focus:** Team building, upgrades, synergy suggestions

| **Tier** | **Skill Node** | **Effect** |
| --- | --- | --- |
| 1 | Team Audit | Rates your current squad’s performance and bottlenecks |
| 2 | Priority Upgrade Queue | Suggests which character upgrades will give the biggest gains |
| 3 | Stat Synergy Map | Highlights underused or overlapping stats |
| 4 | Aura Synergy Recommender | Suggests ideal Aura class combos and fusions |
| 5 | Squad Gap Notifier | Flags key class/role/race gaps in your squad |
| 6 | Role Reinforcement Guide | Suggests support/damage/tank balance based on current activity focus |
| 7 | **Crossover: Craft-to-Strength Tool** *(Black Market link)* | Recommends crafting goals to boost specific weak points |

## **💰 Black Market Insider Tree**

**Focus:** Trading intelligence, price discovery, profit optimization

| **Tier** | **Skill Node** | **Effect** |
| --- | --- | --- |
| 1 | Market Scanner | Scans for recent listings under market average |
| 2 | Hot Item Tracker | Flags items with fast sales or rising prices |
| 3 | Listing Price Recommender | Suggests price range when listing based on past data |
| 4 | Inventory Valuation Tool | Estimates total Forge Token value of sellable items |
| 5 | Alert Me Feature | Sets target filters and notifies you when items are listed |
| 6 | Smart Timing | Suggests when to list based on peak buyer activity |
| 7 | **Crossover: Sell-to-Upgrade Insight** *(Squad Master link)* | Suggests low-priority items to sell based on upgrade goals |

## **🎯 Specialization Rules**

* **Primary Tree:**
  + Unlocks **up to all 7 nodes**, including the crossover node
* **Secondary Tree:**
  + Unlocks up to **Tier 4**, including the crossover node
* **Third Tree:**
  + Cannot be accessed

### **💡 Respec Rules:**

* Resetting tree costs **premium or rare materials**
* Only resets **once per week** maximum
* Must re-earn or reapply upgrade items

The Forge Integration with Mobile Game

## **Feature: Integration with Aura Forge Mobile/PC 4v4 Turn-Based RPG**

### **Brief Explainer Summary:**

Aura Forge’s web portal (The Forge) connects directly to the core turn-based 4v4 RPG game on mobile and PC. This integration allows shared progression of Characters, Auras, Account Levels, Resources, and AI Companions across both platforms. Gameplay decisions made in one system have meaningful impact in the other, supporting a unified economy and player identity.

### **Comprehensive Description:**

The Forge serves as a **companion web platform** to the full-feature RPG experience, with players preparing, customizing, and optimizing their characters and items for battle. The core mobile/PC game handles **turn-based team combat**, story-driven PvE content, and competitive PvP, while The Forge handles crafting, fusion, economy, passive systems, and campaign progression.

Together, these systems reinforce each other through:

* Shared data
* Unified player account
* Cross-platform rewards
* Integrated progression

### **1. Shared Progression System**

| **Shared Between Web & Mobile** | **Details** |
| --- | --- |
| Characters | Stats, levels, passives, race, visual state |
| Auras | Skills, levels, tier, stat multipliers, fusion history |
| Resources | Essence, Soul Shards, Upgrade Materials, Craft Tokens |
| AI Companions | Choice, skill tree progression, personality |
| Account Data | Titles, quest progress, campaign chapter, cosmetic unlocks |

All data is stored and updated server-side to ensure consistent access across platforms.

### **2. Features Exclusive to The Forge**

| **Web Only Features** | **Purpose** |
| --- | --- |
| Aura Fusion | Build and upgrade Auras, unlock new classes, and transfer skills |
| Character Dismantling | Earn Soul Shards via stat-based RNG system |
| Crafting Buildings & Material Use | Totems, Equipment (future), Building Upgrade Items |
| Black Market | Player economy for buying/selling items and characters |
| Daily/Weekly Quests (Bounty Board) | Drive progression toward shared unlocks |
| AI Companion Configuration | Set skill tree paths and switch companions |

### **3. Features Exclusive to Mobile/PC Game**

| **Mobile/PC Only Features** | **Purpose** |
| --- | --- |
| Turn-Based Combat (4v4) | Arena PvP, campaign PvE, special events |
| Active Skill Use | Characters use Basic, Advanced, Ultimate Skills from Auras |
| Team Strategy | Players set formations, target logic, and defensive/offensive plans |
| Visual Combat | Full 3D/2D battle scenes with character animations and effects |
| Arena Ranking System | ELO-based PvP progression and matchmaking |
| Story Mode | Character-driven campaign with branching arcs |

### **4. System Communication & Syncing**

* All assets (characters, auras, inventories, companion state) are stored on the **central game server**
* Web and Mobile clients **pull and push** data as required
* Sync Events:  
  + After crafting/fusion/dismantle (Forge → Mobile)
  + After battle reward (Mobile → Forge)
  + After AI tree update (bi-directional)
* Actions such as **equipping Auras, assigning characters, upgrading skills or buildings** are all synced live or on re-login

### **5. Data Access Rules**

| **Action Location** | **Allowed On Mobile** | **Allowed On Web** |
| --- | --- | --- |
| Use Auras in battle | ✅ | ❌ |
| Equip/Unequip Auras | ✅ | ✅ |
| Fuse Auras | ❌ | ✅ |
| Dismantle Character | ❌ | ✅ |
| Claim Quest Rewards | ✅ | ✅ |
| List Items for Sale | ❌ | ✅ |
| Buy from Market | ❌ | ✅ |

### **6. Example Player Loop Across Platforms**

**Player logs in on The Forge:**

* Crafts a new Fire Aura
* Fuses it to Tier 2, unlocks Advanced Skill
* Assigns it to G-Wolf
* AI Companion recommends stat rerolls
* Lists an old Water Aura on the Black Market

**Player opens Mobile App:**

* Uses G-Wolf with the new Aura in 4v4 Arena
* Earns XP, Essence, wins 3 PvP matches
* Receives a Soul Shard reward and arena tokens

**Back on Web:**

* Rewards are available for collection
* Companion reminds them to fuse again for Tier 3 class unlock

### **7. Technical Requirements**

#### **Shared Backend API:**

* Token-authenticated account system (OAuth or similar)
* Centralized inventory & metadata handling
* Webhooks or poll cycles to sync battle results, rewards
* Secure, auditable data logs to prevent tampering or double-spend exploits

#### **Frontend Integration Points:**

* **Web:** UI for syncing, status checks, alerts when mobile data is ready
* **Mobile:** Pull latest state from server on login or match completion
* AI Companion system syncs state from server once per session or on change

### **Future Considerations:**

* Enable **cross-platform achievements** and shared titles
* Use companion stats in both Forge and battle scenarios
* Allow web events to trigger mobile-only challenges (e.g. “use your newly crafted Aura in battle within 24h”)
* Explore web-to-mobile push notifications via account sync (e.g. “Your Aura sold!”)