Analysing of Sites

Flightrising

* Breeding from dragons
* 11 Different kind of dragons, different pictures between hatchling, adult male and adult female
* 3 Genetics (prim., second, ter.)
  + 69 diferent colors or each gen.
  + primary 9 genes, secondary 10, tria. 7
  + dragons change
* Real Time based browser game
* mating cool down -> time depending on dragon rarity
* hatch of eggs after 5 days
* dragons grow after 5 days
* number of eggs depending on genetic and dragon breed, possible of getting 5 eggs if both parents are of different breed
* marketing place -> site based market to sell things
* auction house ->player based market to sell/buy things
* mini games to earn money (75k per day)
* exalt your dragons to earn some money, dragons disappeared and can't get back

Good Features:

* Breeding and all the different outcomes

Bad Features:

* Real Time (To time consuming Game) (no bots allowed for automating clicks)
* Monotone Mini Games without real long time interest
* Familiar Bonding can be tedious with all the clicking

**Pokemon Breeding System**

* Possible of getting Shiny Pokemon (different Color combo)
* Breeding to have specific powered Stats and Skills on the Pokemon

**Dragon Quest**

* Breeding System
* Combining from Monsters to get stronger ones
* Possible of creating new Breeds by specific combinations

Idea

* PC , Online or Offline? !For start Offline for normal Gameplay! Online Modus for Market Place for players to exchange and sell Monsters and Resources
* Technology: Unity or Java(?) or Opengl
* 2D or 2.5
  + different zones areas with monsters (same species just different enviroment)
    - Zone:
      * Village
        + Houses to enter
        + Shops

suggest Food based on monsters the player has

combination offers if interested products are in cart

* + - * + Own Breeding Farm
      * Explore Area
        + Open Field
        + Caves
        + Hidden Areas
        + Forest
        + Mountain
        + Sea
      * Farm/Ranch
        + hire help
        + automate feeding and farming to save time
        + different areas depending on the breeds (a bit like zoo?)

water based monsters cant be on ground

* + - * + Nesting Ground
        + Playfield

monsters can walk free

* + - * + Houses
        + Player Information

Time Played

Statistik of Pie Chart of workload currently focusing on

Stats of Day/Month/ Quarter/Year of income etc

breeding information

suggest of possible outcomes

* + - * Online Market House
        + Statistik Infromation

Most Sold Monsters

Players interest suggest Products based on his shopping habits

Online Users

Market Activities

3 Kinds of Monsters

Catch Monsters

Interact with Monsters

* Feed
* Cure if sick
* Talk
* pet, wash
* train

Gather Material

Prototype

4 Monsters

3 Genetics which can be set

* if both parents have same genetic the chances are 100%
* if parents have different genetic chances are 50% 50% if both are

30% chance of getting new Monster out if you pair up two different ones

* Mini Games
* can send out monsters to gather resources
  + unless monster is guarding nest/pregnant
* Breeding
  + mate age is adult
  + penality on over breeding
    - possiblities on sickness on the offsprings higher
* day and night circle, No real time instead days go by either normal (one day be like 5-10min?) or player goes to their house to sleep (auo save)
* Monsters have 3 till 4 Stages
  + Egg / Hatchling,Pup/Teen / Adult

Programming Sections

World

Sound

Graphics

GUI

Logic

KI (?)

Tools

What kind of Tools are required?

Editor

* create new level / area
* create NPC
* create Monster (or pet)
* create item
* quest system